

VIM-PLUGIN
c-support.vim
 VERSION 5.13
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>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)
\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)
\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>		
\ps	choose a Std. Lib. include	(n,i)
\pc	choose a C99 include	(n,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,i)
\nw	write code snippet	(n,v,i)
\ne	edit code snippet	(n,i)
\np	pick up 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)
\ntg	edit global templates ¹	(n,i)
\ntr	reread the templates	(n,i)
\nts	change templates style	(n,i)
<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)

¹ systemwide installation only

C++			Run		
\+co	cout << << endl;	(n,i)	\rc	save and compile	(n,i)
\+"	<< ""	(n,i)	\rl	link	(n,i)
\+c	class	(n,i)	\rr	run	(n,i)
\+ps	#include<...> STL	(n,i)	\ra	set comand line arguments	(n,i)
\+pc	#include<c...> C	(n,i)	\rm	run make ¹	(n,i)
\+cn	class (using new)	(n,i)	\rmc	run make clean ¹	(n,i)
\+ci	class implementation	(n,i)	\rme	executable to run ¹	(n,i)
\+cni	class (using new) implementation	(n,i)	\rma	cmd. line arg. for make ¹	(n,i)
\+mi	method implementation	(n,i)	\rp	run splint ²	(n,i)
\+ai	accessor implementation	(n,i)	\rpa	cmd. line arg. for splint	(n,i)
\+tc	template class	(n,i)	\rk	run CodeCheck ³	(n,i)
\+tcn	template class (using new)	(n,i)	\rka	cmd. line arg. for CodeCheck	(n,i)
\+tci	template class implementation	(n,i)	\rd	run indent	(n,i)
\+tcni	template class (using new) impl.	(n,i)	\rh	hardcopy buffer	(n,i,v)
\+tmi	template method implementation	(n,i)	\rs	show plugin settings	(n,i)
\+tai	template accessor implementation	(n,i)	\rx	set xterm size (n,i, only Unix & GUI)	
\+tf	template function	(n,i)	\ro	change output destination	(n,i)
\+ec	error class	(n,i)	Additional Mappings		
\+tr	try ... catch	(n,v,i)	typing	expansion	
\+ca	catch	(n,v,i)	/*	/* */	(i)
\+c.	catch(...)	(n,v,i)	/*	/* (multiline) marked text */	(v)
Help and Menus			/*<CR>	/*	(i)
\hm	show manual	(n,i)		*	
\hp	help (c-support)	(n,i)		*/	
\lcs	load Menus	(n & GUI only)	{<CR>	{	(i)
\ucs	unload Menus	(n & GUI only)			
				}	
			{<CR>	{	(v)
				(multiline) marked text	
				}	

Ex commands:

CFileSection C/C++-file sections
(same as \ccs)

HFileSection H-file sections (same
as \chs)

KeywordComment keyword
comment (same as \ckc)

SpecialComment special comment
(same as \csc)

IncludeStdLibrary standard library
includes (same as \ps)

IncludeC99Library C99 includes
(same as \pc)

IncludeCppLibrary STL includes
(same as \+ps)

IncludeCppCLibrary C includes
(same as \+pc)

CStyle C99 include (same as \nts)

Use tab expansion to show the items to choose from.

¹ also working for filetype **make**

² www.splint.org

³ **CodeCheck**TM is a product of Abraxas Software, Inc.