

Vim Key Bindings

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Resources

NOTE: If you are ever unsure about something you typed, press <ESC> to place you in Normal mode. Then retype the command you wanted.

Moving the Cursor – Move with keystrokes

k	Move Up
j	Move Down
h	Move Left
l	Move Right

Exit Vim!

Press Esc key to make sure you are in the Normal Mode.

Commands with ! will NOT warn you of unsaved changes!!!

:q<ENTER>	Exit editor. Will warn you of unsaved changes.
:q!<ENTER>	Exit editor. DISCARD any changes.
:qa!<ENTER>	Abandon all changes and exit Vim.
:wq<ENTER>	Exit editor. Save file and exit.

Deletions

x	Delete character under the cursor.
dw	dw deletes word. Move cursor to beginning of word.
d\$	Deletes to end of line from cursor position.
dd	Delete an entire line.
2dd	Deletes two entire lines. Use a number specify number of lines to delete.

Insertion – Text Editing

i	Insert text.
A	Append text.

The UNDO Command

u undo the last command.

U to fix a whole line. Return an entire line to its original state.

CTRL-R to undo the undo's.

Operators and Motions

Many commands that change text are made from an operator and a motion.

The format for a delete command with the **d** delete operator is as follows:

d motion

Where:

d - is the delete operator.

motion - is what the operator will operate on (listed below).

Deletion Operator and Motion

d Delete operator.

List of Motions:

w - until the start of the next word, EXCLUDING its first character.

e - to the end of the current word, INCLUDING the last character.

\$ - to the end of the line, INCLUDING the last character.

Thus, typing **de** will delete from the cursor to the end of the word.

NOTE: Pressing just the motion while in Normal mode without an operator will move the cursor as specified.

Using a Count to DELETE More

Typing a number with an operator repeats it that many times.

operator [number] motion

d2w Delete 2-words.

Using a Count for a Motion

Typing a number before a motion repeats it that many times.

[number] motion

2w to move the cursor two words forward.

3e to move the cursor to the end of the third word forward.

0 to move to the start of the line.

Put Command – Inserts Previously Deleted Text

Type **p** to put previously deleted text after the cursor.

p to put the previously deleted line **BELOW** the Cursor.

Replace Command

Type **rx** to replace the character at the cursor with **x**.

rx Replace character at cursor with character '**x**'.

Change Operator

To change until the end of a word, type **ce**.

ce change until the end of a word.

Example: lubw

Place the cursor on the 'u' in lubw. Type 'ce' and correct the word ('ine'). Press <ESC> and move on.

ce deletes the word and places you in **Insert** mode.

Changes Using 'c'

The change operator is used with the same motions as delete.

c [number] motion

motions: w(word), e(end of current word) and \$(end of line)

c[motion] Change operator.

Cursor Location and File Status

Type CTRL-G to show your location in the file and the file status.

Type G to move to a line in the file.

1. Hold down the Ctrl key and press `g` . We call this CTRL-G. A message will appear at the bottom of the page with the filename and the position in the file. Remember the line number.

NOTE: You may see the cursor position in the lower right corner of the screen. This happens when the 'ruler' option is set (see `:help 'ruler'`)

2. Press `G` to move you to the bottom of the file.

Type `gg` to move you to the start of the file.

3. Type the number of the line you were on and then `G` . This will return you to the line you were on when you first pressed CTRL-G.

How to Access Vim Help!

In Normal mode, type:

`:help <TOPIC><ENTER>`

or

`:help<ENTER>`

How to Exit Vim Help!

Keep Typing CTRL-W until your cursor is in the help file. Then type `:q` to exit help file.