Speedbar / Sr-Speedbar

		Speeubai / Si-G		
<u>Description</u>	<u>Keystroke</u>	Function	<u>Note</u>	
Speedbar Frame and SR-Speedbar	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. • 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. • With the <u>Sr-Speedbar</u> 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. • The PEL package provides the <f11> M-s M-s binding to pel-open-close-speedbar which provides the selection and retention logic. • Limitations: The Speedbar code only allows one 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. • The <u>SR-speedbar</u> is an external package that must be installed. • Under PEL both Speedbar and SR-Speedbar are made available only when the pel-use-speedbar user option is set to t. • By default, when Emacs runs in terminal (TTY) mode, PEL uses SR-Speedbar and does not give you a choice. If you prefer to be able to use Speedbar in terminal mode, set the pel-prefer-sr-speedbar-in-terminal customizable variable to nil.</f11>			
Open this PDF file. See also: <u>Nelp/Info</u>	<f11> M-s <f1></f1></f11>	patibility information is available in the Speed (pel-help-pdf & optional OPEN-WEB-PAGE)		
∑ Customize PEL Speedbar control	<f11> M-s <f2></f2></f11>	(pel-customize-pel &optional OTHER-WINDOW)	Customize PEL Speedbar support. • If OTHER-WINDOW is non-nil (use C-u), display in other window.	
<u>∑ Customize</u> Emacs Speedbar control	<f11> M-s <f3></f3></f11>	(pel-customize-library &optional OTHER-WINDOW)	Customize Emacs Speedbar support. Opens the Speedbar customization group. It has several user options and the following sub-groups: • Speedbar Faces: faces used in speedbar • Speedbar Vc: version control display in speedbar • Sr Speedbar: same frame speedbar	
	The following user-options have important impact on the way the speedbar behaves:: • speedbar-tag-hierarchy-method: controls the way the entries are listed in the speedbar. They can be abbreviated, common prefixed, sorted, or just listed. More methods can be added via hooks. Each hook can be activated or unused. • The icons used in the graphics mode look ancient. Replaced them with ASCII text by customizing speedbar-use-images user-option to off (nil).			
Open/close a speedbar	<f11> M-s M-s (pel-open-close-speedbar) Use/close appropriate speedbar: Speedbar or SR-Speedbar.</f11>			
	 In text mode always use the SR-Speedbar which opens inside the same frame. 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. 			
Speedbar/SR-Speedbar	Global Operation	ns: The following commands support both S	peedbar and sr-speedbar.	
Change frame focus to or from the speedbar frame/ window.	<f11> M-s M-t</f11>	(pel-toggle-to-speedbar)	Select/unselect Speedbar window. Move point to speedbar frame or sr-speedbar window or back. If no speedbar is active open it. • ➤ Window toggling is only allowed when the SR-Speedbar is used, not for Speedbar.	
Refresh the current speedbar display, disposing of any cached data.	<f11> M-s M-r</f11>	(pel-speedbar-refresh)	Force refresh of speedbar content.	
Toggle refresh speedbar content.	<f11> M-s M-R</f11>	(pel-speedbar-toggle-refresh)	Toggle automatic refresh of used Speedbar.	
Toggle display of files speedbar can not tag and hidden files. (In File mode)	<f11> M-s M-a</f11>	(pel-speedbar-toggle-show-all-files)	Toggles display of the level 1 hidden files on/off. • Warns if the speed-bar is currently not opened. Hidden files are files with names the start with a period, but also compressed files.	
Toggle tag sorting	<f11> M-s M-o</f11>	(pel-speedbar-toggle-sorting)	 Toggle tag sorting. Warns if the speed-bar is currently not opened. ⚠ Be aware of the following: Speedbar content is not updated: you must contract and re-expand them to see the change. ☼ If the speedbar-tag-hierarchy-method user-option includes the speedbar-trim-words-tag-hierarchy function sorting will have no effect. To see an impact, modify this speedbar user-option and remove that function. With PEL you can access the speedbar customize buffer with <f11> M-s</f11> 	
Toggle use of images	<f11> M-s M-i</f11>	(pel-speedbar-toggle-images)	Toggle use of images in the speedbar frame. Available in graphics mode only. • Warns if the speed-bar is currently not opened.	
Toggle SR-Speedbar select behaviour	<f11> M-s M-b</f11>	(pel-sr-speedbar-toggle-select-behaviour)	Toggle SR-Speedbar selection behaviour from what is selected by the pel-sr-speedbar-move-point-to-target-on-select PEL user-option. The behaviours are: 1. Move point to the target selected by the SR-Speedbar operation (see below). 2. The selected target is visited inside another window but keep point inside the SR-Speedbar buffer after a new selection. SR-Speedbar alone always uses the second behaviour. PEL user-option defaults to behaviour 1.	
Focus Speedbar on the content of file or buffer in current window	<f11> M-s M-=</f11>	(pel-speedbar-focus-current-file &optional STAY-IN-SPEEDBAR)	Set SR-Speedbar focus on the content of file or buffer in current window. • Place the tag list of the current file at the top of the speedbar. • If optional STAY-IN-SPEEDBAR argument is non-nil, move point to speedbar, otherwise don't move it. A The current implementation only support SR-Speedbar (a speedbar in the same frame).	
Expand Speedbar to the entire projectile project directories and files	<f8> M-s</f8>	(projectile-speedbar-open-current-buffer-in-tree)	With a speedbar already opened, expand it to the entire current projectile project directories and files. Requires the <u>projectile-speedbar</u> external project. PEL activates it when the pel-use-projectile-speedbar user-option is set to t.	
See also: <u>Projectile</u>			 To use this command you must first activate projectile. ⚠ The command fails if issued when point lies inside the speedbar window. 	
Speedbar/SR-Speedbar	Buffer indicators	: line prefixes and suffixes and their meaning.		
Line prefix	[+] or <+> : Expand the content of the item: 1) for directory: the list of files, or 2) for a file: the list of items/tags in the file. : Contract the item; hide its content.			

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File suffixes File names displayed in the Files view have appended single letter suffixes.	* : File checked out of VCS — was written for RCS, not reliable for modern DVCS. ? : File does not have imenu support but not expressly ignored. # : File that have an object file associated with it. ! : File that have an object file associated with it, and that object file is out of date. ? : Buffer is read-only.				
Speedbar/SR-Speedbar	Buffer Operations: operations can be performed when point is inside the speedbar buffer:				
Speedbar Buffer Keys	The following 2 rows describe the prefix and suffix characters used in the lines of the Directory/Files/Tags/Buffer view.				
Select speedbar list	Use the following keys to switch the Speedbar buffer view: b : Display buffer view f : Display the Directory/Files view				
Keys available in all views	 RET> or e : Edit current line item: Directory: open content of directory identified by point position. Replace speedbar buffer with the content of that directory. File: open file in a (new) buffer. Tag: move to the file/location identified by the tag. SPC: Expand/Contract: 1) Directory: expand/contract directory tree in place. 2) File: expand tags list if any. Expand: 1) Directory: expand directory tree in place. 2) File: expand tags list if any. Contract: 1) Directory: contract directory tree in place. 2) File: expand tags list if any. Expand the current line, all its descendants (♣ and all lines and descendants below!). With prefix argument: flush any cache. Contract the line and all its descendants. Move to the previous line in the speedbar buffer. Use numeric prefix to move by that number of lines. Move to the next line in the speedbar buffer. Use numeric prefix to move by that number of lines. Move to the previous line in the current sub-node speedbar buffer. Use numeric prefix to move by that number of lines in the sub-node. M-n Move to the next line in the current sub-node speedbar buffer. Use numeric prefix to move by that number of lines in the sub-node. Move bothe next line in the current sub-node speedbar buffer. Use numeric prefix to move by that number of lines in the sub-node. Move bothe next line in the current sub-node speedbar buffer. Use numeric prefix to move by that number of lines in the sub-node. Move forward over the complete list. General tracks the content of the associated buffer. Otherwise it does not. A This does not seem to work with SR-Speedbar: I have not been able to stop the automatic refresh. Close the Speedbar frame Deletes frame permanently. 				
Speedbar Keys	The following rows describe the keys available in the Speedbar views.				
<u>Directory/Files/Tags View</u> <u>Keys</u>	U : Display parent directory of current line's directory. I : Display info in the minibuffer about the current item. For files and directories, the information corresponds to the output of 'ls -l' for the file/directory. (speedbar-item-info) C : Copy current line file D : Delete current line file. Prompts for confirmation. K : Create a new directory R : Rename current line file or directory B : Byte compile the item under the cursor or mouse if it is a Lisp file. A message in the minibuffer shows the compiled file if the compilation succeeded. If the compilation failed, a *compile-log* buffer is opened with the errors. (speedbar-item-byte-compile) O : Delete the object associated from the item under the cursor. The file is removed from disk. The object is determined from the variable 'speedbar-obj-alist'. (speedbar-item-object-delete) L : Load the item under the cursor or mouse if it is a Lisp file. (speedbar-item-load)				
Org-Mode Directory/File/ Tags Keys	 : Org-mode: Restrict future agenda commands to the location at point in the speedbar. To get rid of the restrictions, use '>'.				
Buffer View keys	k : Kill buffer identified on current line r : Revert this buffer, reloading it from disk				

Speedbar - References

Topic & link	Description	
Speedbar Manual	Describes Speedbar, how to navigate with it, modes, etc	
	Describes the Speedbar frame (just 1 page of text) inside the Emacs manual. refers to the document above for more information.	