

my VIM Cheatsheet

Version 0.3

These shortcuts and descriptions are inspired by the awesome guide: "*Onramp to Vim*"[5], an austrian talk script "*Vim für Fortgeschrittene*"[1] and at least the "*Vim Reference Manual*"[3]. Another good ressource for starting with Vim is the online Version of the vimtutor[2]. To consolidate and improve your VIM knowledge, VimGolf [6] is a very good game in the form of a competition. While this cheat sheet is a selection of commands for one page, there are many more online.[4]

Motions (nouns)

Motions are in the sense of movement.

See Vim's help page for motions for a full listing: :h motion

Moving within a line

h, **l** move left/right by character
w move forward one (w)ord
b move to (b)eginning of a word
e move forward to the (e)nd of a word

Jumping within a line

f<char> (f)ind a character forward in a line and move to it
t<char> find a character forward in a line and move un(t)il it (one character before)
F<char> (f)ind a character backward in a line and move to it
T<char> find a character backward in a line and move un(t)il it
; repeat last **f**, **t**, **F**, or **T** command
, repeat last **f**, **t**, **F**, or **T** command, but in opposite direction

Moving between lines

j, **k** move up/down one line
H, **M**, **L** move (H)igh, (M)iddle, or (L)ow within the viewport
n repeat last search - (n)ext
N repeat last search in opposite direction
<ctrl>u, **<ctrl>d** moves (u)p or (d)own half of a page
<NN>G (G)o to line number **NN**
<NN>gg (G)o to line number **NN**
% move cursor to matching character (default supported pairs: '()', '{}', '[]'; use :h matchpairs in vim for more info)

Inserting text

a (a)ppend text after the cursor
A (a)ppend text at the end of the line
i (i)nsert text before the cursor
I (I)nsert text before the first non-blank in the line
o (o)pen a new line below the current line, append text
O (O)pen a new line above the current line, append text

Text Objects (nouns)

Text objects allow you to run the command from anywhere inside the text object

For a complete listing, see : h text-objects

word

aw (a)round (w)ord, includes surrounding white space
iw (i)nnner (w)ord, does not include surround white space

Others: [a|i] +

s (s)entence
p (p)aragraph
" "double quoted string"
) (parenthesized block)
t <h1>single (t)ag</h1>

Commands (verbs)

After pressing the key mapping for a given command, Vim will wait for you to identify the text on which the command should operate.

The simplest commands are made by simply repeating the operator a second time to act on the current line.

For example, where **d** is the operator for "delete", **dd** will delete the whole line. Each of **yy**, **cc**, **>**, **=** behave similarly.

d (d)eleate
c (c)hange
y (y)ank (copy)
v (v)isually select
>, **<** indent, dedent
= reformat (reindent, break long lines, etc.)

The Structure of an Editing Command (sentence)

<number><command><text object or motion>

Examples: Command + Motion

The following table shows some of the many variations of the delete operation that you can build by combining the **d** operator mapping with a motion:

dw (d)eleate from current position to the next (w)ord
de (d)eleate to to the (e)nd of the current word
d2e (d)eleate to to the (e)nd of the next word
dj (d)eleate down a line (current and one below)
dt) (d)eleate forward un(t)il closing paranthesis
d/world (d)eleate up until the first search match for *world*
d\$ (d)eleate to (\$) end of line

Foo

bar 1

"y{motion} yank into the system clipboard register
"p paste from the system clipboard register
<ctrl>r redo
. repeat last command
<ctrl>6 toggle last two Buffers
:messages startup errors
:changes list of changes

Search and replace

/<pattern> search for *pattern*
?<pattern> search backward for *pattern*
n repeat search in same direction
N repeat search in opposite direction
:%s/<old>/<new>/g replace all *old* with *new* throughout file
:%s/<old>/<new>/gc replace all *old* with *new* throughout file with confirmations
:noh nohighlight, removes the highlighting of search results

(Book-)Marks

m<char> . set current position for (m)ark *char* within the file/buffer
m<CHAR> set current position for (m)ark *CHAR* global
'<char> jump to position of mark *char* within the file/buffer
m<CHAR> jump to buffer and position of global mark *CHAR*
:jump list of jumps (:jumps?)
<ctrl>i go to newer position in jump list
<ctrl>o go to older position in jump list

References

- [1] Guckes. *Vim für Fortgeschrittene*. URL: http://www.guckes.net/talks/vim/vim_advanced.html.
- [2] *Interactive Vim tutorial*. URL: <https://openvim.com/>.
- [3] Bram Moolenaar. *Vim Reference Manual*. URL: <https://vimhelp.org/quickref.txt.html#quickref>.
- [4] Vim Cheat Sheet. *Vim Cheat Sheet*. URL: <https://vim.rtorr.com/>.
- [5] Ben Orenstein & Chris Toomey. *Onramp to Vim*. URL: <https://thoughtbot.com/upcase/onramp-to-vim>.
- [6] *VimGolf*. URL: <https://www.vimgolf.com/>.