mult_0	mult_N	verb	modifier	text_object	motion	vis	vis_line	vis_block	find_char	insert	char (KeyD, KeyF)	ESC	edit	undo	repeat	
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()
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()
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()
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	
x	x	normal,do(line)	modifier	normal,go(range)	normal,go(range)	x	х	x	find_char_verb	insert,range(x	normal	x	x	x	
x	x	x	normal,do(line	normal,go(range)	normal,go(range)	x	x	x	x	x	x	normal	x	x	x	
vis,save(n0)	vis,save(n0)	normal,do(range	x	vis,go(range)	vis,go(range)	norma	l vis_line	vis_block	find_char_vis	insert	x	normal	normal,edit() x	x	
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,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	
x	х	х	х	x	x	x	х	x	x	x	normal,go(range)	normal	х	x	x	
x	х	x	х	x	x	x	х	x	x	x	vis,go(range)	normal	х	x	x	
x	x	x	x	x	x	x	х	x	x	x	vis_line,go(range)	normal	x	x	x	
x	х	х	х	x	x	х	х	x	х	x		normal	х	x	x	
х	х	х	х	x	x	х	х	х	х	x	normal,do(range)	normal	х	x	x	
x	x	х	x	х	х	x	х	x	х	х	insert,put(char)	normal	x	x	x	
x	x	x	x	x	x	х	x	x	x	x		normal,range(x	x	x	
x	x	x	x	x	x	х	х	x	x	x		-		x	x	
x	x	x	x	x	x	x	х	x	x	x				x	x	
	mult_N x x post_verb,save(n1 x x vis,save(n0) vis_line,save(n0) x x x	mult_N x x mult_N,save(n0) x mult_N,save(n0) post_verb,save(n1) post_verb,save(n1 x x x vis,save(n0) vis,save(n0) vis_line,save(n0) vis_line,save(n0) vis_block,save(n0) vis_block,save(n0) x x x x x x x x x x x x x x	mult_N x verb x mult_N,save(n0) verb,save(n0) x mult_N,save(n0) verb,save(n0) post_verb,save(n1) post_verb,save(n1) normal,do(line) x x x xis,save(n0) vis,save(n0) normal,do(line) vis_line,save(n0) vis_line,save(n0) normal,do(line) vis_block,save(n0) vis_block,save(n0) normal,do(block) x x x x x x x x x x x x	mult_N x verb x x mult_N,save(n0) verb,save(n0) x x mult_N,save(n0) verb,save(n0) x post_verb,save(n1) normal,do(line) modifier x x normal,do(line) modifier x x normal,do(line) x vis,save(n0) vis,save(n0) normal,do(line) x vis_block,save(n0) vis_block,save(n0) normal,do(block) x x x x x x x x x x x x x	mult_N x verb x normal,go(range) x mult_N,save(n0) verb,save(n0) x normal,go(range) x mult_N,save(n0) verb,save(n0) x normal,go(range) post_verb,save(n1) normal,do(line) modifier normal,go(range) x x normal,do(line) modifier normal,go(range) x x normal,do(line) normal,do(line) normal,go(range) vis,save(n0) vis,save(n0) normal,do(line) x vis,go(range) vis_block,save(n0) normal,do(line) x vis_line,go(range) vis_block,save(n0) normal,do(block) x vis_block,go(range) x x x x x x x x x x x x x x x x x x x x x x x x	mult_N x verb x normal,go(range) n	mult_N x verb x normal.go(range) vis x mult_N,save(n0) verb,save(n0) x normal.go(range) vis x mult_N,save(n0) verb,save(n0) x normal.go(range) vis x mult_N,save(n0) verb,save(n0) x normal.go(range) vis post_verb,save(n1 normal.do(line) modifier normal.go(range) normal.go(range) x x x x normal.go(range) normal.go(range) x vis_save(n0) vis,save(n0) normal.do(line) normal.go(range) normal.go(range) x vis_save(n0) vis,save(n0) normal.do(line) x vis.go(range) vis.go(range) vis.go(range) normal.go(range) x vis_line,save(n0) vis_line,save(n0) normal.do(line) x vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_lock,go(range) vis_lock,go(range) vis_lock,go(range) vis_lock,go(range) vis_lock,go(range) vis_lock,go(rang	mult_N x verb x normal.go(range) vis vis_line x mult_N,save(n0) verb,save(n0) x normal.go(range) vis vis_line x mult_N,save(n0) verb,save(n0) x normal.go(range) vis_vis_line x mult_N,save(n0) verb,save(n0) x normal.go(range) vis_vis_line post_verb,save(n1 normal.do(line) modifier normal.go(range) v x x x x normal.do(line) modifier normal.go(range) x x x x x normal.do(line) normal.go(range) x x x x x normal.go(range) x x x vis,save(n0) vis,save(n0) normal.do(line) x vis,go(range) vis,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range) vis_line,go(range)	mult_N x verb x normal,go(range) normal,go(range) vis vis_line vis_block x mult_N,save(n0) verb,save(n0) x normal,go(range) normal,go(range) vis vis_line vis_block x mult_N,save(n0) verb,save(n0) x normal,go(range) normal,go(range) vis_vis_line vis_block post_verb,save(n1) normal,do(line) modifier normal,go(range) normal,go(range) x x x x x x normal,do(line) modifier normal,go(range) normal,go(range) x x x x x x x normal,do(line) normal,go(range) normal,go(range) x x x x x <td>mult_N x verb x normal_go(range) normal_go(range) vis vis_line vis_block find_char x mult_N,save(n0) verb,save(n0) x normal_go(range) normal_go(range) vis vis_line vis_block find_char_save(n1) x mult_N,save(n0) verb,save(n0) x normal_go(range) normal_go(range) vis vis_line vis_block find_char_save(n1) post_verb,save(n1) normal_do(line) modifier normal_go(range) normal_go(range) x x x find_char_verb x x x normal_do(line) normal_go(range) normal_go(range) x x x x find_char_verb x x x x normal_go(range) normal_go(range) x <</td> <td>mult_N x verb x normal_go(range) normal_go(range) vis vis_line_vis_block_find_char find_char insert 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 mult_N,save(n0) verb,save(n0) x normal_go(range) normal_go(range) vis_line_vis_block_find_char_save(n1) insert_N 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_N x<td> mult_N</td><td>mult_N x verb x normal_go(range) normal_go(range) vis_ line_vis_block, save(n0) find_char_save(n1) insert_N x normal_so(range) x mult_N,save(n0) verb, save(n0) x normal_go(range) normal_go(range) vis_ line_vis_block find_char_save(n1) insert_N x normal_so(range) x mult_N,save(n0) verb,save(n1) normal_do(line) modifier normal_go(range) normal_go(range) x x x x x normal_so(range) x x x x normal_so(range) x x x x normal_so(range) x x x x x normal_so(range) x x x x normal_so(range) x x x x normal_so(range) x x x x x x x normal_so(range) x x x x x normal_so(range) x x x x x normal_so(range) x</td><td>mult_N x verb x normal,go(range) normal,go(range) vis_line_vis_block_find_char insert x normal_normal_edit(x mult_N,save(n0) verb,save(n0) x normal,go(range) vis_line_vis_block_find_char,save(n1) insert_N x normal_normal_edit(x mult_N,save(n0) verb,save(n1) x normal,do(line) normal,go(range) vis_vis_line_vis_block_find_char,save(n1) insert_N x normal_normal_edit(post_verb,save(n1) normal,do(line) modifier normal,go(range) normal,go(range) x x x find_char_verb insert_N x normal_normal_edit(x x normal,do(line) modifier normal,go(range) normal,go(range) x x x find_char_verb insert_N x normal_normal_do(x x x x normal,do(range) normal,go(range) x x x x x x x x x x x x normal x x<</td><td> mult_N x verb x normal_go(range) normal_go(range) vis vis line vis block find_char char linsert x normal_normal_edit() normal_undo(nor</td><td>mult_N x verb xx normal_go(range) normal_go(range) vis vis_line vis_block find_char insert x normal normal_edit() normal_undo(normal_repeat(x normal_yo(range) verb,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_edit(</td></td>	mult_N x verb x normal_go(range) normal_go(range) vis vis_line vis_block find_char x mult_N,save(n0) verb,save(n0) x normal_go(range) normal_go(range) vis vis_line vis_block find_char_save(n1) x mult_N,save(n0) verb,save(n0) x normal_go(range) normal_go(range) vis vis_line vis_block find_char_save(n1) post_verb,save(n1) normal_do(line) modifier normal_go(range) normal_go(range) x x x find_char_verb x x x normal_do(line) normal_go(range) normal_go(range) x x x x find_char_verb x x x x normal_go(range) normal_go(range) x <	mult_N x verb x normal_go(range) normal_go(range) vis vis_line_vis_block_find_char find_char insert 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 mult_N,save(n0) verb,save(n0) x normal_go(range) normal_go(range) vis_line_vis_block_find_char_save(n1) insert_N 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_N x <td> mult_N</td> <td>mult_N x verb x normal_go(range) normal_go(range) vis_ line_vis_block, save(n0) find_char_save(n1) insert_N x normal_so(range) x mult_N,save(n0) verb, save(n0) x normal_go(range) normal_go(range) vis_ line_vis_block find_char_save(n1) insert_N x normal_so(range) x mult_N,save(n0) verb,save(n1) normal_do(line) modifier normal_go(range) normal_go(range) x x x x x normal_so(range) x x x x normal_so(range) x x x x normal_so(range) x x x x x normal_so(range) x x x x normal_so(range) x x x x normal_so(range) x x x x x x x normal_so(range) x x x x x normal_so(range) x x x x x normal_so(range) x</td> <td>mult_N x verb x normal,go(range) normal,go(range) vis_line_vis_block_find_char insert x normal_normal_edit(x mult_N,save(n0) verb,save(n0) x normal,go(range) vis_line_vis_block_find_char,save(n1) insert_N x normal_normal_edit(x mult_N,save(n0) verb,save(n1) x normal,do(line) normal,go(range) vis_vis_line_vis_block_find_char,save(n1) insert_N x normal_normal_edit(post_verb,save(n1) normal,do(line) modifier normal,go(range) normal,go(range) x x x find_char_verb insert_N x normal_normal_edit(x x normal,do(line) modifier normal,go(range) normal,go(range) x x x find_char_verb insert_N x normal_normal_do(x x x x normal,do(range) normal,go(range) x x x x x x x x x x x x normal x x<</td> <td> mult_N x verb x normal_go(range) normal_go(range) vis vis line vis block find_char char linsert x normal_normal_edit() normal_undo(nor</td> <td>mult_N x verb xx normal_go(range) normal_go(range) vis vis_line vis_block find_char insert x normal normal_edit() normal_undo(normal_repeat(x normal_yo(range) verb,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_edit(</td>	mult_N	mult_N x verb x normal_go(range) normal_go(range) vis_ line_vis_block, save(n0) find_char_save(n1) insert_N x normal_so(range) x mult_N,save(n0) verb, save(n0) x normal_go(range) normal_go(range) vis_ line_vis_block find_char_save(n1) insert_N x normal_so(range) x mult_N,save(n0) verb,save(n1) normal_do(line) modifier normal_go(range) normal_go(range) x x x x x normal_so(range) x x x x normal_so(range) x x x x normal_so(range) x x x x x normal_so(range) x x x x normal_so(range) x x x x normal_so(range) x x x x x x x normal_so(range) x x x x x normal_so(range) x x x x x normal_so(range) x	mult_N x verb x normal,go(range) normal,go(range) vis_line_vis_block_find_char insert x normal_normal_edit(x mult_N,save(n0) verb,save(n0) x normal,go(range) vis_line_vis_block_find_char,save(n1) insert_N x normal_normal_edit(x mult_N,save(n0) verb,save(n1) x normal,do(line) normal,go(range) vis_vis_line_vis_block_find_char,save(n1) insert_N x normal_normal_edit(post_verb,save(n1) normal,do(line) modifier normal,go(range) normal,go(range) x x x find_char_verb insert_N x normal_normal_edit(x x normal,do(line) modifier normal,go(range) normal,go(range) x x x find_char_verb insert_N x normal_normal_do(x x x x normal,do(range) normal,go(range) x x x x x x x x x x x x normal x x<	mult_N x verb x normal_go(range) normal_go(range) vis vis line vis block find_char char linsert x normal_normal_edit() normal_undo(nor	mult_N x verb xx normal_go(range) normal_go(range) vis vis_line vis_block find_char insert x normal normal_edit() normal_undo(normal_repeat(x normal_yo(range) verb,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_edit(