# Automatic LATEX Plugin for Vim

ver. 1.1

## Compile

: [N] TEX[!] [mode] compile [N] times in debug [mode] current debug mode: t:atp_DebugMode
[N] \  [n] \  \  \  \  \  \  \  \  \  \  \  \  \
[N] \d [n] compile [N] times in debug mode
[N] \D [n] compile [N] times in <i>Debug</i> mode
<f5> [n]</f5>
: [N] TEXL[!] compile the current file (using subfiles
package)
:MakeLaTeX[!] make the project
:Kill[!]kill compiler
:Bibtex[!]make bibliography using
b:atp_BibCompiler
\ <b>b</b> [n]

#### View

:View[!]	view using <i>b:atp_Viewer</i>
:SyncTex[!]	forward search
:SetXpdf	set Xpdf viewer
:SetOkuar	set Okular viewer
·Set Xdvi	set Xdvi viewer

## **Debug**

## Navigate

<c-j> [n] go forward in brackets</c-j>
<c-k> [n]go backward in brackets</c-k>
: TOC [!]show table of contents
\t [n]
:Labels[!] show labels
<b>L</b> [n]
:Tags[!] make tag file
:LatexTags[!]

<pre>:Edit</pre>
: [N]B {env_name} go to N-th previous {env_name}  [N] <= [n]  [N] <e [n]<="" td=""></e>
[N]>m [n] go to N-th next inline math[N]>M [n] go to N-th next displayed math[N] <m [n]<="" td=""> go to N-th previous inline math[N]<m [n]<="" td=""> go to N-th previous displayed math: [N] NPart go to N-th part ahead</m></m>
[N]>p [n] : [N]PPart
[N]>c [n] : [N] PChap
: [N] PSec
: [N]PSSec
[N] >f [n] go to N-th frame forward (beamer only) [N] <f (beamer="" [n]="" backward="" frame="" go="" n-th="" only)<="" td="" to=""></f>

#### Search

```
:Dsearch[!] {pat} search for definition matching {pat}
:S[!] /{pat}/ ......search for {pat} in project
n N [n] ......if g:atp_mapNn= 1 are useing :S
:BibSearch[!] /{pat}/ ... search for {pat} in bib files
```

## **Toggle Commands**

```
: ToggleAuTeX ..... toggle automatic compilation

<S-F5> [n]
```

#### Completion

```
      <C-X><C-O> [i]
      complete (expert mode)

      <Tab> [i]
      if g:atp_tab_map= 1

      <C-X><C-O> [i]
      complete (non expert mode)

      <S-Tab> [i]
      if g:atp_tab_map= 1
```

### **Printing**

:SshPrint [lpr options] ..print output using lpr on the server g:atp ssh

#### **Insert Maps**

**<LocalLeader>**=*g:atp\_imap\_leader\_l*="#":

#s [i]\sigma
#vs [i]\varsigma
#t [i]\tau
<b>#u</b> [i]\upsilon
<b>#w</b> [i]\omega
<b>#x</b> [i]\xi
<b>#z</b> [i]\zeta
<b>#D</b> [i]\Delta
<b>#Y</b> [i]\Psi
<b>#F</b> [i]
<b>#G</b> [i]\Gamma
#L [i]\Lambda
#M [i]\Mu
#P [i]\Pi
<b>#O</b> [i]\Theta
<b>#S</b> [i]\Sigma
#T [i]\Tau
<b>#U</b> [i]\Upsilon
<b>#W</b> [i]\Omega

##te [ivo]  ##up [ivo]  ##md [ivo]  ##sl [ivo]  ##sc [ivo]  ##em [ivo]  ##it [ivo]  ##sf [ivo]  ##tt [ivo]  ##tt [ivo]  ##tt [ivo]  ##normal [ivo]	
##cal [ivo] ##cr [ivo]	\(\) or \(\) or  .\(\) or
beg:end	wrap visual area between do the last wrapping command
Jd Jdef [i] definition   JP JPro [i] proposition   Jr Jrem [i] remakr   Jp Jpro [i] proof   Jn Jnot [i] note   JI Jite [i] itemize   Jali [i] align   JL Jlef [i] flushleft   JT Jtik [i] tikz   Jlet [i] letter	<pre>p_imap_ShortEnvIMaps= 0. ]e ]end [i]</pre>
Wrapping maps  A [v]wrap align  E [v]wrap equation	\C [v] wrap center \L [v] wrap flushleft \R [v] wrap flushright
m [v]\(\) \( [vo]:Wrap() begin \) [vo]:Wrap() end \\ [vo]:Wrap { } begin	M [v]\[\]\\[[vo]:Wrap[] begin \][vo]:Wrap[] end \} [vo]:Wrap { } end

\b[ [vo]	:Wrap \left[ \right] end :Wrap \left{ \right} begin
Mathematical Insert Maps	
[i]	#/ [i]{} #& [i]\wedge #N [i]\Nabla #= [i] '8 [i]∞\infty '6 [i]∂\partial
'D [i]	$\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ $
<b>Example:</b> $x D$ <i>expands to</i> $\frac{\partial}{\partial x}$ #@ [i]o\circ	v. 0. [i] ⊙ \odot
#* [i] \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\	o* [i]⊗ \otimes
#+ [i] \  \bigcup	O* [i] ⊗ \bigotimes
#\[i]\\backslash	t* [i] × \times
#. [i]\dot	S+ [i] ∪ \bigcup
#.s [i]\dots	S* [i] ∩ \bigcap
``[iv]	c* [i]
$\mathbf{v}'$ [iv] $\hat{x}$	c+ [i]
$\rightarrow$ [iv] $\vec{x} \setminus \text{vec}$	l+ [i]∨\vee
$\dot{x} \cdot [iv] \cdot \dot{x} \cdot \dot{x} \cdot \dot{x}$	<b>L</b> + [i] ∨ \bigvee
$v$ [iv] $\check{x}$	l* [i] ∧ \wedge
$\underline{\ \ \ }$ [iv] $\bar{x}$	L* [i] ∧ \bigwedge
' [iv] $\ldots \tilde{x} \text{ tilde}$	<= [i]≤ \leq
'^ [iv] $\dots \hat{x} \setminus \{$	>= [i]≥\geq
$\mathbf{u}$ [ivo] $\dots \underline{x}$	$\rightarrow$ [i] $\dots \longrightarrow \forall$ rightarrow
${}^{\circ}$ [ivo] $\overline{x}$	<- [i] ← \leftarrow
== [i]&=	$\rightarrow$ [i] $\dots \Rightarrow \$ Rightarrow
=~ [i]≅ \cong	<_ [i]
~~ [i]≈\approx	-[i]⊢\vdash
++ [i]	-  [i]
0+ [i]⊕ \oplus	t> [i] d\triangleleft

#> [i] .....\ \rangle

#### **Diacritics**

If g:atp_imap_diacritics_into á.	eligent= 1 then type a" to get
'' [iv]\'{}	''[iv]\'{}
\"[iv]\"{}	'H [iv]
'^ [iv]\^{\}	'~ [iv]\~{}
'v [iv]	'. [iv]\.{}
<b>'b</b> [iv]	'c [iv]
<b>'d</b> [iv]	`t [iv]
`2 [iv]\2{}	

## Help and information

:help atpATP help
:help atp-newsATP news
http://atp-vim.sf.net ATP web page
:HelpEnvIMapsshow environment imaps
:HelpMathIMapsshow math imaps
:HelpVMapsshow vmaps
:Map[!] {pat} show maps with rhs matching {pat}
:Nmap[!] {pat} show nmaps with rhs matching {pat}
: Imap[!] {pat} show imaps with rhs matching {pat}
:Vmap[!] {pat} show vmaps with rhs matching {pat}
:Smap[!] {pat}show smaps with rhs matching {pat}
:Omap[!] {pat} show omaps with rhs matching {pat}
:Lmap[!] {pat}show lmaps with rhs matching {pat}

## Legend

Maps are written in the form:

[count] LHS [mode] ..... mode denotes the mode of the map, LHS is the left side of the map, [count] if present is the count.