

VIM-PLUGIN
c-support.vim
 VERSION 5.6
HOT KEYS

Key mappings for Vim with and without GUI.
 Plugin: <http://vim.sourceforge.net>

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

<i>Help</i>	
\hp	help (plugin) (n,i)
<i>Comments</i>	
\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)
\cc	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,v,i)
\ct	date & time (n,v,i)
<i>Statements</i>	
\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)
\se	else { } (n,v,i)
\sw	while (n,i)
\swh	while { } (n,v,i)
\ss	switch (n,v,i)
\sc	case (n,i)
\s{ \sb	{ } (n,v,i)

<i>Preprocessor</i>	
\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)
\pe	#error (n,i)
\pl	#line (n,i)
\pp	#pragma (n,i)
<i>Snippet</i>	
\nr	read code snippet (n)
\nw	write code snippet (n,v)
\ne	edit code snippet (n)
\np	pick up prototype (n,v)
\ni	insert prototype(s) (n)
\nc	clear prototype(s) (n)
\ns	show prototype(s) (n)
\ntl	edit local templates (n)
\ntg	edit global templates (n)
\ntr	reread the templates (n)
<i>Idioms</i>	
\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,v,i)
\io	open output file (n,v,i)

<i>C++</i>	
\+co	cout << << endl; (n,i)
\+c	class (n,i)
\+cn	class (using new) (n,i)
\+ci	class implementation (n,i)
\+cni	class (using new) implementation (n,i)
\+mi	method implementation (n,i)
\+ai	accessor implementation (n,i)
\+tc	template class (n,i)
\+tcn	template class (using new) (n,i)
\+tci	template class implementation (n,i)
\+tcni	template class (using new) impl. (n,i)
\+tmi	template method implementation (n,i)
\+tai	template accessor implementation (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)
<i>Run</i>	
\rc	save and compile (n,i)
\rl	link (n,i)
\rr	run (n,i)
\ra	set comand line arguments (n,i)
\rm	run make (n,i)
\rg	cmd. line arg. for make (n,i)
\rp	run splint ¹ (n,i)
\ri	cmd. line arg. for splint (n,i)
\rk	run CodeCheck ² (n,i)
\re	cmd. line arg. for CodeCheck (n,i)
\rd	run indent (n,i,v)
\rh	hardcopy buffer (n,i,v)
\rs	show plugin settings (n,i)
\rx	set xterm size (n,i, only Unix & GUI)
\ro	change output destination (n,i)
<i>Menu(s)</i>	
\lcs	Load Menus (n & GUI only)
\ucs	Unload Menus (n & GUI only)

¹ www.splint.org

² **CodeCheckTM** is a product of Abraxas Software, Inc.