

vim tabfind navigation

Evil

Extensible vi layer for Emacs

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This manual is for Evil (version 0.1 of 2011-07-30), an extensible vi layer for Emacs.
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The Evil team thanks everyone at gmane.emacs.vim-emulation for their feedback and contributions.

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1 Overview

Evil is an extensible vi layer for Emacs. It emulates the main features of Vim,¹ turning Emacs into a modal editor. Like Emacs in general, Evil is extensible in Emacs Lisp.

1.1 Installation

Evil lives in a Git repository. To download Evil, do:

```
git clone git://gitorious.org/evil/evil.git
```

Move Evil to `~/.emacs.d/evil`. Then add the following lines to `~/.emacs`:

```
(add-to-list 'load-path " ~/.emacs.d/evil")
(require 'evil)
(evil-mode 1)
```

Evil requires `undo-tree.el` to provide linear undo and redo branches. It is available from EmacsWiki.² (A copy of `undo-tree.el` is also included in the Git repository.)

1.2 Modes and states

The next time Emacs is started, it will come up in *Normal state*, denoted by `<N>` on the mode line. This is where the main vi bindings are defined. Note that you can always disable Normal state with `C-z`, which switches to an “Emacs state” (denoted by `<E>`) in which vi keys are completely disabled. Press `C-z` again to switch back to Normal state.

Evil uses the term *state* for what is called a “mode” in vi, since “mode” already has its own meaning in Emacs. Evil defines a number of states, such as Normal state (`<N>`), Insert state (`<I>`), Visual state (`<V>`), Replace state (`<R>`), Operator-Pending state (`<O>`), Motion state (`<M>`) and Emacs state (`<E>`). Each state has its own keymaps and customization variables.

Meanwhile, a *mode* in Emacs is a set of key bindings for editing a certain sort of text, like `emacs-lisp-mode` for Emacs Lisp. Modes may include custom bindings for Evil states.

¹ Vim is the most popular version of *vi*, a modal text editor with many implementations. Vim also adds some functions of its own, like Visual selection and text objects. For more information, see: <http://www.vim.org/>

² <http://www.emacswiki.org/emacs/UndoTree>

2 Settings

Evil's behavior can be adjusted by setting various variables. The current values may be inspected by doing *M-x customize-group RET evil RET*.

To change the value of a variable, add a ‘`setq`’ form to `~/.emacs`, preferably before Evil is loaded:¹

```
(setq evil-shift-width 8)
;; Load Evil
(require 'evil) ...
```

Note that if a variable is buffer-local, you must use ‘`setq-default`’ instead of ‘`setq`’ to change its global value.

evil-auto-indent [Variable]

Whether the current line is indented when entering Insert state. If `t` (the default), then the line is indented. If `nil`, then the line is not indented. Buffer-local.

evil-shift-width [Variable]

The number of columns a line is shifted by the commands `>` and `<`.

evil-repeat-move-cursor [Variable]

If `t` (the default), then repeating a command with `.` may change the position of the cursor. If `nil`, then the original position is preserved.

evil-find-skip-newlines [Variable]

If `t`, then `f`, `F`, `t` and `T` may skip over newlines to find a character. If `nil` (the default), then they are restricted to the current line.

evil-move-cursor-back [Variable]

If `t` (the default), then the cursor moves backwards when exiting Insert state. If `nil`, then the cursor does not move.

evil-want-fine-undo [Variable]

If `t`, then a change-based action like `cw` may be undone in several steps. If `nil` (the default), then it is undone in one step.

evil-regexp-search [Variable]

If `t` (the default), then `/` and `?` use regular expressions for searching. If `nil`, they use plain text.

evil-search-wrap [Variable]

If `t` (the default), then `/` and `?` wrap the search around the buffer. If `nil`, then they stop at buffer boundaries.

evil-flash-delay [Variable]

The number of seconds to flash search matches when pressing `n` and `N`.

¹ Strictly speaking, the order only matters if the variable affects the way Evil is loaded. This is the case with some of the ‘`evil-want-`’ variables.

evil-want-C-i-jump [Variable]

If `t` (the default), then `C-i` jumps forwards in the jump list. If `nil`, then `C-i` inserts a tab.

evil-want-C-u-scroll [Variable]

If `t`, then `C-u` scrolls the buffer. If `nil` (the default), then `C-u` begins a numeric prefix argument.

2.1 The cursor

A state may change the cursor's appearance. The cursor settings are stored in the variables below, which may contain a cursor type as per the ‘cursor-type’ variable, a color string as passed to the ‘set-cursor-color’ function, a zero-argument function for changing the cursor, or a list of the above. For example, the following changes the cursor in Replace state to a red box:

```
(setq evil-replace-state-cursor '("red" box))
```

If the state does not specify a cursor, ‘evil-default-cursor’ is used.

evil-default-cursor [Variable]

The default cursor.

evil-normal-state-cursor [Variable]

The cursor for Normal state.

evil-insert-state-cursor [Variable]

The cursor for Insert state.

evil-visual-state-cursor [Variable]

The cursor for Visual state.

evil-replace-state-cursor [Variable]

The cursor for Replace state.

evil-operator-state-cursor [Variable]

The cursor for Operator-Pending state.

evil-motion-state-cursor [Variable]

The cursor for Motion state.

evil-emacs-state-cursor [Variable]

The cursor for Emacs state.

2.2 The initial state

By default, a new buffer comes up in Normal state. This can be changed with the function ‘evil-set-initial-state’.

evil-set-initial-state mode state [Function]

Set the initial state for a buffer in which `mode` is active to `state`. `mode` should be a major mode such as `text-mode`, although minor modes work as well.

3 Keymaps

Evil's key bindings are stored in a number of keymaps. Each state has a *global keymap*, where the default key bindings for the state are stored. For example, the global keymap for Normal state is ‘evil-normal-state-map’, and the key bindings in this map are seen in all buffers that are currently in Normal state.

Keymaps are modified with the Emacs function ‘`define-key`’:

```
(define-key evil-normal-state-map "w" 'foo)
```

This binds the key `w` to the command ‘`foo`’ in Normal state. The file `evil-maps.el` contains all the key bindings.

| | |
|---|------------|
| <code>evil-normal-state-map</code> | [Variable] |
| The global keymap for Normal state. | |
| <code>evil-insert-state-map</code> | [Variable] |
| The global keymap for Insert state. | |
| <code>evil-visual-state-map</code> | [Variable] |
| The global keymap for Visual state. | |
| <code>evil-replace-state-map</code> | [Variable] |
| The global keymap for Replace state. | |
| <code>evil-operator-state-map</code> | [Variable] |
| The global keymap for Operator-Pending state. | |
| <code>evil-motion-state-map</code> | [Variable] |
| The global keymap for Motion state. | |

Each state also has a *buffer-local keymap*, which is specific to the current buffer and has precedence over the global keymap. These maps may be changed from a mode hook.

| | |
|---|------------|
| <code>evil-normal-state-local-map</code> | [Variable] |
| Buffer-local keymap for Normal state. | |
| <code>evil-insert-state-local-map</code> | [Variable] |
| Buffer-local keymap for Insert state. | |
| <code>evil-visual-state-local-map</code> | [Variable] |
| Buffer-local keymap for Visual state. | |
| <code>evil-replace-state-local-map</code> | [Variable] |
| Buffer-local keymap for Replace state. | |
| <code>evil-operator-state-local-map</code> | [Variable] |
| Buffer-local keymap for Operator-Pending state. | |
| <code>evil-motion-state-local-map</code> | [Variable] |
| Buffer-local keymap for Motion state. | |

3.1 ‘evil-define-key’

Finally, Evil provides the function ‘evil-define-key’ for adding state bindings to a regular keymap.

`evil-define-key state keymap key def` [Function]

In `keymap`, create a binding from `key` to `def` in `state`. `state` is one of ‘normal’, ‘insert’, ‘visual’, ‘replace’, ‘operator’ and ‘motion’. The other parameters are like those of ‘define-key’.

‘evil-define-key’ can be used to augment existing modes with state bindings, as well as create packages for custom bindings. For example, the following will create a minor mode `foo-mode` with Normal state bindings for the keys `w` and `e`:

```
(define-minor-mode foo-mode
  "Foo mode."
  :keymap (make-sparse-keymap))

(evil-define-key 'normal foo-mode-map "w" 'bar)
(evil-define-key 'normal foo-mode-map "e" 'baz)
```

This minor mode can then be enabled in any buffers where the custom bindings are desired:

```
(add-hook 'text-mode-hook 'foo-mode) ; enable alongside text-mode
```

If the minor mode is put into its own file `foo.el` with a `(provide 'foo)` statement, it becomes an Emacs package.

4 Hooks

A *hook* is a list of functions to execute. Hooks are modified with the Emacs function ‘`add-hook`’. Evil provides entry and exit hooks for all of its states.

| | |
|---|------------|
| <code>evil-normal-state-entry-hook</code> | [Variable] |
| Run when entering Normal state. | |
| <code>evil-normal-state-exit-hook</code> | [Variable] |
| Run when exiting Normal state. | |
| <code>evil-insert-state-entry-hook</code> | [Variable] |
| Run when entering Insert state. | |
| <code>evil-insert-state-exit-hook</code> | [Variable] |
| Run when exiting Insert state. | |
| <code>evil-visual-state-entry-hook</code> | [Variable] |
| Run when entering Visual state. | |
| <code>evil-visual-state-exit-hook</code> | [Variable] |
| Run when exiting Visual state. | |
| <code>evil-replace-state-entry-hook</code> | [Variable] |
| Run when entering Replace state. | |
| <code>evil-replace-state-exit-hook</code> | [Variable] |
| Run when exiting Replace state. | |
| <code>evil-operator-state-entry-hook</code> | [Variable] |
| Run when entering Operator-Pending state. | |
| <code>evil-operator-state-exit-hook</code> | [Variable] |
| Run when exiting Operator-Pending state. | |
| <code>evil-motion-state-entry-hook</code> | [Variable] |
| Run when entering Motion state. | |
| <code>evil-motion-state-exit-hook</code> | [Variable] |
| Run when exiting Motion state. | |

When these hooks are run, the variables ‘`evil-next-state`’ and ‘`evil-previous-state`’ hold information about the states being switched to and from.

| | |
|----------------------------------|------------|
| <code>evil-next-state</code> | [Variable] |
| The state being switched to. | |
| <code>evil-previous-state</code> | [Variable] |
| The state being switched from. | |

5 Macros

Evil is implemented in terms of reusable macros. Package writers can use these to define new commands.

5.1 Motions

A *motion* is a command which moves the cursor, such as `w` and `e`. Motions are defined with the macro ‘evil-define-motion’. Motions not defined in this way should be declared with ‘evil-declare-motion’.

evil-declare-motion *command* [Function]
 Declare *command* to be a motion. This ensures that it works properly in Visual state.

evil-define-motion *motion* (*count args...*) *doc keyword-args...* *body...* [Macro]
 Define a movement command *motion*. A motion can have any number of arguments, but the first argument, if any, has a predefined meaning as the *count*. It is a positive or negative number, or `nil`. The argument list is followed by the documentation string *doc*, which is followed by optional keyword arguments:

:type *type*
 The *type* determines how the motion works after an operator. If *type* is ‘inclusive’, then the ending position is included in the motion range. If *type* is ‘line’, then the range is expanded to linewise positions. If *type* is ‘block’, then the range is blockwise. The default is ‘exclusive’, which means that the range is used as-is.

:jump *jump*
 If *jump* is `t`, then the previous position is stored in the jump list so it can be restored with `C-o`. The default is `nil`.

The keyword arguments are followed by the *body*, which is where the motion’s behavior is defined. For instance:

```
(evil-define-motion foo-forward (count)
  "Move to the right by COUNT characters."
  :type inclusive
  (forward-char (or count 1)))
```

For more examples, you can view the source code for any command with `C-h k`. For instance, ‘evil-goto-line’ may be viewed by typing `C-h k G` and following the file link.

5.2 Operators

An *operator* is a command which acts on the text moved over by a motion, such as `c`, `d` and `y`. Operators are defined with the macro ‘evil-define-operator’.

evil-define-operator *operator* (*beg end type args...*) *doc* [Macro]
keyword-args... *body...*

Define an operator command *operator*. An operator must have at least two or three arguments, which have predefined meanings. *beg* is the beginning position, *end* is the

ending position, and *type*, if given, is the type of the motion range. The argument list is followed by the documentation string *doc*, which is followed by optional keyword arguments:

:type type

Make the input range be a certain *type*. For example, an operator which only works with whole lines may set *type* to ‘line’.

:motion motion

Use the motion *motion* instead of reading one from the keyboard. This does not affect the behavior in Visual state, where the selection boundaries are used instead.

:repeat repeat

If *repeat* is **t** (the default), then **.** will repeat the operator. If *repeat* is **nil**, then the operator will not be repeated.

:move-point move-point

If *move-point* is **t** (the default), then the cursor is positioned at the beginning of the range. If *move-point* is **nil**, then the original position is preserved.

:keep-visual keep-visual

If *keep-visual* is **t**, then the selection is not disabled when the operator is run in Visual state; it is up to the operator to do this. The default is **nil**, which means that Visual state is exited automatically.

The keyword arguments are followed by the *body*, which is where the operator’s actions on *beg* and *end* are defined. For example, ‘evil-rot13’, which is bound to **g?w** and performs ROT13 encryption on the text, may be defined as:

```
(evil-define-operator evil-rot13 (beg end)
  "ROT13 encrypt text."
  (rot13-region beg end))
```

Pressing **g?w** will encrypt a word by calling ‘*rot13-region*’ on the text moved over by the **w** motion.

5.3 Text objects

A *text object* is a special kind of motion which sets a beginning position as well as an ending position, such as **iw** and **aC**. In Visual state, text objects alter both ends of the selection. Text objects are defined with the macro ‘evil-define-text-object’.

evil-define-text-object object (count args...) doc keyword-args... [Macro]
body...

Define a text object *object*. The first argument has a predefined meaning as the *count*: it is a positive or negative number. The argument list is followed by the documentation string *doc*, which is followed by optional keyword arguments:

:type type

Use the type *type* after an operator. In Visual state, this is the type of the selection.

:extend-selection extend-selection

If *extend-selection* is `t` (the default), then the text object always enlarges the current selection. If `nil`, then the object replaces the selection.

The keyword arguments are followed by the *body*, which should evaluate to a list (*beg end*) of two positions in the buffer. For example, a text object which selects three characters following the current position could be defined as:

```
(evil-define-text-object foo (count)
  "Select three characters."
  (list (point) (+ (point) 3)))
```

Evil provides several functions which return a list of positions, for use in the definition of a text object. These functions follow the rule that a positive *count* selects text after the current position, while a negative *count* selects text before it.

evil-inner-object-range count forward backward [Function]

Return a text range (*beg end*) of *count* “inner” text objects (e.g., `iw`, `is`). *forward* is a function which moves to the end of an object, and *backward* is a function which moves to the beginning.

evil-an-object-range count forward backward [Function]

Return a text range (*beg end*) of *count* text objects with whitespace (e.g., `aw`, `as`). *forward* is a function which moves to the end of an object, and *backward* is a function which moves to the beginning.

evil-paren-range count open close &optional exclusive [Function]

Return a text range (*beg end*) of *count* delimited blocks (e.g., `i(`, `a()`). *open* and *close* are characters. If *exclusive* is non-nil, then the delimiters are excluded from the range. This function uses Emacs’ syntax table and is only applicable for single-character delimiters; use ‘`evil-regexp-range`’ to match multiple characters.

evil-regexp-range count open close &optional exclusive [Function]

Return a text range (*beg end*) of *count* delimited blocks (e.g., `it`, `at`). *open* and *close* are regular expressions. If *exclusive* is non-nil, then the delimiters are excluded from the range.

5.4 Types

A *type* is a transformation on a pair of buffer positions. Evil defines the types ‘*exclusive*’, ‘*inclusive*’, ‘*line*’ and ‘*block*’, which are used for motion ranges and Visual selection. Types are defined with the macro ‘`evil-define-type`’.

evil-define-type type doc keyword-args... [Macro]

Define a type *type*, described by the documentation string *doc*. Then follows keyword arguments:

:expand expand

A function which takes two buffer positions and returns a list (*beg end*) of expanded positions.

```
:contract contract
  A function which takes two expanded buffer positions and returns a list
  (beg end) of unexpanded positions. Optional.

:normalize normalize
  A function which takes two unexpanded buffer positions and returns a
  list (beg end) of adjusted positions. Optional.

:injective injective
  If t (the default), then expansion is one-to-one – i.e., expand followed
  by contract always returns the original positions. If nil, then several
  positions may expand to the same (for example, the ‘line’ type is one-
  to-many as it expands to the containing lines).
```

Further keywords and functions may be specified. These are understood to be transformations on buffer positions, like *expand* and *contract*.

5.5 States

States are defined with the macro ‘evil-define-state’. The macro defines the necessary hooks, keymaps and variables for a state, as well as a toggle function ‘evil-state-state’ for entering the state, and a predicate function ‘evil-state-state-p’ which returns *t* when the state is active, and *nil* otherwise.

```
evil-define-state state doc keyword-args... body... [Macro]
  Define an Evil state state, described by the documentation string doc. Then follows
  optional keyword arguments:
    :tag tag Mode line indicator, e.g., "<T>".
    :message message
      String shown in the echo area.
    :cursor cursor
      Cursor specification.
    :enable enable
      List of other modes and states to enable. A state may enable another
      state’s keymaps in addition to its own.
```

This is followed the *body*, which is executed whenever the state is enabled or disabled. The state’s predicate function may be used to distinguish between the two.

6 Other internals

6.1 Command properties

Evil defines *command properties* to store information about commands, such as whether they should be repeated. A command property is a `:keyword` with an associated value, e.g., `:repeat nil`.

evil-add-command-properties *command* &**rest** *properties* [Function]

Add *properties* to *command*. The properties should be specified as a list of keywords and values:

```
(evil-add-command-properties 'my-command :repeat t)
```

evil-set-command-properties *command* &**rest** *properties* [Function]

Like ‘evil-add-command-properties’, but resets all previous properties.

evil-get-command-property *command* *property* [Function]

Return the value of a command property.

evil-define-command *command* (*args...*) *doc* *keyword-args...* *body...* [Macro]

Define a command with command properties *keyword-args*.

For setting repeat properties, Evil provides the following functions:

evil-declare-repeat *command* [Function]

Declare *command* to be repeatable.

evil-declare-not-repeat *command* [Function]

Declare *command* to be nonrepeatable.

evil-declare-change-repeat *command* [Function]

Declare *command* to be repeatable by buffer changes rather than keystrokes.

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