These are notes of Vim taken by myself from books. Not all commands are listed in these lists.

Vim Commands List

Rare or unusual commands

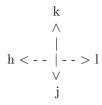
CTRL-]	to jump to a subject under the cursor
CTRL-O	to jump back (repeat to go further back)

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.

ge

ge

"!" 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 the undone undo
O	opens a new empty line below the cursor and puts Vim in Insert mode
O (uppercase)	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 b	b 2b b w w w 3w
	<<>

 \mathbf{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 (zero)	moves the cursor to the first non-blank character of the line
\$	moves the cursor to the end of the line
f < character >	moves forward in type line where $\langle character \rangle$ is.
	This also admits a count. By " $3fl$ " the cursor is moved to the third " l ".
F < character >	same as " f ", but it goes backward

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