




Speedbar / Sr-Speedbar

Description	Keystroke	Function	Note								
<b>Speedbar Frame and SR-Speedbar</b>	<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 <a href="#">Sr-Speedbar</a> 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> 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.</p> <p>📦 The <a href="#">SR-speedbar</a> 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> <p>👉 Major Mode compatibility information is available in the <a href="#">🔗 Speedbar and Modes</a> table.</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 &amp;optional OPEN-WEB-PAGE)</b>	Open the local copy of the <a href="#">🔗 Speedbar</a> PDF file unless a command prefix (like <b>C-u</b> ) was used. In that case it opens the Github-hosted file instead.								
<a href="#">🔗 Customize</a> PEL Speedbar control	<b>&lt;f11&gt; M-s &lt;f2&gt;</b>	<b>(pel-customize-pel &amp;optional OTHER-WINDOW)</b>	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>								
<a href="#">🔗 Customize</a> Emacs Speedbar control	<b>&lt;f11&gt; M-s &lt;f3&gt;</b>	<b>(pel-customize-library &amp;optional OTHER-WINDOW)</b>	Customize Emacs Speedbar support. Opens the Speedbar customization group. It has several user options and the following sub-groups: <ul style="list-style-type: none"><li>Speedbar Faces : faces used in speedbar</li><li>Speedbar Vc : version control display in speedbar</li><li>Sr Speedbar : same frame speedbar</li></ul>								
			<p>👤 The following user-options have important impact on the way the speedbar behaves::</p> <ul style="list-style-type: none"><li><b>speedbar-tag-hierarchy-method:</b> 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.</li><li>The icons used in the graphics mode look ancient. Replaced them with ASCII text by customizing <b>speedbar-use-images</b> user-option to off (nil).</li></ul>								
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.<ul style="list-style-type: none"><li>Prompt to ask which one to use on the very first call and keep using that one in the subsequent calls.</li></ul></li></ul>										
<b>Speedbar/SR-Speedbar Global Operations:</b> The following commands support both <a href="#">Speedbar</a> and <a href="#">sr-speedbar</a> .											
Change frame focus to or from the speedbar frame/window.	<b>&lt;f11&gt; M-s M-t</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 M-r</b>	<b>(pel-speedbar-refresh)</b>	Force refresh of speedbar content.								
Toggle refresh speedbar content.	<b>&lt;f11&gt; M-s M-R</b>	<b>(pel-speedbar-toggle-refresh)</b>	Toggle automatic refresh of used Speedbar.								
<a href="#">Toggle display of files speedbar can not tag and hidden files. (In File mode)</a>	<b>&lt;f11&gt; M-s M-a</b>	<b>(pel-speedbar-toggle-show-all-files)</b>	Toggles display of the <b>level 1 hidden files</b> : files that have no tag expansion method. <ul style="list-style-type: none"><li>Warns if the speed-bar is currently not opened.</li><li>When shown level-1 hidden files per shown after the <b>[?]</b> line prefix.</li></ul>								
Toggle tag sorting	<b>&lt;f11&gt; M-s M-o</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> <p>⚠ Be aware of the following:</p> <ul style="list-style-type: none"><li>Speedbar content is not updated: you must contract and re-expand them to see the change.</li><li>👤 If the <b>speedbar-tag-hierarchy-method</b> 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 <b>&lt;f11&gt; M-s &lt;f3&gt;</b> key sequence.</li></ul>								
Toggle use of images	<b>&lt;f11&gt; M-s M-i</b>	<b>(pel-speedbar-toggle-images)</b>	Toggle use of images in the speedbar frame. <b>Available in graphics mode only.</b> <ul style="list-style-type: none"><li>Warns if the speed-bar is currently not opened.</li></ul>								
Toggle SR-Speedbar select behaviour	<b>&lt;f11&gt; M-s M-b</b>	<b>(pel-sr-speedbar-toggle-select-behaviour)</b>	Toggle SR-Speedbar selection behaviour from what is selected by the <b>pel-sr-speedbar-move-point-to-target-on-select</b> PEL user-option. The behaviours are: <ol style="list-style-type: none"><li>Move point to the target window selected by the SR-Speedbar operation.</li><li>The selected target is visited inside another window but keep point inside the SR-Speedbar buffer after a new selection.</li></ol> 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	<b>&lt;f11&gt; M-s M-f</b>	<b>(pel-speedbar-focus-current-file &amp;optional STAY-IN-SPEEDBAR)</b>	Set SR-Speedbar focus on the content of file or buffer in current window. <ul style="list-style-type: none"><li>Place the tag list of the current file at the top of the speedbar.</li><li>If optional STAY-IN-SPEEDBAR argument is non-nil, move point to speedbar, otherwise don't move it.</li></ul> <p>⚠ Current implementation only supports SR-Speedbar.</p>								
Expand Speedbar to the entire projectile project directories and files  See also: <a href="#">🔗 Projectile</a>	<b>&lt;f8&gt; M-s</b>	<b>(projectile-speedbar-open-current-buffer-in-tree)</b>	With a speedbar already opened, expand it to the entire current projectile project directories and files. <p>📦 Requires the <a href="#">projectile-speedbar</a> external project. 🔧 PEL activates it when the <b>pel-use-projectile-speedbar</b> user-option is set to <b>t</b>.</p> <p>🔠 To use this command you must first activate projectile.</p> <p>⚠ The command fails if issued when point lies inside the speedbar window.</p>								
<b>Speedbar/SR-Speedbar Indicators:</b> line prefixes and file suffixes shown inside the <a href="#">Speedbar</a> and <a href="#">SR-Speedbar</a> buffer window and their meaning.											
<b>Line prefix</b>	<table><tr><td>[+] or &lt;+&gt;</td><td>: 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.</td></tr><tr><td>[-]</td><td>: Contract the item; hide its content.</td></tr><tr><td>[?]</td><td>: Indicates a file that supports no tag expansion mechanism. These correspond to level-1 hidden files.<ul style="list-style-type: none"><li>Use <b>&lt;f11&gt; M-s M-a</b> to toggle the inclusion of these files in the Speedbar file list.</li></ul></td></tr><tr><td>{+}</td><td>: Expand the group of tags.</td></tr></table>			[+] 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.	[?]	: Indicates a file that supports no tag expansion mechanism. These correspond to level-1 hidden files. <ul style="list-style-type: none"><li>Use <b>&lt;f11&gt; M-s M-a</b> to toggle the inclusion of these files in the Speedbar file list.</li></ul>	{+}	: Expand the group of tags.
[+] 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.										
[?]	: Indicates a file that supports no tag expansion mechanism. These correspond to level-1 hidden files. <ul style="list-style-type: none"><li>Use <b>&lt;f11&gt; M-s M-a</b> to toggle the inclusion of these files in the Speedbar file list.</li></ul>										
{+}	: Expand the group of tags.										

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<b>File suffixes</b>  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 that match ' <b>speedbar-file-unshown-regexp</b> ' are fully 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.		
<b>Speedbar/SR-Speedbar</b>	<b>View Modes:</b> The Speedbar can operate in various modes. Several modes are built-in and other can be implemented. The built-in modes include: <ul style="list-style-type: none"> <li><b>Directory/File View</b> : used by default, that shows a list of directory and files.</li> <li><b>Quick Buffer View</b>: shows a list of currently opened buffers. When selecting a buffer, point moves to the buffer window.</li> <li><b>Buffer View</b>: shows a list of currently opened buffers. When selecting a buffer, buffer is opened in a window but point stays in Speedbar window.</li> <li><b>Info View</b>: used for buffer in info-mode: displays the list of info nodes.</li> <li><b>GDB View</b>: shows the current stack fo the *gdb* buffer.</li> <li><b>RMAIL View</b>: used when using RMAIL. Displays 2 sections: a reply button and the list of all RMAIL folders.</li> </ul>		
<b>Keys to select Speedbar View mode</b>	Use the following keys to switch the Speedbar buffer view: <ul style="list-style-type: none"> <li><b>b</b> : Select Quick Buffer View. Once in Quick Buffer View mode, type <b>b</b> again to select the Buffer View mode.</li> <li><b>f</b> : Select the Directory/Files View.</li> <li><b>r</b> : revert to previous expansion (Speedbar only - does not seem to work in SR-Speedbar)</li> </ul>		
<b>Keys available in all views</b>	The following keys are available in all Speedbar View modes		
<b>Move to next line</b>	<b>n</b>	(speedbar-next ARG)	Move to the next ARGth line in a speedbar buffer. By default, move to next line.
<b>Move to previous line</b>	<b>p</b>	(speedbar-prev ARG)	Move to the previous ARGth line in a speedbar buffer. By default move to previous line.
<b>Move to next line in current sub-node</b>	<b>M-n</b>	(speedbar-restricted-next ARG)	Move to the next ARGth line in a speedbar buffer at the same depth. <ul style="list-style-type: none"> <li>This means that movement is restricted to a subnode, and that siblings of intermediate nodes are skipped.</li> </ul>
<b>Move to previousline in current sub-node</b>	<b>M-p</b>	(speedbar-restricted-prev ARG)	Move to the previous ARGth line in a speedbar buffer at the same depth. <ul style="list-style-type: none"> <li>This means that movement is restricted to a subnode, and that siblings of intermediate nodes are skipped.</li> </ul>
<b>Move forward over the complete list</b>	<b>C-M-n</b>	(speedbar-forward-list)	Move forward over the current list. <ul style="list-style-type: none"> <li>A LIST in speedbar is a group of similarly typed items, such as directories, files, or the directory button.</li> </ul>
<b>Move backward over the complete list</b>	<b>C-M-p</b>	(speedbar-backward-list)	Move backward over the current list. <ul style="list-style-type: none"> <li>A LIST in speedbar is a group of similarly typed items, such as directories, files, or the directory button.</li> </ul>
<b>Edit current item</b>	<ul style="list-style-type: none"> <li><b>e</b></li> <li><b>RET</b></li> </ul>	(speedbar-edit-line)	Edit whatever tag or file is on the current speedbar line: <ul style="list-style-type: none"> <li><b>Directory</b>: open content of directory identified by point position. Replace speedbar buffer with the content of that directory.</li> <li><b>File</b>: open file in a (new) buffer.</li> <li><b>Tag</b>: move to the file/location identified by the tag.</li> </ul>
<b>Contract/expand item</b>	<b>SPC</b>	(speedbar-toggle-line-expansion)	Contract or expand the line under the cursor. <ol style="list-style-type: none"> <li>Directory: expand/contract directory tree in place.</li> <li>File: expand/contract tags list if any.</li> </ol>
<b>Expand current line</b>	<ul style="list-style-type: none"> <li><b>+</b></li> <li><b>=</b></li> </ul>	(speedbar-expand-line &optional ARG)	Expand the line under the cursor. <ol style="list-style-type: none"> <li>Directory: expand directory tree in place.</li> <li>File: expand tags list if any.</li> </ol> <ul style="list-style-type: none"> <li>With universal argument ARG, flush cached data.</li> <li>In <b>Info View</b> mode the <b>+</b> key can be used to expand a <b>[+]</b> node, but not the <b>=</b> key.</li> </ul>
<b>Expand descendants</b>	<b>[</b>	(speedbar-expand-line-descendants &optional ARG)	Expand the line under the cursor and all descendants. <ul style="list-style-type: none"> <li>Optional argument ARG indicates that any cache should be flushed.</li> <li>⚠️ If there's a lot of descendants that may take some time.</li> </ul>
<b>Contract descendants</b>	<b>]</b>	(speedbar-contract-line-descendants)	Expand the line under the cursor and all descendants
<b>Refresh speedbar</b>	<b>g</b>	(speedbar-refresh &optional ARG)	Refresh the current speedbar display, disposing of any cached data. <ul style="list-style-type: none"> <li>Argument ARG represents to force a refresh past any caches that may exist.</li> <li>Removes current file focus if there was one set by <b>&lt;f8&gt; M-s</b></li> </ul>
<b>Toggle automatic update of the speedbar frame</b>	<b>t</b>	(speedbar-toggle-updates)	Toggle automatic update for the speedbar frame. <ul style="list-style-type: none"> <li>With automatic update 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. 🐛🐛🐛</li> </ul>
<b>Close Speedbar frame</b>	<b>q</b>	(dframe-close-frame)	Close the current frame if it is dedicated. Quit speedbar and hide the frame. <ul style="list-style-type: none"> <li>It's faster to restore the speedbar than if you kill the frame with <b>Q</b>.</li> </ul>
<b>Kill Speedbar frame</b>	<b>Q</b>	(delete-frame &optional FRAME FORCE)	Quit speedbar and kill the frame.
<b>File View Keys</b>	The following rows describe the keys available in the Speedbar File view.		
<b>Display parent directory</b>	<b>U</b>	(speedbar-up-directory)	Display parent directory of current line's directory.
<b>Display info on current item</b>	<b>I</b>	(speedbar-item-info)	Display info in the minibuffer about the current item. <ul style="list-style-type: none"> <li>For files and directories, the information corresponds to the output of 'ls -l' for the file/directory.</li> </ul>
<b>Copy File</b>	<b>C</b>	(speedbar-item-copy)	Copy the item under the cursor. <ul style="list-style-type: none"> <li>Files can be copied to new names or places.</li> </ul>
<b>Create new Directory</b>	<b>M</b>	(speedbar-create-directory)	Create a directory in speedbar.
<b>Rename file/directory</b>	<b>R</b>	(speedbar-item-rename)	Rename the item under the cursor or mouse. <ul style="list-style-type: none"> <li>Files can be renamed to new names or moved to new directories.</li> </ul>
<b>Delete current file</b>	<b>D</b>	(speedbar-item-delete)	Delete the item under the cursor. Files are removed from disk. <ul style="list-style-type: none"> <li>Prompts for confirmation.</li> </ul>
<b>Delete objet file associated with current file</b>	<b>O</b>	(speedbar-item-object-delete)	Delete the object associated from the item under the cursor. <ul style="list-style-type: none"> <li>The file is removed from disk. The object is determined from the variable 'speedbar-obj-alist'.</li> </ul>
<b>Byte compile file</b>	<b>B</b>	(speedbar-item-byte-compile)	Byte compile the current item if it is a Lisp file. <ul style="list-style-type: none"> <li>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.</li> </ul>
<b>Load current Lisp file</b>	<b>L</b>	(speedbar-item-load)	Load the current item if it is a Lisp file.
<b>Buffer View Keys</b>	The keys available in the Quick Buffer and Buffer view. <ul style="list-style-type: none"> <li>In Quick Buffer view the keys move point to the selected buffer. In Buffer view it only opens the buffer but leaves point inside the Speedbar.</li> </ul>		
<b>Kill buffer item</b>	<b>k</b>	(speedbar-buffer-kill-buffer)	Kill the buffer the cursor is on in the speedbar buffer.

Description	Keystroke	Function	Note
Revert buffer item	⌘	(speedbar-buffer-revert-buffer)	Revert the buffer the cursor is on in the speedbar buffer.
Org Mode support			
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 '>'. (org-speedbar-set-agenda-restriction)	
	>	: Org-Mode: Remove the agenda restriction. (org-agenda-remove-restriction-lock)	

### Speedbar – References

Topic & link	Description
Speedbar	
Speedbar Emacs 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.
speedbar.el @ GitHub	Mirror of the latest official version of speedbar.el
Speedbar homepage @ CEDET	Speedbar originates from the CEDET effort. This is the CEDET speedbar page.
SR-Speedbar	
sr-speedbar @ EmacsWiki	Description of SR-Speedbar
sr-speedbar.el	SR-Speedbar source code
sr-speedbar @ MELPA	MELPA page for sr-speedbar
Projectile-Speedbar	
projectile-speedbar @ GitHub	projectile-speedbar source code.
Comparison between Speedbar and SR-Speedbar	
Activating Speedbar from the 'Options->Show/Hide' sub-menu  See also: <a href="#">☞ Frames</a>	<ul style="list-style-type: none"> <li>Speedbar in graphics mode: </li> <li>Speedbar in text mode:   The speedbar frames open, but is not immediately visible in terminal mode. Use <code>M-x speedbar-in-focus</code> to make it visible. Note that when using PEL, SR-Speedbar is normally used and that is not invoked by the menu.</li> </ul>