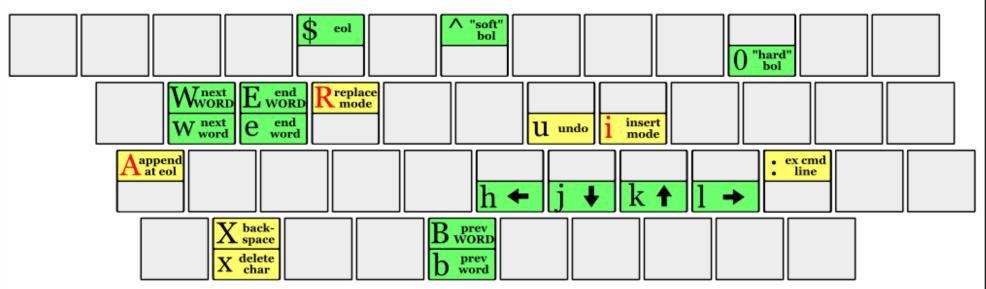
vi/vim lesson 1 - basic editing

motion moves the cursor, or defines the range for an operator command, if red, it enters insert mode





Basics:

h j k l are vi/vim cursor keys – use them as they are much closer than regular cursor keys!

Use i to enter insert mode, cursor turns from a block into a vertical line, and you can type in text. Use Esc to return to normal mode.

Use x to delete the current character, or X to delete the one to the left

Use A to go insert text at the end of the line (wherever you are in the line!)

(Note: insert mode is actually very similar to a regular editor, you can use cursor/navigation keys, backspace, delete...)

Extras:

u to undo the last action – traditional vi has a single level, while vim supports unlimited undo (CTRL - R to redo)

jumps directly to the beginning of the line, \$\) to the end, and \(^\) to the first non-blank

Use w b e to move along 'words'. A 'word' is a sequence of all alphanumeric or punctuation signs: quux(foo, bar, baz);

Use W B E to move along WORDs. A 'WORD' is a sequence of any non-blank characters: quux (foo, bar, baz);

Use R to enter insert mode with an overstrike cursor, which types over existing characters.

: w and press enter to save, : q and enter to quit.

vi/vim lesson 2 - operators & repetition

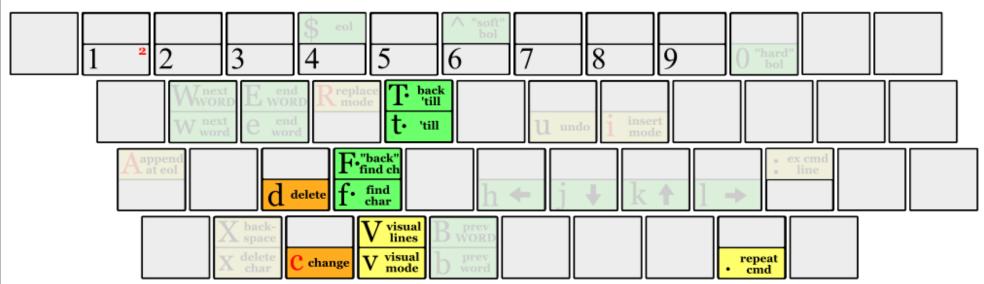
learned in previous
lessons

motion

moves the cursor, or defines
the range for an operator

command
direct action command,
if red, it enters insert mode
requires a motion afterwards,
operates between cursor &
destination





Basics:

- f, followed by another key, moves the cursor to the next instance of that character on the current line, F does the same backwards.
- t and T do the same, but they stop right before the character.
- d (delete), followed, by any motion deletes the text between the cursor and that motion's destination d w, d f ...).
- c(change) does the same, but leaves you in insert mode.

Some motions, such as j and k, are linewise – deletion includes the full start/end lines.

. repeats the last editing action: text input, delete or change, etc... motion is recalculated at the new place.

Extras:

Prepend a count to any command/motion to repeat it that number of times:

- d 2 w to delete up to the second word.
- d 2 t , to delete up to but not including the second comma.
- 2 i repeats the text after you press (Esc) to finish the input session.

Repeat operator (c c or d d) to operate on the current line.

Only in vim, v enters visual mode. Move around with motions, the text will be highlighted. Press an operator to operate on that selection.

V enters visual-lines mode – like v, but selecting whole lines.

CTRL - v selects rectangular blocks.

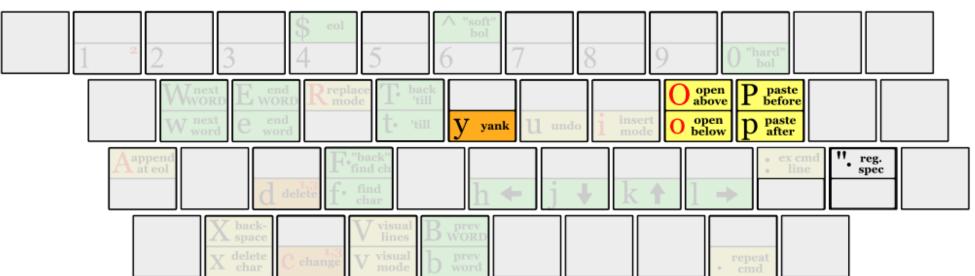
vi/vim lesson 3 - yank & paste

learned in previous moves the cursor, or defines the range for an operator direct action command, if red, it enters insert mode requires a motion afterwards, operator operates between cursor & destination special functions,

requires extra input

extra





Basics

Use y followed by any motion to 'yank' (copy).

Use p to paste after (if charwise, to the right, if linewise, below).

Use P to paste before.

y y copies the current line.

y also works in visual mode.

Text deleted with d, c, x ... is also copied!

Extras

and an a - z character before any yank/delete/paste command chooses a register.

An A - Z register before yank/delete means "append-copy".

" * or " + select the system clipboard.

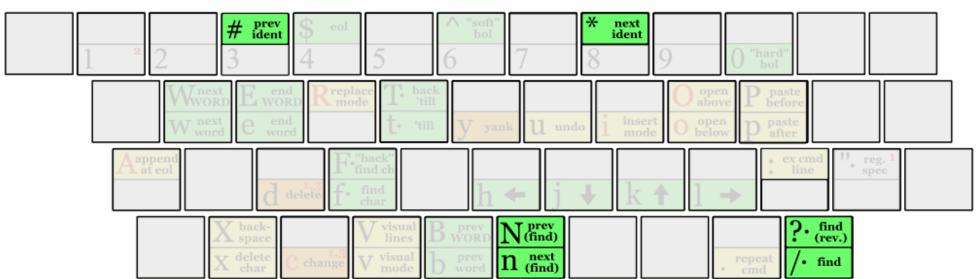
o enters insert mode in a new empty line below the current one.

O does the same above the current line.

vi/vim lesson 4 - searching

> special functions, requires extra input





Basics:

is the basic search motion – type the text you are searching for after the slash, and then press return. Being a motion, you can use this after an operator, or in visual mode.

? does the same, backwards.

n repeats the last search in the same direction, N repeats it in the reverse direction

Be careful, because the search target is interpreted as a regular expression: a*b means zero or more 'a's followed by a 'b', ^abc means 'abc' at the beginning of a line, [0-9] looks for the next digit, etc...

Extras:

The following very useful motions work only in vim:

searches forward for the next instance of the identifier under the cursor.

does the same backwards.

vi/vim lesson 5 - marks & macros

learned in previous
lessons

motion

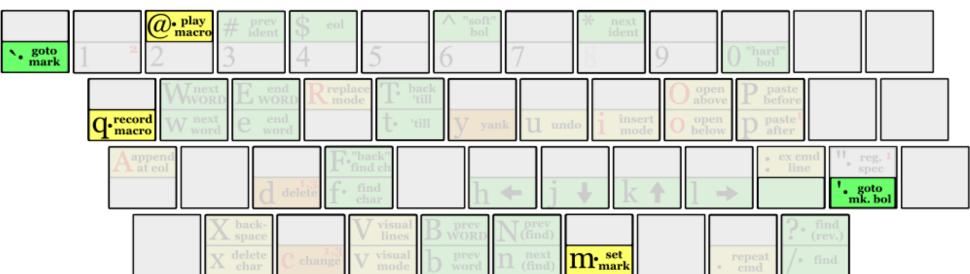
motion

command

direct action command,
if red, it enters insert mode
requires a motion afterwards,
operates between cursor &
destination
extra

requires extra input





Marks:

Use m followed by an a - z character to set a mark.

Use followed by a character to go to that mark.

Use and a character to go to the first non-blank in that line.

A - Z marks are global, a - z per-buffer.

refers to the position of the last modification.

Macros:

Use q followed by an a - z character to start recording.

Use q afterwards to stop recording.

@followed by a character replays that macro.

@ @ to repeat the last macro played.

learned in previous version 1.1 vi/vim lesson 6 – various motions April 1st, 06 moves the cursor, or defines the range for an operator direct action command, if red, it enters insert mode requires a motion afterwards, operator operates between cursor & destination special functions. extra requires extra input begin end Omatch sentence sentence prev line parag. misc screen **J**goto ln **→** bottom ∕⊥ mid'l

matching pairs of '(' ')', '[', ']', etc...

H M L jump directly to the top/middle/bottom of the screen.

G jumps to the end of the file, or to the line # typed before it.

/ + jump to the previous/next line.

K, not technically a motion, jumps to the help for the word under the cursor: vim help, man page under unix, etc...

(and) jump to the beginning/end of the current sentence.

line

end

parag.

misc

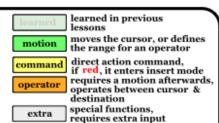
and piump to the previous/next empty line.

I I jumps to the previous '{' in column o.

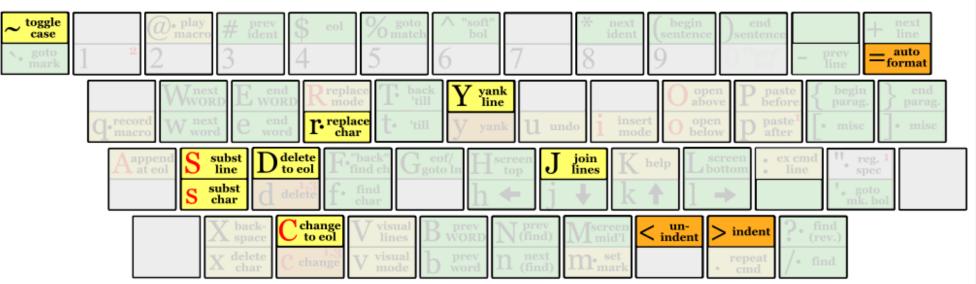
jumps to the next '{' in column o.



vi/vim lesson 7 - various commands







Basics:

- J joins the current line with the next one, or all the lines in the current visual selection.
- r followed by any character replaces the current character with that one.
- C is shorthand for c \$, changes to end of line.
- D is shorthand for d \$, deletes to end of line.
- Y is shorthand for y y, yanks the whole line.
- s deletes the character under the cursor and enters insert mode.
- S clears the current line and enters insert mode.

Extras:

- > and a motion to indent one or more lines.
- and a motion to unindent.
- = and a motion to reformat a range of text.

All of them work in visual mode, or can be repeated (>>, etc...) to operate on the current line.

toggles the case of the character under the cursor.

Now go grab the full cheat sheet and learn the rest. Start with I a , and ; . Piece of cake!