

# Efficient Vim

getting more out of your editor

by Nate Jones

Thursday Tech Talks - 1/26/2012

movement

# Arrow keys

← ↑ ↓ →

h j k l

# Disable arrow keys

```
map <up> <nop>  
map <down> <nop>  
map <left> <nop>  
map <right> <nop>
```

```
imap <up> <nop>  
imap <down> <nop>  
imap <left> <nop>  
imap <right> <nop>
```

# What is a word?

A **word** consists of a sequence of letters, digits and underscores, or a sequence of other non-blank characters, separated with white space (spaces, tabs, ).

A **WORD** consists of a sequence of non-blank characters, separated with white space.

# What is a word?

**word**

```
pod2usage(1) if exists $options{help};
```

**WORD**

```
pod2usage(1) if exists $options{help};
```

# Line jumping

w/W - word

e/E - end

b/B - beginning

f/F - find

t/T - till

:/, - repeat

[demo]



operating on text

# Basic concepts

Count (optional)

Operator

Motion

# Operator

y - yank

v - visual select

d - delete

c - change

# Motion

Simple motions

Text objects

# Modifiers

i - inner

a - around

# Text Objects

w, W - word

t - tag

', " - quoted

(), {}, [], <> - block

b, B - block

s, p - sentence/paragraph

[demo]

surround plugin



# Surround

Builds on text objects

Convenience for managing surrounding text

# Surround Commands

s (in visual mode) - add surround

cs - change surround

ys - add surround based on text objects

[demo]

other useful tidbits

# Navigate through change lists

g; - backward in change list

g, - forward in change list

:changes - show change list

# Navigate through jump lists

CTRL-O - backward in jump list

CTRL-I - forward in jump list

:jumps - show jump list

[demo]

more information



:help operator

:help text-objects

:help motion.txt

[Text Objects blog post](#)

[Surround Plugin](#)

all done