

How to Conquer the World with Less Keystrokes

•
How to Quickly/Efficiently Learn Vim
and
Is Vim the Right Tool For You?

John Filippone

April 13, 2017

0.1 ideas that need to be fit in somewhere

1. This book does not go into detail about how to use vim, just what it does. But because vim is so customizable, the how does not matter very much once you know which features you want to use, if it turns out that the way to do those things in vim takes a lot of keystrokes and are therefore not effective, you can remap keys or write scripts to get the same functionality in a totally customized way that works for you 2. section on how to learn and practice effectively. Use the vim help files and the internet. Integrate a few commands at a time take it slow at first, think of the most efficient way before you make an edit.

0.2 Purpose

The object of this book is to help the Vim user efficiently learn the tool by enumerating the vast capabilities of Vim 8.0 concisely and simply.

0.3 This Book's Unique Approach

This is not a 'HOW to use Vim' book. It is more of a 'this is WHAT Vim can do; now that you know what it does and what the features are technically called, you can easily learn how to use only the features of Vim that you actually care about on your own' book. The approach of this book is based on the premise that learning HOW to use a particular feature in Vim is easy; the hard part is figuring out the WHAT feature you want to learn. Once you know what the thing you want to do is and what it is called, all it takes some internet searching and some practice. Most people get stuck in Vim because they do not understand the capabilities of the tool or the technical terminology associated with it. Either the user does not know that Vim is capable of doing the thing they want or the user knows what they want and suspects that Vim can do it but has no idea what the feature is called. This book provides a straight forward, concise, and easy-to-understand way of enumerating WHAT Vim does so that you, the user, can get on with the easy part of learning HOW to use only the features you want.

0.4 Important Historical Perspective

When Vim was created, it was made by Bram for Bram, meaning: the engineer who developed Vim initially, developed it for his personal use. He developed the features that he personally wanted to use. As years went on and Bram continued developing, the community asked for other features that Bram did not necessarily care about. He implemented them anyway as long as he felt enough people would enjoy having them. After decades of development, Vim has become a vast collection of features. There are too many for any one person to really need or want or use them all. The vast set of features is meant to accomodate a vast set of users where each user only needs and/or wants a small subset of all features. It is for this reason that this book focuses on efficient learning of Vim rather than complete learning.

0.5 How Most People Learn Vim

Most people are thrust into Vi and/or Vim and are forced to frantically learn the basic editing commands. Chances are that if this is the case we are talking about an engineer or scientist; let's call him Steve. Steve realizes after learning hjkl cursor navigation that the impact of editor efficiency on his workflow is significant so Steve sets out to learn some more useful commands on the internet or perhaps a book. Unfortunately, most books for Vim are recipe books. They provide tutorial on specific features or describe great ways to solve common problems with Vim. These are great for picking up tricks but you will brush through many of these before learning the key set of Vim features that work best for you and the task you are applying them to. Steve gets tired of that pretty quickly. The internet can be very helpful if you know what you are looking for as long as you don't fall into a wormhole of the extremely mystifying power-user language. The weird dialog about buffers and Ex-mode etc. is easy enough for you to sift through but the real trouble for Steve is the former. When you start using Vim you have no idea what you want to learn because you have no idea what Vim can do! Even though Steve has a vague idea of what functionality he wants, he does not know the proper Vim terminology for the thing he wants to do. That makes searching for a how-to very hard. Naturally, this is where Steve stops learning and decides he is relatively content with getting by on his fair amount of editing efficiency. Every once in a while Steve sees his coworker doing something

slick in the editor and says, "hey...how did you do that?" Steve might also learn something new after getting fed up with doing some repetitive task and frantically searching the internet for a solution but Steve has the same key issue. Steve is smart and can learn to do just about anything, but when it comes to Vim he has no idea what it is that he needs to learn.

0.6 How You Ought To Learn Vim

- Understand what Vim has to offer.
- Pick a subset of key features you need to learn in order to have an efficient workflow for your specific task.
- Learn each of these features through the Vim User Manual, books, and/or the internet.
- Practice using them enough to commit them to muscle memory for a truly efficient workflow.

This is an efficient method of learning Vim or any tool. Only learn the features you actually care to use. Know what the tool can do so that later on down the road when you need some other functionality, you know what to look for.

0.7 How to Use This Book

You can read it straight through or you can skip to the parts you really care about. It will be valuable to at least skim all of the material so that you come a way with an understanding of the full scope of Vim capabilities. If you are mystified by the terminology in this book, see the Vim Terminology section in the back. That section will also give you a general scope and sense of how Vim is structured.

0.8 Vim Terminology

Buffers, word, WORD, motions, modes (normal, command, ex, insert, visual), commands, yank v copy, put v paste, registers, text objects, windows,

tabs, scripts, plugins, vimrc, dotfiles, NERDTree, Pathogen, Vundle, mapping, abbreviations, macros, autocommands, options, text object text object is like the w in cw command, one edit, movement command, pattern in context of searching, bottom-line command (includes searches and anything on bottom line that is not formally a command), the ex editor, toggle options (note the set option—nooption—option? syntax), set, map, ab, concept of word vs WORD, ctags, tag stacking or tag stacks, power user, transparent editing, session, instance of Vim, buffers (active, hidden, unlisted, modifiable, read-only, read errors), special buffers (quickfix, help, directory, scratch)

0.9 Inner workings

General form of (page 21 O'Reilly Learning the Vi and Vim editors) (command)(number)(text object) or (number)(command)(text object) for change, delete, yank, and put what Vim puts in the registers (sometimes called buffers?) switching between modes

0.10 Vim Capabilities

Writing text basic insert/append auto completion omni completion start inserting at nifty places end of line start of line smart indenting :set autoindent (next line starts on same indent level on enter) indent in insert mode ctrl-t and ctrl-d insert x amount of something at once i.e. 3iabcESC writes abcabcabc put from register auto text wrapping (instead of hitting enter) read command !sort filter (:r !sort file-that-needs-sorting) alphanumeric sort lines registers hold anything, even edit commands registers hold read only metadata like filename create custom abbreviations for writing text with :ab auto generate matching "" " [] () HTML-tags etc. digraphs Cursor Navigation hjkl search and find as a motion moving vertically through wrapped line searching by word, sentence, paragraph, and section (can set different macros for identifying paragraphs, and sections) beginning/end of line jump/goto to line by number (G or goto command) to column number with num prefix and — goto top, middle, or bottom line on screen (H, M, L) num prefix to go x lines away from top or bottom jump to matching or closest ([etc with to the nth percent of a file to the nth byte scrolling automatic scroll as you type passed bottom scroll by screen or half screen scroll by line with

cursor in place scroll relative to cursor (zENTER, z., z-) scroll relative to any line (same as z with numeric prefix) return to previous cursor position save and goto invisible bookmark called mark see all marks with :marks special marks exist bookmarks are not stored in file; stored in session Editing text substitutions (regex support) global by line(s) confirmation context aware substitute global deletes, moves, and copies with :g and ex commands deletion command and all variations yank and put replace change and all of its variations: cw, cb, c2b, c0, C, etc type over existing text toggle upper/lower case copy/paste within a single file yank or delete into reg then put from reg copy/paste between files use ex commands or vi commands to save content to register (or just regular yank) then put (lose undo history when switch between files; use tabs instead) read command will copy a full file into the file you are editing transpose characters (xp) join lines move blocks of text with :g command and pattern matching (helpful if applies to tons of instances in same file hence :g) ex commands usually only useful when need to do something specific everywhere; otherwise there are easier ways to do things still useful to at least be aware of the way ex works and can be accessed in vim vim allows for extreme flexibility with pattern matching and basic move, copy, delete commands; one must open thier mind to these possibilities when faced with a huge repetative task it may be solved with one well-formed, probably long ex command nice examples on p84 of OREILLY filter text in file through Unix commands select text with Visual mode to perform an edit on it select with any vim cursor navigation technique select word, sentence, or paragraph that the cursor is in; ex. 4aw selects 4 words when in Visual mode write right to left black hole register edit binary files -b delete up until predefined mark Searching search forward/backward with wrapping or not (regex support) fuzzy find automatically search word under the cursor highlighting of search terms quick scrolling through search results combine search as motion command with c d p y find case sensitive option incremental search :set incsearch search history with arrow keys Workflow Environment windows (splits) from initialization or during session add/remove/switch windows displaying two instances of same file multi window ex commands move cursor from window to window resize windows size is in lines and columns; change to n value or +/- lines/columns options when you switch to a window it will auto resize to your winheight and winwidth option values equalalways, cmdheight, winminwidth, winminheight move windows around display swap windows with retaining size or retaining window layout rotate windows of a column or row tabs tabnew, tabclose, tabonly,

tabprev, tabnext, CTRL page up/down cycle from last tab straight to first
 and vis versa status lines for each window is a toggle `:[n]split` `[++opt]` `[+cmd]`
 filename equals always option to always make new windows equal size look
 into `:new` and the autocommands it executes `:sview` and `:sfind` look into con-
 ditional split commands p179 O'REILLY execute command on all windows
 with `:windo` open tag or file (on path defined in option variable, path) in new
 window or tab close windows quit, close, hide, and close all others hidden
 option customize vim stuff with env vars home dir dot file executed first then
 the one in cwd; possibility for different settings in different environments
 many ways to get vim to display current vim state (options, abbreviations,
 registers, etc.) ctags comatability :tag command (look further into this) tag
 stacking copy to system clipboard from Vim compile from vim automatically
 jump to compile error lines File management creating files opening/closing
 files opening files read only open file with cursor at position on line num-
 ber on first occurrence of pattern on last line recovering edited buffers after
 crash write to open file or any file by name or create new file and write to
 it write or append part of a file to a new file open a bunch of files in one
 session and switch between them on one screen open file regardless of file
 type file browsing directly edit compressed files and directories (transparent
 editing) configure vim to produce backup files command tab completion `:e :h`
 etc. vim diff GUI left/right scrolling? folding Color syntax highlighting (file-
 type detection beyond extension name) column coloring highlighting specific
 column(s) search terms matching `[` (etc. line numbering normal numbers
 relative numbers redraw screen Ctrl-l mode indicator gvim Undo/redo multi
 level undo/redo (aka infinite undo?) undo by line repeat an edit (this is
 not redo; it is repeat edit) special tricks for repeating substitutions p80 of
 O'REILLY Customization Vim script .vim scripts in vim runtime directories
 serve as good examples if/else inline, elseif and else are optional datetime
 support variables optionally explicitly define variable scope concatenate with
 . built in functions look into help file usr41.txt(has underscore after usr but
 tex hates it) for details on over 200 built in functions execute echo filetype
 detect exists define functions with/without args (can you use args?) call get
 function to call periodically statusline trick p.202 of O'REILLY better way?
 arrays dictionaries context conversion for variables (most notably string to
 int..verify this!) execute function based on filetype (autocommand) plugins
 basic ex scripting called from bash or :so possible to do complicated things if
 you know what you're doing sorting glossaries updating last mod time of the
 file changing tabwidth for different file types can use comments use spaces

in ex commands to make them more readable execute script based on time of day everything you put in vimrc is technically vim script Autocommands execute arbitrary script on event happens decide which files will be subject to the autocmd script groups delete commands when they are no longer needed allows for dynamic changing of autocommands and which files they execute on can delete groups but make sure to delete all commands in group first evaluating expressions (not only int math) Remapping keys remap command mode keys :map remap insert mode keys :map! remap function keys that are mapped by the terminal (p.110 OREILLY) (look into this more) looks deeper into which exact keys can be remapped command combinations like ddp Macros (aka @-Functions) pre/post edit routines VIMINIT env var .vimrc for initialization state .viminfo for session context can define scripts that run when exiting buffers pre and post scripts run automatically when switching buffers in the same session Regex support character classes [: :] collating symbols [. .] equivalence classes [= =] for substitution, regex works in search portion, some other constructs exist for the replacement portion matching beginning and end of words (not a general regex thing? only vim thing?) look into isident, iskeyword, isfname, magic, and isprint options Run Unix commands from vim :!command is this technically filter? mix this with motion commands :sh read output of unix command directly into file (:r !command) Applied Vim to specific languages HTML Python Mouse compatibility Support Vim help files with tags vimtutor Backwards compatible with vi Vim configurations when compiling Vim