

I Creating Types

Class	c
Interface	i
Struct	s
Enum	e
Abstract Class	a
Delegate	d
Exception	x
Test Fixture	t
Test Method	t
Create Constructor	cc

I Members and Variables

Variable (parameter, local, field)	V or v
New Instance	N or n
Read-only Fields	O or o
Methods	M or m
Properties	P or p
Read-only	R or r
Write-only	W or w
Auto-implemented	A or a
Type Reference	t
Constants	q
Typecast (in code blocks)	c
Class	c

*Uppercase letters listed above will expand to **static** members.

I Template Composition

Follow the templates above with a **Type** shortcut (selected from the lists below and in the two columns to the right).

For example, on an empty line inside a class or method, "**nb**" followed by your template expand key (typically either the spacebar or Tab key) creates a New initialized Boolean instance. "**m**" by itself creates a method with no return value (a Sub in VB). "**ms**" will create a Method that returns a String.

I System

Boolean	b
Byte	by
Char	c
DateTime	d8
Decimal	de
Double	d
EventArgs	ea
Exception	x
Guid	g
Int16	sh
Int32	i
Int64	l
IntPtr	ip
Object	o
Single	si
String	s
Type	ty
UInt32	u

