

# Emacs Prelude Cheat Sheet

## Getting Help in Emacs

<code>C-h k</code> <code>&lt;key&gt;</code>	describe function bound to <code>&lt;key&gt;</code>
<code>C-h b</code>	list key-bindings for focused buffer
<code>C-h m</code>	describe mode
<code>C-h l</code>	show the keys you have pressed
<code>C-h f</code>	describe function

## Global

<code>C-x \</code>	align-regexp
<code>C++</code>	text-scale-increase
<code>C--</code>	text-scale-decrease
<code>C-x 0</code>	go to previous window
<code>C-x m</code>	eshell
<code>C-x M</code>	start a new eshell if one is active
<code>C-x M-m</code>	shell
<code>C-x C-m</code>	smex
<code>C-h A</code>	apropos
<code>C-h C-f</code>	find-function
<code>C-h C-k</code>	find-function-on-key
<code>C-h C-v</code>	find-variable
<code>C-h C-l</code>	find-library
<code>C-h C-i</code>	info-display-manual
<code>C-&lt;backspace&gt;</code>	kill line backward and indent
<code>C-o</code>	(isearch-mode) isearch-occur
<code>M-/</code>	hippie-expand
<code>C-x C-b</code>	ibuffer
<code>&lt;f11&gt;</code>	prelude-fullscreen
<code>&lt;f12&gt;</code>	menu-bar-mode
<code>C-x g</code>	magit-status
<code>C-x M-g</code>	magit-dispatch-popup

## prelude

Keybindings defined in prelude mode

<code>C-c o</code>	crux-open-with
<code>C-c g</code>	prelude-google
<code>C-c G</code>	prelude-github
<code>C-c y</code>	prelude-youtube
<code>C-c U</code>	prelude-duckduckgo
<code>C-a</code>	crux-move-beginning-of-line
<code>S-&lt;return&gt;</code>	crux-smart-open-line
<code>M-o</code>	crux-smart-open-line
<code>C-S-&lt;return&gt;</code>	crux-smart-open-line-above
<code>C-S-&lt;up&gt;</code>	move-text-up
<code>C-S-&lt;down&gt;</code>	move-text-down
<code>M-S-&lt;up&gt;</code>	move-text-up
<code>M-S-&lt;down&gt;</code>	move-text-down
<code>C-c n</code>	crux-cleanup-buffer-or-region
<code>C-c f</code>	crux-recentf-ido-find-file
<code>C-M-z</code>	crux-indent-defun
<code>C-c u</code>	crux-view-url
<code>C-c e</code>	crux-eval-and-replace
<code>C-c s</code>	crux-swap-windows
<code>C-c w</code>	prelude-swap-meta-and-super
<code>C-c D</code>	crux-delete-file-and-buffer
<code>C-c d</code>	crux-duplicate-current-line-or-region

<code>C-c M-d</code>	crux-duplicate-and-comment-current-region
<code>C-c r</code>	crux-rename-buffer-and-file
<code>C-c t</code>	crux-visit-term-buffer
<code>C-c k</code>	crux-kill-other-buffers
<code>C-c TAB</code>	crux-indent-rigidly-and-copy- to-clipboard
<code>C-c I</code>	crux-find-user-init-file
<code>C-c S</code>	crux-find-shell-init-file
<code>C-c i</code>	imenu-anywhere
<code>s-p</code>	projectile-command-map
<code>s-g</code>	god-local-mode
<code>s-r</code>	crux-recentf-ido-find-file
<code>s-j</code>	crux-top-join-line
<code>s-k</code>	crux-kill-whole-line
<code>s-m m</code>	magit-status
<code>s-m l</code>	magit-log
<code>s-m f</code>	magit-log-buffer-file
<code>s-m b</code>	magit-blame
<code>s-o</code>	crux-smart-open-line-above

## ace-window

Quickly switch windows in Emacs

<code>s-w</code>	ace-window
------------------	------------

## avy

Effectively navigate to visible things

<code>C-c j</code>	avy-goto-word-or-subword-1
<code>s-.</code>	avy-goto-word-or-subword-1

## anzu

Enhances isearch & query-replace by showing total matches and current match position

<code>M-%</code>	anzu-query-replace
<code>s-.</code>	anzu-query-replace-regexp

## browse-kill-ring

Smarter kill-ring navigation

<code>s-y</code>	browse-kill-ring
------------------	------------------

## crux

A Collection of Ridiculously Useful eXtensions for Emacs.

<code>C-^</code>	crux-top-join-line
<code>s-k</code>	crux-kill-whole-line

## discover-my-major

A quick major mode help with discover-my-major.

<code>C-h C-m</code>	discover-my-major
----------------------	-------------------

## easy-kill

Kill & Mark Things Easily in Emacs.

<code>M-w</code>	easy-kill
<code>C-M-SPC</code>	easy-mark
<code>C-M-@</code>	easy-mark

## expand-region

Increase selected region by semantic units.

<code>C==</code>	er/expand-region
------------------	------------------

## flycheck

On the fly syntax checking.

<code>C-t C-n</code>	flycheck-next-error
<code>C-t C-p</code>	flycheck-previous-error

## projectile

Project Interaction Library for Emacs.

<code>C-c p f</code>	projectile-find-file
<code>C-c p p</code>	projectile-switch-project
<code>C-c p d</code>	projectile-find-dir
<code>C-c p r</code>	projectile-replace
<code>C-c p T</code>	projectile-find-test-file
<code>C-c p s g</code>	projectile-grep
<code>C-c p s s</code>	projectile-ag

## operate-on-number

Operate on number at point with arithmetic functions.

<code>C-c . +</code>	apply-operation-to-number-at-point
<code>C-c . -</code>	apply-operation-to-number-at-point
<code>C-c . *</code>	apply-operation-to-number-at-point
<code>C-c . /</code>	apply-operation-to-number-at-point
<code>C-c . \</code>	apply-operation-to-number-at-point
<code>C-c . ^</code>	apply-operation-to-number-at-point
<code>C-c . &lt;</code>	apply-operation-to-number-at-point
<code>C-c . &gt;</code>	apply-operation-to-number-at-point
<code>C-c . #</code>	apply-operation-to-number-at-point
<code>C-c . %</code>	apply-operation-to-number-at-point
<code>C-c . ' </code>	operate-on-number-at-point

## zop-to-char

A more powerful alternative to zap-to-char.

<code>M-z</code>	zop-up-to-char
<code>M-Z</code>	zop-to-char

## Modules

### prelude-ido

<code>M-x</code>	smex
<code>M-X</code>	smex-major-mode-commands

### prelude-ivy

<code>C-c C-r</code>	ivy-resume
<code>&lt;f6&gt;</code>	ivy-resume
<code>C-s</code>	swiper
<code>M-x</code>	counsel-M-x
<code>&lt;f1&gt; f</code>	counsel-describe-function
<code>&lt;f1&gt; v</code>	counsel-describe-variable
<code>&lt;f1&gt; l</code>	counsel-find-library
<code>&lt;f1&gt; i</code>	counsel-info-lookup-symbol
<code>&lt;f1&gt; u</code>	counsel-unicode-char
<code>C-c g</code>	counsel-git
<code>C-c j</code>	counsel-git-grep
<code>C-c k</code>	counsel-ag
<code>C-x l</code>	counsel-locate
<code>C-r</code>	(minibuffer) counsel-minibuffer-history

### prelude-helm

<code>C-c h o</code>	helm-occur
<code>C-c h g</code>	helm-do-grep
<code>C-c h C-c w</code>	helm-wikipedia-suggest
<code>C-c h SPC</code>	helm-all-mark-rings
<code>C-c p h</code>	helm-projectile

### prelude-helm-everywhere

<code>M-x</code>	helm-M-x
<code>C-c C-m</code>	helm-M-x

<code>M-y</code>	helm-show-kill-ring
<code>C-x b</code>	helm-mini
<code>C-x C-b</code>	helm-buffers-list
<code>C-x C-f</code>	helm-find-files
<code>C-h f</code>	helm-apropos
<code>C-h r</code>	helm-info-emacs
<code>C-h C-l</code>	helm-locate-library
<code>C-c f</code>	(prelude-mode) helm-recentf
<code>C-c C-l</code>	(minibuffer-local) help-minibuffer-history
<code>C-o</code>	(isearch-mode) helm-occur-from-isearch
<code>C-c C-l</code>	(shell-mode) helm-comint-input-ring

### prelude-key-chord

<code>jj</code>	avy-goto-word-1
<code>jl</code>	avy-goto-line
<code>jk</code>	avy-goto-char
<code>JJ</code>	crux-switch-to-previous-buffer
<code>uu</code>	undo-tree-visualize
<code>xx</code>	execute-extended-command
<code>yy</code>	browse-kill-ring

### prelude-evil

<code>C-A</code>	(normal-state) evil-numbers/inc-at-pt
<code>C-S-A</code>	(normal-state) evil-numbers/dec-at-pt
<code>&gt;</code>	(visual-state) prelude-shift-right-visual
<code>&lt;</code>	prelude-shift-left-visual
<code>C-S-d</code>	prelude-evil-scroll-down-other-window
<code>C-S-u</code>	prelude-evil-scroll-up-other-window
<code>K</code>	(magit-branch-manager-mode) (emacs-state) magit-discard (magit-branch-manager-mode) (emacs-state) magit-log-popup (magit-status-mode) (emacs-state) magit-discard (magit-status-mode) (emacs-state) magit-log-popup
<code>L</code>	(magit-branch-manager-mode) (emacs-state) magit-log-popup (magit-status-mode) (emacs-state) magit-discard (magit-status-mode) (emacs-state) magit-log-popup
<code>K</code>	(magit-status-mode) (emacs-state) magit-discard (magit-status-mode) (emacs-state) magit-log-popup
<code>l</code>	(magit-status-mode) (emacs-state) magit-log-popup
<code>h</code>	(magit-status-mode) (emacs-state) magit-diff-toggle-refine-hunk

### prelude-emacs-lisp

<code>C-c C-z</code>	prelude-visit-ielm
<code>C-c C-c</code>	eval-defun
<code>C-c C-b</code>	eval-buffer

### prelude-go

<code>C-c a</code>	go-test-current-project
<code>C-c m</code>	go-test-current-file
<code>C-c .</code>	go-test-current-test
<code>C-c b</code>	go-run
<code>C-c h</code>	godoc-at-point

### prelude-ocaml

<code>C-c C-s</code>	utop
----------------------	------

### prelude-org

<code>C-c l</code>	org-store-link
<code>C-c a</code>	org-agenda
<code>C-c b</code>	org-iswitchb

### prelude-rust

<code>C-c C-d</code>	racer-describe
----------------------	----------------