

# Vim Commands Cheat Sheet

## Moving

<b>h</b>	move cursor left
<b>j</b>	move cursor down
<b>k</b>	move cursor up
<b>l</b>	move cursor right
<b>#h [j/k/l]</b>	move in a specified direction multiple times
<b>b / B</b>	move to the start of a word / token
<b>w / W</b>	move to the start of the next word / token
<b>e / E</b>	move to the end of a word / token
<b>0 (zero)</b>	jump to the beginning of line
<b>\$</b>	jump to the end of line
<b>^</b>	jump to the first (non-blank) character of line
<b>#G / #gg / :#</b>	move to a specified line number (replace # with the line number)

## Moving by Screens

<b>Ctrl+b</b>	move back one full screen
<b>Ctrl+f</b>	move forward one full screen
<b>Ctrl+d</b>	move forward 1/2 a screen
<b>Ctrl+u</b>	move back 1/2 a screen
<b>Ctrl+e</b>	move screen down one line (without moving cursor)
<b>Ctrl+y</b>	move screen up one line (without moving cursor)
<b>Ctrl+o</b>	move backward through the jump history
<b>Ctrl+i</b>	move forward through the jump history
<b>H</b>	move to the top of the screen
<b>M</b>	move to the middle of the screen
<b>L</b>	move to the bottom of the screen

## Searching

<b>*</b>	jump to the next instance of a word
<b>#</b>	jump to the previous instance of a word
<b>/pattern</b>	search forward for the specified pattern
<b>?pattern</b>	search backward for the specified pattern
<b>n</b>	repeat the search in the same direction
<b>N</b>	repeat the search in the opposite direction

## Inserting

<b>i</b>	switch to insert mode before the cursor
<b>I</b>	insert text at the beggining of the line
<b>a</b>	switch to insert mode after the cursor
<b>A</b>	insert text at the end of the line
<b>o</b>	open a new line below the current one
<b>O</b>	open a new line above the current one
<b>ea</b>	insert text at the end of the word
<b>Esc</b>	exit insert mode

## Editing

<b>r</b>	replace a single character (+ return to command mode)
<b>cc</b>	replace entire line (+ move into insert mode)
<b>C / c\$</b>	replace from cursor to the end of line
<b>cw</b>	replace from cursor to the end of the word
<b>s</b>	delete a character (+ move into insert mode)
<b>J</b>	merge with line below, separated with a single space
<b>gJ</b>	merge with line below, with no space between
<b>.</b>	repeat last command

## Undoing/Redoing

<b>u / :u / :undo</b>	undo changes made in last entry
<b>#u</b>	undo multiple changes
<b>U</b>	undo latest changes in line
<b>Ctrl+r</b>	redo the last undone entry
<b>#Ctrl+r</b>	redo multiple changes
<b>:undolist</b>	list undo branches

## Deleting

<b>dd / D</b>	delete a single line
<b>dw</b>	delete a single word
<b>#dd / d#d</b>	delete multiple lines
<b>:#,#d</b>	delete a range of lines
<b>:%d</b>	delete all lines
<b>.,\$d</b>	delete from current line to the end of file
<b>dgg</b>	delete from current line to the beggining of file
<b>:g /pattern/d</b>	delete lines containing a specified pattern
<b>:g!/pattern/d</b>	delete lines that don't contain a specified pattern
<b>:g/^\$/d</b>	delete all blank lines

## Copying

<b>yy</b>	copy an entire line
<b>#yy</b>	copy the specified number of lines
<b>yaw</b>	copy a word with its trailing whitespace
<b>yiw</b>	copy a word without its trailing white-space
<b>y\$</b>	copy everything right of the cursor
<b>y^</b>	copy everything left of the cursor
<b>ytx</b>	copy everything between the cursor and a specified character ( <b>x</b> )
<b>yfx</b>	copy everything between the cursor and a specified character (including that character)

## Cutting

<b>dd</b>	cut the entire line
<b>#dd</b>	cut a specified number of lines
<b>d\$</b>	everything right of the cursor

## Pasting

<b>p</b>	paste text after the cursor
<b>P</b>	paste text before the cursor

## Marking

<b>v</b>	marking text using character mode
<b>V</b>	mark lines using line mode
<b>Ctrl+v</b>	mark text using block mode
<b>o</b>	move from one end of the marked text to the other
<b>aw</b>	mark a word
<b>ab</b>	mark a block with ()
<b>aB</b>	mark a block with {}
<b>at</b>	mark a block with <>
<b>ib</b>	mark inner block ()
<b>iB</b>	mark inner block {}
<b>it</b>	mark inner block <>

## Visual Commands

<b>y</b>	yank (copy) the marked text
<b>d</b>	delete (cut) the marked text
<b>p</b>	paste the text after the cursor
<b>u</b>	change the marked text to lowercase
<b>U</b>	change the marked text to uppercase

## Color Schemes

<b>:colorscheme [colorscheme_name]</b>	change to specified scheme
<b>:colorscheme [space]+Ctrl+d</b>	list available Vim color scheme

## Marks and Jumps

<b>m[a-z]</b>	marking text using character mode [from <b>a</b> to <b>z</b> ]
<b>m[a-z]</b>	mark lines using line mode [from <b>a</b> to <b>z</b> ]
<b>`a</b>	jump to position marked <b>a</b>
<b>`y`a</b>	yank text to position marked <b>a</b>
<b>`.</b>	jump to last change in file
<b>`"</b>	jump to last edit in file
<b>`0</b>	jump to position where Vim was last existed
<b>``</b>	jump to last jump
<b>:marks</b>	list all marks
<b>:jumps</b>	list all jumps
<b>:changes</b>	list all changes
<b>Ctrl+i</b>	move to next instance in jump list
<b>Ctrl+o</b>	move to previous instance in jump list
<b>g,</b>	move to next instance in change list
<b>g;</b>	move to previous instance in change list

## Macros

<b>qa</b>	record macro <b>a</b>
<b>q</b>	stop recording macro
<b>@a</b>	run macro <b>a</b>
<b>@@</b>	run last macro again

## Multiple Files

<b>:e file_name</b>	open a file in a new buffer
<b>:bn</b>	move to next buffer
<b>:bp</b>	go back to previous buffer
<b>:bd</b>	close buffer
<b>:b#</b>	move to the specified buffer (by number)
<b>:b file_name</b>	move to the specified buffer (by name)
<b>:ls</b>	list all buffers
<b>:sp file_name</b>	open a file in a new buffer and split viewpoint horizontally
<b>:vs file_name</b>	open a file in a new buffer and split viewpoint vertically
<b>:vert ba</b>	edit all files as vertical viewports
<b>:tab ba</b>	edit all buffers as tabs
<b>gt</b>	move to next tab
<b>gT</b>	move to previous tab
<b>Ctrl+ws</b>	split viewport horizontally
<b>Ctrl+ww</b>	split viewport vertically
<b>Ctrl+ww</b>	switch viewports
<b>Ctrl+wq</b>	quit a viewport
<b>Ctrl+wx</b>	exchange current viewport with next one
<b>Ctrl+=</b>	make all viewports equal height and width