These are notes of Vim taken by myself. Not all commands are listed in this list.

## Vim Commands List

## Rare or unusual commands

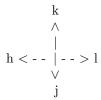
CTRL-]	to jump to a subject under the cursor
CTRL-O	to jump back (repeat to go further back)

## Most used commands

The cursor moving is achieved by pressing the hjkl keys:

- h --> move to the left
- j --> move to the bottom
- k --> move to the top
- 1 --> move to the right

That is



By pressing  $\langle ESC \rangle$  Vim goes to Normal mode.

By writing

$$operator$$
  $[number]$   $motion$ 

the operation operator is repeated [number] times the motion.

"!" is the override command modifier.

": help" gives you generic help.

i	to start the Insert mode	
a	to start the Insert mode at the consecutive cursor's position	
V	to start the Visual mode	
X	to delete the character where the cursor is	
J	joins the next line with the actual one, which the cursor is in and it isn't need to be	
	it at the end	
CTRL-R	undoes the undo	
CTRL-O	undoes de undoing of undo	
O	opens a new empty line below the cursor and puts $Vim$ in Insert mode	
O(uppercase)	appercase) opens a new empty line above the cursor in Insert Mode	
ZZ	This writes the file and exits.	
q!	Quit and throw things away command, whitout saving changes.	
e! reloads the original version of the file		
W	moves to the beginning of next word	
b	moves to the previous beginning word	
e moves to the next end word		
ge moves to the previous end word		
	<-<> b 2b b w w w 3w	
р р	b 2b b w w w 3w	
	<<>	
	ge ge e e	

W(uppercase) same than w, but jumps between spaces E(uppercase)same than e, but jumps between spaces B(uppercase) same than b, but jumps between spaces gE(uppercase)same than ge, but jumps between spaces 0(cero) The cursor is moved to the beginning of the line "\`\`" Moves the cursor to the first non-black character of the line. \$ Locates the cursor at the end of the line. < Same as \$ but at the < number > -th below the actual one. number > \$

## Set commands

An obtion with a "no.at its begining it's set to off.

:set showmode

to be able to see the actual mode, the one you're in