

VIM-PLUGIN
c-support.vim
 VERSION 5.10
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 (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)

		<i>C++</i>
\+co	cout << << endl;	(n,i)
\+c	class	(n,i)
\+ps	#include<...> STL	(n,i)
\+pc	#include<c...> C	(n,i)
\+cn	class (using new)	(n,i)
\+ci	class implementation	(n,i)
\+cni	class (using new) implementation	(n,i)
\+mi	method implementation	(n,i)
\+ai	accessor implementation	(n,i)
\+tc	template class	(n,i)
\+tcn	template class (using new)	(n,i)
\+tci	template class implementation	(n,i)
\+tcni	template class (using new) impl.	(n,i)
\+tmi	template method implementation	(n,i)
\+tai	template accessor implementation	(n,i)
\+tf	template function	(n,i)
\+ec	error class	(n,i)
\+tr	try ... catch	(n,v,i)
\+ca	catch	(n,v,i)
\+c.	catch(...)	(n,v,i)
		<i>Run</i>
\rc	save and compile	(n,i)
\rl	link	(n,i)
\rr	run	(n,i)
\ra	set comand line arguments	(n,i)
\rm	run make	(n,i)
\rg	cmd. line arg. for make	(n,i)
\rp	run splint ¹	(n,i)
\ri	cmd. line arg. for splint	(n,i)
\rk	run CodeCheck ²	(n,i)
\re	cmd. line arg. for CodeCheck	(n,i)
\rd	run indent	(n,i)
\rh	hardcopy buffer	(n,i,v)
\rs	show plugin settings	(n,i)
\rx	set xterm size (n,i, only Unix & GUI)	
\ro	change output destination	(n,i)

		<i>Help and Menus</i>
\hm	show manual	(n,i)
\hp	help (c-support)	(n,i)
\lcs	load Menus (n & GUI only)	
\ucs	unload Menus (n & GUI only)	

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 www.splint.org

² CodeCheckTM is a product of Abraxas Software, Inc.

		<i>Additional Mappings</i>
typing	expansion	
/*	/* */	(i)
/*	/* (multiline) marked text */	(v)
/*<CR>	/* * */	(i)
{<CR>	{ }	(i)
{<CR>	{ (multiline) marked text }	(v)