

EmacsKeyBindings; Emacs Key Bindings

Emacs is an interactive, customizable, richly featured code editor that is popular among many programmers, especially UNIX programmers. Project Builder's code editor incorporates many common Emacs commands.

You issue Emacs commands with the Control key (Ctl) or the Escape (Esc) key, but how you give the command differs with each key. You press the Control key just before the character key, and keep pressing them together. For Escape commands, press the Escape key first, then press the character key. Also, some commands begin with Control-x and are followed by a separate key press. The separation of the final character in Control-x and Escape commands is represented by a space.

Notes:

- On OpenStep for Windows, many Emacs key bindings conflict with the standard bindings for Control keys on Windows applications (for example, Ctl-v is scroll forward in Emacs but is Paste in Windows). Windows key binding override any corresponding Emacs key bindings.
- To use the Emacs commands that begin with the Escape key (Esc), you must select the ^aAct as Emacs Meta key^o option in the Key Bindings preferences display.

Moving Around

Command	What It Does
Ctl-f	Move forward one character
Ctl-b	Move backward one character
Esc f	Move forward one word
Esc b	Move backward one word
Ctl-n	Move to the next line
Ctl-p	Move to the previous line

Ctrl-e	Move to the end of the line
Ctrl-a	Move to the beginning of the line
Ctrl-v	Scroll forward a ^a page ^o
Esc v	Scroll backward a ^a page ^o
Esc >	Go to the end of the edited file
Esc <	Go to the beginning of the edited file
Ctrl-l	Center cursor in middle of displayed code
Ctrl-x Ctrl-x	Exchange point and mark (return to mark)
Ctrl-s	Search forward incrementally
Ctrl-r	Search backward incrementally

Editing, Deleting, and Copying

Command	What It Does
Ctrl-d	Delete character under cursor
Ctrl-k	Delete (kill) to end of line
Ctrl-y	Paste (yank) contents of kill buffer
Esc-d	Delete next word or to end of current word
Esc-Del	Delete previous word
Ctrl-x u	Undo last change (applies successive undos)
Ctrl-i	Indent line
Esc w	Copy region
Esc y	Yank-pop: paste previously cut text in kill buffer

Files and Views (Buffers)

Command	What It Does
Ctrl-x 2	Split current view into two views (Split command)

Ctl-x 1	Make one view (Maximize command)
Ctl-x o	Edit in other view
Ctl-x Ctl-b	Open Loaded Files panel
Ctl-x b	Next loaded file
Ctl-x Ctl-f	Display Open Quickly panel
Ctl-x Ctl-s	Save current view to file
Ctl-x Ctl-w	Write to file (Save As)
Ctl-x s	Save all loaded files
Ctl-x i	Insert file
Ctl-x k	Close current file

Miscellaneous

Command	What It Does
Ctl-x space	Sets a mark which, with point, marks a region.
Ctl-x `	Go to next error (as displayed in Build panel exception browser)
Ctl-x p	Go to previous error
Esc .	Find definition of current symbol using Project Find panel (as identified by location of cursor)
Ctl-q	Quote next character (for example, a control sequence)
Ctl-g	Quit current command

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Customizing the Editing Environment; ↵ Customizing the Editing Environment

In the Fonts, Sizes, & Colors preferences panel, you can customize the default attributes of the code editor, including text color and font, background color, and the size of the tear-off windows. Attributes take effect when the next file is opened or when you create the next tear-off window.

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