VIM-PLUGIN perl-support.vim VERSION 2.4

Plugin: http://vim.sourceforge.net Fritz Mehner (mehner@fh-swf.de) November 2004

HOT KEYS

Key mappings for Vim without GUI.

$oldsymbol{L}$ oad / $oldsymbol{U}$ nload Perl Support			
\lps	Load Perl Support The key sequences below are defined. (normal)		
\ups	Unload Perl Support (normal) The key sequences below are undefined.		
Comments			
\cl	Line End Comment (normal, visual)		
\cf	Frame Comment (normal)		
\cu	Function Description (normal)		
\ch	File Header (.pl) (normal)		
\ce	File Header (.pm) (normal)		
\ckb	Keyword comment BUG (normal)		
\ckt	Keyword comment TODO (normal)		
\ckr	Keyword comment TRICKY (normal)		
\ckw	Keyword comment WARNING (normal)		
\ckn	Keyw. comm. New_Keyword (normal)		
\cc	$code \rightarrow comment$ (visual)		
\co	$comment \rightarrow code$ (visual)		
\cd	Date (normal)		
\ct	Date & Time (normal)		
\cv	vim modeline (normal)		
Statements			
∖ad	do { } while (normal, visual)		
\af	for { } (normal, visual)		
\ao	foreach { } (normal, visual)		
∖ai	if { } (normal, visual)		
∖ae	if { } else { } (normal, visual)		
∖au	unless { } (normal, visual)		
∖an	unless { } else { } (normal, visual)		
∖at	until { } (normal, visual)		
∖aw	while { } (normal, visual)		
	{ } (normal, visual)		

		<i>Id</i> ioms
\dm	my \$;	(normal)
\dy	my \$ = ;	(normal)
\d,	my (\$, \$);	(normal)
\d1	my @;	(normal)
\d2	my @ = (,,);	(normal)
\d3	my %;	(normal)
\d4	my % = (=>,=>,);	(normal)
\d5	my \$rgx_ = q//;	(normal)
\d6	my \$rgx_ = qr//;	(normal)
\d7	\$ =~ m//	(normal)
\d8	\$ =~ s///	(normal)
\d9	\$ =~ tr///	(normal)
\dp	print "\n";	(normal)
\df	printf ("\n");	(normal)
\ds	subroutine	(normal)
\di	open input file	(normal)
\do	open output file	(normal)
\de	open pipe	(normal)
	Character Classes	(POSIX)
∖la	[:alnum:]	(normal)
\lh	[:alpha:]	(normal)
\li	[:ascii:]	(normal)
\lc	[:cntrl:]	(normal)
\ld	[:digit:]	(normal)
\lg	[:graph:]	(normal)
\11	[:lower:]	(normal)
\lp	[:print:]	(normal)
\ln	[:punct:]	(normal)
\ls	[:space:]	(normal)
\lu	[:upper:]	(normal)
\lw	[:word:]	(normal)
\lx	[:xdigit:]	(normal)
		\mathbf{R} un
\re	make script executable	(normal)
\rh	hardcopy buffer to	(normal)
	FILENAME.ps	