

JavaScriptMode

JS mode (formerly Espresso)

For more general information on working with [JavaScript](#) in Emacs, see the [JavaScript](#) page.

For a long while there was debate and back-and-forth about [JavaScript](#) support in Emacs. There were a number of different options, in various stages of maturity and completion. As of Emacs 23.2, there is a standard major mode for editing javascript: js-mode. It is derived and updated from Espresso-mode.

Espresso-mode itself is a fork of Karl Landstrom's [JavaScript](#) mode (described below), but with additional features and robustness improvements. For the legacy page, see <http://www.nongnu.org/espresso>. For the current js-mode, just get a current Emacs (23.2 or later). If you have a back-rev of Emacs, see [EmacsDevelopmentSources](#) for how to get js-mode.

js-mode includes:

- Support for cc-mode's comment wrapping.
- C preprocessor support – yes, people use this with [JavaScript](#).
- Full suite of movement commands, including beginning-of-defun, end-of-defun, and so on.
- Configurable recognition of class definitions. [JavaScript](#), being a prototype-based language, has no “classes” per se, but there are constructions used to mean the same thing.
- Hierarchical `imenu` support using the aforementioned class definition recognition. In addition to recognizing top-level functions, `imenu` will recognize methods.

- Improved fontification of regular expression literals

JavaScript mode

Anything with the name “javascript-mode” or “javascript” is likely deprecated – and decrepit. The following links are kept around for information, but if you are using [JavaScript](#), you want js-mode or [Js2Mode](#).

Usually this name refers to Karl Landstrom's implementation:

<http://www.karlandstrom.se/downloads/emacs/javascript.el>

Another obsolete implementation by Peter Kruse: <http://hotzenplotz.dyndns-home.com/javascript-mode.el>

The one from XEmacs also works fine in GNU Emacs:

<http://cvs.xemacs.org/viewcvs.cgi/XEmacs/packages/xemacs-packages/prog-modes/javascript-mode.el>

The Mewde Project contain XEmacs' javascript mode while adding Mozilla Spider Monkey Project Javascript-Shell support. It works inside Emacs, but only primitively.

Fix for Greasemonkey scripts

The following fix from [Sylecn](#) addresses a bug where the metadata block in Greasemonkey scripts confuses the syntax highlighter:

```
(eval-after-load 'js
  '(progn
    (setq js--regexp-literal-fix
      "[^=](,[:]\|(?:\s-|\n))*\|(/\|)\|(?::\\.\|[\^/*]\|)\|(?:"
    (setq js-font-lock-syntactic-keywords-fix
      `((,js--regexp-literal-fix (1 "|" ) (2 "|" )))
    (setq js-font-lock-syntactic-keywords js-font-lock-syntactic-keywords
```

[ProgrammingModes](#) [CategoryJavaScript](#)