

Vim Internals

A Gentle Introduction

Speaker: Jason Franklin

Date: 2019-10-23

Slides: https://bit.ly/31DnxdT

Files: https://bit.ly/2PcgFle

The Roadmap



- Why Vim?
- Going to the source.
- Fixing a "high-level" bug! (VimL)
- Fixing a "low-level" bug! (C)
- Where to?



Part I: Why Vim?



```
#include <stdio.h>
int main(void) {
  printf("Hello, World!\n");
}
```



```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello, World!");
     }
}
```



```
#include <stdio.h>
int main(void) {
  printf("Hello, World!\n");
}
```



```
ssize_t write(int fd, const void *buf, size_t count);
```

It's turtles all the way down.





Why Vim?



- Vim is forever. Well, at least <u>since 1976</u>.

 https://www.youtube.com/watch?v=VADudzQGvU8 (1:08:44)
- Vim allows you to <u>achieve mastery</u>.

 https://www.youtube.com/watch?v=1qLstQV2j8w (6:40)
- Vim demands that you *grok the toolchain*.
- Vim is *free!*



Part II: Going to the source.

You will need:



• The *repository*.

```
$ git clone https://github.com/vim/vim.git
```

- Some *packages*.
 - \$ sudo apt install gcc libncurses-dev \
 python3-dev xorg-dev
- Or... some packages the *easy way*!
 - \$ sudo apt build-dep vim

You will need to run:



```
$ cd vim/src/
$ make
$ ./vim --clean; # We did it!
$ make test
```



Part III: A high-level bug.

The process.



- 1) Identify the bug with a precise reproduction.
- 2)Confirm the bug still exists.
- 3)Research: Is someone else working on it?
- 4) Fix the bug if you can!
- 5) Report the bug with the solution. (fastest!)

numbers.php (~/Documents/talks/vim_internals) - VIM







All

<?php

\$b = -0B0111010;

90 = -011127;

90 = -019997;

n = -0X1382471FFFA;

\$d = -10;

n = -0x1382471FFF;

\$b = -0b0111010;

"numbers.php" 10L, 121C

2,0-1











```
floats.php (~/Documents/talks/vim_internals) - VIM
                                                                         <?php
f = 1.0.0.0.0;
f = -010.;
f = -10.0e3;
f = -7.0000019E-10;
f = --.7E-10;
$f = 10e56;
                                                             2,0-1
```

From the PHP website:



```
decimal : [1-9][0-9]*
```

0

hexadecimal : 0[xX][0-9a-fA-F]+

octal : 0[0-7]+

binary : 0[bB][01]+

integer : decimal

hexadecimal

| octal | binary

The new rules for Numbers:



```
"In the file "vim/runtime/syntax/php.vim" ...

syn match phpNumber "\<\%([1-9]\d*\|0\)\>" contained display syn match phpNumber "\<0[xX]\x\+\>" contained display syn match phpNumber "\<0\o\+\>" contained display syn match phpNumber "\<0[bB][01]\+\>" contained display
```

numbers.php + (~/Documents/talks/vim_internals) - VIM







<?php

\$b = -0b0111010;

\$b = -0B0111010;\$b = -0B0211010;

90 = -011127;90 = -019997;

n = -0x1382471FFF;

n = -0X1382471FFFA;n = -0X1382471GFFA;

\$d = -10;

3,0-1

All

Summary for bug #1



- How did I know what to do?
- What did I do next?
- How did my discussion with the maintainer proceed?
- See the patch: php.diff

Demo.



Part IV: A low-level bug.

The details...



- The patch: https://bit.ly/2Myr0eg
- The email: https://bit.ly/2o1KERA
- Now for a demo and some analysis!

Demo.

The test (part I)



```
func Test insert cleared on switch to term()
 CheckFeature terminal
 set showmode
  terminal
 wincmd p
 call feedkeys("i\<C-0>", 'ntx')
  redraw
 " The "-- (insert) -- " indicator should be visible.
 let chars = map(range(1, &columns), 'nr2char(screenchar(&lines, v:val))')
  let str = trim(join(chars, ''))
  call assert_equal('-- (insert) --', str)
```

The test (part II)



```
call feedkeys("\<C-W>p", 'ntx')
 redraw
 " The "-- (insert) -- " indicator should have been cleared.
 let chars = map(range(1, &columns), 'nr2char(screenchar(&lines, v:val))')
 let str = trim(join(chars, ''))
 call assert_equal('', str)
 set showmode&
 %bw!
endfunc
```

The fix!



```
#ifdef FEAT TERMINAL
    if (bt terminal(curwin->w buffer))
    // terminal is likely in another mode
    redraw mode = TRUE;
#endif
```

The perfect patch...



- 1) ... fixes a bug.
- 2) ... adds a test case.
- 3) ... reduces complexity.

This is the "hat trick" in software development.



Part V: Where to?

The future of Vim...



- 1) The Matrix
- 2) Star Trek
- 3) Blade Runner
- 4) Mad Max
- 5) The Road

A Quote.

The end.



Questions?