State\Input	mult_0	mult_N	verb	modifier	text_object	motion	vis	vis_line	vis_block	find_char	insert	char -. (KeyD, KeyF)	ESC	edit	undo	repeat
normal	mult_N	x	verb	x	normal,go(range)	normal,go(range)	vis	vis_line	vis_block	find_char	insert	x	normal	normal,edit()	normal,undo(	normal,repeat()
mult_0	x	mult_N,save(n0)	verb,save(n0)	x	normal,go(range)	normal,go(range)	vis	vis_line	vis_block	find_char,save(n1)	insert_N	x	normal	normal,edit()	normal,undo(	normal,repeat()
mult_N	x	mult_N,save(n0)	verb,save(n0)	x	normal,go(range)	normal,go(range)	vis	vis_line	vis_block	find_char,save(n1)	insert_N	x	normal	normal,edit()	normal,undo(	normal,repeat()
verb	post_verb,save(n1	post_verb,save(n1	normal,do(line)	modifier	normal,go(range)	normal,go(range)	x	x	x	find_char_verb	insert,range(	x	normal	x	x	x
post_verb	x	x	normal,do(line)	modifier	normal,go(range)	normal,go(range)	x	x	x	find_char_verb	insert,range(	x	normal	x	x	x
modifier	x	x	x	normal,do(line	normal,go(range)	normal,go(range)	x	x	x	x	x	x	normal	x	x	x
vis	vis,save(n0)	vis,save(n0)	normal,do(range	x	vis,go(range)	vis,go(range)	normal	vis_line	vis_block	find_char_vis	insert	x	normal	normal,edit()	x	x
vis_line	vis_line,save(n0)	vis_line,save(n0)	normal,do(line)	x	vis_line,go(range)	vis_line,go(range)	vis	normal	vis_block	find_char_vis_line	insert_block	x	normal	normal,edit()	x	x
vis_block	vis_block,save(n0	vis_block,save(n0	normal,do(block)	x	vis_block,go(range	vis_block,go(range	vis	vis_line	normal	find_char_vis_bloc	insert_block	x	normal	normal,edit()	x	x
find_char	x	x	x	x	x	x	x	x	x	x	x	normal,go(range)	normal	x	x	x
find_char_vis	x	x	x	x	x	x	x	x	x	x	x	vis,go(range)	normal	x	x	x
find_char_vis_line	x	x	x	x	x	x	x	x	x	x	x	vis_line,go(range)	normal	x	x	x
find_char_vis_bloc	x	x	x	x	x	x	x	x	x	x	x	vis_block,go(range)	normal	x	x	x
find_char_verb	x	x	x	x	x	x	x	x	x	x	x	normal,do(range)	normal	x	x	x
insert	x	x	x	x	x	x	x	x	x	x	x	insert,put(char)	normal	x	x	x
insert_N	x	x	x	x	x	x	x	x	x	x	x	insert_N,put(char)	normal,range(	x	x	x
insert_block	x	x	x	x	x	x	x	x	x	x	x	insert_block,put(char)	normal,range(	x	x	x
insert_blockN	x	x	x	x	x	x	x	x	x	x	x	insert_blockN,put(char	normal,range(	x	x	x