

# HOT KEYS

Key mappings for Vim without GUI.  
All mappings also work for gVim.  
Plugin: <http://vim.sourceforge.net>  
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Menu(s)	
\lcs	Load Menus (n & GUI only)
\ucs	Unload Menus (n & GUI only)
Help	
\h	show plugin help
Comments	
\cl	end-of-line comment (n,v,i)
\cj	adjust end-of-line comment (n,v,i)
\cs	set end-of-line comment column (n)
\c*	code ⇒ comment /* */ (n,v)
\c/	code ⇒ comment // (n,v)
\co	comment ⇒ code (n,v)
\cfr	frame comment (n,i)
\cfu	function comment (n,i)
\cme	method description (n,i)
\ccl	class description (n,i)
\cd	date (n,i)
\ct	date & time (n,i)
Statements	
\sd	do { } while (n,v,i)
\sf	for (n,i)
\sfo	for { } (n,v,i)
\si	if (n,i)
\sif	if { } (n,v,i)
\sie	if else (n,v,i)
\sife	if { } else { } (n,v,i)
\sw	while (n,i)
\swh	while { } (n,v,i)
\ss	switch (n,v,i)
\sc	case (n,i)
\s{	{ } (n,v,i)
Preprocessor	
\p<	#include<...> (n,i)
\p"	#include"..." (n,i)
\pd	#define (n,i)
\pu	#undef (n,i)
\pie	#if #else #endif (n,v,i)
\pid	#ifdef #else #endif (n,v,i)
\pin	#ifndef #else #endif (n,v,i)
\pind	#ifndef #def #endif (n,v,i)
\pi0	#if 0 #endif (n,v,i)
\pr0	remove #if 0 #endif (n)

(i) insert mode, (n) normal mode, (v) visual mode

Idioms	
\if	function (n,v,i)
\isf	static function (n,v,i)
\im	main() (n,v,i)
\i0	for( x=0; x<n; x+=1 ) (n,v,i)
\in	for( x=n-1; x>=0; x-=1 ) (n,v,i)
\ie	enum + typedef (n,v,i)
\is	struct + typedef (n,v,i)
\iu	union + typedef (n,v,i)
\ip	printf() (n,i)
\isc	scanf() (n,i)
\ica	p=calloc() (n,i)
\ima	p=malloc() (n,i)
\isi	sizeof() (n,v,i)
\ias	assert() (n,v,i)
\ii	open input file (n,i)
\io	open output file (n,i)
Snippet	
\nr	read code snippet (n & GUI only)
\nw	write code snippet (n, v & GUI only)
\ne	edit code snippet (n & GUI only)
\np	pick up prototype (n,v)
\ni	insert prototype(s) (n)
\nc	clear prototype(s) (n)
\ns	show prototype(s) (n)
C++	
\+m	method implementation (n,i)
\+c	class (n,i)
\+cn	class (using new) (n,i)
\+tm	template method implementation (n,i)
\+tc	template class (n,i)
\+tcn	template class (using new) (n,i)
\+tf	template function (n,i)
\+ec	error class (n,i)
\+tr	try ... catch (n,v,i)
\+ca	catch (n,v,i)
\+c.	catch(...) (n,v,i)
Run	
\rc	save and compile (n)
\rl	link (n)
\rr	run (n)
\ra	set comand line arguments (n)
\rm	run make (n)
\rg	cmd. line arg. for make (n)
\rp	run splint <sup>1</sup> (n)
\ri	cmd. line arg. for splint (n)
\rk	run CodeCheck <sup>2</sup> (n)
\re	cmd. line arg. for CodeCheck (n)
\rd	run indent (n,v)
\rh	hardcopy buffer (n,v)
\rs	show plugin settings (n)
\rx	set xterm size (n, only Unix & GUI)
\ro	change output destination (n)
\rt	rebuild templates (n)

<sup>1</sup>splint must be installed ([www.splint.org](http://www.splint.org)).

<sup>2</sup>CodeCheck must be installed. CodeCheck<sup>TM</sup> is a product of Abraxas Software, Inc.