

VIM:

A PROPER INTRODUCTION

SESSION 1

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Why do I use vim?

1. The text editing power which vim gives has no match
2. It is available on all systems
3. It is lightweight

COMMON PROBLEMS

1. I can't copy anything!
2. I can't paste anything!
3. No completion!
4. It's too slow for editing text!
5. I can't close it!
6. ...

THE MODAL NATURE OF VIM

Vim is a modal text editor. This means that you are in one of various modes at any point of time and the behaviour of each key is different in each mode.

New people usually use vim like notepad:

1. Open a file in vim
2. Enter insert mode and make edits
3. Try to figure out how to quit it without losing edits

This is not how you should be using it.

NORMAL MODE

This is the mode which vim opens in¹. This quite literally is the mode you should normally(almost always) be in.

The general work flow is:

1. Open files in vim
2. Do most of the edits in normal mode itself, only going to insert mode when you actually need to insert something
3. Save and quit!

¹:h Normal-mode

Commands in normal mode can be broken down as:
count operator motion

MOTIONS

A motion is a command which moves the cursor².

A few examples are:

1. h, j, k, l, ^, \$
2. w, W, b, B, e, E
3. f[], F[], t[], T[]
4. gg, G, H, M, L
5. %
6. (,)
7. /[]<CR>

²:h {motion}

OPERATORS

Operators can be used with motions to have that command act on the piece of text described by the motion³.

A few examples are:

1. c
2. d
3. y
4. =
5. <, >

³:h operator

Some special constructs which can be used after a command to specify the range⁴. Two types: *a* (around) and *i* (inner)

Paired with:

1. *w*, *W*
2. *s* (sentence), *p* (paragraph)
3. brackets (*{}*, *[]*, *()*, *<>*)
4. *t* (html tags)
5. *"*, *" "*

⁴:h text-objects

VISUAL MODE

Visual mode allows you to select characters on the screen⁵. All operators act on the selected piece of text.

There are different types of visual modes:

1. visual (the normal one)
2. v-line (visual line mode)
3. v-block (visual block)

⁵:h Visual-mode

MISCELLANEOUS

REGISTERS

Registers can store text ⁶. Some are filled by vim and you can store information in others.

There are various types of registers. Some of the useful ones are:

1. Numbered (0-9)
2. Named (a-zA-Z)

In insert mode, use `<C-r>`⁷ to put the contents.

⁶:h registers

⁷:h i_CTRL-R

SOME COMMON COMMANDS

- .
- :s⁸
- gg=G
- xp, ddp
- ci), ct,
- <C-x>, <C-a>

⁸:h :s

SOME COOL STUFF

- `:t`⁹
- macros¹⁰
- a few snippets from my `.vimrc`

⁹:h :t

¹⁰:h recording

A FEW GOOD PLUGINS

Vim has a lot of plugins. Use them.

Some useful ones are:

1. `neoclide/coc.nvim` or `ycm-core/YouCompleteMe`
2. `tpope/vim-surround`
3. `SirVer/ultisnips`
4. `junegunn/fzf.vim`
5. `mattn/emmet.vim`
6. `lervag/vimtex` and `shime/vim-livedown`