
















Speedbar / Sr-Speedbar

Description	Keystroke	Function	Note
Speedbar Frame and SR-Speedbar	<p>Emacs has built-in support for a Speedbar frame which provides a set of links to several things likes directories, files, variables and functions, buffer and info manual and sections. The Speedbar monitors the content of its associated frame and attempts to provide relevant content through different tree-like views. There are several views: directories/files/tags, buffers, info document. Inside each view keys are provided to perform quick operations on the speedbar tree itself and on the content it refers to.</p> <ul style="list-style-type: none"><li>With Emacs in graphics mode this uses a different frame. When Emacs runs in terminal mode, Speedbar uses the same frame and hides all Emacs windows. The user can toggle them on and off.</li><li>With the Sr-Speedbar package installed, it becomes possible to open the Speedbar inside a dedicated window inside the same frame (both in graphics and terminal modes). The PEL package provides the logic to use the one selected by configuration or prompt when the speedbar is first opened.</li><li>The PEL package provides the <b>&lt;f11&gt; M-s M-s</b> binding to pel-open-close-speedbar which provides the selection and retention logic.</li></ul> <p> <b>Limitations</b></p> <ol style="list-style-type: none"><li>The Speedbar code only allows <b>one</b> type of speedbar to be used per Emacs session. Once one type has been selected it cannot be changed in that Emacs session. You must restart Emacs to use the other type.</li><li>The icons used in the graphics mode look ancient. To replace them with ASCII text, execute <code>(setq speedbar-use-images nil)</code>.</li></ol> <p> The SR-speedbar is an external package that must be installed.</p> <p> Under PEL both Speedbar and SR-Speedbar are made available only when the <b>pel-use-speedbar</b> user option is set to <b>t</b>.</p> <p> By default, when Emacs runs in terminal (TTY) mode, PEL uses SR-Speedbar and does not give you a choice.</p> <p>If you prefer to be able to use Speedbar in terminal mode, set the <b>pel-prefer-sr-speedbar-in-terminal</b> customizable variable to <b>nil</b>.</p>		
Open this PDF file. See also:  <a href="#">Help/Info</a>	<b>&lt;f11&gt; M-s &lt;f1&gt;</b>	<b>(pel-help-pdf</b> &optional OPEN-WEB-PAGE)	Open the local copy of the  <b>Speedbar</b> PDF file unless a command prefix (like <b>C-u</b> ) was used. In that case it opens the Github-hosted file instead.
 <b>Customize</b> PEL Speedbar control	<b>&lt;f11&gt; M-s &lt;f2&gt;</b>	<b>(pel-customize-pel</b> &optional OTHER-WINDOW)	Customize PEL Speedbar support. <ul style="list-style-type: none"><li>If OTHER-WINDOW is non-nil (use <b>C-u</b>) , display in other window.</li></ul>
 <b>Customize</b> Emacs Speedbar control	<b>&lt;f11&gt; M-s &lt;f3&gt;</b>	<b>(pel-customize-library</b> &optional OTHER-WINDOW)	Customize Emacs Speedbar support.
Open/close a speedbar	<b>&lt;f11&gt; M-s M-s</b>	<b>(pel-open-close-speedbar)</b>	Use/close appropriate speedbar: <a href="#">Speedbar</a> or <a href="#">SR-Speedbar</a> . <ul style="list-style-type: none"><li>In text mode always use the SR-Speedbar which opens inside the same frame.</li><li>In graphics mode, both are supported, but only one type can be used in an Emacs session. Prompt to ask which one to use on the very first call and keep using that one in the subsequent calls.</li></ul> Internally this calls speedbar and sr-speedbar-toggle. Neither of these functions have a default key binding.
Speedbar/SR-Speedbar operations	The following commands support both Speedbar and sr-speedbar.		
Change frame focus to or from the speedbar frame/window.	<b>&lt;f11&gt; M-s .</b>	<b>(pel-toggle-to-speedbar)</b>	Select/unselect Speedbar window. Move point to speedbar frame or sr-speedbar window or back. If no speedbar is active open it. <ul style="list-style-type: none"><li> Window toggling is only allowed when the SR-Speedbar is used, not for Speedbar.</li></ul>
Refresh the current speedbar display, disposing of any cached data.	<b>&lt;f11&gt; M-s r</b>	<b>(pel-speedbar-refresh)</b>	Force refresh of speedbar content.
Toggle refresh speedbar content.	<b>&lt;f11&gt; M-s R</b>	<b>(pel-speedbar-toggle-refresh)</b>	Toggle automatic refresh of used Speedbar.
Toggle display of files speedbar can not tag and hidden files. (In File mode)	<b>&lt;f11&gt; M-s a</b>	<b>(pel-speedbar-toggle-show-all-files)</b>	Toggles display of the level 1 hidden files on/off. <ul style="list-style-type: none"><li>Warns if the speed-bar is currently not opened.</li></ul>
Toggle tag sorting	<b>&lt;f11&gt; M-s t</b>	<b>(pel-speedbar-toggle-sorting)</b>	Toggle tag sorting. <ul style="list-style-type: none"><li>Warns if the speed-bar is currently not opened.</li></ul>
Toggle use of images	<b>&lt;f11&gt; M-s i</b>	<b>(pel-speedbar-toggle-images)</b>	Toggle use of images in the speedbar frame. Available in graphics mode only. <ul style="list-style-type: none"><li>Warns if the speed-bar is currently not opened.</li></ul>
Other Speedbar/SR-Speedbar operations	More operations can be performed on the speed-bars, either using special keys or via the menu.		
File Display Mode Keys	The following two rows describe the prefix and suffix characters used in the lines of the Directory/Files/Tags view. 		
Keys available in all views	<p><b>&lt;RET&gt;</b> or <b>e</b> : Edit current line item:</p> <ul style="list-style-type: none"><li>Directory: open directory content (replace buffer with the content of that directory)</li><li>File: open file in a (new) buffer.</li><li>Tag: move to the file/location identified by the tag.</li></ul> <p><b>SPC</b> : Expand/Contract</p> <ul style="list-style-type: none"><li>Directory: expand/contract directory tree in place.</li><li>File: expand/contract tags list if any</li></ul> <p><b>+ or =</b> : Expand</p> <ul style="list-style-type: none"><li>Directory: expand directory tree in place.</li><li>File: expand tags list if any</li></ul> <p><b>-</b> : Contract</p> <ul style="list-style-type: none"><li>Directory: contract directory tree in place.</li><li>File: contract tags list if any</li></ul> <p><b>[</b> : Expand the line under the cursor and all descendants. Optional argument ARG indicates that any cache should be flushed.</p> <p> It does not only expand the current line, but all lines below.</p> <p><b>]</b> : Contract the line and all its descendants.</p> <p> the docstring of the function seems invalid. <b>TODO:</b> look into the code. </p> <p><b>p</b> : Move to the previous ARGth line (default 1) in the speedbar buffer.</p> <p><b>n</b> : Move to the next ARGth line (default 1) in the speedbar buffer.</p> <p><b>M-p</b> : Move to the previous ARGth line (default 1) in the current sub-node speedbar buffer.</p> <p><b>M-n</b> : Move to the next ARGth line (default 1) in the current sub-node speedbar buffer.</p> <p><b>g</b> : Refresh the current speedbar display.</p> <p> I noticed that the refresh does not seem always to work until using Dired on this directory. Looks like the cache is not updated.</p> <p><b>t</b> : Toggle automatic update of the Speedbar frame.</p> <ul style="list-style-type: none"><li>When automatic update is on, Speedbar tracks the content of the associated buffer. Otherwise it does not.</li><li> This does not seem to work with SR-Speedbar: I have not been able to stop the automatic refresh.</li></ul> <p><b>q</b> : Close the Speedbar frame</p> <p><b>Q</b> : Deletes frame permanently.</p> <p><b>f</b> : Display the Directory/Files view</p> <p><b>b</b> : Display buffer view</p> <p><b>r</b> : Revert to initial view/ revert the buffer/switch back to the previous mode.</p>		
Line prefix	<p><b>[+]</b> or <b>&lt;+&gt;</b> : Expand the content of the item:</p> <ul style="list-style-type: none"><li>Directory -&gt; files</li><li>File -&gt; etags in file</li></ul> <p><b>[-]</b> : Contract the item; hide its content.</p>		

