

VIM-PLUGIN  
**c-support.vim**  
 VERSION 4.1

Plugin: <http://vim.sourceforge.net>  
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## HOT KEYS

Key mappings for Vim without GUI.

All mappings also work for gVim.

<i>Load / Unload C/C++ Support</i>		
<b>\lcs</b>	Load C/C++ Support Add root menu (GUI).	(normal)
<b>\ucs</b>	Unload C/C++ Support Remove root menu (GUI).	(normal)
<i>Comments</i>		
<b>\ce</b>	line end comment <code>/**/</code>	(normal, vis.)
<b>\cn</b>	line end comment <code>//</code>	(normal, visual)
<b>\cl</b>	set end comment column	(normal)
<b>\ci</b>	multiline comment <code>/**/</code>	(normal, vis.)
<b>\c*</b>	code $\Rightarrow$ comment <code>/**/</code>	(normal, visual)
<b>\c\</b>	code $\Rightarrow$ comment <code>//</code>	(normal, visual)
<b>\co</b>	comment $\Rightarrow$ code <code>/**/</code>	(normal, visual)
<b>\cf</b>	frame comment	(normal)
<b>\cu</b>	function comment	(normal)
<b>\cm</b>	method description	(normal)
<b>\ca</b>	class description	(normal)
<b>\cd</b>	date	(normal)
<b>\ct</b>	date & time	(normal)
<b>\cy</b>	change comment style	(normal)
<i>Statements</i>		
<b>\sd</b>	<code>do { } while</code>	(normal, visual)
<b>\so</b>	<code>for</code>	(normal, visual)
<b>\sr</b>	<code>for { }</code>	(normal, visual)
<b>\si</b>	<code>if</code>	(normal, visual)
<b>\se</b>	<code>if else</code>	(normal, visual)
<b>\sf</b>	<code>if { }</code>	(normal, visual)
<b>\sl</b>	<code>if { } else { }</code>	(normal, visual)
<b>\sw</b>	<code>while</code>	(normal, visual)
<b>\sh</b>	<code>while { }</code>	(normal, visual)
<b>\ss</b>	<code>switch</code>	(normal, visual)
<b>\sc</b>	<code>case</code>	(normal, visual)
<b>\s{</b>	<code>{ }</code>	(normal, visual)
<i>Help</i>		
<b>\h</b>	show plugin help	

<i>Idioms</i>		
<b>\if</b>	function	(normal, visual)
<b>\it</b>	static function	(normal, visual)
<b>\im</b>	<code>main()</code>	(normal)
<b>\i0</b>	<code>for( x=0; x&lt;n; x+=1 )</code>	(normal)
<b>\in</b>	<code>for( x=n-1; x&gt;=0; x--1 )</code>	(normal)
<b>\ie</b>	<code>enum + typedef</code>	(normal)
<b>\is</b>	<code>struct + typedef</code>	(normal)
<b>\iu</b>	<code>union + typedef</code>	(normal)
<b>\ip</b>	<code>printf()</code>	(normal)
<b>\ic</b>	<code>scanf()</code>	(normal)
<b>\il</b>	<code>p=calloc()</code>	(normal)
<b>\ia</b>	<code>p=malloc()</code>	(normal)
<b>\iz</b>	<code>sizeof()</code>	(normal, visual)
<b>\ir</b>	<code>assert()</code>	(normal, visual)
<b>\ii</b>	open input file	(normal)
<b>\io</b>	open output file	(normal)
<i>Snippet</i>		
<b>\nr</b>	read code snippet	(normal & GUI only)
<b>\nw</b>	write code snippet	(norm. vis. & GUI only)
<b>\ne</b>	edit code snippet	(normal & GUI only)
<b>\np</b>	pick up prototype	(normal, visual)
<b>\ni</b>	insert prototype(s)	(normal)
<b>\nc</b>	clear prototype(s)	(normal)
<b>\ns</b>	show prototype(s)	(normal)
<i>C++</i>		
<b>\+d</b>	method implementation	(normal)
<b>\+l</b>	class	(normal)
<b>\+n</b>	class (using <code>new</code> )	(normal)
<b>\+o</b>	error class	(normal)
<b>\+t</b>	template class	(normal)
<b>\+w</b>	template class (using <code>new</code> )	(normal)
<b>\+f</b>	template function	(normal)
<b>\+y</b>	<code>try ... catch</code>	(normal, visual)
<b>\+h</b>	<code>catch</code>	(normal, visual)
<b>\+. </b>	<code>catch(...)</code>	(normal, visual)
<i>Run</i>		
<b>\rc</b>	save and compile	(normal)
<b>\rl</b>	link	(normal)
<b>\rr</b>	run	(normal)
<b>\ra</b>	set comand line arguments	(normal)
<b>\rm</b>	run <code>make</code>	(normal)
<b>\rg</b>	cmd. line arg. for <code>make</code>	(normal)
<b>\rp</b>	run <code>splint</code>	(normal)
<b>\ri</b>	cmd. line arg. for <code>splint</code>	(normal)
<b>\rd</b>	run <code>indent</code>	(normal, visual)
<b>\rh</b>	hardcopy buffer	(normal, visual)
<b>\rs</b>	show plugin settings	(normal)
<b>\rx</b>	set xterm size	(normal, only Unix & GUI)
<b>\ro</b>	change output destination	(normal)