Introduction Essentials Laying out a Work Session Programming Outro

#### Intermediate Vim

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## Prerequisites

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Saving - :wq

Editing - :e

Moving Around - hjkl, wb, C-u, C-d, zz etc...

Regular Expressions - s//g, filenames
```

# Overview of topics

- 1. Set and Map
- 2. Marks and Registers
- 3. Macros
- 4. Laying out a Work Session
  - Buffers
  - Windows
  - Tabs
- 5. Programming
  - Compilation (Make)
  - Runtime (GDB)

#### Set Sets Variables

- Variables are used by the editor
- Variables are used in Vimscript
- Keycodes are contained in variables

# Map binds keys

- ▶ WYTIWYG
- ▶ Remember the <CR>

## Marks get you around quickly

- First mark your target with m
- Get there quickly with '
- ▶ :marks

# Registers are clipboards

- yank it into a named register
- put it with "
- edit it with "
- put it again

## Surprise! Macros are just registers

- Recording Macros
- ▶ Playing Macros Back (Thanks Chad!)
- Editing Macros: The "registers

### Different views on the same document set

- Buffers
- Windows
- ► Tabs

### **Buffers**

- Buffers are the files you have open
- :buffers
- ► :b close
- ▶ :bufdo

#### Windows

- Windows offer a view
- ▶ :sp and :vs
- ▶ :b autocompletion
- ▶ :windo

#### **Tabs**

- An additional view layer
- ▶ :tabnew
- Remap to standards
- ▶ :tabdo

### Never leave vim

- Compilation and Runtime Debugging
- ► Make is well integrated
- GDB, not so much

# Compilation (Make)

- ▶ :make
- :cwin and the quickfix window (thanks Finch!)
- ► :ccl

# Runtime (GDB)

- ▶ gdbvim
- cgdb
- clewn/vimgdb/pyclewn

### Outro

- ▶ vim++
- http://vim.wikia.com/