Zathura – Shortcuts

Navigation	Window Adjusting
j/Page Down Go to next page $h/Page\ up$ Go to previous page	a Adjust window in best-fit s Adjust window in width mode
$\begin{array}{cccc} h/Left & & & scroll \ left \\ j/Down & & Scroll \ down \\ k/Up & & Scroll \ up \\ l/Right & & Scroll \ right \end{array}$	Search / or ? search for text n search for next result
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	N search for previous result Opening documents
Ctrl + u Scroll a half page up Ctrl + y Scroll a half page right t Scroll a full page left	o / O Open document R Reload document
Ctrl + f/Space Scroll a full page down Ctrl + b/Shift + Space Scroll a full page up y	Links f Follow link
gg	Follow link Follo
num G Go to num page	: Enter command
H Go to top of current page L Go to bottom of current page $Ctrl + o$ Move backward through the jump list $Ctrl + i$ Move forward through the jump list $Ctrl + j$ Bisect forward between the last two	r
jump points $Ctrl + i \dots Bisect backward between the last two jump points$	F5 Switch to presentation mode F11 Switch to fullscreen mode
Cancelling operations	$\operatorname{Ctrl} + \operatorname{M} \dots$ Toggle inputbar $\operatorname{Ctrl} + \operatorname{N} \dots$ Toggle statusbar
$\operatorname{Ctrl} + \operatorname{c/Esc}$ Abort	m X Set a quick mark to a letter or number X ' X . Goto quick mark saved at letter or number X

Zoom

+/zi	Zoom in
-/zo	Zoom out
=/z0	Zoom to the original size
$num = \dots$	Zoom to size num

Zathura – Shortcuts

Fullscreen mode

Backspace	Scroll up
F11	GoSwitch to normal mode

Presentation mode

Space	Scroll a full page
$Shift + Space \dots \dots$	Scroll down
Backspace	Scroll up
F5	Switch to normal mode

Index mode

k	Move to upper or lower entry
j	Expand entry
1	Expand all entries
h	Collapse entry
$H\ \dots \dots \dots$	Collapse all entries
Space/Enter	\ldots . Select an open entry

Mouse bindings

Wheelupdown	Scroll up or down
$Ctrl + Wheelupdown \dots$	Zoom in or out
Right Click + Move	. Pan the document
Left Click	Follow link