## VIM-PLUGIN **c-support.vim**VERSION 4.0

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## HOT KEYS

Key mappings for Vim without GUI.

All mappings also work for gVim.

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

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