## VIM-PLUG-IN **c-support.vim**VERSION 6.2.1

## HOT KEYS

Key mappings for Vim and gVim.

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

	<b>H</b> elp
\he	English dictionary (n,i)
\hd	Doxygen command (n,i)
\hm	manual for word under cursor (n,i)
\hp	help (c-support) (n,i)
	Comments
[n]\cl	end-of-line comment (n,v,i)
[n]\cj	adjust end-of-line comment (n,v,i)
\cs	set end-of-line comment column (n)
[n]\C*	$code \Rightarrow comment /* */ (n,v,i)$
[n]\CC	$code \Rightarrow comment // (n,v,i)$
[n]\ <b>CO</b>	$comment \Rightarrow code$ $(n,v,i)$
[n]\cn	toggle non-C comment (n,v,i)
\cfr	frame comment (n,i)
\cfu	function comment (n,i)
\cme	method description (n,i)
\ccl	class description (n,i)
\cfdi	file description (implementation) (n,i)
\cfdh	file description (header) (n,i)
\ccs	C/C++-file sections (tab compl.) (n,i)
\chs	H–file sections (tab compl.) (n,i)
\ckc	keyword comment (tab compl.) (n,i)
\csc	special comment (tab compl.) (n,i)
\cma	template macros (tab compl.) (n,i)
\cd	date (n,v,i)
\ct	date & time (n,v,i)
[n]\CX	exch. comment style: $C \leftrightarrow C++$ $(n,v,i)$

	Si	tatements
\sfo	for { ; ; } standa	ard (n,v,i)
\sfr	for { : } range-bas	red (n,v,i)
\sd	do { } while	(n,v,i)
\sw	while { }	(n,v,i)
\sif	if { }	(n,v,i)
\sie	if { } else { }	(n,v,i)
\sei	else if { }	(n,v,i)
\sel	else { }	(n,v,i)
\ss	switch	(n,v,i)
\sc	case	(n,i)
\sb	{ }	(n,v,i)
		<b>I</b> dioms
\if	function	(n,v,i)
\isf	static function	(n,v,i)
\im	main()	(n,v,i)
\ie	enum + typedef	(n,v,i)
\is	struct + typedef	(n,v,i)
\iu	union + typedef	(n,v,i)
\ipr	printf()	(n,i)
\isc	scanf()	(n,i)
\ica	p=calloc()	(n,i)
\ima	p=malloc()	(n,i)
\ire	p=realloc()	(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)
\ifsc	fscanf	(n,i)
\ifpr	fprintf	(n,i)
[n]\iO	for( x=0; x <n; )<="" td="" x+="1"><td>(n,v,i)</td></n;>	(n,v,i)
[n]\in	for( x=n-1; x>=0; x-=1	) (n,v,i)

	<b>P</b> re	eprocessor
\pih	include Std. Lib. header	(n,i)
\piph	include POSIX header	(n,i)
\pg	#include<>(global)	(n,i)
\pl	#include"" (local)	(n,i)
\pd	#define	(n,i)
\pu	#undef	(n,i)
\pif	#if #endif	(n,v,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)
\pe	#error	(n,i)
\pli	#line	(n,i)
\pp	#pragma	(n,i)
\pw	#warning	(n,i)
\pi0	#if 0 #endif	(n,v,i)
\pr0	remove #if 0 #endif	(n,i)
		S <b>n</b> ippet
\nr	read code snippet	(n,i)
\nv	view code snippet	(n,v,i)
∖nw	write code snippet	(n,v,i)
\ne	edit code snippet	(n,i)
$[n] \setminus \mathbf{nf}$	pick up function prototype	(n,v,i)
$[n] \setminus np$		(n,v,i)
$[n]$ \nm	pick up method prototype	(n,v,i)
\ni	insert prototype(s)	(n,i)
\nc	clear prototype(s)	(n,i)
\ns	show prototype(s)	(n,i)
\ntl	edit local templates	(n,i)
\ntc	edit custom templates	(n, i)
\ntp	edit personal templates	(n, i)
\ntr	reread the templates	(n,i)
\ntw	template setup wizard	(n, i)
\nts	choose template style	(n, i)
\njt	insert jump tag	(n,i)

\+ih #include C++ Std. Lib. header (n. \+ich #include C Std. Lib. header (n. \+om output manipulators (n. \+fb ios flagbits (n. \+c class (n. \+c class (using new) (n. \+c)	,i) ,i) ,i) ,i)
\+ich#include C Std. Lib. header(n.)\+omoutput manipulators(n.)\+fbios flagbits(n.)\+cclass(n.)	,i) ,i) ,i)
\+fb ios flagbits (n. \+c class (n. )	,i)
\+c class (n.	
·	<u>i)</u>
\+cn class (using new) (n.	,1,
, , , , , , , , , , , , , , , , , , , ,	i)
\+tc template class (n	i)
\+tcn template class (using new) (n.	i)
\+ec error class (n.	,i)
\+tf template function (n.	i)
\+tr   trycatch (n,v)	,i)
\+ca catch (n,v	<u>,i)</u>
\+caa catch() (n,v	<u>,i)</u>
\+ex   extern "C" { } (n,v)	,i)
\+oif open input file (n,v)	,i)
\+oof open output file (n,v)	<u>,i)</u>
\+uns using namespace std; (n,v	i)
\+un using namespace xxx; (n,v	i)
\+unb	<u>,i)</u>
\+na namespace alias (n,v)	i)
\+rt RTTI (n,v)	<u>,i)</u>
\+ic class implementation (n.	i)
\+icn class (using new) implementation (n.	,i)
\+im method implementation (n.	,i)
\+ia accessor implementation (n	,i)
\+itc template class implementation (n.	i)
\+itcn template class (using new) impl. (n.	i)
\+itm template method implementation (n.	i)
\+ita template accessor implementation (n.	,i)
\+ioi operator » (n	i)
\+ioo operator « (n.	i)

\rl link (n \rr run (n \ra set comand line arguments (n	i,i) i,i) i,i) i,i)
\rr run (n \ra set comand line arguments (n	i,i) i,i)
\ra set comand line arguments (n	i,i)
	,i)
\rd start debugger (n	
\re executable to run <sup>1</sup> (n	,1)
\rp run splint <sup>2</sup> (n	i,i)
	ı,i)
\rcc run cppcheck <sup>3</sup> (n	i,i)
\rccs severity for cppcheck (n	,i)
\rk run CodeCheck <sup>4</sup> (n	i,i)
\rka cmd. line arg. for CodeCheck (n	,i)
\ri run indent (n	ı,i)
n \rh hardcopy buffer (n,i,	v)
\rs show plugin settings (n	,i)
\rx set xterm size (n,i, only Unix & GU	JI)
\ro change output destination (n	i,i)

	Tool Bo	x : <b>M</b> ake
\rm	run make <sup>1</sup>	(n,i)
\rmc	run make clean <sup>1</sup>	(n,i)
\rmd	run make doc¹	(n,i)
\rcm	choose a makefile <sup>1</sup>	(n,i)
\rma	cmd. line arg. for make <sup>1</sup>	(n,i)
	The state of the s	

	Additional Mappings <sup>5</sup>
typing	expansion
/*	/* */
/*	/* (multiline) marked text */ (v)
/* <cr></cr>	/* (i)
	*
	*/
{ <cr></cr>	{ (i)
	1
	}
{ <cr></cr>	{ (v)
	(multiline) marked text
	}

## **Ex Commands**

Set command line arguments (same as \ra)

:CCmdlineArgs

Set severity for cppcheck (same as \rccs)

:CppcheckSeverity

<sup>&</sup>lt;sup>1</sup> also working for filetype **make** 

<sup>&</sup>lt;sup>2</sup> www.splint.org

<sup>3</sup> cppcheck.sourceforge.net
4 CodeCheck<sup>TM</sup> is a product of Abraxas Software, Inc.

<sup>&</sup>lt;sup>5</sup> defined in ~/ftplugin/c.vim