

*index.txt*

For Vim version 9.1. Last change: 2025 Nov 09

## VIM REFERENCE MANUAL by Bram Moolenaar

*index*

This file contains a list of all commands for each mode, with a tag and a short description. The lists are sorted on ASCII value.

Tip: When looking for certain functionality, use a search command. E.g., to look for deleting something, use: "/delete".

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For an overview of options see [option-list](#).

For an overview of built-in functions see [functions](#).

For a list of Vim variables see [vim-variable](#).

For a complete listing of all help items see [help-tags](#).

## =====

1. Insert mode *insert-index*

tag	char	action in Insert mode
<u>i</u> <u>CTRL-@</u>	<u>CTRL-@</u>	<u>insert</u> previously inserted text and stop <u>insert</u>
<u>i</u> <u>CTRL-A</u>	<u>CTRL-A</u>	<u>insert</u> previously inserted text
	<u>CTRL-B</u>	not used <u>i_CTRL-B-gone</u>
<u>i</u> <u>CTRL-C</u>	<u>CTRL-C</u>	quit <u>insert</u> mode, without checking for abbreviation, unless ' <u>insertmode</u> ' set.
<u>i</u> <u>CTRL-D</u>	<u>CTRL-D</u>	delete one shiftwidth of indent in the current line
<u>i</u> <u>CTRL-E</u>	<u>CTRL-E</u>	<u>insert</u> the character which <u>is</u> below the cursor
	<u>CTRL-F</u>	not used (but by default it's in ' <u>cinkeys</u> ' to re-indent the current line)
<u>i</u> <u>CTRL-G_j</u>	<u>CTRL-G</u> <u>CTRL-J</u>	line down, to column where <u>inserting</u> started
<u>i</u> <u>CTRL-G_j</u>	<u>CTRL-G</u> j	line down, to column where <u>inserting</u> started
<u>i</u> <u>CTRL-G_j</u>	<u>CTRL-G</u> <Down>	line down, to column where <u>inserting</u> started

<u>i_CTRL-G_k</u>	<u>CTRL-G</u>	<u>CTRL-K</u>	line up, to column where <u>inserting</u> started
<u>i_CTRL-G_k</u>	<u>CTRL-G</u>	<u>k</u>	line up, to column where <u>inserting</u> started
<u>i_CTRL-G_k</u>	<u>CTRL-G</u>	<u>&lt;Up&gt;</u>	line up, to column where <u>inserting</u> started
<u>i_CTRL-G_u</u>	<u>CTRL-G</u>	<u>u</u>	start new undoable edit
<u>i_CTRL-G_U</u>	<u>CTRL-G</u>	<u>U</u>	don't break <u>undo</u> with next cursor <u>movement</u>
<u>i_&lt;BS&gt;</u>	<u>&lt;BS&gt;</u>		delete character before the cursor
<u>i_digraph</u>	<u>{char1}&lt;BS&gt;{char2}</u>		enter <u>digraph</u> (only when ' <u>digraph</u> ' option set)
<u>i_CTRL-H</u>	<u>CTRL-H</u>		same as <u>&lt;BS&gt;</u>
<u>i_&lt;Tab&gt;</u>	<u>&lt;Tab&gt;</u>		insert a <u>&lt;Tab&gt;</u> character
<u>i_CTRL-I</u>	<u>CTRL-I</u>		same as <u>&lt;Tab&gt;</u>
<u>i_&lt;NL&gt;</u>	<u>&lt;NL&gt;</u>		same as <u>&lt;CR&gt;</u>
<u>i_CTRL-J</u>	<u>CTRL-J</u>		same as <u>&lt;CR&gt;</u>
<u>i_CTRL-K</u>	<u>CTRL-K</u>	<u>{char1} {char2}</u>	enter <u>digraph</u>
<u>i_CTRL-L</u>	<u>CTRL-L</u>		when ' <u>insertmode</u> ' set: Leave <u>Insert</u> mode
<u>i_&lt;CR&gt;</u>	<u>&lt;CR&gt;</u>		begin new line
<u>i_CTRL-M</u>	<u>CTRL-M</u>		same as <u>&lt;CR&gt;</u>
<u>i_CTRL-N</u>	<u>CTRL-N</u>		find next match for keyword in front of the cursor
<u>i_CTRL-O</u>	<u>CTRL-O</u>		execute a single command and return to <u>insert</u> mode
<u>i_CTRL-P</u>	<u>CTRL-P</u>		find previous match for keyword in front of the cursor
<u>i_CTRL-Q</u>	<u>CTRL-Q</u>		same as <u>CTRL-V</u> , unless used for <u>terminal control</u> flow
<u>i_CTRL-SHIFT-Q</u>	<u>CTRL-SHIFT-Q</u>	<u>{char}</u>	like <u>CTRL-Q</u> unless <u>modifyOtherKeys</u> is active
<u>i_CTRL-R</u>	<u>CTRL-R</u>	<u>{register}</u>	insert the contents of a register
<u>i_CTRL-R_CTRL-R</u>	<u>CTRL-R</u>	<u>CTRL-R</u>	<u>{register}</u>
<u>i_CTRL-R_CTRL-O</u>	<u>CTRL-R</u>	<u>CTRL-O</u>	<u>{register}</u>
<u>i_CTRL-R_CTRL-P</u>	<u>CTRL-R</u>	<u>CTRL-P</u>	<u>{register}</u>
<u>i_CTRL-T</u>	<u>CTRL-S</u>		not used or used for <u>terminal control</u> flow
<u>i_CTRL-T</u>	<u>CTRL-T</u>		insert one shiftwidth of indent in current line
<u>i_CTRL-U</u>	<u>CTRL-U</u>		delete all entered characters in the current line
<u>i_CTRL-V</u>	<u>CTRL-V</u>	<u>{char}</u>	insert next non-digit literally
<u>i_CTRL-SHIFT-V</u>	<u>CTRL-SHIFT-V</u>	<u>{char}</u>	like <u>CTRL-V</u> unless <u>modifyOtherKeys</u> is active
<u>i_CTRL-V_digit</u>	<u>CTRL-V</u>	<u>{number}</u>	insert three digit decimal number as a single byte.
<u>i_CTRL-W</u>	<u>CTRL-W</u>		delete <u>word</u> before the cursor
<u>i_CTRL-X</u>	<u>CTRL-X</u>	<u>{mode}</u>	enter <u>CTRL-X</u> sub mode, see <u>i_CTRL-X_index</u>
<u>i_CTRL-Y</u>	<u>CTRL-Y</u>		insert the character which is above the cursor
<u>i_CTRL-Z</u>	<u>CTRL-Z</u>		when ' <u>insertmode</u> ' set: suspend Vim
<u>i_&lt;Esc&gt;</u>	<u>&lt;Esc&gt;</u>		end <u>insert</u> mode (unless ' <u>insertmode</u> ' set)
<u>i_CTRL-[</u>	<u>CTRL-[</u>		same as <u>&lt;Esc&gt;</u>
<u>i_CTRL-\_CTRL-N</u>	<u>CTRL-\</u>	<u>CTRL-N</u>	go to Normal mode
<u>i_CTRL-\_CTRL-G</u>	<u>CTRL-\</u>	<u>CTRL-G</u>	go to mode specified with ' <u>insertmode</u> '

<u>i_CTRL-[</u>	<u>CTRL-\ a - z</u>	reserved for extensions
<u>i_CTRL-^</u>	<u>CTRL-\ others</u>	not used
<u>i_CTRL-]</u>	<u>CTRL-]</u>	trigger abbreviation
<u>i_CTRL-^</u>	<u>CTRL-^</u>	toggle use of <u>:lmap</u> mappings
<u>i_CTRL-_</u>	<u>CTRL-_</u>	When ' <u>allowrevins</u> ' set: change language (Hebrew, Farsi) {only when compiled with the <u>+rightleft</u> feature}
	<u>&lt;Space&gt;</u> to '~'	not used, except '0' and '^' followed by <u>CTRL-D</u>
<u>i_0_CTRL-D</u>	<u>0 CTRL-D</u>	delete all indent in the current line
<u>i_^_CTRL-D</u>	<u>^ CTRL-D</u>	delete all indent in the current line, restore <u>it</u> in the next line
<u>i_&lt;Del&gt;</u>	<u>&lt;Del&gt;</u>	delete character under the cursor
	Meta characters (0x80 to 0xff, 128 to 255)	not used
<u>i_&lt;Left&gt;</u>	<u>&lt;Left&gt;</u>	cursor one character left
<u>i_&lt;S-Left&gt;</u>	<u>&lt;S-Left&gt;</u>	cursor one <u>word</u> left
<u>i_&lt;C-Left&gt;</u>	<u>&lt;C-Left&gt;</u>	cursor one <u>word</u> left
<u>i_&lt;Right&gt;</u>	<u>&lt;Right&gt;</u>	cursor one character right
<u>i_&lt;S-Right&gt;</u>	<u>&lt;S-Right&gt;</u>	cursor one <u>word</u> right
<u>i_&lt;C-Right&gt;</u>	<u>&lt;C-Right&gt;</u>	cursor one <u>word</u> right
<u>i_&lt;Up&gt;</u>	<u>&lt;Up&gt;</u>	cursor one line up
<u>i_&lt;S-Up&gt;</u>	<u>&lt;S-Up&gt;</u>	same as <u>&lt;PageUp&gt;</u>
<u>i_&lt;Down&gt;</u>	<u>&lt;Down&gt;</u>	cursor one line down
<u>i_&lt;S-Down&gt;</u>	<u>&lt;S-Down&gt;</u>	same as <u>&lt;PageDown&gt;</u>
<u>i_&lt;Home&gt;</u>	<u>&lt;Home&gt;</u>	cursor to start of line
<u>i_&lt;C-Home&gt;</u>	<u>&lt;C-Home&gt;</u>	cursor to start of file
<u>i_&lt;End&gt;</u>	<u>&lt;End&gt;</u>	cursor past <u>end</u> of line
<u>i_&lt;C-End&gt;</u>	<u>&lt;C-End&gt;</u>	cursor past <u>end</u> of file
<u>i_&lt;PageUp&gt;</u>	<u>&lt;PageUp&gt;</u>	one screenful backward
<u>i_&lt;PageDown&gt;</u>	<u>&lt;PageDown&gt;</u>	one screenful forward
<u>i_&lt;F1&gt;</u>	<u>&lt;F1&gt;</u>	same as <u>&lt;Help&gt;</u>
<u>i_&lt;Help&gt;</u>	<u>&lt;Help&gt;</u>	stop <u>insert</u> mode and display <u>help window</u>
<u>i_&lt;Insert&gt;</u>	<u>&lt;Insert&gt;</u>	toggle Insert/Replace mode
<u>i_&lt;LeftMouse&gt;</u>	<u>&lt;LeftMouse&gt;</u>	cursor at mouse click
<u>i_&lt;ScrollWheelDown&gt;</u>	<u>&lt;ScrollWheelDown&gt;</u>	move <u>window</u> three lines down
<u>i_&lt;S-ScrollWheelDown&gt;</u>	<u>&lt;S-ScrollWheelDown&gt;</u>	move <u>window</u> one page down
<u>i_&lt;ScrollWheelUp&gt;</u>	<u>&lt;ScrollWheelUp&gt;</u>	move <u>window</u> three lines up
<u>i_&lt;S-ScrollWheelUp&gt;</u>	<u>&lt;S-ScrollWheelUp&gt;</u>	move <u>window</u> one page up
<u>i_&lt;ScrollWheelLeft&gt;</u>	<u>&lt;ScrollWheelLeft&gt;</u>	move <u>window</u> six columns left
<u>i_&lt;S-ScrollWheelLeft&gt;</u>	<u>&lt;S-ScrollWheelLeft&gt;</u>	move <u>window</u> one page left
<u>i_&lt;ScrollWheelRight&gt;</u>	<u>&lt;ScrollWheelRight&gt;</u>	move <u>window</u> six columns right
<u>i_&lt;S-ScrollWheelRight&gt;</u>	<u>&lt;S-ScrollWheelRight&gt;</u>	move <u>window</u> one page right

commands in CTRL-X submode

i\_CTRL-X\_index

<u>i_CTRL-X_CTRL-D</u>	<u>CTRL-X CTRL-D</u>	complete defined identifiers
<u>i_CTRL-X_CTRL-E</u>	<u>CTRL-X CTRL-E</u>	scroll up
<u>i_CTRL-X_CTRL-F</u>	<u>CTRL-X CTRL-F</u>	complete file names
<u>i_CTRL-X_CTRL-I</u>	<u>CTRL-X CTRL-I</u>	complete identifiers
<u>i_CTRL-X_CTRL-K</u>	<u>CTRL-X CTRL-K</u>	complete identifiers from dictionary

<u>i_CTRL-X_CTRL-L</u>	<u>CTRL-X_CTRL-L</u>	complete whole lines
<u>i_CTRL-X_CTRL-N</u>	<u>CTRL-X_CTRL-N</u>	next completion
<u>i_CTRL-X_CTRL-O</u>	<u>CTRL-X_CTRL-O</u>	omni completion
<u>i_CTRL-X_CTRL-P</u>	<u>CTRL-X_CTRL-P</u>	previous completion
<u>i_CTRL-X_CTRL-R</u>	<u>CTRL-X_CTRL-R</u>	complete contents from <u>registers</u>
<u>i_CTRL-X_CTRL-S</u>	<u>CTRL-X_CTRL-S</u>	spelling suggestions
<u>i_CTRL-X_CTRL-T</u>	<u>CTRL-X_CTRL-T</u>	complete identifiers from thesaurus
<u>i_CTRL-X_CTRL-Y</u>	<u>CTRL-X_CTRL-Y</u>	scroll down
<u>i_CTRL-X_CTRL-U</u>	<u>CTRL-X_CTRL-U</u>	complete with ' <u>completesfunc</u> '
<u>i_CTRL-X_CTRL-V</u>	<u>CTRL-X_CTRL-V</u>	complete like in : command line
<u>i_CTRL-X_CTRL-Z</u>	<u>CTRL-X_CTRL-Z</u>	stop completion, text <u>is</u> unchanged
<u>i_CTRL-X_CTRL-]</u>	<u>CTRL-X_CTRL-]</u>	complete <u>tags</u>
<u>i_CTRL-X_s</u>	<u>CTRL-X s</u>	spelling suggestions

commands in completion mode (see [popupmenu-keys](#))

<u>complete_CTRL-E</u>	<u>CTRL-E</u>	stop completion and go back to original text
<u>complete_CTRL-Y</u>	<u>CTRL-Y</u>	accept selected match and stop completion
	<u>CTRL-L</u>	insert one character from the current match
	<u>&lt;CR&gt;</u>	insert currently selected match
	<u>&lt;BS&gt;</u>	delete one character and <u>redo</u> search
	<u>CTRL-H</u>	same as <u>&lt;BS&gt;</u>
	<u>&lt;Up&gt;</u>	select the previous match
	<u>&lt;Down&gt;</u>	select the next match
	<u>&lt;PageUp&gt;</u>	select a match several entries back
	<u>&lt;PageDown&gt;</u>	select a match several entries forward
	other	stop completion and insert the typed character

## 2. Normal mode

[normal-index](#)

<u>CHAR</u>	any non-blank character
<u>WORD</u>	a sequence of non-blank characters
<u>N</u>	a number entered before the command
<u>{motion}</u>	a cursor <u>movement</u> command
<u>Nmove</u>	the text that <u>is</u> moved over with a <u>{motion}</u>
<u>SECTION</u>	a <u>section</u> that possibly starts with '}' instead of '{'

**note:** 1 = cursor movement command; 2 = can be undone/redone

tag	char	note action in Normal mode
	<u>CTRL-@</u>	not used
<u>CTRL-A</u>	<u>CTRL-A</u>	2 add <u>N</u> to number at/after cursor
<u>CTRL-B</u>	<u>CTRL-B</u>	1 scroll <u>N</u> screens Backwards
<u>CTRL-C</u>	<u>CTRL-C</u>	interrupt current (search) command
<u>CTRL-D</u>	<u>CTRL-D</u>	scroll Down <u>N</u> lines (default: half a screen)
<u>CTRL-E</u>	<u>CTRL-E</u>	scroll <u>N</u> lines upwards (N lines Extra)
<u>CTRL-F</u>	<u>CTRL-F</u>	1 scroll <u>N</u> screens Forward
<u>CTRL-G</u>	<u>CTRL-G</u>	display current file name and position
<u>&lt;BS&gt;</u>	<u>&lt;BS&gt;</u>	1 same as "h"
<u>CTRL-H</u>	<u>CTRL-H</u>	1 same as "h"
<u>&lt;Tab&gt;</u>	<u>&lt;Tab&gt;</u>	1 go to <u>N</u> newer entry in jump <u>list</u>
<u>CTRL-I</u>	<u>CTRL-I</u>	1 same as <u>&lt;Tab&gt;</u>
<u>&lt;NL&gt;</u>	<u>&lt;NL&gt;</u>	1 same as "j"
<u>&lt;S-NL&gt;</u>	<u>&lt;S-NL&gt;</u>	1 same as <u>CTRL-F</u>

<a href="#">CTRL-J</a>	<a href="#">CTRL-J</a>	1 same as "j" not used
<a href="#">CTRL-K</a>	<a href="#">CTRL-K</a>	redraw screen
<a href="#">CTRL-L</a>	<a href="#">CTRL-L</a>	1 cursor to the first CHAR <u>N</u> lines lower 1 same as <a href="#">CTRL-F</a>
<a href="#">&lt;CR&gt;</a>	<a href="#">&lt;CR&gt;</a>	1 same as <a href="#">CTRL-F</a>
<a href="#">&lt;S-CR&gt;</a>	<a href="#">&lt;S-CR&gt;</a>	1 same as <a href="#">CTRL-M</a>
<a href="#">CTRL-M</a>	<a href="#">CTRL-M</a>	1 same as <a href="#">CTRL-N</a>
<a href="#">CTRL-N</a>	<a href="#">CTRL-N</a>	1 same as "j"
<a href="#">CTRL-O</a>	<a href="#">CTRL-O</a>	1 go to <u>N</u> older entry in jump <u>list</u>
<a href="#">CTRL-P</a>	<a href="#">CTRL-P</a>	1 same as "k"
<a href="#">CTRL-Q</a>	<a href="#">CTRL-Q</a>	not used, or used for <u>terminal control</u> flow
<a href="#">CTRL-R</a>	<a href="#">CTRL-R</a>	2 redo changes which were undone with 'u'
<a href="#">CTRL-S</a>	<a href="#">CTRL-S</a>	not used, or used for <u>terminal control</u> flow
<a href="#">CTRL-T</a>	<a href="#">CTRL-T</a>	jump to <u>N</u> older Tag in <u>tag list</u>
<a href="#">CTRL-U</a>	<a href="#">CTRL-U</a>	scroll <u>N</u> lines Upwards (default: half a screen)
<a href="#">CTRL-V</a>	<a href="#">CTRL-V</a>	start blockwise <u>Visual mode</u>
<a href="#">CTRL-W</a>	<a href="#">CTRL-W</a> {char}	window commands, see <a href="#">CTRL-W</a>
<a href="#">CTRL-X</a>	<a href="#">CTRL-X</a>	2 subtract <u>N</u> from number at/after cursor
<a href="#">CTRL-Y</a>	<a href="#">CTRL-Y</a>	scroll <u>N</u> lines downwards
<a href="#">CTRL-Z</a>	<a href="#">CTRL-Z</a>	suspend program (or start new shell)
<a href="#">CTRL-\_CTRL-N</a>	<a href="#">CTRL-[</a> <a href="#">&lt;Esc&gt;</a>	not used
<a href="#">CTRL-\_CTRL-G</a>	<a href="#">CTRL-\</a> <a href="#">CTRL-N</a>	go to <u>Normal mode</u> (no-op)
	<a href="#">CTRL-\</a> <a href="#">CTRL-G</a>	go to mode specified with ' <a href="#">'insertmode'</a> '
	<a href="#">CTRL-\</a> a - z	reserved for extensions
	<a href="#">CTRL-\</a> others	not used
<a href="#">CTRL-]</a>	<a href="#">CTRL-]</a>	:ta to ident under cursor
<a href="#">CTRL-^</a>	<a href="#">CTRL-^</a>	edit Nth alternate file (equivalent to ":e #N")
	<a href="#">CTRL-_</a>	not used
<a href="#">&lt;Space&gt;</a>	<a href="#">&lt;Space&gt;</a>	1 same as "l"
!	!{motion}{filter}	2 filter Nmove text through the <a href="#">{filter}</a> command
<a href="#">!!</a>	!!{filter}	2 filter <u>N</u> lines through the <a href="#">{filter}</a> command
<a href="#">quote</a>	" <a href="#">register</a> "	use <a href="#">{register}</a> for next delete, <u>yank</u> or <u>put</u> ({{%#:}} only work with put)
#	#	1 search backward for the Nth occurrence of the ident under the cursor
\$	\$	1 cursor to the <u>end</u> of Nth next line
%	%	1 find the next (curly/square) bracket on this line and go to its match, or go to matching comment bracket, or go to matching preprocessor directive.
<a href="#">N%</a>	{count}%	1 go to <u>N</u> percentage in the file
&	&	2 repeat last :s
_	'{a-zA-Z0-9}'	1 cursor to the first CHAR on the line with mark <a href="#">{a-zA-Z0-9}</a>
..	..	1 cursor to the first CHAR of the line where the cursor was before the latest jump.
'(	'(	1 cursor to the first CHAR on the line of the start of the current <u>sentence</u>
')	')	1 cursor to the first CHAR on the line of the end of the current <u>sentence</u>
'<	'<	1 cursor to the first CHAR of the line where highlighted area starts/started in the

<u>'&gt;</u>	'>	current buffer.
<u>'[</u>	'[	1 cursor to the first CHAR of the line where highlighted area ends/ended in the current buffer.
<u>']</u>	'[	1 cursor to the first CHAR on the line of the start of last operated text or start of <u>put</u> text
<u>'[</u>	'[	1 cursor to the first CHAR on the line of the end of last operated text or <u>end</u> of <u>put</u> text
<u>'{</u>	'{	1 cursor to the first CHAR on the line of the start of the current <u>paragraph</u>
<u>'}</u>	'}	1 cursor to the first CHAR on the line of the end of the current <u>paragraph</u>
<u>(</u>	(	1 cursor <u>N</u> sentences backward
<u>)</u>	)	1 cursor <u>N</u> sentences forward
<u>star</u>	*	1 search forward for the Nth occurrence of the ident under the cursor
<u>±</u>	±	1 same as <u>&lt;CR&gt;</u>
<u>&lt;S-Plus&gt;</u>	<S-+>	1 same as <u>CTRL-F</u>
<u>.</u>	.	1 repeat latest f, t, F or T in opposite direction <u>N</u> times
<u>-</u>	-	1 cursor to the first CHAR <u>N</u> lines higher
<u>&lt;S-Minus&gt;</u>	<S-->	1 same as <u>CTRL-B</u>
<u>-</u>	-	2 repeat last change with <u>count</u> replaced with <u>N</u>
<u>/</u>	/ {pattern}<CR>	1 search forward for the Nth occurrence of {pattern}
<u>/&lt;CR&gt;</u>	/<CR>	1 search forward for {pattern} of last search
<u>0</u>	0	1 cursor to the first char of the line
<u>count</u>	1	1 prepend to command to give a <u>count</u>
<u>count</u>	2	"
<u>count</u>	3	"
<u>count</u>	4	"
<u>count</u>	5	"
<u>count</u>	6	"
<u>count</u>	7	"
<u>count</u>	8	"
<u>count</u>	9	"
<u>:</u>	:	1 start entering an <u>Ex</u> command
<u>N:</u>	{count}:	start entering an <u>Ex</u> command with range from current line to N-1 lines down
<u>:</u>	:	1 repeat latest f, t, F or T <u>N</u> times
<u>≤</u>	<{motion}	2 <u>shift</u> Nmove lines one ' <u>shiftwidth</u> ' leftwards
<u>&lt;&lt;</u>	<<	2 <u>shift</u> N lines one ' <u>shiftwidth</u> ' leftwards
<u>=</u>	={motion}	2 <u>filter</u> Nmove lines through "indent"
<u>==</u>	==	2 <u>filter</u> N lines through "indent"
<u>&gt;</u>	>{motion}	2 <u>shift</u> Nmove lines one ' <u>shiftwidth</u> ' rightwards
<u>&gt;&gt;</u>	>>	2 <u>shift</u> N lines one ' <u>shiftwidth</u> ' rightwards
<u>?</u>	?{pattern}<CR>	1 search backward for the Nth previous occurrence of {pattern}
<u>?&lt;CR&gt;</u>	?<CR>	1 search backward for {pattern} of last search
<u>@</u>	@{a-z}	2 execute the contents of register {a-z} <u>N</u> times

<u>@:</u>	<u>@:</u>	repeat the previous ":" command <u>N</u> times
<u>@@</u>	<u>@@</u>	repeat the previous @{a-z} <u>N</u> times
<u>A</u>	<u>A</u>	append text after the <u>end</u> of the line <u>N</u> times
<u>B</u>	<u>B</u>	cursor <u>N WORDS</u> backward
<u>C</u>	<u>["x"]C</u>	change from the cursor position to the <u>end</u> of the line, and <u>N-1</u> more lines [into register x]; synonym for "c\$"
<u>D</u>	<u>["x"]D</u>	delete the characters under the cursor until the <u>end</u> of the line and <u>N-1</u> more lines [into register x]; synonym for "d\$"
<u>E</u>	<u>E</u>	cursor forward to the <u>end</u> of <u>WORD</u> <u>N</u>
<u>F</u>	<u>F{char}</u>	cursor to the <u>Nth</u> occurrence of {char} to the left
<u>G</u>	<u>G</u>	cursor to line <u>N</u> , default last line
<u>H</u>	<u>H</u>	cursor to line <u>N</u> from top of screen
<u>I</u>	<u>I</u>	insert text before the first CHAR on the line <u>N</u> times
<u>J</u>	<u>J</u>	Join <u>N</u> lines; default is 2
<u>K</u>	<u>K</u>	lookup Keyword under the cursor with ' <u>keywordprg</u> '
<u>L</u>	<u>L</u>	cursor to line <u>N</u> from bottom of screen
<u>M</u>	<u>M</u>	cursor to middle line of screen
<u>N</u>	<u>N</u>	repeat the latest '/' or '?' <u>N</u> times in opposite direction
<u>O</u>	<u>O</u>	begin a new line above the cursor and insert text, repeat <u>N</u> times
<u>P</u>	<u>["x"]P</u>	put the text [from register x] before the cursor <u>N</u> times
<u>Q</u>	<u>Q</u>	switch to "Ex" mode
<u>R</u>	<u>R</u>	enter replace mode: overtype existing characters, repeat the entered text <u>N-1</u> times
<u>S</u>	<u>["x"]S</u>	delete <u>N</u> lines [into register x] and start insert; synonym for "cc".
<u>T</u>	<u>T{char}</u>	cursor till after <u>Nth</u> occurrence of {char} to the left
<u>U</u>	<u>U</u>	undo all latest changes on one line
<u>V</u>	<u>V</u>	start <u>linewise Visual</u> mode
<u>W</u>	<u>W</u>	cursor <u>N WORDS</u> forward
<u>X</u>	<u>["x"]X</u>	delete <u>N</u> characters before the cursor [into register x]
<u>Y</u>	<u>["x"]Y</u>	yank <u>N</u> lines [into register x]; synonym for "yy"
<u>ZZ</u>	<u>ZZ</u>	write if buffer changed and close <u>window</u>
<u>ZQ</u>	<u>ZQ</u>	close <u>window</u> without <u>writing</u>
<u>[</u>	<u>[{char}</u>	square bracket command (see <u>[</u> below)
<u>]</u>	<u>\</u>	not used
<u>^</u>	<u>]{char}</u>	square bracket command (see <u>]</u> below)
<u>^</u>	<u>^</u>	cursor to the first CHAR of the line
<u>=</u>	<u>=</u>	cursor to the first CHAR <u>N - 1</u> lines lower
<u>(`</u>	<u>`{a-zA-Z0-9}</u>	cursor to the <u>mark</u> <u>{a-zA-Z0-9}</u>
<u>`(</u>	<u>`(</u>	cursor to the start of the current <u>sentence</u>
<u>`)</u>	<u>`)</u>	cursor to the <u>end</u> of the current <u>sentence</u>
<u>`&lt;</u>	<u>`&lt;</u>	cursor to the start of the highlighted area
<u>`&gt;</u>	<u>`&gt;</u>	cursor to the <u>end</u> of the highlighted area
<u>`[</u>	<u>`[</u>	cursor to the start of last operated text

<u>]</u>	<u>]</u>	or start of putted text
<u>\`</u>	<u>\`</u>	1 cursor to the <u>end</u> of last operated text or end of putted text
<u>\{</u>	<u>\{</u>	1 cursor to the position before latest jump
<u>\}</u>	<u>\}</u>	1 cursor to the start of the current <u>paragraph</u>
<u>a</u>	<u>a</u>	1 cursor to the <u>end</u> of the current <u>paragraph</u>
<u>b</u>	<u>b</u>	2 append text after the cursor <u>N</u> times
<u>c</u>	<u>["x]c{motion}</u>	1 cursor <u>N</u> words backward
<u>cc</u>	<u>["x]cc</u>	2 delete <u>N</u> move text [into register x] and start <u>insert</u>
<u>d</u>	<u>["x]d{motion}</u>	2 delete <u>N</u> move text [into register x]
<u>dd</u>	<u>["x]dd</u>	2 delete <u>N</u> lines [into register x]
<u>do</u>	<u>do</u>	2 same as " <u>:diffget</u> "
<u>dp</u>	<u>dp</u>	2 same as " <u>:diffput</u> "
<u>e</u>	<u>e</u>	1 cursor forward to the <u>end</u> of <u>word</u> <u>N</u>
<u>f</u>	<u>f{char}</u>	1 cursor to <u>N</u> th occurrence of <u>{char}</u> to the right
<u>g</u>	<u>g{char}</u>	extended commands, see <u>g</u> below
<u>h</u>	<u>h</u>	1 cursor <u>N</u> chars to the left
<u>i</u>	<u>i</u>	2 <u>insert</u> text before the cursor <u>N</u> times
<u>j</u>	<u>j</u>	1 cursor <u>N</u> lines downward
<u>k</u>	<u>k</u>	1 cursor <u>N</u> lines upward
<u>l</u>	<u>l</u>	1 cursor <u>N</u> chars to the right
<u>m</u>	<u>m{A-Za-z}</u>	set <u>mark</u> <u>{A-Za-z}</u> <u>at</u> cursor position
<u>n</u>	<u>n</u>	1 repeat the latest '/' or '?' <u>N</u> times
<u>o</u>	<u>o</u>	2 begin a new line below the cursor and <u>insert</u> text, repeat <u>N</u> times
<u>p</u>	<u>["x]p</u>	2 <u>put</u> the text [from register x] after the cursor <u>N</u> times
<u>q</u>	<u>q{0-9a-zA-Z"}</u>	record typed characters into named register <u>{0-9a-zA-Z"}</u> (uppercase to append)
<u>q:</u>	<u>q</u>	(while recording) stops <u>recording</u>
<u>q/</u>	<u>q:</u>	edit <u>:</u> command-line in command-line <u>window</u>
<u>q?</u>	<u>q/</u>	edit <u>/</u> command-line in command-line <u>window</u>
<u>r</u>	<u>q?</u>	edit <u>?</u> command-line in command-line <u>window</u>
<u>s</u>	<u>r{char}</u>	2 replace <u>N</u> chars with <u>{char}</u>
<u>t</u>	<u>["x}s</u>	2 (substitute) delete <u>N</u> characters [into register x] and start <u>insert</u>
<u>u</u>	<u>t{char}</u>	1 cursor till before <u>N</u> th occurrence of <u>{char}</u> to the right
<u>v</u>	<u>u</u>	2 <u>undo</u> changes
<u>w</u>	<u>v</u>	start <u>characterwise Visual mode</u>
<u>x</u>	<u>w</u>	1 cursor <u>N</u> words forward
<u>y</u>	<u>["x]x</u>	2 delete <u>N</u> characters under and after the cursor [into register x]
<u>yy</u>	<u>["x]y{motion}</u>	<u>yank</u> <u>N</u> move text [into register x]
<u>z</u>	<u>["x]yy</u>	<u>yank</u> <u>N</u> lines [into register x]
<u>{</u>	<u>z{char}</u>	commands <u>starting</u> with 'z', see <u>z</u> below
<u>bar</u>	<u>{</u>	1 cursor <u>N</u> paragraphs backward
<u>}</u>	<u> </u>	1 cursor to column <u>N</u>
<u>~</u>	<u>}</u>	1 cursor <u>N</u> paragraphs forward
	<u>~</u>	2 ' <u>tildeop</u> ' off: switch <u>case</u> of <u>N</u> characters under cursor and move the cursor <u>N</u> characters to the right

<u>~</u>	<u>{motion}</u>	'tildeop' on: switch <u>case</u> of Nmove text
<u>&lt;C-End&gt;</u>	<u>&lt;C-End&gt;</u>	1 same as "G"
<u>&lt;C-Home&gt;</u>	<u>&lt;C-Home&gt;</u>	1 same as "gg"
<u>&lt;C-Left&gt;</u>	<u>&lt;C-Left&gt;</u>	1 same as "b"
<u>&lt;C-LeftMouse&gt;</u>	<u>&lt;C-LeftMouse&gt;</u>	" <u>:ta</u> " to the keyword <u>at</u> the mouse click
<u>&lt;C-Right&gt;</u>	<u>&lt;C-Right&gt;</u>	1 same as "w"
<u>&lt;C-RightMouse&gt;</u>	<u>&lt;C-RightMouse&gt;</u>	same as " <u>CTRL-T</u> "
<u>&lt;C-Tab&gt;</u>	<u>&lt;C-Tab&gt;</u>	same as "g<Tab>"
<u>&lt;Del&gt;</u>	<u>["x"]&lt;Del&gt;</u>	2 same as "x"
<u>N&lt;Del&gt;</u>	<u>{count}&lt;Del&gt;</u>	remove the last digit from {count}
<u>&lt;Down&gt;</u>	<u>&lt;Down&gt;</u>	1 same as "j"
<u>&lt;End&gt;</u>	<u>&lt;End&gt;</u>	1 same as "\$"
<u>&lt;F1&gt;</u>	<u>&lt;F1&gt;</u>	same as <u>&lt;Help&gt;</u>
<u>&lt;Help&gt;</u>	<u>&lt;Help&gt;</u>	open a <u>help</u> window
<u>&lt;Home&gt;</u>	<u>&lt;Home&gt;</u>	1 same as "0"
<u>&lt;Insert&gt;</u>	<u>&lt;Insert&gt;</u>	2 same as "i"
<u>&lt;Left&gt;</u>	<u>&lt;Left&gt;</u>	1 same as "h"
<u>&lt;LeftMouse&gt;</u>	<u>&lt;LeftMouse&gt;</u>	1 move cursor to the mouse click position
<u>&lt;MiddleMouse&gt;</u>	<u>&lt;MiddleMouse&gt;</u>	2 same as "gP" at the mouse click position
<u>&lt;PageDown&gt;</u>	<u>&lt;PageDown&gt;</u>	same as <u>CTRL-F</u>
<u>&lt;PageUp&gt;</u>	<u>&lt;PageUp&gt;</u>	same as <u>CTRL-B</u>
<u>&lt;Right&gt;</u>	<u>&lt;Right&gt;</u>	1 same as "l"
<u>&lt;RightMouse&gt;</u>	<u>&lt;RightMouse&gt;</u>	start <u>Visual</u> mode, move cursor to the mouse click position
<u>&lt;S-Down&gt;</u>	<u>&lt;S-Down&gt;</u>	1 same as <u>CTRL-F</u>
<u>&lt;S-Left&gt;</u>	<u>&lt;S-Left&gt;</u>	1 same as "b"
<u>&lt;S-LeftMouse&gt;</u>	<u>&lt;S-LeftMouse&gt;</u>	same as "*" at the mouse click position
<u>&lt;S-Right&gt;</u>	<u>&lt;S-Right&gt;</u>	1 same as "w"
<u>&lt;S-RightMouse&gt;</u>	<u>&lt;S-RightMouse&gt;</u>	same as "#" at the mouse click position
<u>&lt;S-Up&gt;</u>	<u>&lt;S-Up&gt;</u>	1 same as <u>CTRL-B</u>
<u>&lt;Undo&gt;</u>	<u>&lt;Undo&gt;</u>	2 same as "u"
<u>&lt;Up&gt;</u>	<u>&lt;Up&gt;</u>	1 same as "k"
<u>&lt;ScrollWheelDown&gt;</u>	<u>&lt;ScrollWheelDown&gt;</u>	move <u>window</u> three lines down
<u>&lt;S-ScrollWheelDown&gt;</u>	<u>&lt;S-ScrollWheelDown&gt;</u>	move <u>window</u> one page down
<u>&lt;ScrollWheelUp&gt;</u>	<u>&lt;ScrollWheelUp&gt;</u>	move <u>window</u> three lines up
<u>&lt;S-ScrollWheelUp&gt;</u>	<u>&lt;S-ScrollWheelUp&gt;</u>	move <u>window</u> one page up
<u>&lt;ScrollWheelLeft&gt;</u>	<u>&lt;ScrollWheelLeft&gt;</u>	move <u>window</u> six columns left
<u>&lt;S-ScrollWheelLeft&gt;</u>	<u>&lt;S-ScrollWheelLeft&gt;</u>	move <u>window</u> one page left
<u>&lt;ScrollWheelRight&gt;</u>	<u>&lt;ScrollWheelRight&gt;</u>	move <u>window</u> six columns right
<u>&lt;S-ScrollWheelRight&gt;</u>	<u>&lt;S-ScrollWheelRight&gt;</u>	move <u>window</u> one page right

## 2.1 Text objects

## objects

These can be used after an operator or in Visual mode to select an object.

tag	command	action in op-pending and Visual mode
<u>v_aquot</u>	a"	double quoted <u>string</u>
<u>v_a'</u>	a'	single quoted <u>string</u>
<u>v_a(</u>	a(	same as ab
<u>v_a)</u>	a)	same as ab
<u>v_a&lt;</u>	a<	"a <>" from '<' to the matching '>'
<u>v_a&gt;</u>	a>	same as a<
<u>v_aB</u>	aB	"a Block" from "[{" to "}]" (with brackets)
<u>v_aw</u>	aW	"a WORD" (with white space)

v_a[	a[	"a []" from '[' to the matching ']'
v_a]	a]	same as a[
v_a`	a`	string in backticks
v_ab	ab	"a block" from "[(" to "])" (with braces)
v_ap	ap	"a paragraph" (with white space)
v_as	as	"a sentence" (with white space)
v_at	at	"a tag block" (with white space)
v_aw	aw	"a word" (with white space)
v_a{	a{	same as ab
v_a}	a}	same as ab
v_iquote	i"	double quoted string without the quotes
v_i'	i'	single quoted string without the quotes
v_i(	i(	same as ib
v_i)	i)	same as ib
v_i<	i<	"inner <>" from '<' to the matching '>'
v_i>	i>	same as i<
v_iB	iB	"inner Block" from "[{" and "}]"
v_iW	iW	"inner WORD"
v_i[	i[	"inner []" from '[' to the matching ']'
v_il	i[	same as i[
v_i`	i`	string in backticks without the backticks
v_ib	ib	"inner block" from "[(" to "])"
v_ip	ip	"inner paragraph"
v_is	is	"inner sentence"
v_it	it	"inner tag block"
v_iw	iw	"inner word"
v_i{	i{	same as ib
v_i}	i}	same as ib

## 2.2 Window commands

*CTRL-W*

tag	command	action in Normal mode
<u>CTRL-W_CTRL-B</u>	<u>CTRL-W</u> <u>CTRL-B</u>	same as " <u>CTRL-W b</u> "
<u>CTRL-W_CTRL-C</u>	<u>CTRL-W</u> <u>CTRL-C</u>	no-op
<u>CTRL-W_CTRL-D</u>	<u>CTRL-W</u> <u>CTRL-D</u>	same as " <u>CTRL-W d</u> "
<u>CTRL-W_CTRL-F</u>	<u>CTRL-W</u> <u>CTRL-F</u>	same as " <u>CTRL-W f</u> "
	<u>CTRL-W</u> <u>CTRL-G</u>	same as " <u>CTRL-W g . . .</u> "
<u>CTRL-W_CTRL-H</u>	<u>CTRL-W</u> <u>CTRL-H</u>	same as " <u>CTRL-W h</u> "
<u>CTRL-W_CTRL-I</u>	<u>CTRL-W</u> <u>CTRL-I</u>	same as " <u>CTRL-W i</u> "
<u>CTRL-W_CTRL-J</u>	<u>CTRL-W</u> <u>CTRL-J</u>	same as " <u>CTRL-W j</u> "
<u>CTRL-W_CTRL-K</u>	<u>CTRL-W</u> <u>CTRL-K</u>	same as " <u>CTRL-W k</u> "
<u>CTRL-W_CTRL-L</u>	<u>CTRL-W</u> <u>CTRL-L</u>	same as " <u>CTRL-W l</u> "
<u>CTRL-W_CTRL-N</u>	<u>CTRL-W</u> <u>CTRL-N</u>	same as " <u>CTRL-W n</u> "
<u>CTRL-W_CTRL-O</u>	<u>CTRL-W</u> <u>CTRL-O</u>	same as " <u>CTRL-W o</u> "
<u>CTRL-W_CTRL-P</u>	<u>CTRL-W</u> <u>CTRL-P</u>	same as " <u>CTRL-W p</u> "
<u>CTRL-W_CTRL-Q</u>	<u>CTRL-W</u> <u>CTRL-Q</u>	same as " <u>CTRL-W q</u> "
<u>CTRL-W_CTRL-R</u>	<u>CTRL-W</u> <u>CTRL-R</u>	same as " <u>CTRL-W r</u> "
<u>CTRL-W_CTRL-S</u>	<u>CTRL-W</u> <u>CTRL-S</u>	same as " <u>CTRL-W s</u> "
<u>CTRL-W_CTRL-T</u>	<u>CTRL-W</u> <u>CTRL-T</u>	same as " <u>CTRL-W t</u> "
<u>CTRL-W_CTRL-V</u>	<u>CTRL-W</u> <u>CTRL-V</u>	same as " <u>CTRL-W v</u> "
<u>CTRL-W_CTRL-W</u>	<u>CTRL-W</u> <u>CTRL-W</u>	same as " <u>CTRL-W w</u> "
<u>CTRL-W_CTRL-X</u>	<u>CTRL-W</u> <u>CTRL-X</u>	same as " <u>CTRL-W x</u> "
<u>CTRL-W_CTRL-Z</u>	<u>CTRL-W</u> <u>CTRL-Z</u>	same as " <u>CTRL-W z</u> "
<u>CTRL-W_CTRL-]</u>	<u>CTRL-W</u> <u>CTRL-]</u>	same as " <u>CTRL-W ]</u> "

<u>CTRL-W_CTRL-^</u>	<u>CTRL-W_CTRL-^</u>	same as " <u>CTRL-W ^</u> "
<u>CTRL-W_CTRL_-</u>	<u>CTRL-W_CTRL_-</u>	same as " <u>CTRL-W _</u> "
<u>CTRL-W_+</u>	<u>CTRL-W_+</u>	increase current <u>window</u> height <u>N</u> lines
<u>CTRL-W_-</u>	<u>CTRL-W_-</u>	decrease current <u>window</u> height <u>N</u> lines
<u>CTRL-W_:</u>	<u>CTRL-W :</u>	same as <u>:</u> , edit a command line
<u>CTRL-W_&lt;</u>	<u>CTRL-W &lt;</u>	decrease current <u>window</u> width <u>N</u> columns
<u>CTRL-W_=</u>	<u>CTRL-W =</u>	make all <u>windows</u> the same height & width
<u>CTRL-W_&gt;</u>	<u>CTRL-W &gt;</u>	increase current <u>window</u> width <u>N</u> columns
<u>CTRL-W_H</u>	<u>CTRL-W_H</u>	move current <u>window</u> to the far left
<u>CTRL-W_J</u>	<u>CTRL-W_J</u>	move current <u>window</u> to the very bottom
<u>CTRL-W_K</u>	<u>CTRL-W_K</u>	move current <u>window</u> to the very top
<u>CTRL-W_L</u>	<u>CTRL-W_L</u>	move current <u>window</u> to the far right
<u>CTRL-W_P</u>	<u>CTRL-W_P</u>	go to preview <u>window</u>
<u>CTRL-W_R</u>	<u>CTRL-W_R</u>	rotate <u>windows</u> upwards <u>N</u> times
<u>CTRL-W_S</u>	<u>CTRL-W_S</u>	same as " <u>CTRL-W s</u> "
<u>CTRL-W_T</u>	<u>CTRL-W_T</u>	move current <u>window</u> to a new <u>tab</u> page
<u>CTRL-W_W</u>	<u>CTRL-W_W</u>	go to <u>N</u> previous <u>window</u> (wrap around)
<u>CTRL-W_]</u>	<u>CTRL-W_1</u>	split <u>window</u> and jump to <u>tag</u> under cursor
<u>CTRL-W_</u>	<u>CTRL-W ^</u>	split current <u>window</u> and edit alternate file <u>N</u>
<u>CTRL-W_-</u>	<u>CTRL-W_-</u>	set current <u>window</u> height to <u>N</u> (default: very high)
<u>CTRL-W_b</u>	<u>CTRL-W_b</u>	go to bottom <u>window</u>
<u>CTRL-W_c</u>	<u>CTRL-W_c</u>	close current <u>window</u> (like <u>:close</u> )
<u>CTRL-W_d</u>	<u>CTRL-W_d</u>	split <u>window</u> and jump to definition under the cursor
<u>CTRL-W_f</u>	<u>CTRL-W_f</u>	split <u>window</u> and edit file name under the cursor
<u>CTRL-W_F</u>	<u>CTRL-W_F</u>	split <u>window</u> and edit file name under the cursor and jump to the line number following the file name.
<u>CTRL-W_g_CTRL-]</u>	<u>CTRL-W_g_CTRL-]</u>	split <u>window</u> and do <u>:tjump</u> to <u>tag</u> under cursor
<u>CTRL-W_g]</u>	<u>CTRL-W_g ]</u>	split <u>window</u> and do <u>:tselect</u> for <u>tag</u> under cursor
<u>CTRL-W_g}</u>	<u>CTRL-W_g }</u>	do a <u>:ptjump</u> to the <u>tag</u> under the cursor
<u>CTRL-W_gf</u>	<u>CTRL-W_g f</u>	edit file name under the cursor in a new <u>tab</u> page
<u>CTRL-W_gF</u>	<u>CTRL-W_g F</u>	edit file name under the cursor in a new <u>tab</u> page and jump to the line number following the file name.
<u>CTRL-W_gt</u>	<u>CTRL-W_g t</u>	same as <u>gt</u> : go to next <u>tab</u> page
<u>CTRL-W_gT</u>	<u>CTRL-W_g T</u>	same as <u>GT</u> : go to previous <u>tab</u> page
<u>CTRL-W_g&lt;Tab&gt;</u>	<u>CTRL-W_g &lt;Tab&gt;</u>	same as <u>g&lt;Tab&gt;</u> : go to last accessed <u>tab</u> page.
<u>CTRL-W_h</u>	<u>CTRL-W_h</u>	go to Nth left <u>window</u> (stop at first window)
<u>CTRL-W_i</u>	<u>CTRL-W_i</u>	split <u>window</u> and jump to declaration of identifier under the cursor
<u>CTRL-W_j</u>	<u>CTRL-W_j</u>	go <u>N windows</u> down (stop at last window)
<u>CTRL-W_k</u>	<u>CTRL-W_k</u>	go <u>N windows</u> up (stop at first window)
<u>CTRL-W_l</u>	<u>CTRL-W_l</u>	go to Nth right <u>window</u> (stop at last window)
<u>CTRL-W_n</u>	<u>CTRL-W_n</u>	open new <u>window</u> , <u>N</u> lines high
<u>CTRL-W_o</u>	<u>CTRL-W_o</u>	close all but current <u>window</u> (like <u>:only</u> )
<u>CTRL-W_p</u>	<u>CTRL-W_p</u>	go to previous (last accessed) <u>window</u>
<u>CTRL-W_q</u>	<u>CTRL-W_q</u>	quit current <u>window</u> (like <u>:quit</u> )
<u>CTRL-W_r</u>	<u>CTRL-W_r</u>	rotate <u>windows</u> downwards <u>N</u> times

<u>CTRL-W_s</u>	<u>CTRL-W_s</u>	split current <u>window</u> in two parts, new <u>window</u> N lines high
<u>CTRL-W_t</u>	<u>CTRL-W_t</u>	go to top <u>window</u>
<u>CTRL-W_v</u>	<u>CTRL-W_v</u>	split current <u>window</u> vertically, new <u>window</u> N columns wide
<u>CTRL-W_w</u>	<u>CTRL-W_w</u>	go to N next <u>window</u> (wrap around)
<u>CTRL-W_x</u>	<u>CTRL-W_x</u>	exchange current <u>window</u> with <u>window</u> N (default: next window)
<u>CTRL-W_z</u>	<u>CTRL-W_z</u>	close preview <u>window</u>
<u>CTRL-W_bar</u>	<u>CTRL-W_  </u>	set <u>window</u> width to N columns
<u>CTRL-W_{}</u>	<u>CTRL-W_ }</u>	show tag under cursor in preview <u>window</u>
<u>CTRL-W_&lt;Down&gt;</u>	<u>CTRL-W_&lt;Down&gt;</u>	same as " <u>CTRL-W_j</u> "
<u>CTRL-W_&lt;Up&gt;</u>	<u>CTRL-W_&lt;Up&gt;</u>	same as " <u>CTRL-W_k</u> "
<u>CTRL-W_&lt;Left&gt;</u>	<u>CTRL-W_&lt;Left&gt;</u>	same as " <u>CTRL-W_h</u> "
<u>CTRL-W_&lt;Right&gt;</u>	<u>CTRL-W_&lt;Right&gt;</u>	same as " <u>CTRL-W_l</u> "

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## 2.3 Square bracket commands

[ ]

tag	char	note action in Normal mode
<u>I_CTRL-D</u>	<u>I_CTRL-D</u>	jump to first #define found in current and included files matching the <u>word</u> under the cursor, start searching <u>at</u> beginning of current file
<u>I_CTRL-I</u>	<u>I_CTRL-I</u>	jump to first line in current and included files that contains the <u>word</u> under the cursor, start searching <u>at</u> beginning of current file
<u>I#</u>	<u>I#</u>	1 cursor to N previous unmatched #if, #else or #ifdef
<u>I`</u>	<u>I`</u>	1 cursor to previous <u>lowercase mark</u> , on first non-blank
<u>I(.)</u>	<u>I(.)</u>	1 cursor N times back to unmatched '('
<u>I[star]</u>	<u>I[*]</u>	1 same as " <u>I/</u> "
<u>I`</u>	<u>I`</u>	1 cursor to previous <u>lowercase mark</u>
<u>ID</u>	<u>ID</u>	1 cursor to N previous start of a C comment <u>list</u> all defines found in current and included files matching the <u>word</u> under the cursor, start searching <u>at</u> beginning of current file
<u>II</u>	<u>II</u>	<u>list</u> all lines found in current and included files that contain the <u>word</u> under the cursor, start searching <u>at</u> beginning of current file
<u>IP</u>	<u>IP</u>	2 same as "[p"
<u>II</u>	<u>II</u>	1 cursor N sections backward
<u>IL</u>	<u>IL</u>	1 cursor N SECTIONS backward
<u>Ic</u>	<u>Ic</u>	1 cursor N times backwards to start of change show first #define found in current and included files matching the <u>word</u> under the cursor, start searching <u>at</u> beginning of current file
<u>Id</u>	<u>Id</u>	1 same as "gf"
<u>If</u>	<u>If</u>	show first line found in current and included files that contains the <u>word</u> under
<u>ii</u>	<u>ii</u>	

		the cursor, start searching <u>at</u> beginning of current file
[m]	[m]	1 cursor <u>N</u> times back to start of member function
[p]	[p]	2 like "P", but adjust indent to current line
[s]	[s]	1 move to the previous misspelled <u>word</u>
[z]	[z]	1 move to start of open fold
[{]	[{]	1 cursor <u>N</u> times back to unmatched '{'
[<MiddleMouse>]	[<MiddleMouse>]	2 same as "[p]"
J <u>CTRL-D</u>	J <u>CTRL-D</u>	jump to first #define found in current and included files matching the <u>word</u> under the cursor, start searching <u>at</u> cursor position
J <u>CTRL-I</u>	J <u>CTRL-I</u>	jump to first line in current and included files that contains the <u>word</u> under the cursor, start searching <u>at</u> cursor position
J#	J#	1 cursor to <u>N</u> next unmatched #endif or #else
J'	J'	1 cursor to next <u>lowercase mark</u> , on first non-blank
J)	J)	1 cursor <u>N</u> times forward to unmatched ')'
Jstar	J*	1 same as "]/"
J`	J`	1 cursor to next <u>lowercase mark</u>
J/	J/	1 cursor to <u>N</u> next <u>end</u> of a C comment
JD	JD	list all #defines found in current and included files matching the <u>word</u> under the cursor, start searching <u>at</u> cursor position
JI	JI	list all lines found in current and included files that contain the <u>word</u> under the cursor, start searching <u>at</u> cursor position
JP	JP	2 same as "[p]"
J[	J[	1 cursor <u>N</u> SECTIONS forward
J]	J]	1 cursor <u>N</u> sections forward
Jc	Jc	1 cursor <u>N</u> times forward to start of change
Jd	Jd	show first #define found in current and included files matching the <u>word</u> under the cursor, start searching <u>at</u> cursor position
Jf	Jf	same as "gf"
Ji	Ji	show first line found in current and included files that contains the <u>word</u> under the cursor, start searching <u>at</u> cursor position
Jm	Jm	1 cursor <u>N</u> times forward to <u>end</u> of member function
Jp	Jp	2 like "p", but adjust indent to current line
Js	1 move to next misspelled <u>word</u>	
Jz	Jz	1 move to <u>end</u> of open fold
J}	J}	1 cursor <u>N</u> times forward to unmatched '}'
J<MiddleMouse>	J<MiddleMouse>	2 same as "[p]"

## 2.4 Commands starting with 'g'

g

tag	char	note action in Normal mode
<u>g <u>CTRL-A</u></u>	<u>g <u>CTRL-A</u></u>	only when compiled with MEM_PROFILE

<u>g_CTRL-G</u>	g <u>CTRL-G</u>	defined: dump a memory profile show information about current cursor position
<u>g_CTRL-H</u>	g <u>CTRL-H</u>	start <u>Select</u> block mode
<u>g_CTRL-]</u>	g <u>CTRL-]</u>	:tjump to the tag under the cursor
<u>g#</u>	g#	1 like "#", but without using "\<" and "\>"
<u>g\$</u>	g\$	1 when <u>'wrap'</u> off go to rightmost character of the current line that is on the screen; when <u>'wrap'</u> on go to the rightmost character of the current screen line
<u>g&amp;</u>	g&	2 repeat last ":s" on all lines
<u>g'_</u>	g'{mark}	1 like _ but without changing the jumplist
<u>g`</u>	g`{mark}	1 like ` but without changing the jumplist
<u>gstar</u>	g*	1 like "*", but without using "\<" and "\>"
<u>g+</u>	g+	go to newer text state N times
<u>g.</u>	g..	1 go to N newer position in change list
<u>g-</u>	g-	go to older text state N times
<u>g0</u>	g0	1 when <u>'wrap'</u> off go to leftmost character of the current line that is on the screen; when <u>'wrap'</u> on go to the leftmost character of the current screen line
<u>g8</u>	g8	print hex value of bytes used in <u>UTF-8</u> character under the cursor
<u>g:.</u>	g:.	1 go to N older position in change list
<u>g&lt;</u>	g≤	display previous command output
<u>g?</u>	g?	2 Rot13 encoding operator
<u>g?g?</u>	g??	2 Rot13 encode current line
<u>g?g?g?</u>	g?g?	2 Rot13 encode current line
<u>gD</u>	gD	1 go to definition of word under the cursor in current file
<u>gE</u>	gE	1 go backwards to the end of the previous WORD
<u>gH</u>	gH	start <u>Select</u> line mode
<u>gI</u>	gI	2 like "I", but always start in column 1
<u>gJ</u>	gJ	2 join lines without inserting space
<u>gN</u>	gN	1,2 find the previous match with the last used search pattern and Visually select it
<u>gP</u>	["x"]gP	2 put the text [from register x] before the cursor N times, leave the cursor after it switch to "Ex" mode with Vim editing
<u>gQ</u>	gQ	2 enter Virtual Replace mode
<u>gR</u>	gR	go to the previous tab page
<u>gT</u>	gT	2 make Nmove text uppercase
<u>gU</u>	gU{motion}	don't reselect the previous Visual area when executing a mapping or menu in Select mode
<u>gV</u>	gV	
<u>g].</u>	g].	
<u>g^</u>	g^	1 :tselect on the tag under the cursor
		1 when <u>'wrap'</u> off go to leftmost non-white character of the current line that is on the screen; when <u>'wrap'</u> on go to the leftmost non-white character of the current screen line
<u>g_</u>	g_	1 cursor to the last CHAR N - 1 lines lower
<u>ga</u>	ga	print ascii value of character under the cursor
<u>gd</u>	gd	1 go to definition of word under the cursor

		in current function
ge	ge	1 go backwards to the <u>end</u> of the previous word
gf	gf	start editing the file whose name <u>is</u> under the cursor
gF	gF	start editing the file whose name <u>is</u> under the cursor and jump to the line number following the filename.
gg	gg	1 cursor to line N, default first line
gh	gh	start <u>Select</u> mode
gi	gi	2 like "i", but first move to the <u>^</u> mark
gj	gj	1 like "j", but when <u>'wrap'</u> on go N screen lines down
gk	gk	1 like "k", but when <u>'wrap'</u> on go N screen lines up
gm	gm	1 go to character <u>at</u> middle of the screenline
gM	gM	1 go to character <u>at</u> middle of the text line
gn	gn	1,2 find the next match with the last used search <u>pattern</u> and Visually select <u>it</u>
go	go	1 cursor to byte N in the buffer
gp	["x"]gp	2 put the text [from register x] after the cursor N times, leave the cursor after <u>it</u>
qq	qq{motion}	2 format Nmove text
gr	gr{char}	2 virtual replace N chars with <u>{char}</u>
gs	gs	go to sleep for N seconds (default 1)
gt	gt	go to the next <u>tab</u> page
gu	gu{motion}	2 make Nmove text <u>lowercase</u>
gv	gv	reselect the previous <u>Visual</u> area
gw	gw{motion}	2 format Nmove text and keep cursor
g@	g@{motion}	call <u>'operatorfunc'</u>
g~	g~{motion}	2 swap <u>case</u> for Nmove text
g<Down>	g<Down>	1 same as "gj"
g<End>	g<End>	1 same as "g\$" but go to the rightmost non-blank character instead
g<Home>	g<Home>	1 same as "g0"
g<LeftMouse>	g<LeftMouse>	same as <C-LeftMouse>
g<MiddleMouse>	g<MiddleMouse>	same as <C-MiddleMouse>
g<RightMouse>	g<RightMouse>	same as <C-RightMouse>
g<Tab>	g<Tab>	go to the last accessed <u>tab</u> page.
g<Up>	g<Up>	1 same as "gk"

## ===== 2.5 Commands starting with 'z' =====

z

tag	char	note action in Normal mode
z<CR>	z<CR>	redraw, cursor line to top of window, cursor on first non-blank
zN<CR>	z{height}<CR>	redraw, make <u>window</u> <u>{height}</u> lines high
z+	z+	cursor on line N (default line below window), otherwise like "z<CR>"
z-	z-	redraw, cursor line <u>at</u> bottom of window, cursor on first non-blank
z.	z.	redraw, cursor line to center of window, cursor on first non-blank
z=	z=	give spelling suggestions

<u>zA</u>	<u>zA</u>	open <u>a</u> closed fold or close an open fold recursively
<u>zC</u>	<u>zC</u>	close <u>folds</u> recursively
<u>zD</u>	<u>zD</u>	delete <u>folds</u> recursively
<u>zE</u>	<u>zE</u>	eliminate all <u>folds</u>
<u>zF</u>	<u>zF</u>	create <u>a</u> fold for <u>N</u> lines
<u>zG</u>	<u>zG</u>	temporarily <u>mark word as</u> correctly spelled
<u>zH</u>	<u>zH</u>	when ' <u>wrap</u> ' off scroll half <u>a</u> screenwidth to the right
<u>zL</u>	<u>zL</u>	when ' <u>wrap</u> ' off scroll half <u>a</u> screenwidth to the left
<u>zM</u>	<u>zM</u>	set ' <u>foldlevel</u> ' to zero
<u>zN</u>	<u>zN</u>	set ' <u>foldenable</u> '
<u>zO</u>	<u>zO</u>	open <u>folds</u> recursively
<u>zR</u>	<u>zR</u>	set ' <u>foldlevel</u> ' to the deepest fold
<u>zW</u>	<u>zW</u>	temporarily <u>mark word as</u> incorrectly spelled
<u>zX</u>	<u>zX</u>	re-apply ' <u>foldlevel</u> '
<u>z^</u>	<u>z^</u>	cursor on line <u>N</u> (default line above window), otherwise like "z-"
<u>za</u>	<u>za</u>	open <u>a</u> closed fold, close an open fold
<u>zb</u>	<u>zb</u>	redraw, cursor line <u>at</u> bottom of <u>window</u>
<u>zc</u>	<u>zc</u>	close <u>a</u> fold
<u>zd</u>	<u>zd</u>	delete <u>a</u> fold
<u>ze</u>	<u>ze</u>	when ' <u>wrap</u> ' off scroll horizontally to position the cursor <u>at</u> the <u>end</u> (right side) of the screen
<u>zf</u>	<u>zf{motion}</u>	create a fold for Nmove text
<u>zg</u>	<u>zg</u>	permanently <u>mark word as</u> correctly spelled
<u>zh</u>	<u>zh</u>	when ' <u>wrap</u> ' off scroll screen <u>N</u> characters to the right
<u>zi</u>	<u>zi</u>	toggle ' <u>foldenable</u> '
<u>zj</u>	<u>zj</u>	1 move to the start of the next fold
<u>zk</u>	<u>zk</u>	1 move to the <u>end</u> of the previous fold
<u>zl</u>	<u>zl</u>	when ' <u>wrap</u> ' off scroll screen <u>N</u> characters to the left
<u>zm</u>	<u>zm</u>	subtract one from ' <u>foldlevel</u> '
<u>zn</u>	<u>zn</u>	reset ' <u>foldenable</u> '
<u>zo</u>	<u>zo</u>	open fold
<u>zp</u>	<u>zp</u>	paste in block-mode without trailing spaces
<u>zP</u>	<u>zP</u>	paste in block-mode without trailing spaces
<u>zr</u>	<u>zr</u>	add one to ' <u>foldlevel</u> '
<u>zs</u>	<u>zs</u>	when ' <u>wrap</u> ' off scroll horizontally to position the cursor <u>at</u> the start (left side) of the screen
<u>zt</u>	<u>zt</u>	redraw, cursor line <u>at</u> top of <u>window</u>
<u>zuw</u>	<u>zuw</u>	<u>undo</u> <u>zw</u>
<u>zug</u>	<u>zug</u>	<u>undo</u> <u>zg</u>
<u>zuW</u>	<u>zuW</u>	<u>undo</u> <u>zW</u>
<u>zuG</u>	<u>zuG</u>	<u>undo</u> <u>zG</u>
<u>zv</u>	<u>zv</u>	open enough <u>folds</u> to <u>view</u> the cursor line
<u>zw</u>	<u>zw</u>	permanently <u>mark word as</u> incorrectly spelled
<u>zx</u>	<u>zx</u>	re-apply ' <u>foldlevel</u> ' and do "zv"
<u>zy</u>	<u>zy</u>	yank without trailing spaces
<u>zz</u>	<u>zz</u>	redraw, cursor line <u>at</u> center of <u>window</u>
<u>z&lt;Left&gt;</u>	<u>z&lt;Left&gt;</u>	same <u>as</u> "zh"
<u>z&lt;Right&gt;</u>	<u>z&lt;Right&gt;</u>	same <u>as</u> "zl"

## 2.6 Operator-pending mode

## operator-pending-index

These can be used after an operator, but before a [{motion}](#) has been entered.

tag	char	action in Operator-pending mode
<a href="#">o_v</a>	v	force <a href="#">operator</a> to work <a href="#">characterwise</a>
<a href="#">o_V</a>	V	force <a href="#">operator</a> to work <a href="#">linewise</a>
<a href="#">o_CTRL-V</a>	<a href="#">CTRL-V</a>	force <a href="#">operator</a> to work <a href="#">blockwise</a>

## 3. Visual mode

## visual-index

Most commands in [Visual](#) mode are the same [as](#) in [Normal](#) mode. The ones listed here are those that are different.

tag	command	note	action in Visual mode
<a href="#">v_CTRL-\_CTRL-N</a>	<a href="#">CTRL-\_CTRL-N</a>		stop <a href="#">Visual</a> mode
<a href="#">v_CTRL-\_CTRL-G</a>	<a href="#">CTRL-\_CTRL-G</a>		go to mode specified with ' <a href="#">insertmode</a> '
<a href="#">v_CTRL-A</a>	<a href="#">CTRL-A</a>	2	add N to number in highlighted text
<a href="#">v_CTRL-C</a>	<a href="#">CTRL-C</a>		stop <a href="#">Visual</a> mode
<a href="#">v_CTRL-G</a>	<a href="#">CTRL-G</a>		toggle between <a href="#">Visual</a> mode and <a href="#">Select</a> mode
<a href="#">v_&lt;BS&gt;</a>	<a href="#">&lt;BS&gt;</a>	2	<a href="#">Select</a> mode: delete highlighted area
<a href="#">v_CTRL-H</a>	<a href="#">CTRL-H</a>	2	same as <a href="#">&lt;BS&gt;</a>
<a href="#">v_CTRL-O</a>	<a href="#">CTRL-O</a>		switch from <a href="#">Select</a> to <a href="#">Visual</a> mode for one command
<a href="#">v_CTRL-V</a>	<a href="#">CTRL-V</a>		make <a href="#">Visual</a> mode blockwise or stop <a href="#">Visual</a> mode
<a href="#">v_CTRL-X</a>	<a href="#">CTRL-X</a>	2	subtract N from number in highlighted text
<a href="#">v_&lt;Esc&gt;</a>	<a href="#">&lt;Esc&gt;</a>		stop <a href="#">Visual</a> mode
<a href="#">v_CTRL-]</a>	<a href="#">CTRL-]</a>		jump to highlighted <a href="#">tag</a>
<a href="#">v_!</a>	!{filter}	2	<a href="#">filter</a> the highlighted lines through the external command <a href="#">{filter}</a>
<a href="#">v_:</a>	:		start a command-line with the highlighted lines <a href="#">as a range</a>
<a href="#">v_&lt;</a>	<	2	<a href="#">shift</a> the highlighted lines one <a href="#">'shiftwidth'</a> left
<a href="#">v_=</a>	=	2	<a href="#">filter</a> the highlighted lines through the external program given with the ' <a href="#">equalprg</a> ' option
<a href="#">v_&gt;</a>	>	2	<a href="#">shift</a> the highlighted lines one <a href="#">'shiftwidth'</a> right
<a href="#">v_b_A</a>	A	2	block mode: append same text in all lines, after the highlighted area
<a href="#">v_C</a>	C	2	delete the highlighted lines and start <a href="#">insert</a>
<a href="#">v_D</a>	D	2	delete the highlighted lines
<a href="#">v_b_I</a>	I	2	block mode: <a href="#">insert</a> same text in all lines, before the highlighted area
<a href="#">v_J</a>	J	2	join the highlighted lines
<a href="#">v_K</a>	K		run ' <a href="#">keywordprg</a> ' on the highlighted area
<a href="#">v_O</a>	O		move horizontally to other corner of area
<a href="#">v_P</a>	P		replace highlighted area with register

<u>v_R</u>	R	Q	contents; <u>registers</u> are unchanged does not start <u>Ex</u> mode
<u>v_S</u>	S	2	delete the highlighted lines and start <u>insert</u>
<u>v_U</u>	U	2	delete the highlighted lines and start <u>insert</u>
<u>v_V</u>	V	2	make highlighted area <u>uppercase</u> make <u>Visual mode</u> <u>linewise</u> or stop <u>Visual mode</u>
<u>v_X</u>	X	2	delete the highlighted lines
<u>v_Y</u>	Y		<u>yank</u> the highlighted lines
<u>v_aquote</u>	a"		extend highlighted area with a double quoted <u>string</u>
<u>v_a'</u>	a'		extend highlighted area with a single quoted <u>string</u>
<u>v_a(</u>	a(		same as <u>ab</u>
<u>v_a)</u>	a)		same as <u>ab</u>
<u>v_a&lt;</u>	a<		extend highlighted area with a <u>&lt;&gt;</u> block
<u>v_a&gt;</u>	a>		same as <u>a&lt;</u>
<u>v_ab</u>	aB		extend highlighted area with a <u>{}</u> block
<u>v_aw</u>	aw		extend highlighted area with "a <u>WORD</u> "
<u>v_a[</u>	a[		extend highlighted area with a <u>[]</u> block
<u>v_a]</u>	a]		same as <u>a[</u>
<u>v_a`</u>	a`		extend highlighted area with a backtick quoted <u>string</u>
<u>v_ab</u>	ab		extend highlighted area with a <u>()</u> block
<u>v_ap</u>	ap		extend highlighted area with a <u>paragraph</u>
<u>v_as</u>	as		extend highlighted area with a <u>sentence</u>
<u>v_at</u>	at		extend highlighted area with a <u>tag</u> block
<u>v_aw</u>	aw		extend highlighted area with "a <u>word</u> "
<u>v_a{</u>	a{		same as <u>ab</u>
<u>v_a}</u>	a}		same as <u>ab</u>
<u>v_c</u>	c	2	delete highlighted area and start <u>insert</u>
<u>v_d</u>	d	2	delete highlighted area
<u>v_g_CTRL-A</u>	g <u>CTRL-A</u>	2	add <u>N</u> to number in highlighted text
<u>v_g_CTRL-X</u>	g <u>CTRL-X</u>	2	subtract <u>N</u> from number in highlighted text
<u>v_gJ</u>	gJ	2	join the highlighted lines without <u>inserting</u> spaces
<u>v_gq</u>	gq	2	format the highlighted lines
<u>v_gv</u>	gv		exchange current and previous highlighted area
<u>v_iquote</u>	i"		extend highlighted area with a double quoted <u>string</u> (without quotes)
<u>v_i'</u>	i'		extend highlighted area with a single quoted <u>string</u> (without quotes)
<u>v_i(</u>	i(		same as <u>ib</u>
<u>v_i)</u>	i)		same as <u>ib</u>
<u>v_i&lt;</u>	i<		extend highlighted area with inner <u>&lt;&gt;</u> block
<u>v_i&gt;</u>	i>		same as <u>i&lt;</u>
<u>v_ib</u>	iB		extend highlighted area with inner <u>{}</u> block
<u>v_iW</u>	iW		extend highlighted area with "inner <u>WORD</u> "
<u>v_i[</u>	i[		extend highlighted area with inner <u>[]</u> block
<u>v_i]</u>	i]		same as <u>i[</u>
<u>v_i`</u>	i`		extend highlighted area with a backtick quoted <u>string</u> (without the backticks)
<u>v_ib</u>	ib		extend highlighted area with inner <u>()</u> block

v_ip	ip	extend highlighted area with inner <u>paragraph</u>
v_is	is	extend highlighted area with inner <u>sentence</u>
v_it	it	extend highlighted area with inner <u>tag block</u>
v_iw	iw	extend highlighted area with "inner <u>word</u> "
v_i{	i{	same as <u>ib</u>
v_i}	i}	same as <u>ib</u>
v_o	o	move cursor to other corner of area
v_p	p	replace highlighted area with register contents; deleted text in unnamed register
v_r	r	2 replace highlighted area with a character
v_s	s	2 delete highlighted area and start <u>insert</u>
v_u	u	2 make highlighted area <u>lowercase</u>
v_v	v	make <u>Visual mode</u> <u>characterwise</u> or stop <u>Visual mode</u>
v_x	x	2 delete the highlighted area
v_y	y	yank the highlighted area
v_~	~	2 swap <u>case</u> for the highlighted area

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#### 4. Command-line editing

*ex-edit-index*

Get to the command-line with the ':', '!', '/', '?' commands.

Normal characters are inserted at the current cursor position.

"Completion" below refers to context-sensitive completion. It will complete file names, tags, commands etc. as appropriate.

tag	command	action in Command-line editing mode
	<u>CTRL-@</u>	not used
c_CTRL-A	<u>CTRL-A</u>	do completion on the <u>pattern</u> in front of the cursor and <u>insert</u> all matches
c_CTRL-B	<u>CTRL-B</u>	cursor to begin of command-line
c_CTRL-C	<u>CTRL-C</u>	same as <u>&lt;Esc&gt;</u>
c_CTRL-D	<u>CTRL-D</u>	list completions that match the <u>pattern</u> in front of the cursor
c_CTRL-E	<u>CTRL-E</u>	cursor to <u>end</u> of command-line
'cedit'	<u>CTRL-F</u>	default value for ' <u>cedit</u> ': opens the command-line window; otherwise not used
c_CTRL-G	<u>CTRL-G</u>	next match when ' <u>incsearch</u> ' is active
c_<BS>	<u>&lt;BS&gt;</u>	delete the character in front of the cursor
c_digraph	{char1} <BS> {char2}	enter <u>digraph</u> when ' <u>digraph</u> ' is on
c_CTRL-H	<u>CTRL-H</u>	same as <u>&lt;BS&gt;</u>
c_<Tab>	<u>&lt;Tab&gt;</u>	if ' <u>wildchar</u> ' is <u>&lt;Tab&gt;</u> : Do completion on the <u>pattern</u> in front of the cursor
c_<S-Tab>	<u>&lt;S-Tab&gt;</u>	same as <u>CTRL-P</u>
c_wildchar	<u>'wildchar'</u>	Do completion on the <u>pattern</u> in front of the cursor (default: <u>&lt;Tab&gt;</u> )
c_CTRL-I	<u>CTRL-I</u>	same as <u>&lt;Tab&gt;</u>
c_<NL>	<u>&lt;NL&gt;</u>	same as <u>&lt;CR&gt;</u>
c_CTRL-J	<u>CTRL-J</u>	same as <u>&lt;CR&gt;</u>
c_CTRL-K	CTRL-K {char1} {char2}	enter <u>digraph</u>
c_CTRL-L	<u>CTRL-L</u>	do completion on the <u>pattern</u> in front of the cursor and <u>insert</u> the longest common part
c_<CR>	<u>&lt;CR&gt;</u>	execute entered command

<u>c_CTRL-M</u>	<u>CTRL-M</u>	same as <u>&lt;CR&gt;</u>
<u>c_CTRL-N</u>	<u>CTRL-N</u>	after using ' <u>wildchar</u> ' with multiple matches: go to next match, otherwise: recall older command-line from history.
<u>c_CTRL-P</u>	<u>CTRL-0</u>	not used
	<u>CTRL-P</u>	after using ' <u>wildchar</u> ' with multiple matches: go to previous match, otherwise: recall older command-line from history.
<u>c_CTRL-Q</u>	<u>CTRL-Q</u>	same as <u>CTRL-V</u> , unless it's used for <u>terminal control</u> flow
<u>c_CTRL-R</u>	<u>CTRL-R {regname}</u>	insert the contents of a register or <u>object</u> under the cursor as if typed
<u>c_CTRL-R_CTRL-R</u>	<u>CTRL-R CTRL-R {regname}</u>	insert the contents of a register or <u>object</u> under the cursor literally
<u>c_CTRL-R_CTRL-0</u>	<u>CTRL-R CTRL-0 {regname}</u>	not used, or used for <u>terminal control</u> flow previous match when ' <u>incsearch</u> ' is active
<u>c_CTRL-T</u>	<u>CTRL-S</u>	remove all characters
<u>c_CTRL-U</u>	<u>CTRL-T</u>	insert next non-digit literally, insert three digit decimal number as a single byte.
<u>c_CTRL-V</u>	<u>CTRL-U</u>	delete the <u>word</u> in front of the cursor
<u>c_CTRL-W</u>	<u>CTRL-V</u>	not used (reserved for completion)
	<u>CTRL-W</u>	copy (yank) modeless selection
	<u>CTRL-X</u>	not used (reserved for suspend)
	<u>CTRL-Y</u>	abandon command-line without executing it
	<u>CTRL-Z</u>	same as <u>&lt;Esc&gt;</u>
<u>c_&lt;Esc&gt;</u>	<u>&lt;Esc&gt;</u>	go to <u>Normal</u> mode, abandon command-line
<u>c_CTRL-[</u>	<u>CTRL-[</u>	go to mode specified with ' <u>insertmode</u> ', abandon command-line
<u>c_CTRL-\_CTRL-N</u>	<u>CTRL-\ CTRL-N</u>	reserved for extensions
<u>c_CTRL-\_CTRL-G</u>	<u>CTRL-\ CTRL-G</u>	replace the command line with the result of <u>{expr}</u>
	<u>CTRL-\ a - d</u>	reserved for extensions
<u>c_CTRL-\_e</u>	<u>CTRL-\ others</u>	not used
	<u>CTRL-\ f - z</u>	trigger abbreviation
	<u>CTRL-\_^</u>	toggle use of <u>:lmap</u> mappings
<u>c_CTRL-]</u>	<u>CTRL-\_</u>	when ' <u>allowrevins</u> ' set: change language (Hebrew, Farsi)
<u>c_CTRL-^</u>		delete the character under the cursor
<u>c_CTRL-_</u>		
<u>c_&lt;Del&gt;</u>	<u>&lt;Del&gt;</u>	
<u>c_&lt;Left&gt;</u>	<u>&lt;Left&gt;</u>	cursor left
<u>c_&lt;S-Left&gt;</u>	<u>&lt;S-Left&gt;</u>	cursor one <u>word</u> left
<u>c_&lt;C-Left&gt;</u>	<u>&lt;C-Left&gt;</u>	cursor one <u>word</u> left
<u>c_&lt;Right&gt;</u>	<u>&lt;Right&gt;</u>	cursor right
<u>c_&lt;S-Right&gt;</u>	<u>&lt;S-Right&gt;</u>	cursor one <u>word</u> right
<u>c_&lt;C-Right&gt;</u>	<u>&lt;C-Right&gt;</u>	cursor one <u>word</u> right
<u>c_&lt;Up&gt;</u>	<u>&lt;Up&gt;</u>	recall previous command-line from <u>history</u> that matches <u>pattern</u> in front of the cursor
<u>c_&lt;S-Up&gt;</u>	<u>&lt;S-Up&gt;</u>	recall previous command-line from <u>history</u>
<u>c_&lt;Down&gt;</u>	<u>&lt;Down&gt;</u>	recall next command-line from <u>history</u> that matches <u>pattern</u> in front of the cursor
<u>c_&lt;S-Down&gt;</u>	<u>&lt;S-Down&gt;</u>	recall next command-line from <u>history</u>
<u>c_&lt;Home&gt;</u>	<u>&lt;Home&gt;</u>	cursor to start of command-line
<u>c_&lt;End&gt;</u>	<u>&lt;End&gt;</u>	cursor to end of command-line

<code>c_&lt;PageDown&gt;</code>	<code>&lt;PageDown&gt;</code>	same as <code>&lt;S-Down&gt;</code>
<code>c_&lt;PageUp&gt;</code>	<code>&lt;PageUp&gt;</code>	same as <code>&lt;S-Up&gt;</code>
<code>c_&lt;Insert&gt;</code>	<code>&lt;Insert&gt;</code>	toggle insert/overstrike mode
<code>c_&lt;LeftMouse&gt;</code>	<code>&lt;LeftMouse&gt;</code>	cursor at mouse click

commands in wildmenu mode (see '[wildmenu](#)')

<code>&lt;Up&gt;</code>	move up to parent / select the previous match
<code>&lt;Down&gt;</code>	move down to submenu / select the next match
<code>&lt;Left&gt;</code>	select the previous match / move up to parent
<code>&lt;Right&gt;</code>	select the next match / move down to submenu
<code>&lt;CR&gt;</code>	move into submenu when doing menu completion
<code>CTRL-E</code>	stop completion and go back to original text
<code>CTRL-Y</code>	accept selected match and stop completion
other	stop completion and insert the typed character

commands in wildmenu mode with '[wildoptions](#)' set to "pum"

<code>&lt;PageUp&gt;</code>	select a match several entries back
<code>&lt;PageDown&gt;</code>	select a match several entries forward

## 5. Terminal-Job mode

*terminal-job-index*

Most Normal mode commands except for window commands ([CTRL-W](#)) do not work in a terminal window. Switch to Terminal-Normal mode to use them. This assumes '[termwinkey](#)' is not set.

tag	char	action in Terminal-Job mode
<code>t_CTRL-\_CTRL-N</code>	<code>CTRL-\_ CTRL-N</code>	switch to <u>Terminal-Normal</u> mode
<code>t_CTRL-W_N</code>	<code>CTRL-W N</code>	switch to <u>Terminal-Normal</u> mode
<code>t_CTRL-W_:</code>	<code>CTRL-W :</code>	enter an <u>Ex</u> command
<code>t_CTRL-W_.</code>	<code>CTRL-W .</code>	type <code>CTRL-W</code> in the <u>terminal</u>
<code>t_CTRL-W_quote</code>	<code>CTRL-W " {register}</code>	send a <code>CTRL-\</code> to the <u>job</u> in the <u>terminal</u>
<code>t_CTRL-W_CTRL-C</code>	<code>CTRL-W CTRL-C</code>	paste register in the <u>terminal</u>
<code>t_CTRL-W_CTRL-W</code>	<code>CTRL-W CTRL-W</code>	forcefully ends the <u>job</u>
<code>t_CTRL-W_gt</code>	<code>CTRL-W gt</code>	move focus to the next <u>window</u>
<code>t_CTRL-W_gT</code>	<code>CTRL-W gT</code>	go to next tabpage, same as <code>gt</code>
		go to previous tabpage, same as <code>gT</code>

You found it, Arthur!

*holy-grail :smile*

## 6. EX commands

*ex-cmd-index :index*

This is a brief but complete listing of all the ":" commands, without mentioning any arguments. The optional part of the command name is inside []. The commands are sorted on the non-optional part of their name.

tag	command	action
<code>:</code>	<code>:</code>	nothing
<code>:range</code>	<code>:{range}</code>	go to last line in <code>{range}</code>
<code>::</code>	<code>::</code>	filter lines or execute an external command

<u>:!!</u>	<u>:!!</u>	repeat last " <u>:!</u> " command
<u>:#</u>	<u>:#</u>	same <u>as</u> " <u>:number</u> "
<u>:&amp;</u>	<u>:&amp;</u>	repeat last " <u>:substitute</u> "
<u>:star</u>	<u>:*</u>	use the last <u>Visual area</u> , like ' <u>&lt;,'&gt;</u> '
<u>:&lt;</u>	<u>:&lt;</u>	<u>shift</u> lines one ' <u>shiftwidth</u> ' left
<u>:=</u>	<u>:=</u>	print the last line number
<u>:&gt;</u>	<u>:&gt;</u>	<u>shift</u> lines one ' <u>shiftwidth</u> ' right
<u>:@</u>	<u>:@</u>	execute contents of <u>a register</u>
<u>:@@</u>	<u>:@@</u>	repeat the previous " <u>:@</u> "
<u>:2match</u>	<u>:2mat[ch]</u>	define <u>a second match</u> to highlight
<u>:3match</u>	<u>:3mat[ch]</u>	define <u>a third match</u> to highlight
<u>:Next</u>	<u>:N[ext]</u>	go <u>to previous file</u> in the argument <u>list</u>
<u>:Print</u>	<u>:P[rint]</u>	print <u>lines</u>
<u>:X</u>	<u>:X</u>	ask for <u>encryption key</u>
<u>:append</u>	<u>:a[ppend]</u>	append <u>text</u>
<u>:abbreviate</u>	<u>:ab[breviate]</u>	enter <u>abbreviation</u>
<u>:abclear</u>	<u>:abc[lear]</u>	remove all <u>abbreviations</u>
<u>:aboveleft</u>	<u>:abo[veleft]</u>	make split <u>window</u> appear <u>left</u> or <u>above</u>
<u>:abstract</u>	<u>:abstract</u>	declare <u>a Vim9 abstract class</u>
<u>:all</u>	<u>:al[l]</u>	open <u>a window</u> for each file in the argument <u>list</u>
<u>:amenu</u>	<u>:am[enu]</u>	enter new menu item for all modes
<u>:anoremenu</u>	<u>:an[oremenu]</u>	enter <u>a new menu</u> for all modes that will not be remapped
<u>:args</u>	<u>:ar[gs]</u>	print the argument <u>list</u>
<u>:argadd</u>	<u>:arga[dd]</u>	add items to the argument <u>list</u>
<u>:argdedupe</u>	<u>:argded[upe]</u>	remove duplicates from the argument <u>list</u>
<u>:argdelete</u>	<u>:argd[elete]</u>	delete items from the argument <u>list</u>
<u>:argedit</u>	<u>:arge[dit]</u>	add item to the argument <u>list</u> and edit <u>it</u>
<u>:argdo</u>	<u>:argdo</u>	do a command on all items in the argument <u>list</u>
<u>:argglobal</u>	<u>:argg[lobal]</u>	define the global argument <u>list</u>
<u>:arglocal</u>	<u>:argl[ocal]</u>	define <u>a local argument list</u>
<u>:argument</u>	<u>:argu[ment]</u>	go <u>to specific file</u> in the argument <u>list</u>
<u>:ascii</u>	<u>:as[cii]</u>	print ascii value of character under the cursor
<u>:autocmd</u>	<u>:au[tocmd]</u>	enter or show <u>autocommands</u>
<u>:augroup</u>	<u>:aug[roup]</u>	select the <u>autocommand group</u> to use
<u>:aunmenu</u>	<u>:aun[menu]</u>	remove menu for all modes
<u>:buffer</u>	<u>:b[uffer]</u>	go <u>to specific buffer</u> in the buffer <u>list</u>
<u>:bNext</u>	<u>:bN[ext]</u>	go <u>to previous buffer</u> in the buffer <u>list</u>
<u>:ball</u>	<u>:ba[ll]</u>	open <u>a window</u> for each buffer in the buffer <u>list</u>
<u>:badd</u>	<u>:bad[d]</u>	add buffer to the buffer <u>list</u>
<u>:balt</u>	<u>:balt</u>	like " <u>:badd</u> " but also set the alternate file
<u>:bdelete</u>	<u>:bd[elete]</u>	remove a buffer from the buffer <u>list</u>
<u>:behave</u>	<u>:be[have]</u>	set mouse and selection behavior
<u>:belowright</u>	<u>:bel[owright]</u>	make split <u>window</u> appear <u>right</u> or <u>below</u>
<u>:bffirst</u>	<u>:bf[irst]</u>	go <u>to first buffer</u> in the buffer <u>list</u>
<u>:blast</u>	<u>:bl[ast]</u>	go <u>to last buffer</u> in the buffer <u>list</u>
<u>:bmodified</u>	<u>:bm[odified]</u>	go <u>to next buffer</u> in the buffer <u>list</u> that has been modified
<u>:bnext</u>	<u>:bn[ext]</u>	go <u>to next buffer</u> in the buffer <u>list</u>
<u>:botright</u>	<u>:bo[tright]</u>	make split <u>window</u> appear <u>at bottom</u> or <u>far right</u>
<u>:bprevious</u>	<u>:bp[revious]</u>	go <u>to previous buffer</u> in the buffer <u>list</u>
<u>:brewind</u>	<u>:br[ewind]</u>	go <u>to first buffer</u> in the buffer <u>list</u>
<u>:break</u>	<u>:brea[k]</u>	break out of while loop
<u>:breakadd</u>	<u>:breaka[dd]</u>	add <u>a debugger breakpoint</u>
<u>:breakdel</u>	<u>:breakd[el]</u>	delete <u>a debugger breakpoint</u>

<a href="#">:breaklist</a>	:breakl[ist]	list debugger breakpoints
<a href="#">:browse</a>	:bro[wse]	use file selection dialog
<a href="#">:bufdo</a>	:bufd[o]	execute command in each listed buffer
<a href="#">:buffers</a>	:buffers	list all files in the buffer list
<a href="#">:bunload</a>	:bun[load]	unload a specific buffer
<a href="#">:bwipeout</a>	:bw[ipeout]	really delete a buffer
<a href="#">:change</a>	:c[hange]	replace a line or series of lines
<a href="#">:cNext</a>	:cN[ext]	go to previous error
<a href="#">:cNfile</a>	:cNf[ile]	go to last error in previous file
<a href="#">:cabbreve</a>	:ca[bbrev]	like ":abbreviate" but for Command-line mode
<a href="#">:cabclear</a>	:cabc[lear]	clear all abbreviations for Command-line mode
<a href="#">:cabove</a>	:cabo[ve]	go to error above current line
<a href="#">:cadbuffer</a>	:cad[dbuffer]	add errors from buffer
<a href="#">:cadexpr</a>	:cadde[xpr]	add errors from expr
<a href="#">:caddfile</a>	:caddf[ile]	add error message to current quickfix list
<a href="#">:cafter</a>	:caf[ter]	go to error after current cursor
<a href="#">:call</a>	:cal[l]	call a function
<a href="#">:catch</a>	:cat[ch]	part of a :try command
<a href="#">:cbefore</a>	:cbe[fore]	go to error before current cursor
<a href="#">:cbelow</a>	:cbel[ow]	go to error below current line
<a href="#">:cbottom</a>	:cbo[ttom]	scroll to the bottom of the quickfix window
<a href="#">:cbuffer</a>	:cb[uffer]	parse error messages and jump to first error
<a href="#">:cc</a>	:cc	go to specific error
<a href="#">:cclose</a>	:ccl[ose]	close quickfix window
<a href="#">:cd</a>	:cd	change directory
<a href="#">:cd0</a>	:cd0	execute command in each valid error list entry
<a href="#">:cfdo</a>	:cfdo	execute command in each file in error list
<a href="#">:center</a>	:ce[nter]	format lines at the center
<a href="#">:cexpr</a>	:cex[pr]	read errors from expr and jump to first
<a href="#">:cfile</a>	:cf[ile]	read file with error messages and jump to first
<a href="#">:cffirst</a>	:cfir[st]	go to the specified error, default first one
<a href="#">:cgetbuffer</a>	:cgetb[uffer]	get errors from buffer
<a href="#">:cgetexpr</a>	:cgete[xpr]	get errors from expr
<a href="#">:cgetfile</a>	:cg[etfile]	read file with error messages
<a href="#">:changes</a>	:changes	print the change list
<a href="#">:chdir</a>	:chd[dir]	change directory
<a href="#">:checkpath</a>	:che[ckpath]	list included files
<a href="#">:checktime</a>	:checkt[ime]	check timestamp of loaded buffers
<a href="#">:chistory</a>	:chi[story]	list the error lists
<a href="#">:class</a>	:class	start of a class declaration
<a href="#">:clast</a>	:cla[st]	go to the specified error, default last one
<a href="#">:clearjumps</a>	:cle[arjumps]	clear the jump list
<a href="#">:clipreset</a>	:clip[reset]	reset 'clipmethod'
<a href="#">:clist</a>	:cl[ist]	list all errors
<a href="#">:close</a>	:clo[se]	close current window
<a href="#">:cmap</a>	:cm[ap]	like ":map" but for Command-line mode
<a href="#">:cmapclear</a>	:cmapc[lear]	clear all mappings for Command-line mode
<a href="#">:cmenu</a>	:cme[nu]	add menu for Command-line mode
<a href="#">:cnext</a>	:cn[ext]	go to next error
<a href="#">:cnewer</a>	:cnew[er]	go to newer error list
<a href="#">:cnfile</a>	:cnf[ile]	go to first error in next file
<a href="#">:cnoremap</a>	:cno[remap]	like ":noremap" but for Command-line mode
<a href="#">:cnoreabbrev</a>	:cnorea[bbrev]	like ":noreabbrev" but for Command-line mode
<a href="#">:cnoremenu</a>	:cnoreme[nu]	like ":noremenu" but for Command-line mode
<a href="#">:copy</a>	:co[py]	copy lines
<a href="#">:colder</a>	:col[der]	go to older error list

<a href="#">:colorscheme</a>	:colo[rscheme]	load a specific color scheme
<a href="#">:command</a>	:com[mand]	create user-defined command
<a href="#">:comclear</a>	:comc[lear]	clear all user-defined commands
<a href="#">:compiler</a>	:comp[iler]	do settings for a specific compiler
<a href="#">:continue</a>	:con[tinue]	go back to :while
<a href="#">:confirm</a>	:conf[irm]	prompt user when confirmation required
<a href="#">:const</a>	:cons[t]	create a variable as a constant
<a href="#">:copen</a>	:cope[n]	open quickfix window
<a href="#">:cprevious</a>	:cp[revious]	go to previous error
<a href="#">:cpfile</a>	:cpf[ile]	go to last error in previous file
<a href="#">:cquit</a>	:cq[uit]	quit Vim with an error code
<a href="#">:crewind</a>	:cr[ewind]	go to the specified error, default first one
<a href="#">:cscope</a>	:cs[cope]	execute cscope command
<a href="#">:cstag</a>	:cst[ag]	use cscope to jump to a tag
<a href="#">:cunmap</a>	:cu[nmap]	like ":unmap" but for Command-line mode
<a href="#">:cunabbrev</a>	:cuna[bbrev]	like ":unabbrev" but for Command-line mode
<a href="#">:cunmenu</a>	:cunme[nu]	remove menu for Command-line mode
<a href="#">:cwindow</a>	:cw[indow]	open or close quickfix window
<a href="#">:delete</a>	:d[elete]	delete lines
<a href="#">:debug</a>	:deb[ug]	run a command in debugging mode
<a href="#">:debuggreedy</a>	:debugg[reedy]	read debug mode commands from normal input
<a href="#">:def</a>	:def	define a Vim9 user function
<a href="#">:defcompile</a>	:defc[ompile]	compile Vim9 user functions in current script
<a href="#">:defer</a>	:defe[r]	call function when current function is done
<a href="#">:delcommand</a>	:delc[ommand]	delete user-defined command
<a href="#">:delfunction</a>	:delf[unction]	delete a user function
<a href="#">:delmarks</a>	:delm[arks]	delete marks
<a href="#">:diffupdate</a>	:dif[fupdate]	update 'diff' buffers
<a href="#">:diffget</a>	:diffg[et]	remove differences in current buffer
<a href="#">:diffoff</a>	:diffo[ff]	switch off diff mode
<a href="#">:diffpatch</a>	:diffp[atch]	apply a patch and show differences
<a href="#">:diffput</a>	:diffpu[t]	remove differences in other buffer
<a href="#">:diffsplit</a>	:diffs[plit]	show differences with another file
<a href="#">:diffthis</a>	:difft[his]	make current window a diff window
<a href="#">:digraphs</a>	:dig[raps]	show or enter digraphs
<a href="#">:display</a>	:di[splay]	display registers
<a href="#">:disassemble</a>	:disa[ssemble]	disassemble Vim9 user function
<a href="#">:djump</a>	:dj[ump]	jump to #define
<a href="#">:dl</a>	:dl	short for :delete with the 'l' flag
<a href="#">:dlist</a>	:dli[st]	list #defines
<a href="#">:doautocmd</a>	:do[autocmd]	apply autocommands to current buffer
<a href="#">:doautoall</a>	:doautoa[ll]	apply autocommands for all loaded buffers
<a href="#">:dp</a>	:d[elete]p	short for :delete with the 'p' flag
<a href="#">:drop</a>	:dr[op]	jump to window editing file or edit file in current window
<a href="#">:dsearch</a>	:ds[earch]	list one #define
<a href="#">:dsplit</a>	:dsp[lit]	split window and jump to #define
<a href="#">:edit</a>	:e[dit]	edit a file
<a href="#">:earlier</a>	:ea[rlier]	go to older change, undo
<a href="#">:echo</a>	:ec[ho]	echoes the result of expressions
<a href="#">:echoconsole</a>	:echoc[onsole]	like :echomsg but write to stdout
<a href="#">:echoerr</a>	:echoe[rr]	like :echo, show like an error and use history
<a href="#">:echohl</a>	:echoh[l]	set highlighting for echo commands
<a href="#">:echomsg</a>	:echom[sg]	same as :echo, put message in history
<a href="#">:echon</a>	:echon	same as :echo, but without <EOL>
<a href="#">:echowindow</a>	:echow[indow]	same as :echomsg, but use a popup window

<u>:else</u>	:el[se]	part of an <u>:if</u> command
<u>:elseif</u>	:elsei[f]	part of an <u>:if</u> command
<u>:emenu</u>	:em[enu]	execute a menu by name
<u>:endclass</u>	:endclass	end of a <u>class</u> declaration
<u>:enddef</u>	:enddef	end of a user function started with <u>:def</u>
<u>:endenum</u>	:endenum	end of an <u>enum</u> declaration
<u>:endif</u>	:en[dif]	end previous <u>:if</u>
<u>:endinterface</u>	:endinterface	end of an <u>interface</u> declaration
<u>:endfor</u>	:endfo[r]	end previous <u>:for</u>
<u>:endfunction</u>	:endf[unction]	end of a user function started with <u>:function</u>
<u>:endtry</u>	:endt[ry]	end previous <u>:try</u>
<u>:endwhile</u>	:endw[hile]	end previous <u>:while</u>
<u>:enew</u>	:ene[w]	edit a new, unnamed buffer
<u>:enum</u>	:enum	start of an <u>enum</u> declaration
<u>:eval</u>	:ev[al]	evaluate an <u>expression</u> and <u>discard</u> the result
<u>:ex</u>	:ex	same as " <u>:edit</u> "
<u>:execute</u>	:exe[cute]	execute result of expressions
<u>:exit</u>	:exi[t]	same as " <u>:xit</u> "
<u>:export</u>	:exp[ort]	Vim9: export an item from a <u>script</u>
<u>:exusage</u>	:exu[sage]	overview of <u>Ex</u> commands
<u>:file</u>	:f[ile]	show or set the current file name
<u>:files</u>	:files	<u>list</u> all files in the buffer <u>list</u>
<u>:filetype</u>	:filet[ype]	switch file type detection on/off
<u>:filter</u>	:filt[er]	<u>filter</u> output of following command
<u>:find</u>	:fin[d]	find file in <u>'path'</u> and edit it
<u>:final</u>	:final	declare an immutable variable in <u>Vim9</u>
<u>:finally</u>	:fina[lly]	part of a <u>:try</u> command
<u>:finish</u>	:fini[sh]	quit sourcing a Vim <u>script</u>
<u>:first</u>	:fir[st]	go to the first file in the argument <u>list</u>
<u>:fixdel</u>	:fix[del]	set key code of <u>&lt;Del&gt;</u>
<u>:fold</u>	:fo[ld]	create a <u>fold</u>
<u>:foldclose</u>	:foldc[lose]	close <u>folds</u>
<u>:folddoopen</u>	:foldd[oopen]	execute command on lines not in a closed fold
<u>:folddoclosed</u>	:folddoc[losed]	execute command on lines in a closed fold
<u>:foldopen</u>	:foldo[pen]	open <u>folds</u>
<u>:for</u>	:for	for loop
<u>:function</u>	:fu[nction]	define a user function
<u>:global</u>	:g[lobal]	execute commands for matching lines
<u>:goto</u>	:go[to]	go to byte in the buffer
<u>:grep</u>	:gr[ep]	run <u>'grepprg'</u> and jump to first match
<u>:grepadd</u>	:grepa[dd]	like <u>:grep</u> , but append to current <u>list</u>
<u>:gui</u>	:gu[i]	start the <u>GUI</u>
<u>:gvim</u>	:gv[im]	start the <u>GUI</u>
<u>:hardcopy</u>	:ha[rdcopy]	send text to the printer
<u>:help</u>	:h[elp]	open a <u>help window</u>
<u>:helpclose</u>	:helpc[lose]	close one <u>help window</u>
<u>:helpfind</u>	:helpf[ind]	<u>dialog</u> to open a <u>help window</u>
<u>:helpgrep</u>	:helpg[rep]	like " <u>:grep</u> " but searches <u>help</u> files
<u>:helptags</u>	:helpt[ags]	generate <u>help tags</u> for a directory
<u>:highlight</u>	:hi[ghlight]	specify highlighting methods
<u>:hide</u>	:hid[e]	hide current buffer for a command
<u>:history</u>	:his[tory]	print a <u>history list</u>
<u>:horizontal</u>	:hor[izontal]	following <u>window</u> command work horizontally
<u>:insert</u>	:i[nsert]	<u>insert</u> text
<u>:iabbrev</u>	:ia[bbrev]	like " <u>:abbrev</u> " but for <u>Insert mode</u>
<u>:iabclear</u>	:iabc[lear]	like " <u>:abclear</u> " but for <u>Insert mode</u>

<u>:if</u>	<u>:if</u>	execute commands when condition met
<u>:ijump</u>	<u>:ij[ump]</u>	jump to definition of identifier
<u>:ilist</u>	<u>:il[ist]</u>	<u>list</u> lines where identifier matches
<u>:imap</u>	<u>:im[ap]</u>	like " <u>:map</u> " but for <u>Insert</u> mode
<u>:imapclear</u>	<u>:imapc[lear]</u>	like " <u>:mapclear</u> " but for <u>Insert</u> mode
<u>:imenu</u>	<u>:ime[nu]</u>	add menu for <u>Insert</u> mode
<u>:import</u>	<u>:imp[ort]</u>	Vim9: import an item from another <u>script</u>
<u>:inoremap</u>	<u>:ino[remap]</u>	like " <u>:noremap</u> " but for <u>Insert</u> mode
<u>:inoreabbrev</u>	<u>:inorea[bbrev]</u>	like " <u>:noreabbrev</u> " but for <u>Insert</u> mode
<u>:inoremenu</u>	<u>:inoreme[nu]</u>	like " <u>:noremenu</u> " but for <u>Insert</u> mode
<u>:intro</u>	<u>:int[ro]</u>	print the introductory message
<u>:interface</u>	<u>:interface</u>	start of an <u>interface</u> declaration
<u>:iput</u>	<u>:ip[ut]</u>	like <u>:put</u> , but adjust the indent to the current line
<u>:isearch</u>	<u>:is[earch]</u>	<u>list</u> one line where identifier matches
<u>:isplit</u>	<u>:isp[lit]</u>	split <u>window</u> and jump to definition of identifier
<u>:iunmap</u>	<u>:iu[nmap]</u>	like " <u>:unmap</u> " but for <u>Insert</u> mode
<u>:iunabbrev</u>	<u>:iuna[bbrev]</u>	like " <u>:unabbrev</u> " but for <u>Insert</u> mode
<u>:iunmenu</u>	<u>:iunme[nu]</u>	remove menu for <u>Insert</u> mode
<u>:join</u>	<u>:j[oin]</u>	join lines
<u>:jumps</u>	<u>:ju[mps]</u>	print the jump <u>list</u>
<u>:k</u>	<u>:k</u>	set a mark
<u>:keepalt</u>	<u>:keepa[lt]</u>	following command keeps the alternate file
<u>:keepmarks</u>	<u>:kee[pmarks]</u>	following command keeps marks where they are
<u>:keepjumps</u>	<u>:keepj[umps]</u>	following command keeps <u>jumplist</u> and marks
<u>:keeppatterns</u>	<u>:kepp[atterns]</u>	following command keeps search pattern <u>history</u>
<u>:lNext</u>	<u>:lN[ext]</u>	go to previous entry in location <u>list</u>
<u>:lNfile</u>	<u>:lNf[ile]</u>	go to last entry in previous file
<u>:list</u>	<u>:l[ist]</u>	print lines
<u>:labove</u>	<u>:lab[ove]</u>	go to location above current line
<u>:laddir</u>	<u>:lad[dexpr]</u>	add locations from <u>expr</u>
<u>:laddirbuffer</u>	<u>:laddirb[uffer]</u>	add locations from buffer
<u>:laddirfile</u>	<u>:laddirf[ile]</u>	add locations to current location <u>list</u>
<u>:lafter</u>	<u>:laf[ter]</u>	go to location after current cursor
<u>:last</u>	<u>:la[st]</u>	go to the last file in the argument <u>list</u>
<u>:language</u>	<u>:lan[guage]</u>	set the language (locale)
<u>:later</u>	<u>:lat[er]</u>	go to newer change, <u>redo</u>
<u>:lbefore</u>	<u>:lbe[fore]</u>	go to location before current cursor
<u>:lbelow</u>	<u>:lbel[ow]</u>	go to location below current line
<u>:lbottom</u>	<u>:lbo[ttom]</u>	scroll to the bottom of the location <u>window</u>
<u>:lbuffer</u>	<u>:lb[uffer]</u>	parse locations and jump to first location
<u>:lcd</u>	<u>:lc[d]</u>	change directory locally
<u>:lchdir</u>	<u>:lch[dir]</u>	change directory locally
<u>:lclose</u>	<u>:lcl[ose]</u>	close location <u>window</u>
<u>:lcscope</u>	<u>:lcs[cope]</u>	like " <u>:cscope</u> " but uses location <u>list</u>
<u>:ldo</u>	<u>:ld[o]</u>	execute command in valid location <u>list</u> entries
<u>:lfdo</u>	<u>:lfdo</u>	execute command in each file in location <u>list</u>
<u>:left</u>	<u>:le[ft]</u>	left align lines
<u>:leftabove</u>	<u>:lefta[bove]</u>	make split <u>window</u> appear left or above
<u>:legacy</u>	<u>:leg[acy]</u>	make following command use legacy <u>script</u> syntax
<u>:let</u>	<u>:let</u>	assign a value to a variable or option
<u>:lexpr</u>	<u>:lex[pr]</u>	read locations from <u>expr</u> and jump to first
<u>:lfile</u>	<u>:lf[file]</u>	read file with locations and jump to first
<u>:lfirst</u>	<u>:lfir[st]</u>	go to the specified location, default first one
<u>:lgetbuffer</u>	<u>:lgetb[uffer]</u>	get locations from buffer

<a href="#">:lgetexpr</a>	:lgete[xpr]	get locations from <a href="#">expr</a>
<a href="#">:lgetfile</a>	:lg[etfile]	read file with locations
<a href="#">:lgrep</a>	:lgr[ep]	run ' <a href="#">grepprg</a> ' and jump to first match
<a href="#">:lgrepadd</a>	:lgrepa[dd]	like :grep, but append to current <a href="#">list</a>
<a href="#">:lhelpgrep</a>	:lh[elpgrep]	like " <a href="#">:helpgrep</a> " but uses location <a href="#">list</a>
<a href="#">:lhistory</a>	:lhi[story]	<a href="#">list</a> the location lists
<a href="#">:ll</a>	:ll	go to specific location
<a href="#">:llast</a>	:lla[st]	go to the specified location, default last one
<a href="#">:llist</a>	:lli[st]	<a href="#">list</a> all locations
<a href="#">:lmake</a>	:lmak[e]	execute external command ' <a href="#">makeprg</a> ' and parse error <a href="#">messages</a>
<a href="#">:lmap</a>	:lm[ap]	like ":map!" but includes Lang-Arg mode
<a href="#">:lmapclear</a>	:lmapc[lear]	like ":mapclear!" but includes Lang-Arg mode
<a href="#">:lnext</a>	:lne[xt]	go to next location
<a href="#">:lnewer</a>	:lnew[er]	go to newer location <a href="#">list</a>
<a href="#">:lnfile</a>	:lnf[ile]	go to first location in next file
<a href="#">:lnoremap</a>	:ln[oremap]	like ":noremap!" but includes Lang-Arg mode
<a href="#">:loadkeymap</a>	:loadk[eymap]	load the following keymaps until EOF
<a href="#">:loadview</a>	:lo[advview]	load <a href="#">view</a> for current <a href="#">window</a> from a file
<a href="#">:lockmarks</a>	:loc[kmarks]	following command keeps marks where they are lock <a href="#">variables</a>
<a href="#">:lockvar</a>	:lockv[ar]	go to older location <a href="#">list</a>
<a href="#">:lolder</a>	:lol[der]	open location <a href="#">window</a>
<a href="#">:lopen</a>	:lop[en]	go to previous location
<a href="#">:lprevious</a>	:lp[revious]	go to last location in previous file
<a href="#">:lpfile</a>	:lpf[ile]	go to the specified location, default first one
<a href="#">:lrewind</a>	:lr[ewind]	<a href="#">list</a> all buffers
<a href="#">:ls</a>	:ls	jump to <a href="#">tag</a> and add matching <a href="#">tags</a> to the location <a href="#">list</a>
<a href="#">:ltag</a>	:lt[ag]	like ":unmap!" but includes Lang-Arg mode
<a href="#">:lunmap</a>	:lu[nmap]	execute <a href="#">Lua</a> command
<a href="#">:lua</a>	:lua	execute <a href="#">Lua</a> command for each line
<a href="#">:luado</a>	:luad[o]	execute <a href="#">Lua</a> script file
<a href="#">:luofile</a>	:luaf[ile]	search for <a href="#">pattern</a> in files
<a href="#">:lvimgrep</a>	:lv[imgrep]	like :vimgrep, but append to current <a href="#">list</a>
<a href="#">:lvimgrepadd</a>	:lvimgrepa[dd]	open or close location <a href="#">window</a>
<a href="#">:lwindow</a>	:lw[indow]	move lines
<a href="#">:move</a>	:m[ove]	set a <a href="#">mark</a>
<a href="#">:mark</a>	:ma[rk]	execute external command ' <a href="#">makeprg</a> ' and parse error <a href="#">messages</a>
<a href="#">:make</a>	:mak[e]	show or enter a <a href="#">mapping</a>
<a href="#">:map</a>	:map	clear all mappings for <a href="#">Normal</a> and <a href="#">Visual</a> mode
<a href="#">:mapclear</a>	:mapc[lear]	<a href="#">list</a> all marks
<a href="#">:marks</a>	:marks	define a <a href="#">match</a> to highlight
<a href="#">:match</a>	:mat[ch]	enter a new menu item
<a href="#">:menu</a>	:me[nu]	add a menu translation item
<a href="#">:menutranslate</a>	:menut[ranslate]	<a href="#">view</a> previously displayed <a href="#">messages</a>
<a href="#">:messages</a>	:mes[sages]	write current mappings and settings to a file
<a href="#">:mkexrc</a>	:mk[exrc]	write session info to a file
<a href="#">:mksession</a>	:mks[ession]	produce .spl <a href="#">spell</a> file
<a href="#">:mkspell</a>	:mksp[ell]	write current mappings and settings to a file
<a href="#">:mkvimrc</a>	:mkv[imrc]	write <a href="#">view</a> of current <a href="#">window</a> to a file
<a href="#">:mkview</a>	:mkvie[w]	show or change the screen mode
<a href="#">:mode</a>	:mod[e]	execute <a href="#">MzScheme</a> command
<a href="#">:mzscheme</a>	:mz[scheme]	execute <a href="#">MzScheme</a> script file
<a href="#">:mzfile</a>	:mzf[ile]	close the current Netbeans session
<a href="#">:nbclose</a>	:nbc[lose]	

<u>:nbkey</u>	:nb[key]	pass a key to Netbeans
<u>:nbstart</u>	:nbs[tart]	start a new Netbeans session
<u>:next</u>	:n[ext]	go to next file in the argument list
<u>:new</u>	:new	create a new empty window
<u>:nmap</u>	:nm[ap]	like ":map" but for Normal mode
<u>:nmapclear</u>	:nmapc[lear]	clear all mappings for Normal mode
<u>:nmenu</u>	:nme[nu]	add menu for Normal mode
<u>:nnoremap</u>	:nn[oremap]	like ":noremap" but for Normal mode
<u>:nnoremenu</u>	:nnoreme[nu]	like ":noremenu" but for Normal mode
<u>:noautocmd</u>	:noa[utocmd]	following commands don't trigger autocommands
<u>:noremap</u>	:no[remap]	enter a mapping that will not be remapped
<u>:nohlsearch</u>	:nohl[lsearch]	suspend 'hlsearch' highlighting
<u>:noreabbrev</u>	:norea[bbrev]	enter an abbreviation that will not be remapped
<u>:noremenu</u>	:noremeh[nu]	enter a menu that will not be remapped
<u>:normal</u>	:norm[al]	execute Normal mode commands
<u>:noswapfile</u>	:nos[wapfile]	following commands don't create a swap file
<u>:number</u>	:nu[mber]	print lines with line number
<u>:nunmap</u>	:nun[map]	like ":unmap" but for Normal mode
<u>:nunmenu</u>	:nunme[nu]	remove menu for Normal mode
<u>:oldfiles</u>	:ol[dfiles]	list files that have marks in the viminfo file
<u>:open</u>	:o[pen]	start open mode (not implemented)
<u>:omap</u>	:om[ap]	like ":map" but for Operator-pending mode
<u>:omapclear</u>	:omapc[lear]	remove all mappings for Operator-pending mode
<u>:omenu</u>	:ome[nu]	add menu for Operator-pending mode
<u>:only</u>	:on[ly]	close all windows except the current one
<u>:onoremap</u>	:ono[remap]	like ":noremap" but for Operator-pending mode
<u>:onoremenu</u>	:onoreme[nu]	like ":noremeh" but for Operator-pending mode
<u>:options</u>	:opt[ions]	open the options-window
<u>:ounmap</u>	:ou[nmap]	like ":unmap" but for Operator-pending mode
<u>:ounmenu</u>	:ounme[nu]	remove menu for Operator-pending mode
<u>:ownsyntax</u>	:ow[nsyntax]	set new local syntax highlight for this window
<u>:packadd</u>	:pa[ckadd]	add a plugin from 'packpath'
<u>:packloadall</u>	:packl[oadall]	load all packages under 'packpath'
<u>:pbuffer</u>	:pb[uffer]	edit buffer in the preview window
<u>:pclose</u>	:pc[lose]	close preview window
<u>:pedit</u>	:ped[it]	edit file in the preview window
<u>:perl</u>	:pe[rl]	execute Perl command
<u>:print</u>	:p[rint]	print lines
<u>:profdel</u>	:prof[del]	stop profiling a function or script
<u>:profile</u>	:prof[ile]	profiling functions and scripts
<u>:promptfind</u>	:pro[mptfind]	open GUI dialog for searching
<u>:promptrepl</u>	:promptr[epl]	open GUI dialog for search/replace
<u>:perldo</u>	:perld[o]	execute Perl command for each line
<u>:pop</u>	:po[p]	jump to older entry in tag stack
<u>:popup</u>	:popu[p]	popup a menu by name
<u>:ppop</u>	:pp[op]	" :pop" in preview window
<u>:preserve</u>	:pre[serve]	write all text to swap file
<u>:previous</u>	:prev[ious]	go to previous file in argument list
<u>:psearch</u>	:ps[earch]	like ":ijump" but shows match in preview window
<u>:ptag</u>	:pt[ag]	show tag in preview window
<u>:ptNext</u>	:ptN[ext]	:tNext in preview window
<u>:ptfirst</u>	:ptf[irst]	:trewind in preview window
<u>:ptjump</u>	:ptj[ump]	:tjump and show tag in preview window
<u>:ptlast</u>	:ptl[ast]	:tlast in preview window
<u>:ptnext</u>	:ptn[ext]	:tnext in preview window

<a href="#">:ptprevious</a>	:ptp[revious]	<a href="#">:tprevious</a> in preview <a href="#">window</a>
<a href="#">:ptrewind</a>	:ptr[ewind]	<a href="#">:trewind</a> in preview <a href="#">window</a>
<a href="#">:ptselect</a>	:pts[elect]	<a href="#">:tselect</a> and show <a href="#">tag</a> in preview <a href="#">window</a>
<a href="#">:public</a>	:public	prefix for a <a href="#">class</a> or <a href="#">object</a> member
<a href="#">:put</a>	:pu[t]	insert contents of register in the text
<a href="#">:pwd</a>	:pw[d]	print current directory
<a href="#">:py3</a>	:py3	execute <a href="#">Python</a> 3 command
<a href="#">:python3</a>	:python3	same as :py3
<a href="#">:py3do</a>	:py3d[o]	execute <a href="#">Python</a> 3 command for each line
<a href="#">:py3file</a>	:py3f[file]	execute <a href="#">Python</a> 3 <a href="#">script</a> file
<a href="#">:python</a>	:py[thon]	execute <a href="#">Python</a> command
<a href="#">:pydo</a>	:pyd[o]	execute <a href="#">Python</a> command for each line
<a href="#">:pyfile</a>	:pyf[file]	execute <a href="#">Python</a> <a href="#">script</a> file
<a href="#">:pyx</a>	:pyx	execute <a href="#">python_x</a> command
<a href="#">:pythonx</a>	:pythonx	same as :pyx
<a href="#">:pyxdo</a>	:pyxd[o]	execute <a href="#">python_x</a> command for each line
<a href="#">:pyxfile</a>	:pyxf[file]	execute <a href="#">python_x</a> <a href="#">script</a> file
<a href="#">:quit</a>	:q[uit]	quit current <a href="#">window</a> (when one <a href="#">window</a> quit Vim)
<a href="#">:quitall</a>	:quita[ll]	quit Vim
<a href="#">:qall</a>	:qa[ll]	quit Vim
<a href="#">:read</a>	:r[ead]	read file into the text
<a href="#">:recover</a>	:rec[over]	recover <a href="#">a</a> file from <a href="#">a</a> swap file
<a href="#">:redo</a>	:red[o]	redo one undone change
<a href="#">:redir</a>	:redi[r]	redirect <a href="#">messages</a> to <a href="#">a</a> file or register
<a href="#">:redraw</a>	:redr[aw]	force <a href="#">a</a> redraw of the display
<a href="#">:redrawstatus</a>	:redraws[tatus]	force <a href="#">a</a> redraw of the status line(s)
<a href="#">:redrawtabline</a>	:redrawt[abline]	force <a href="#">a</a> redraw of the tabline
<a href="#">:redrawtabpanel</a>	:redrawtabp[anel]	force <a href="#">a</a> redraw of the <a href="#">tabpanel</a>
<a href="#">:registers</a>	:reg[isters]	display the contents of <a href="#">registers</a>
<a href="#">:resize</a>	:res[ize]	change current <a href="#">window</a> height
<a href="#">:retab</a>	:ret[ab]	change <a href="#">tab</a> size
<a href="#">:return</a>	:retu[rn]	return from <a href="#">a</a> user function
<a href="#">:rewind</a>	:rew[ind]	go to the first file in the argument <a href="#">list</a>
<a href="#">:right</a>	:ri[ght]	right align text
<a href="#">:rightbelow</a>	:rightb[elow]	make split <a href="#">window</a> appear right or below
<a href="#">:ruby</a>	:rub[y]	execute <a href="#">Ruby</a> command
<a href="#">:rubydo</a>	:rubyd[o]	execute <a href="#">Ruby</a> command for each line
<a href="#">:rubyfile</a>	:rubyf[file]	execute <a href="#">Ruby</a> <a href="#">script</a> file
<a href="#">:rundo</a>	:rund[o]	read <a href="#">undo</a> information from <a href="#">a</a> file
<a href="#">:runtime</a>	:ru[ntime]	source vim scripts in ' <a href="#">runtimepath</a> '
<a href="#">:rviminfo</a>	:rv[iminfo]	read from <a href="#">viminfo</a> file
<a href="#">:substitute</a>	:s[ubstitute]	find and replace text
<a href="#">:sNext</a>	:sN[ext]	split <a href="#">window</a> and go to previous file in argument <a href="#">list</a>
<a href="#">:sandbox</a>	:san[dbox]	execute <a href="#">a</a> command in the <a href="#">sandbox</a>
<a href="#">:sargument</a>	:sa[rgeument]	split <a href="#">window</a> and go to specific file in argument <a href="#">list</a>
<a href="#">:sall</a>	:sal[l]	open <a href="#">a window</a> for each file in argument <a href="#">list</a>
<a href="#">:saveas</a>	:sav[eas]	save file under another name.
<a href="#">:sbuffer</a>	:sb[uffer]	split <a href="#">window</a> and go to specific file in the buffer <a href="#">list</a>
<a href="#">:sbNext</a>	:sbN[ext]	split <a href="#">window</a> and go to previous file in the buffer <a href="#">list</a>
<a href="#">:sball</a>	:sba[ll]	open <a href="#">a window</a> for each file in the buffer <a href="#">list</a>
<a href="#">:sbfirst</a>	:sbf[irst]	split <a href="#">window</a> and go to first file in the buffer <a href="#">list</a>

<u>:sblast</u>	:sbl[ast]	split <u>window</u> and <u>go</u> to last file in buffer <u>list</u>
<u>:sbmodified</u>	:sbm[odified]	split <u>window</u> and <u>go</u> to modified file in the buffer <u>list</u>
<u>:sbnext</u>	:sbn[ext]	split <u>window</u> and <u>go</u> to next file in the buffer <u>list</u>
<u>:sbprevious</u>	:sbp[revious]	split <u>window</u> and <u>go</u> to previous file in the buffer <u>list</u>
<u>:sbrewind</u>	:sbr[ewind]	split <u>window</u> and <u>go</u> to first file in the buffer <u>list</u>
<u>:scriptnames</u>	:scr[iptnames]	<u>list</u> names of all sourced Vim scripts
<u>:scriptencoding</u>	:scripte[ncoding]	encoding used in sourced Vim <u>script</u>
<u>:scriptversion</u>	:scriptv[ersion]	version of Vim <u>script</u> used
<u>:scscope</u>	:scs[cope]	split <u>window</u> and execute <u>cscope</u> command
<u>:set</u>	:se[t]	show or set <u>options</u>
<u>:setfiletype</u>	:setf[iletype]	set ' <u>filetype</u> ', unless <u>it</u> was set already
<u>:setglobal</u>	:setg[llobal]	show global values of <u>options</u>
<u>:setlocal</u>	:setl[ocal]	show or set <u>options</u> locally
<u>:sfind</u>	:sf[ind]	split current <u>window</u> and edit file in ' <u>path</u> '
<u>:sfir</u>	:sfir[st]	split <u>window</u> and <u>go</u> to first file in the argument <u>list</u>
<u>:shell</u>	:sh[ell]	<u>escape</u> to a shell
<u>:simalt</u>	:sim[alt]	Win32 GUI: simulate Windows ALT key
<u>:sign</u>	:sig[n]	manipulate <u>signs</u>
<u>:silent</u>	:sil[ent]	run a command silently
<u>:sleep</u>	:sl[eep]	<u>do</u> nothing for a few seconds
<u>:sleep!</u>	:sl[eep]!	<u>do</u> nothing for a few seconds, without the cursor visible
<u>:slast</u>	:sla[st]	split <u>window</u> and <u>go</u> to last file in the argument <u>list</u>
<u>:smagic</u>	:sm[agic]	<u>substitute</u> with ' <u>magic</u> '
<u>:smap</u>	:smap	like " <u>:map</u> " but for <u>Select mode</u>
<u>:smapclear</u>	:smapc[lear]	remove all mappings for <u>Select mode</u>
<u>:smenu</u>	:sme[nu]	add menu for <u>Select mode</u>
<u>:smile</u>	:smi[le]	make the user happy
<u>:snext</u>	:sn[ext]	split <u>window</u> and <u>go</u> to next file in the argument <u>list</u>
<u>:snomagic</u>	:sno[magic]	<u>substitute</u> with ' <u>nomagic</u> '
<u>:snoremap</u>	:snor[emap]	like " <u>:noremap</u> " but for <u>Select mode</u>
<u>:snoremenu</u>	:snoreme[nu]	like " <u>:noremenu</u> " but for <u>Select mode</u>
<u>:sort</u>	:sor[t]	sort lines
<u>:source</u>	:so[urce]	read Vim or <u>Ex</u> commands from a file
<u>:spelldump</u>	:spelld[ump]	split <u>window</u> and fill with all correct words
<u>:spellgood</u>	:spe[llgood]	add good <u>word</u> for spelling
<u>:spellinfo</u>	:spelli[nfo]	show info about loaded <u>spell</u> files
<u>:spellrare</u>	:spellra[re]	add rare <u>word</u> for spelling
<u>:spellrepall</u>	:spellr[epall]	replace all bad words like last <u>z=</u>
<u>:spellundo</u>	:spellu[ndo]	remove good or bad <u>word</u>
<u>:spellwrong</u>	:spellw[rong]	add spelling mistake
<u>:split</u>	:sp[lit]	split current <u>window</u>
<u>:sprevious</u>	:spr[evious]	split <u>window</u> and <u>go</u> to previous file in the argument <u>list</u>
<u>:srewind</u>	:sre[wind]	split <u>window</u> and <u>go</u> to first file in the argument <u>list</u>
<u>:stop</u>	:st[op]	<u>suspend</u> the editor or <u>escape</u> to a shell
<u>:stag</u>	:sta[g]	split <u>window</u> and jump to a <u>tag</u>

<u>:startinsert</u>	:star[tinsert] start <u>Insert</u> mode
<u>:startgreplace</u>	:startg[replace] start <u>Virtual Replace</u> mode
<u>:startreplace</u>	:startr[eplace] start <u>Replace</u> mode
<u>:static</u>	prefix for a <u>class</u> member or function
<u>:stopinsert</u>	stop <u>Insert</u> mode
<u>:stjump</u>	do " <u>:tjump</u> " and split <u>window</u>
<u>:stselect</u>	do " <u>:tselect</u> " and split <u>window</u>
<u>:sunhide</u>	same as " <u>:unhide</u> "
<u>:sunmap</u>	like " <u>:unmap</u> " but for <u>Select</u> mode
<u>:sunmenu</u>	remove menu for <u>Select</u> mode
<u>:suspend</u>	same as " <u>:stop</u> "
<u>:sview</u>	split <u>window</u> and edit file read-only
<u>:swapname</u>	show the name of the current swap file
<u>:syntax</u>	<u>syntax</u> highlighting
<u>:syntime</u>	measure <u>syntax</u> highlighting speed
<u>:syncbind</u>	sync scroll binding
<u>:t</u>	same as " <u>:copy</u> "
<u>:tNext</u>	jump to previous matching <u>tag</u>
<u>:tabNext</u>	go to previous <u>tab</u> page
<u>:tabclose</u>	close current <u>tab</u> page
<u>:tabdo</u>	execute command in each <u>tab</u> page
<u>:tabedit</u>	edit a file in a new <u>tab</u> page
<u>:tabfind</u>	find file in ' <u>path</u> ', edit it in a new <u>tab</u> page
<u>:tabfirst</u>	go to first <u>tab</u> page
<u>:tablast</u>	go to last <u>tab</u> page
<u>:tabmove</u>	move <u>tab</u> page to other position
<u>:tabnew</u>	edit a file in a new <u>tab</u> page
<u>:tabnext</u>	go to next <u>tab</u> page
<u>:tabonly</u>	close all <u>tab</u> pages except the current one
<u>:tabprevious</u>	go to previous <u>tab</u> page
<u>:tabrewind</u>	go to first <u>tab</u> page
<u>:tabs</u>	list the <u>tab</u> pages and what they contain
<u>:tab</u>	create new <u>tab</u> when opening new <u>window</u>
<u>:tag</u>	jump to <u>tag</u>
<u>:tags</u>	show the contents of the <u>tag</u> stack
<u>:tcd</u>	change directory for <u>tab</u> page
<u>:tchdir</u>	change directory for <u>tab</u> page
<u>:tcl</u>	execute <u>Tcl</u> command
<u>:tcldo</u>	execute <u>Tcl</u> command for each line
<u>:tclfile</u>	execute <u>Tcl script</u> file
<u>:tearoff</u>	tear-off a menu
<u>:terminal</u>	open a <u>terminal window</u>
<u>:tffirst</u>	jump to first matching <u>tag</u>
<u>:throw</u>	throw an exception
<u>:this</u>	prefix for an <u>object</u> member during <u>initialization</u> (e.g. on <u>new()</u> )
<u>:tjump</u>	like " <u>:tselect</u> ", but jump directly when there is only one match
<u>:tlast</u>	jump to last matching <u>tag</u>
<u>:tlmenu</u>	add menu for <u>Terminal-Job</u> mode
<u>:tlnoremenu</u>	like " <u>:noremenu</u> " but for <u>Terminal-Job</u> mode
<u>:tlunmenu</u>	remove menu for <u>Terminal-Job</u> mode
<u>:tmapclear</u>	remove all mappings for <u>Terminal-Job</u> mode
<u>:tmap</u>	like " <u>:map</u> " but for <u>Terminal-Job</u> mode
<u>:tmenu</u>	define menu tooltip
<u>:tnext</u>	jump to next matching <u>tag</u>

<u>:tnoremap</u>	:tno[remap]	like ":noremap" but for <u>Terminal-Job</u> mode
<u>:topleft</u>	:to[pleft]	make split <u>window</u> appear <u>at</u> top or far left
<u>:tprevious</u>	:tp[revious]	jump to previous matching <u>tag</u>
<u>:trewind</u>	:tr[ewind]	jump to first matching <u>tag</u>
<u>:try</u>	:try	execute commands, abort on error or exception
<u>:tselect</u>	:ts[elect]	<u>list</u> matching <u>tags</u> and select one
<u>:tunmap</u>	:tunma[p]	like ":unmap" but for <u>Terminal-Job</u> mode
<u>:tunmenu</u>	:tu[nmenu]	remove menu tooltip
<u>:type</u>	:type	create <u>a</u> type alias
<u>:undo</u>	:u[ndo]	<u>undo</u> last change(s)
<u>:undojoin</u>	:undoj[oin]	join next change with previous <u>undo</u> block
<u>:undolist</u>	:undol[ist]	<u>list</u> leafs of the <u>undo</u> tree
<u>:unabbreviate</u>	:una[bbreviate]	remove abbreviation
<u>:unhide</u>	:unh[ide]	open <u>a</u> <u>window</u> for each loaded file in the buffer <u>list</u>
<u>:uniq</u>	:uni[q]	uniq lines
<u>:unlet</u>	:unl[et]	delete variable
<u>:unlockvar</u>	:unlo[ckvar]	unlock <u>variables</u>
<u>:unmap</u>	:unm[ap]	remove <u>mapping</u>
<u>:unmenu</u>	:unme[nu]	remove menu
<u>:unsilent</u>	:uns[ilent]	run <u>a</u> command not silently
<u>:update</u>	:up[date]	write buffer if modified
<u>:vglobal</u>	:v[global]	execute commands for not matching lines
<u>:var</u>	:var	variable declaration in <u>Vim9</u>
<u>:version</u>	:ve[rsion]	print version number and other info
<u>:verbose</u>	:verb[ose]	execute command with ' <u>verbose</u> ' set
<u>:vertical</u>	:vert[ical]	make following command split vertically
<u>:vim9cmd</u>	:vim9[cmd]	make following command use <u>Vim9 script syntax</u>
<u>:vim9script</u>	:vim9s[cript]	indicates <u>Vim9 script</u> file
<u>:vimgrep</u>	:vim[grep]	search for <u>pattern</u> in files
<u>:vimgrepadd</u>	:vimgrepa[dd]	like :vimgrep, but append to current <u>list</u>
<u>:visual</u>	:vi[sual]	same <u>as</u> " <u>:edit</u> ", but turns off "Ex" mode
<u>:viusage</u>	:viu[sage]	overview of <u>Normal</u> mode commands
<u>:view</u>	:vie[w]	edit <u>a</u> file read-only
<u>:vmap</u>	:vm[ap]	like " <u>:map</u> " but for Visual+Select mode
<u>:vmapclear</u>	:vmapc[lear]	remove all mappings for Visual+Select mode
<u>:vmenu</u>	:vme[nu]	add menu for Visual+Select mode
<u>:vnew</u>	:vne[w]	create <u>a</u> new empty window, vertically split
<u>:vnoremap</u>	:vn[oremap]	like ":noremap" but for Visual+Select mode
<u>:vnoremenu</u>	:vnoreme[nu]	like ":noremenu" but for Visual+Select mode
<u>:vsplit</u>	:vs[plit]	split current <u>window</u> vertically
<u>:vunmap</u>	:vu[nmap]	like ":unmap" but for Visual+Select mode
<u>:vunmenu</u>	:vunme[nu]	remove menu for Visual+Select mode
<u>:windo</u>	:wind[o]	execute command in each <u>window</u>
<u>:write</u>	:w[rite]	write to <u>a</u> file
<u>:wNext</u>	:wN[ext]	write to <u>a</u> file and go to previous file in argument <u>list</u>
<u>:wall</u>	:wa[ll]	write all (changed) <u>buffers</u>
<u>:while</u>	:wh[ile]	execute loop for <u>as long as</u> condition met
<u>:winsize</u>	:wi[nsize]	get or set <u>window</u> size (obsolete)
<u>:wincmd</u>	:winc[md]	execute <u>a</u> Window (CTRL-W) command
<u>:winpos</u>	:wip[os]	get or set <u>window</u> position
<u>:wlrestore</u>	:wl[restore]	restore the Wayland compositor connection
<u>:wnext</u>	:wn[ext]	write to <u>a</u> file and go to next file in argument <u>list</u>
<u>:wpprevious</u>	:wp[revious]	write to <u>a</u> file and go to previous file in

<a href="#">:wq</a>	<a href="#">:wq</a>	argument <u>list</u> write to a file and quit <u>window</u> or Vim
<a href="#">:wqall</a>	<a href="#">:wqa[ll]</a>	write all changed <u>buffers</u> and quit Vim
<a href="#">:wundo</a>	<a href="#">:wu[ndo]</a>	write <u>undo</u> information to a file
<a href="#">:viminfo</a>	<a href="#">:wv[iminfo]</a>	write to <u>viminfo</u> file
<a href="#">:xit</a>	<a href="#">:x[it]</a>	write if buffer changed and close <u>window</u>
<a href="#">:xall</a>	<a href="#">:xa[ll]</a>	same as " <a href="#">:wqall</a> "
<a href="#">:xmapclear</a>	<a href="#">:xmapc[lear]</a>	remove all mappings for <u>Visual</u> mode
<a href="#">:xmap</a>	<a href="#">:xm[ap]</a>	like " <a href="#">:map</a> " but for <u>Visual</u> mode
<a href="#">:xmenu</a>	<a href="#">:xme[nu]</a>	add menu for <u>Visual</u> mode
<a href="#">:xrestore</a>	<a href="#">:xr[estore]</a>	restores the X server connection
<a href="#">:xnoremap</a>	<a href="#">:xn[oremap]</a>	like " <a href="#">:noremap</a> " but for <u>Visual</u> mode
<a href="#">:xnoremenu</a>	<a href="#">:xnoreme[nu]</a>	like " <a href="#">:noremenu</a> " but for <u>Visual</u> mode
<a href="#">:xunmap</a>	<a href="#">:xu[nmap]</a>	like " <a href="#">:unmap</a> " but for <u>Visual</u> mode
<a href="#">:xunmenu</a>	<a href="#">:xunme[nu]</a>	remove menu for <u>Visual</u> mode
<a href="#">:yank</a>	<a href="#">:y[ank]</a>	yank lines into a register
<a href="#">:z</a>	<a href="#">:z</a>	print some lines
<a href="#">:~</a>	<a href="#">:~</a>	repeat last " <a href="#">:substitute</a> "

vim:tw=78:ts=8:noet:ft=help:norl:

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