

# Reference Card for GAMS mode

for gams.el version 2.1, November, 2004.

## Notes

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. The slash '/' means 'or'. Of course, these are the *default* key-bindings and you can change them freely.

## GAMS mode

C-c C-k	Insert GAMS statement.
C-u C-c C-k	Replace the existing statement with new one.
C-c C-d	Insert GAMS dollar control.
C-u C-c C-d	Replace the existing dollar control with new one.
C-c C-n	Insert GAMS statement (extended).
C-c C-o	Insert a comment template.
C-c C-e	Start the GAMS-TEMPLATE mode.
C-c C-w	Open the included subroutine file.
C-c C-v/F10	Switch to the LST file and show errors.
C-c C-j	Switch to the LST file.
C-c C-i/F11	Switch to the OUTLINE buffer.
C-c C-t	Start GAMS process menu.
C-c C-s/F9	Run GAMS.
C-c C-l	Pop up GAMS process buffer.
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 an ontext-offtext pair.
C-c M-g	Remove an ontext-offtext pair.
C-c ./F7	Show the declaration part of an identifier.
C-c C-a	Show the list of all identifiers in the buffer.
F8	Jump between the matched parenthesis.
C-c C-f	Choose font-lock level.
M-g M-g	Fontify block.
C-l	Recentering.
TAB	Indent line.
	Indent region is 'M-C-\'
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.
C-cC-;	Comment out a region.

## GAMS-LST mode

y	Jump to the error and show its number and meaning.
u	Jump back to the error place in the program file.
i	Jump to the input (gms) file.
o	Start the GAMS-OUTLINE mode.
0	Start the GAMS-OUTLINE mode with the external program
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.
1	Jump to a line.

SPC	Scroll up.
M-v/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.
;	Switch back to the gms file buffer.
?	Show the help.
q	Quit.
1	Widen the window with one line.
o	Narrow the window with one line.
1	Widen the window.
C-l	Recenter.
C-v/RET	Scroll up the OUTLINE buffer.
M-v/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 the 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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