Left/right motions

Nh = Left N = Number of chars to move

Nl = Right N = Number of chars to move

0 = First char in line

^ = First non blank char in ine

g0 = To first character in screen line

g^ = To first non-blank character in screen line

g$ = To last character in screen line

Nf{char} = To the Nth occurrence of {char} to the right

NF{char} = To the Nth occurrence of {char} to the left

Nt{char} = Till before the Nth occurrence of {char} to the right

NT{char} = Till before the Nth occurrence of {char} to the left

Up/down motions

Nk = Up N lines

Nj = Down N lines

N- = Up N lines, on the first non-blank character

N+ = Down N lines, on the first non-blank character

G = Goto line N (default: last line), on the first non-blank character

Ngg = Goto line N (default: first line), on the first non-blank character

Ngk = Up N screen lines

Ngj = Down N screen lines

Text object motions

Nw = Number of word/s forward

NW = Number of blank-separated word/s forward

Ne = Forward to the end of the Nth word/s

NE = Forward to the end of the Nth blank--separated word/s

Nb = N word/s backward

NB = N blank-separated word/s backward

Nge = backward to the end of the Nth word/s

NgE = Backward to the end of the Nth blank-separated word/s

N) = N sentences forward

N(= N sentences backward

N} = N paragraphs forward

N{ = N paragraphs backward

Pattern searches

N/{pattern}/{offset} <Enter> = Search forward for the Nth occurrence of {pattern} from {offset}

N?{pattern}?{offset} <Enter> = Search backward for the Nth occurrence of {pattern} from {offset}

N/ <Enter> = Repeat last search, in the forward direction to Nth occurrence

N? <Enter> = Repeat last search, in the backward direction to Nth occurrence

n = Repeat last search

N = Repeat last search in opposite direction

N* = Search forward for the identifier under the cursor to Nth occurrence

N# = Search backward for the identifier under the cursor to Nth occurrence

Ng = *Like "*", but also find partial matches

Ng# = Like "#", but also find partial matches

Search pattern special chars

magic = "." non-magic = "\." = Matches any single character

^ = Matches start of line

\< = Matches start of word

\> = Matches end of word

magic = "[a-z]" non-magic = " \[a-z]" = Matches a single char from the range

magic = "[^a-z]" non-magic = " \[^a-z]" = Matches a single char not in the range

Marks

m{a-zA-Z} = Mark current position with mark {a-zA-Z}

`{a-z} = Go to mark {a-z} within current file

`{A-Z} = Go to mark {A-Z} in any file

`{0-9} = Go to the position where Vim was previously exited

`` = Go to the position before the last jump

`" = Go to the position when last editing this file

`[= Go to the start of the previously operated or put text

`] = Go to the end of the previously operated or put text

`< = Go to the start of the (previous) Visual area

`> = Go to the end of the (previous) Visual area

`. = Go to the position of the last change in this file

:marks = Print the active marks

N<Ctrl-O> = Go to Nth older position in jump list

N<Ctrl-I> = Go to Nth newer position in jump list

:ju = Print the jump list

Inserting text

Na = Append text after the cursor (N times)

NA = Append text at the end of the line (N times)

Ni = Insert text before the cursor (N times)

NI = Insert text before the first non-blank in the line

NgI = Insert text in column 1 (N times)

No = Open a new line below the current line, append text (N times)

NO = Open a new line above the current line, append text (N times)

Deleting text

Nx = Delete N characters under and after the cursor

NX = Delete N characters before the cursor

Nd{motion} = Delete the text that is moved over with {motion}

Ndd = Delete N lines

ND = Delete to the end of the line (and N-1 more lines)

NJ = Join N-1 lines (delete <EOL>s)

NgJ = Like "J", but without inserting spaces

Copying and moving text

"{char} = Use register {char} for the next delete, yank, or put

Ny{motion} = yank the text moved over with {motion} into a register

Nyy = Yank N lines into a register

NY = Yank N lines into a register

Np = Put a register after the cursor position (N times)

Copying and moving text (cont)

NP = Put a register before the cursor position (N times)

N]p = Like p, but adjust indent to current line

N[P = Like P, but adjust indent to current line

Ngp = Like p, but leave cursor after the new text

NgP = Like P, but leave cursor after the new text

Changing text

Nr{char} = Replace N characters with {char}

Ngr{char} = Replace N characters without affecting layout

NR = Enter Replace mode (repeat the entered text N times)

NgR = Enter virtual Replace mode: Like Replace mode but without affecting layout

c{motion} = Change the text that is moved over with {motion}

Ncc = Change N lines

NS = Change N lines

NC = Change to the end of the line (and N-1 more lines)

Ns = Change N characters

N~ = Switch case for N characters and advance cursor

g~{motion} = Switch case for the text that is moved over with

gu{motion} = Make the text that is moved over with {motion} lowercase

gU{motion} = Make the text that is moved over with {motion} uppercase

N<Ctrl-A> = Add N to the number at or after the cursor

N<Ctrl-X> = Subtract N from the number at or after the cursor

Repeat

N. = Repeat last change (with count replaced with N)

q{a-z} = Record typed characters into register {a-z}

q{A-Z} = Record typed characters, appended to register {a-z}

q = Stop recording

N@{a-z} = Execute the contents of register {a-z} (N times)

Ngs = Goto Sleep for N seconds

Undo/Redo

Nu = Undo last N changes

N<Ctrl-R> = Redo last N undone changes

U = Restore last changed line