

## Reference Card for GAMS mode

for Version 1.6, Sep, 2002.

In the following, C-c means hit the 'c' key while holding down the *Ctrl* key. M-z means hit the 'z' key while hitting the *Meta* (labeled *Alt* on some keyboards) or after hitting *Esc* key.

### GAMS mode

C-c C-k	Insert GAMS statement.
C-c C-d	Insert GAMS dollar control.
C-c C-o	Insert a comment template.
C-c C-v	Switch to the LST file and show errors.
C-c C-j	Switch to the LST file.
C-c C-e	Evoke the TEMPLATE mode.
C-c C-t	Evoke GAMS process menu.
C-c C-c	Insert an ontext-offtext pair.
C-c C-g	Jump between an ontext-offtext pair.
C-c M-c	(Un)comment a ontext-offtext pair.
C-c M-g	Remove a ontext-offtext pair.
C-c C-f	Choose font-lock level.
M-g M-g	Fontify block.
C-l	Recentering.
TAB	Indent line.
M-C-\	Indent region.
C-c C-m	View GAMS pdf manuals.
C-c C-z	Extract a model from Model library.
M-;	Insert end-of-line comment.
C-;	Insert inline comment.

### GAMS-LST mode

y	Jump to an error and show its number and meaning.
u	Jump back to an error place in the program file.
i	Jump to the input (GMS) file.
o	Start the GAMS-OUTLINE mode.
q	Close the buffer.
?	Display the help.
s(S)	Jump to the next (previous) SOLVE SUMMARY.
r(R)	Jump to the next (previous) REPORT SUMMARY.
v(V)	Jump to the next (previous) VAR entry.
e(E)	Jump to the next (previous) EQU entry.
p(P)	Jump to the next (previous) PARAMETER entry.
l	Jump to a line you specify.
L	Jump to a line.
SPC	Scroll up.
M-v or DEL	Scroll down.
1	Widen the window.
2	Split the window.
m	Move frame.
w	Resize frame.
z	Move a cursor to the other window.
d,f,g,h,j,k	Scroll commands.

### GAMS-OUTLINE mode

SPC	Show the content of the item on the current line.
N	Show the content of the next item.
P	Show the content of the previous item.
T	Select viewable items.
t	Select registered viewable item combination.
m	Mark an item.
u	Unmark an item.
y	Jump to the marked line.
i	Switch back to the LST buffer.
?	Show the help.
q	Quit.
l	Widen the window with one line.
o	Narrow the window with one line.
1	Widen the window.
C-l	Recenter.
C-v or RET	Scroll up the OUTLINE buffer.
M-v or DEL	Scroll down the OUTLINE buffer.
n	Next line.
p	Previous line.
w	Resize frame.
e	Move frame.
d,f,g,h,j,k	Scroll commands.

### GAMS-TEMPLATE mode

SPC	Show a content of a template.
RET	Insert a template.
a	Add a new template.
d	Delete a template.
e	Re-edit a template.
r	Rename a template.
u	Move a template up.
j	Move a template down.
g	Show the gms file.
q	Quit.
s(S)	Scroll up (down) *Template Content* buffer.
h	Show the help.
o	Save the content of gams-user-template-alist.
p	Show the previous template.
n	Show the next template.

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