

Vim Commands Cheat Sheet

Thanks to <http://www.ssel.montana.edu/HowTo/> for the sheet.

Printer friendly [version](#).

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If you want a condensed more graphical version; check out this vi/vim cheat sheet. <http://www.viemu.com/>

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How to Exit

```
:q[uit]      Quit Vim. This fails when changes have been made.
:q[uit]!     Quit without writing.
:cq[uit]     Quit always, without writing.
:wq          Write the current file and exit.
:wq!         Write the current file and exit always.
:wq {file}   Write to {file}. Exit if not editing the last
:wq! {file}  Write to {file} and exit always.
:[range]wq[!] [file] Same as above, but only write the lines in [range].
ZZ           Write current file, if modified, and exit.
ZQ           Quit current file and exit (same as ":q!").
```

Editing a File

```
:e[dit]      Edit the current file. This is useful to re-edit the current
              file, when it has been changed outside of Vim.
              Edit the current file always. Discard any changes to the current
```

:e[dit]!buffer. This is useful if you want to start all over again.

:e[dit]
{file} Edit {file}.

:e[dit]!
{file} Edit {file} always. Discard any changes to the current buffer.

gf Edit the file whose name is under or after the cursor. Mnemonic:
"goto file".

Inserting Text

a Append text after the cursor [count] times.

A Append text at the end of the line [count] times.

i Insert text before the cursor [count] times.

I Insert text before the first non-blank in the line [count] times.

gI Insert text in column 1 [count] times.

o Begin a new line below the cursor and insert text, repeat [count]
times.

O Begin a new line above the cursor and insert text, repeat [count]
times.

Inserting a file

:r[ead]
[name] Insert the file [name] below the cursor.

:r[ead] ! Execute {cmd} and insert its standard output below the
{cmd} cursor.

Deleting Text

 or
x Delete [count] characters under and after the cursor

X Delete [count] characters before the cursor

d{motion} Delete text that {motion} moves over

dd Delete [count] lines

D Delete the characters under the cursor until the end
of the line

{Visual}x or
{Visual}d Delete the highlighted text (for {Visual} see
[Selecting Text](#)).

{Visual}CTRL-H or
{Visual} When in Select mode: Delete the highlighted text

{Visual}X or
{Visual}D Delete the highlighted lines

:[range]d[elete] Delete [range] lines (default: current line)

`:
[range]d[delete]
{count}` Delete {count} lines, starting with [range]

Changing (or Replacing) Text

`r{char}` replace the character under the cursor with {char}.

`R` Enter Insert mode, replacing characters rather than inserting

`~` Switch case of the character under the cursor and move the cursor to the right. If a [count] is given, do that many characters.

`~{motion}` switch case of {motion} text.

`{Visual}~` Switch case of highlighted text

Substituting

<code>:</code>	For each line in [range]
<code>[range]s[substitute]/{pattern}/{string}/[c]</code>	replace a match of {pattern}
<code>[e][g][p][r][i][I] [count]</code>	with {string}.
<code>: [range]s[substitute] [c][e][g][r][i][I] [count] :[range]&[c][e][g][r][i][I] [count]</code>	Repeat last :substitute with same search pattern and substitute string, but without the same flags. You may add extra flags

The arguments that you can use for the substitute commands:

`[c]` Confirm each substitution. Vim positions the cursor on the matching string. You can type:

- `'y'` to substitute this match
- `'n'` to skip this match
- to skip this match
- `'a'` to substitute this and all remaining matches {not in Vi}
- `'q'` to quit substituting {not in Vi}
- `CTRL-E` to scroll the screen up {not in Vi}
- `CTRL-Y` to scroll the screen down {not in Vi}.

`[e]` When the search pattern fails, do not issue an error message and, in particular, continue in maps as if no error occurred.

`[g]` Replace all occurrences in the line. Without this argument, replacement occurs only for the first occurrence in each line.

`[i]` Ignore case for the pattern.

`[I]` Don't ignore case for the pattern.

`[p]` Print the line containing the last substitute.

Copying and Moving Text

`"{a-zA-Z0-9.%#:-}"` Use register {a-zA-Z0-9.%#:-} for next delete, yank or put (use uppercase character to append with delete and yank) ({.%#:-} only work with put).

`:reg[isters]` Display the contents of all numbered and named registers.

```

:reg[isters]  Display the contents of the numbered and named registers
{arg}         that are mentioned in {arg}.

:di[splay]    Same as :registers.
[arg]

["x]y{motion} Yank {motion} text [into register x].
["x]yy        Yank [count] lines [into register x]
["x]Y         yank [count] lines [into register x] (synonym for yy).
{Visual}["x]y Yank the highlighted text [into register x] (for {Visual}
see Selecting Text).
{Visual}["x]Y Yank the highlighted lines [into register x]

:
[range]y[ank] Yank [range] lines [into register x].
[x]

:
[range]y[ank] Yank {count} lines, starting with last line number in
[x] {count} [range] (default: current line), [into register x].

["x]p         Put the text [from register x] after the cursor [count]
times.

["x]P         Put the text [from register x] before the cursor [count]
times.

["x]gp        Just like "p", but leave the cursor just after the new
text.

["x]gP        Just like "P", but leave the cursor just after the new
text.

:[line]pu[t]  Put the text [from register x] after [line] (default
[x]           current line).

:[line]pu[t]! Put the text [from register x] before [line] (default
[x]           current line).

```

Undo/Redo/Repeat

```

u           Undo [count] changes.
:u[ndo]     Undo one change.
CTRL-R     Redo [count] changes which were undone.
:red[o]     Redo one change which was undone.
U           Undo all latest changes on one line. {Vi: while not moved off of
it}
.           Repeat last change, with count replaced with [count].

```

Moving Around

Basic motion commands:

```

k
h l
j

```

h or	[count] characters to the left (exclusive).
l or	[count] characters to the right (exclusive).
or	
k or	
or	[count] lines upward
CTRL-P	
j or	
or	
CTRL-J or	[count] lines downward (linewise).
or	
CTRL-N	
0	To the first character of the line (exclusive).
<Home>	To the first character of the line (exclusive).
^	To the first non-blank character of the line
\$ or	
<End>	To the end of the line and [count - 1] lines downward
	When lines wrap ('wrap' on): To the first character of the screen line (exclusive). Differs from "0" when a line is wider than the screen. When lines don't wrap ('wrap' off):
g0 or	To the leftmost character of the current line that is on the screen. Differs from "0" when the first character of the line is not on the screen.
g<Home>	
	When lines wrap ('wrap' on): To the first non-blank character of the screen line (exclusive). Differs from "^" when a line is wider than the screen. When lines don't wrap ('wrap' off): To the leftmost non-blank character of the current line that is on the screen. Differs from "^" when the first non-blank character of the line is not on the screen.
g^	
	When lines wrap ('wrap' on): To the last character of the screen line and [count - 1] screen lines downward (inclusive). Differs from "\$" when a line is wider than the screen. When lines don't wrap ('wrap' off): To the rightmost character of the current line that is visible on the screen. Differs from "\$" when the last character of the line is not on the screen or when a count is used.
g\$ or	
g<End>gr;	
f{char}	To [count]'th occurrence of {char} to the right. The cursor is placed on {char} (inclusive).
F{char}	To the [count]'th occurrence of {char} to the left. The cursor is placed on {char} (inclusive).
t{char}	Till before [count]'th occurrence of {char} to the right. The cursor is placed on the character left of {char} (inclusive).
T{char}	Till after [count]'th occurrence of {char} to the left. The cursor is placed on the character right of {char} (inclusive).
;	Repeat latest f, t, F or T [count] times.
,	Repeat latest f, t, F or T in opposite direction [count] times.
	[count] lines upward, on the first non-blank character

- <minus> (linewise).
 + or [count] lines downward, on the first non-blank character
 CTRL-M or (linewise).
 <CR>
 _ [count] - 1 lines downward, on the first non-blank character
 <underscore> (linewise).
 <C-End> or Goto line [count], default last line, on the first non-blank
 G character.
 <C-Home> or Goto line [count], default first line, on the first non-
 gg blank character.
 <S-Right> or [count] words forward
 w
 <C-Right> or [count] WORDS forward
 W
 e Forward to the end of word [count]
 E Forward to the end of WORD [count]
 <S-Left> or [count] words backward
 b
 <C-Left> or [count] WORDS backward
 B
 ge Backward to the end of word [count]
 gE Backward to the end of WORD [count]
 These commands move over words or WORDS.

A word consists of a sequence of letters, digits and underscores, or a sequence of other non-blank characters, separated with white space (spaces, tabs,). This can be changed with the 'iskeyword' option.

A WORD consists of a sequence of non-blank characters, separated with white space. An empty line is also considered to be a word and a WORD.

([count] sentences backward
) [count] sentences forward
 { [count] paragraphs backward
 } [count] paragraphs forward
]] [count] sections forward or to the next '{' in the first column. When
 used after an operator, then the '}' in the first column.
][[count] sections forward or to the next '}' in the first column
 [[[count] sections backward or to the previous '{' in the first column
 [] [count] sections backward or to the previous '}' in the first column

Marks

m{a-zA-Z} Set mark {a-zA-Z} at cursor position (does not move the
 cursor, this is not a motion command).
 m' or Set the previous context mark. This can be jumped to with
 the "'`" or "`" command (does not move the cursor, this is

<code>m`</code>	not a motion command).
<code>:</code>	
<code>[range]ma[rk]</code>	Set mark {a-zA-Z} at last line number in [range], column 0.
<code>{a-zA-Z}</code>	Default is cursor line.
<code>:[range]k{a-zA-Z}</code>	Same as :mark, but the space before the mark name can be omitted.
<code>' {a-z}</code>	To the first non-blank character on the line with mark {a-z} (linewise).
<code>' {A-Z0-9}</code>	To the first non-blank character on the line with mark {A-Z0-9} in the correct file
<code>` {a-z}</code>	To the mark {a-z}
<code>` {A-Z0-9}</code>	To the mark {A-Z0-9} in the correct file
<code>:marks</code>	List all the current marks (not a motion command).
<code>:marks {arg}</code>	List the marks that are mentioned in {arg} (not a motion command). For example:

Searching

<code>/ {pattern} [/]</code>	Search forward for the [count]'th occurrence of {pattern}
<code>/ {pattern} / {offset}</code>	Search forward for the [count]'th occurrence of {pattern} and go {offset} lines up or down.
<code>/ <CR></code>	Search forward for the [count]'th latest used pattern
<code>// {offset} <CR></code>	Search forward for the [count]'th latest used pattern with new. If {offset} is empty no offset is used.
<code>? {pattern} [?] <CR></code>	Search backward for the [count]'th previous occurrence of {pattern}
<code>? {pattern} ? {offset} <CR></code>	Search backward for the [count]'th previous occurrence of {pattern} and go {offset} lines up or down
<code>? <CR></code>	Search backward for the [count]'th latest used pattern
<code>?? {offset} <CR></code>	Search backward for the [count]'th latest used pattern with new {offset}. If {offset} is empty no offset is used.
<code>n</code>	Repeat the latest "/" or "?" [count] times.
<code>N</code>	Repeat the latest "/" or "?" [count] times in opposite direction.

Selecting Text (Visual Mode)

To select text, enter visual mode with one of the commands below, and use [motion commands](#) to highlight the text you are interested in. Then, use

some command on the text.

The operators that can be used are:

- ~ switch case
- d delete
- c change
- y yank
- > shift right
- < shift left
- ! filter through external command
- = filter through 'equalprg' option command
- gq format lines to 'textwidth' length

- v start Visual mode per character.
- V start Visual mode linewise.
- <Esc> exit Visual mode without making any changes

How to Suspend

CTRL-Z Suspend Vim, like ":stop". Works in Normal and in Visual mode. In Insert and Command-line mode, the CTRL-Z is inserted as a normal character.

Suspend Vim. If the '!' is not given and 'autowrite' is set, :sus[pend] every buffer with changes and a file name is written out. If [!] or the '!' is given or 'autowrite' is not set, changed buffers :st[op][!] are not written, don't forget to bring Vim back to the foreground later!

Vimtutor

Instead of running vim from your shell try vimtutor running vimtutor instead. This is a built in tutorial for VIM, it is a very usfull and handy tool.

NOTE: Ubuntu users need to install the "vim-full" package for vimtutor to work. The Ubuntu default vim install uses the "vim-tiny" package which installs a basic vim installation to help conserve disk space.

Back to [Bullium Communications](#)

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