

What are the three questions my audience would ask me?

Coding standards
XDebug
Customize: Color Schemes
How to use: tabs
Plugins: ctrlp
leader-feh

Adding things to your .vimrc.after

<http://drupal.org/node/29325>

<https://github.com/carlhuda/janus/wiki/Customization>

Plug-Ins

Snipmate: <https://github.com/honza/snipmate-snippets>

TAGBAR: `<Leader>rt` to toggle Tagbar.

XDebug:

<http://2bits.com/articles/using-vim-and-xdebug-dbgp-for-debugging-drupal-or-any-php-application.html>

Fugitive: <https://github.com/carlhuda/janus> for custom mappings, <https://github.com/carlhuda/janus>

NerdTree: `\n`

BufferGator: `\b`

Syntastic: Create an error, try to save

Supertab: start typing a variable, `tab`

Snipmate: `h_menu(tab)` `mi(tab)`

NerdCommenter: `\c<space>` (toggle), or `\cm` (multiline)

Ack: Shift Command `f` gets you ack, if you have done a brew install ack

Easy Motion: `\f` find all occurrences ; repeats in normal for `f`, `,` is go backward

Other Really Cool Stuff

In file explorer (`:E` or `:e` or `:Vex` or `:Sex`) `%` is new file
`d` creates a directory

In edit mode, the `.` repeats, AWESOME!

Do `":help Text Objects"` and read up, they are magic.

`=` auto-indent, so:

`G` goes to the end of the file, so `=G` autoindents to end of file

And `gg` goes to the beginning of the file, so, "`gg=G`" in Normal mode auto indents the whole doc

`:changes` shows all changes made to the doc, pretty neat!

`:jumps` shows everywhere you moved your cursor.

Other debugger option: `Vlmdebugger`

Moving Around

`gg` to the top of the file (or `:0`)

`G` to the bottom

`ctrl-d` and `ctrl-u` for down and up

Split Window commands (from vimcasts.org)

command	action
---------	--------

<code>ctrl-w s</code>	split the current window horizontally, loading the same file in the new window
<code>ctrl-w v</code>	split the current window vertically, loading the same file in the new window
<code>:sp[lit]</code> filename	split the current window horizontally, loading <i>filename</i> in the new window
<code>:vsp[lit]</code> filename	split the current window vertically, loading <i>filename</i> in the new window

Closing split windows

command	action
<code>:q[uit]</code>	close the currently active window
<code>:on[ly]</code>	close all windows except the currently active window

Changing focus between windows

command	action
<code>ctrl-w w</code>	cycle between the open windows
<code>ctrl-w h</code>	focus the window to the left
<code>ctrl-w j</code>	focus the window to the down
<code>ctrl-w k</code>	focus the window to the up
<code>ctrl-w l</code>	focus the window to the right

`ctrl-w HJKL` moves the current split window in the direction you choose

`ctrl-w =` equalizes all sizes
`ctrl-w _` expands vertically
`ctrl-w |` expands horizontally

:tabedit filename

ctrl-w T moves split window to it's own tab

gt moves forward, gT backward

3gt goes to third tab

g; puts you back where you were last changing the file, it's moving back through the change list

g, goes forward

ctrl-o

ctrl-i move you around

A takes you to the end of the line and puts you in insert

C deletes to the end of the line and puts you in insert

c is like d, deletes a word, but then, places you in insert, so it can be repeated with .

:e! reloads current file from disk, removing local unsaved changes

If you are on a git repo'd file, :Gread does the same thing.

Columnar block editing ctrl-V, shift-I to insert, c to replace

shift-A adds after cursor

change your .vimrc, then re-source it with

```
:source $MYVIMRC
```

Mappings allow you to set up Command # to go to a tab of that number, like firefox

" For mac users (using the 'apple' key)

```
map <D-S-]> gt
```

```
map <D-S-[> gT
```

```
map <D-1> 1gt
```

```
map <D-2> 2gt
```

```
map <D-3> 3gt
```

```
map <D-4> 4gt
```

```
map <D-5> 5gt
```

```
map <D-6> 6gt
```

```
map <D-7> 7gt
```

```
map <D-8> 8gt
```

```
map <D-9> 9gt
```

```
map <D-0> :tablast<CR>
```