


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">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 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.The PEL package provides the <code><f11> S S</code> binding to <code>pel-open-close-speedbar</code> which provides the selection and retention logic. <p>⚠ Limitations</p> <ol style="list-style-type: none">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 icons used in the graphics mode look ancient. To replace them with ASCII text, execute <code>(setq speedbar-use-images nil)</code>. <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 <code>pel-use-speedbar</code> customize variable is set to <code>t</code>.</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 <code>pel-prefer-sr-speedbar-in-terminal</code> customizable variable to <code>nil</code>.</p>		
Open/close a speedbar	<code><f11> S S</code>	<code>(pel-open-close-speedbar)</code>	<p>Use/close appropriate speedbar: Speedbar or SR-Speedbar.</p> <ul style="list-style-type: none">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. <p>Internally this calls <code>speedbar</code> and <code>sr-speedbar-toggle</code>. Neither of these functions have a default key binding.</p>
Speedbar/SR-Speedbar operations	The following commands support both Speedbar and <code>sr-speedbar</code> .		
Change frame focus to or from the speedbar frame/window.	<code><f11> S .</code>	<code>(pel-toggle-to-speedbar)</code>	<p>Select/unselect Speedbar window. Move point to speedbar frame or <code>sr-speedbar</code> window or back. If no speedbar is active open it.</p> <ul style="list-style-type: none">☞ Window toggling is only allowed when the SR-Speedbar is used, not for Speedbar.
Refresh the current speedbar display, disposing of any cached data.	<code><f11> S r</code>	<code>(pel-speedbar-refresh)</code>	<p>Force refresh of speedbar content.</p>
Toggle refresh speedbar content.	<code><f11> S R</code>	<code>(pel-speedbar-toggle-refresh)</code>	<p>Toggle automatic refresh of used Speedbar.</p>
Toggle display of files speedbar can not tag and hidden files. (In File mode)	<code><f11> S a</code>	<code>(pel-speedbar-toggle-show-all-files)</code>	<p>Toggles display of the <code>level 1 hidden files</code> on/off.</p> <ul style="list-style-type: none">Warns if the speed-bar is currently not opened.
Toggle tag sorting	<code><f11> S t</code>	<code>(pel-speedbar-toggle-sorting)</code>	<p>Toggle tag sorting.</p> <ul style="list-style-type: none">Warns if the speed-bar is currently not opened.
Toggle use of images	<code><f11> S i</code>	<code>(pel-speedbar-toggle-images)</code>	<p>Toggle use of images in the speedbar frame. Available in graphics mode only.</p> <ul style="list-style-type: none">Warns if the speed-bar is currently not opened.
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><RET> or e : Edit current line item:</p> <ul style="list-style-type: none">Directory: open directory content (replace buffer with the content of that directory)File: open file in a (new) buffer.Tag: move to the file/location identified by the tag. <p>SPC : Expand/Contract</p> <ul style="list-style-type: none">Directory: expand/contract directory tree in place.File: expand/contract tags list if any <p>+ or = : Expand</p> <ul style="list-style-type: none">Directory: expand directory tree in place.File: expand tags list if any <p>- : Contract</p> <ul style="list-style-type: none">Directory: contract directory tree in place.File: contract tags list if any <p>[: 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>] : Contract the line and all its descendants.</p> <p>⚠ the docstring of the function seems invalid. TODO: look into the code. 🐛</p> <p>p : Move to the previous ARGth line (default 1) in the speedbar buffer.</p> <p>n : Move to the next ARGth line (default 1) in the speedbar buffer.</p> <p>M-p : Move to the previous ARGth line (default 1) in the current sub-node speedbar buffer.</p> <p>M-n : Move to the next ARGth line (default 1) in the current sub-node speedbar buffer.</p> <p>g : Refresh the current speedbar display.</p> <p>⚠ I noticed that the refresh does not seem always to work until using <code>Dired</code> on this directory. Looks like the cache is not updated.</p> <p>t : Toggle automatic update of the Speedbar frame.</p> <ul style="list-style-type: none">When automatic update is on, Speedbar tracks the content of the associated buffer. Otherwise it does not.⚠ This does not seem to work with SR-Speedbar: I have not been able to stop the automatic refresh. <p>q : Close the Speedbar frame</p> <p>Q : Deletes frame permanently.</p> <p>f : Display the Directory/Files view</p> <p>b : Display buffer view</p> <p>r : Revert to initial view/ revert the buffer/switch back to the previous mode.</p>		
Line prefix	[+] or <+>	: Expand the content of the item:	
		<ul style="list-style-type: none">Directory -> filesFile -> etags in file	
	[-]	: Contract the item; hide its content.	

Description	Keystroke	Function	Note
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. Files are completely ignored if they match ‘speedbar-file-unshown-regexp’ which is generated from ‘completion-ignored-extensions’. : 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 ???? 	
Speedbar Keys	The following rows describe the keys available in the Speedbar views.		
Keys available in Directory/Files/Tags View	U I C D M R B O L	: Display parent directory of current line’s directory. : 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) : Copy current line file : Delete current line file. Prompts for confirmation. : Create a new directory : Rename current line file or directory : 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) : Delete the object associated from the item under the cursor. The file is removed from disk. The object is determined from the variable ‘ <i>speedbar-obj-alist</i> ’. (speedbar-item-object-delete) : Load the item under the cursor or mouse if it is a Lisp file. (speedbar-item-load)	
Keys available in Directory/File/Tags view for Org-Mode	< >	: Org-mode: Restrict future agenda commands to the location at point in the speedbar. To get rid of the restrictions, use ‘>’. (org-speedbar-set-agenda-restriction) : Org-Mode: Remove the agenda restriction. (org-agenda-remove-restriction-lock)	
Key available in the Buffer View	k r	: Kill buffer identified on current line : Revert this buffer, reloading it from disk	

Speedbar — References

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