











# Projectile - Project Interaction

Move Operation	Keystroke	Function	Notes
<b>Projectile</b>	 The <b>projectile external package</b> is a great package to manage your project. See the <b>projectile user manual</b> for more information.  PEL activates projectile when the <b>pel-use-projectile</b> user option is non-nil. If it is set to <b>t</b> projectile is available but you must explicitly activate it with the projectile-mode command (which PEL binds to <b>&lt;f11&gt; &lt;f8&gt;</b> ). If you want projectile-mode available when Emacs starts, then set the user option to <b>use-from-start</b> instead.		
Toggle projectile mode	<b>&lt;f11&gt; &lt;f8&gt;</b>	( <b>projectile-mode</b> &optional ARG)	Toggle projectile-mode, a minor mode to assist project management and navigation.  PEL activates the projectile-mode when Emacs starts if the <b>pel-use-projectile</b> user option is set to use-from-start. If instead <b>pel-use-projectile</b> is set to <b>t</b> , then you must use this command to activate it.
	<b>&lt;f8&gt; C</b>	( <b>projectile-configure-project</b> ARG)	Run project configure command. <ul style="list-style-type: none"><li>Normally you'll be prompted for a compilation command, unless variable 'compilation-read-command'. You can force the prompt with a prefix ARG.</li></ul>
	<b>&lt;f8&gt; E</b>	( <b>projectile-edit-dir-locals</b> )	Edit or create a .dir-locals.el file of the project.
	<b>&lt;f8&gt; F</b>	( <b>projectile-find-file-in-known-projects</b> )	Jump to a file in any of the known projects.
	<b>&lt;f8&gt; I</b>	( <b>projectile-ibuffer</b> PROMPT-FOR-PROJECT)	Open an IBuffer window showing all buffers in the current project. <ul style="list-style-type: none"><li>Let user choose another project when PROMPT-FOR-PROJECT is supplied.</li></ul>
	<b>&lt;f8&gt; P</b>	( <b>projectile-test-project</b> ARG)	Run project test command. <ul style="list-style-type: none"><li>Normally you'll be prompted for a compilation command, unless variable 'compilation-read-command'. You can force the prompt with a prefix ARG.</li></ul>
	<b>&lt;f8&gt; R</b>	( <b>projectile-regenerate-tags</b> )	Regenerate the project's [e]ltags.
	<b>&lt;f8&gt; T</b>	( <b>projectile-find-test-file</b> &optional INVALIDATE-CACHE)	Jump to a project's test file using completion. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>
	<b>&lt;f8&gt; V</b>	( <b>projectile-browse-dirty-projects</b> &optional CACHED)	Browse dirty version controlled projects. <ul style="list-style-type: none"><li>With a prefix argument, or if CACHED is non-nil, try to use the cached dirty project list.</li></ul>
<b>Project Buffers</b> (See also  Buffers)	Projectile provides the following commands to manage buffers related to a project. <ul style="list-style-type: none"><li>The first set of commands open a buffer that is part of a project, in the current window, another window with and without selecting it, or into another frame.<ul style="list-style-type: none"><li>When prompting for a buffer name, the lists of available buffers is restricted to the buffers that are part of the current project (as opposed to all buffers currently opened in Emacs).</li></ul></li><li>The last 2 commands listed are:<ul style="list-style-type: none"><li>save all buffers related to the project,</li><li>kill all buffers related to the project.</li></ul></li></ul>		
Switch to previous project buffer in current window	<b>&lt;f8&gt; &lt;left&gt;</b>	( <b>projectile-previous-project-buffer</b> )	In selected window switch to the previous project buffer. <ul style="list-style-type: none"><li>If the current buffer does not belong to a project, call 'previous-buffer'.</li></ul>
Switch to next project buffer in current window	<b>&lt;f8&gt; &lt;right&gt;</b>	( <b>projectile-next-project-buffer</b> )	In selected window switch to the next project buffer. <ul style="list-style-type: none"><li>If the current buffer does not belong to a project, call 'next-buffer'.</li></ul>
Switch to a project buffer	<b>&lt;f8&gt; b</b>	( <b>projectile-switch-to-buffer</b> )	Switch to a project buffer.
Switch to a project buffer in other window	<b>&lt;f8&gt; 4 b</b>	( <b>projectile-switch-to-buffer-other-window</b> )	Switch to a project buffer and show it in another window.
Open a project buffer in other window with our selecting it.	<b>&lt;f8&gt; 4 C-o</b>	( <b>projectile-display-buffer</b> )	Display a project buffer in another window without selecting it.
Switch to a project buffer in other frame	<b>&lt;f8&gt; 5 b</b>	( <b>projectile-switch-to-buffer-other-frame</b> )	Switch to a project buffer and show it in another frame.
Save all project buffers	<b>&lt;f8&gt; s</b>	( <b>projectile-save-project-buffers</b> )	Save all project buffers.
Kill all project's buffers	<b>&lt;f8&gt; k</b>	( <b>projectile-kill-buffers</b> )	Kill project buffers. Prompts for confirmation before killing the buffers.
<b>Project Dired</b> (See also:  Dired)	Projectile provides the following commands to open a Dired (Directory Editor) buffer for one of the directories related to the current project. <ul style="list-style-type: none"><li>The first 3 commands, bound to a key sequence that end with a <b>D</b> open dired at the root and do not prompt. The other commands prompt for one of the project's directories.<ul style="list-style-type: none"><li>When prompting for a directory name, the list of available directory names is restricted to the directories that are part of the current project.</li></ul></li></ul>		
Open Dired for the project's root directory.	<b>&lt;f8&gt; D</b>	( <b>projectile-dired</b> )	Open 'dired' at the root of the project. <ul style="list-style-type: none"><li>Does not prompt, opens Dired on the project's root directory.</li></ul>
Open Dired for the project's root directory, in other window	<b>&lt;f8&gt; 4 D</b>	( <b>projectile-dired-other-window</b> )	Open 'dired' at the root of the project in another window. <ul style="list-style-type: none"><li>Does not prompt, opens Dired on the project's root directory.</li></ul>
Open Dired for the project's root directory, in other frame	<b>&lt;f8&gt; 5 D</b>	( <b>projectile-dired-other-frame</b> )	Open 'dired' at the root of the project in another frame. <ul style="list-style-type: none"><li>Does not prompt, opens Dired on the project's root directory.</li></ul>
Open Dired for project directory	<b>&lt;f8&gt; d</b>	( <b>projectile-find-dir</b> &optional INVALIDATE-CACHE)	Jump to a project's directory using completion. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>
Open Dired for project directory in other window	<b>&lt;f8&gt; 4 d</b>	( <b>projectile-find-dir-other-window</b> &optional INVALIDATE-CACHE)	Jump to a project's directory in other window using completion. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>
Open Dired for project directory in other frame	<b>&lt;f8&gt; 5 d</b>	( <b>projectile-find-dir-other-frame</b> &optional INVALIDATE-CACHE)	Jump to a project's directory in other frame using completion. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>
<b>Project Files</b> (See also  File mngt)	Projectile provides the following commands to open a file that belongs to the current project. <ul style="list-style-type: none"><li>When prompting for a file name, the list of available file names is restricted to the files that are part of the current project.</li></ul>		
Find (open) project file	<b>&lt;f8&gt; f</b>	( <b>projectile-find-file</b> &optional INVALIDATE-CACHE)	Jump to a project's file using completion. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>
Find (open) project file in other window	<b>&lt;f8&gt; 4 f</b>	( <b>projectile-find-file-other-window</b> &optional INVALIDATE-CACHE)	Jump to a project's file using completion and show it in another window. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>
Find (open) project file in other frame	<b>&lt;f8&gt; 5 f</b>	( <b>projectile-find-file-other-frame</b> &optional INVALIDATE-CACHE)	Jump to a project's file using completion and show it in another frame. <ul style="list-style-type: none"><li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li></ul>

Move Operation	Keystroke	Function	Notes
Find (open) project file identified at point	<f8> g	(projectile-find-file-dwim &optional INVALIDATE-CACHE)	Jump to a project's files using completion based on context. <ul style="list-style-type: none"> <li>With a prefix arg INVALIDATE-CACHE invalidates the cache first.</li> <li>If point is on a filename, Projectile first tries to search for that file in project: <ul style="list-style-type: none"> <li>If it finds just a file, it switches to that file instantly. This works even if the filename is incomplete, but there's only a single file in the current project that matches the filename at point. For example, if there's only a single file named "projectile/projectile.el" but the current filename is "projectile/proj" (incomplete), 'projectile-find-file-dwim' still switches to "projectile/projectile.el" immediately because this is the only filename that matches.</li> <li>If it finds a list of files, the list is displayed for selecting. A list of files is displayed when a filename appears more than one in the project or the filename at point is a prefix of more than two files in a project. For example, if 'projectile-find-file-dwim' is executed on a filepath like "projectile/", it lists the content of that directory. If it is executed on a partial filename like "projectile/a", a list of files with character 'a' in that directory is presented.</li> <li>If it finds nothing, display a list of all files in project for selecting.</li> </ul> </li> </ul>
Find (open) project file identified at point in other window	<f8> 4 g	(projectile-find-file-dwim-other-window &optional INVALIDATE-CACHE)	Jump to a project's files using completion based on context in other window. <ul style="list-style-type: none"> <li>Same selection logic as for the command described above.</li> </ul>
Find (open) project file identified at point in other frame	<f8> 5 g	(projectile-find-file-dwim-other-frame &optional INVALIDATE-CACHE)	Jump to a project's files using completion based on context in other frame. <ul style="list-style-type: none"> <li>Same selection logic as for the command described above.</li> </ul>
Find (open) project file with different extension	Projectile provides the following commands to open a project file that has the same name as the current file but has a different extension. Several programming languages use several file extensions, such as C for .c and .h files, C++ with .cpp, .hpp .hxx, Erlang with .erl, .hrl, etc...And if you have documentation files with the same names that will work too. The files do not have to be located inside the same directory. <b>Example:</b> For a C project you could place all the C header files describing the public interface to your package inside the top directory, and the implementation files inside a code sub-directory (along with private header files). Let's say you have project foo with foo/foo_base.h, foo/code/foo_base.c. If you have foo_base.c opened in a window, use one of these commands to quickly open foo.h.		
Find (open) file with same name but different extension	<f8> a	(projectile-find-other-file &optional FLEX-MATCHING)	Switch between files with the same name but different extensions. <ul style="list-style-type: none"> <li>With FLEX-MATCHING, match any file that contains the base name of current file.</li> <li>Other file extensions can be customized with the variable 'projectile-other-file-alist'.</li> </ul>
Find (open) file with same name but different extension in other window	<f8> 4 a	(projectile-find-other-file-other-window &optional FLEX-MATCHING)	Switch between files with the same name but different extensions in other window. <ul style="list-style-type: none"> <li>With FLEX-MATCHING, match any file that contains the base name of current file.</li> <li>Other file extensions can be customized with the variable 'projectile-other-file-alist'.</li> </ul>
Find (open) file with same name but different extension in other frame	<f8> 5 a	(projectile-find-other-file-other-frame &optional FLEX-MATCHING)	Switch between files with the same name but different extensions in other frame. <ul style="list-style-type: none"> <li>With FLEX-MATCHING, match any file that contains the base name of current file.</li> <li>Other file extensions can be customized with the variable 'projectile-other-file-alist'.</li> </ul>
	<f8> c	(projectile-compile-project ARG)	Run project compilation command. <ul style="list-style-type: none"> <li>Normally you'll be prompted for a compilation command, unless variable 'compilation-read-command'. You can force the prompt with a prefix ARG.</li> </ul>
	<f8> e	(projectile-recentf)	Show a list of recently visited files in a project. For this to work recent must be enabled.
	<f8> i	(projectile-invalidate-cache PROMPT)	Remove the current project's files from 'projectile-projects-cache'. <ul style="list-style-type: none"> <li>With a prefix argument PROMPT prompts for the name of the project whose cache to invalidate.</li> </ul>
	<f8> j	(projectile-find-tag)	Find tag in project.
	<f8> l	(projectile-find-file-in-directory &optional DIRECTORY)	Jump to a file in a (maybe regular) DIRECTORY. <ul style="list-style-type: none"> <li>This command will first prompt for the directory the file is in.</li> </ul>
	<f8> m	(projectile-commander)	Execute a Projectile command with a single letter. <ul style="list-style-type: none"> <li>The user is prompted for a single character indicating the action to invoke. <ul style="list-style-type: none"> <li>The '?' character describes then available actions.</li> </ul> </li> <li>See 'def-projectile-commander-method' for defining new methods.</li> </ul>
	<f8> o	(projectile-multi-occur &optional NLINES)	Do a 'multi-occur' in the project's buffers. <ul style="list-style-type: none"> <li>With a prefix argument, show NLINES of context.</li> </ul>
	<f8> p	(projectile-switch-project &optional ARG)	Switch to a project we have visited before. <ul style="list-style-type: none"> <li>Invokes the command referenced by 'projectile-switch-project-action' on switch.</li> <li>With a prefix ARG invokes 'projectile-commander' instead of 'projectile-switch-project-action.'</li> </ul>
	<f8> q	(projectile-switch-open-project &optional ARG)	Switch to a project we have currently opened. <ul style="list-style-type: none"> <li>Invokes the command referenced by 'projectile-switch-project-action' on switch.</li> <li>With a prefix ARG invokes 'projectile-commander' instead of 'projectile-switch-project-action.'</li> </ul>
	<f8> r	(projectile-replace &optional ARG)	Replace literal string in project using non-regexp 'tags-query-replace'. <ul style="list-style-type: none"> <li>With a prefix argument ARG prompts you for a directory on which to run the replacement.</li> </ul>
	<f8> t	(projectile-toggle-between-implementation-and-test)	Toggle between an implementation file and its test file.
	<f8> 4 t	(projectile-find-implementation-or-test-other-window)	Open matching implementation or test file in other window.
	<f8> 5 t	(projectile-find-implementation-or-test-other-frame)	Open matching implementation or test file in other frame.
	<f8> u	(projectile-run-project ARG)	Run project run command. <ul style="list-style-type: none"> <li>Normally you'll be prompted for a compilation command, unless variable 'compilation-read-command'. You can force the prompt with a prefix ARG.</li> </ul>
	<f8> v	(projectile-vc &optional PROJECT-ROOT)	Open 'vc-dir' at the root of the project.  For git projects 'magit-status-internal' is used if available. For hg projects 'monky-status' is used if available.  If PROJECT-ROOT is given, it is opened instead of the project root directory of the current buffer file. If interactively called with a prefix argument, the user is prompted for a project directory to open.
	<f8> z	(projectile-cache-current-file)	Add the currently visited file to the cache.

Move Operation	Keystroke	Function	Notes
Search Tools	Projectile provides the following recursive-grep like search tools.		
Search in project files with recursive grep	<f8> s g	( <a href="#">projectile-grep</a> &optional REGEXP ARG)	Perform rgrep in the project. <ul style="list-style-type: none"> <li>With a prefix ARG asks for files (globbing-aware) which to grep in.</li> <li>With prefix ARG of ‘-’ (such as ‘M--’), default the files (without prompt), to ‘projectile-grep-default-files’.</li> <li>With REGEXP given, don’t query the user for a regexp.</li> </ul>
Search in project files with ripgrep	<f8> s r	( <a href="#">projectile-ripgrep</a> SEARCH-TERM &optional ARG)	Run a Ripgrep search with ‘SEARCH-TERM’ at current project root. <ul style="list-style-type: none"> <li>With an optional prefix argument ARG SEARCH-TERM is interpreted as a regular expression.</li> </ul> <div>  Requires the <a href="#">projectile</a>, <a href="#">ripgrep.el</a> external packages as well as the <a href="#">ripgrep</a> command line utility.         </div> <div>  PEL activates this command when <b>pel-use-projectile</b> is non-nil. But to make it work you must also set <b>pel-use-ripgrep</b> to <b>t</b>. Also note that the <a href="#">ripgrep</a> command line utility must be installed manually.         </div>
Search in project files with ag	<f8> s s	( <a href="#">projectile-ag</a> SEARCH-TERM &optional ARG)	Run an ag search with SEARCH-TERM in the project. <ul style="list-style-type: none"> <li>With an optional prefix argument ARG SEARCH-TERM is interpreted as a regular expression.</li> </ul> <div>  Requires the <a href="#">projectile</a>, <a href="#">ag.el</a> external packages as well as the <a href="#">ag</a> command line utility.         </div> <div>  PEL activates this command when <b>pel-use-projectile</b> is non-nil. But to make it work you must also set <b>pel-use-ag</b> to <b>t</b>. Also note that the <a href="#">ag</a> command line utility must be installed manually.         </div>
Run Shell Commands in Project’s root	The following projectile commands execute shell commands in the <a href="#">project’s root directory</a> .		
Run shell command in project root	<f8> !	( <a href="#">projectile-run-shell-command-in-root</a> )	Invoke ‘shell-command’ in the project’s root.
Run async command in project root	<f8> &	( <a href="#">projectile-run-async-shell-command-in-root</a> )	Invoke ‘async-shell-command’ in the project’s root.
Specialized Shells	Open a specialized shell related to the current project. The buffer name reflect the name of the project.		
eshell	<f8> x e	( <a href="#">projectile-run-eshell</a> ARG)	Invoke ‘eshell’ in the project’s root. <ul style="list-style-type: none"> <li>Switch to the project specific eshell buffer if it already exists.</li> <li>Use a prefix argument ARG to indicate creation of a new process instead.</li> </ul>
gdb	<f8> x g	( <a href="#">projectile-run-gdb</a> )	Invoke ‘gdb’ in the project’s root.
ielm	<f8> x i	( <a href="#">projectile-run-ielm</a> ARG)	Invoke ‘ielm’ in the project’s root. <ul style="list-style-type: none"> <li>Switch to the project specific ielm buffer if it already exists.</li> <li>Use a prefix argument ARG to indicate creation of a new process instead.</li> </ul>
shell	<f8> x s	( <a href="#">projectile-run-shell</a> ARG)	Invoke ‘shell’ in the project’s root. <ul style="list-style-type: none"> <li>Switch to the project specific shell buffer if it already exists.</li> <li>Use a prefix argument ARG to indicate creation of a new process instead.</li> </ul>
term	<f8> x t	( <a href="#">projectile-run-term</a> ARG)	Invoke ‘term’ in the project’s root. <ul style="list-style-type: none"> <li>Switch to the project specific term buffer if it already exists.</li> <li>Use a prefix argument ARG to indicate creation of a new process instead.</li> </ul>
vterm	<f8> x v	( <a href="#">projectile-run-vterm</a> &optional ARG)	Invoke ‘vterm’ in the project’s root. <ul style="list-style-type: none"> <li>Switch to the project specific term buffer if it already exists.</li> <li>Use a prefix argument ARG to indicate creation of a new process instead.</li> </ul>

### Projectile – References

Topic & Link	Note