Cheat Sheet for Vim Text Objects / Motions

[Companion YouTube Video](#)   [Other Free Documents](#)

> **Usage**: `[n]<action>[modifier]<text motion>` or `[n]<action>[text object]`

built-in actions	built-in modifiers	built-in text objects and motions
c (replace) **d** (delete) **v** (visual selection) **y** (yank)	**no modifier**: from cursor to the end of text object	**w** (word) **s** (sentence) **p** (paragraph) **t** (tag)
g~ (toggle case) **gu** (lower case) **gU** (upper case)	**i**: pick the whole text object excluding the pairs	quotes: `' " ` `
< (left indent) **>** (right indent)	**a**: pick the whole text object including the pairs	pairs (see `:h matchpairs`): **() [] {} <> b** (round bracket) **B** (curly bracket)
	t T f F [ ]: until	motions: **h l j k b e $ 0 /**

andymass/vim-matchup

- new text object (see `:echo b:match_words`): **%**

tpope/vim-surround

- new actions: **cs** (change) **ds** (delete) **ys** (add)

wellle/targets.vim

- new text ojects:
  - separators: **, . ; : + - = ~ _ * # / | \ & $**
  - **b** for bracket (round/square/curly brackets) **q** for quotes
- new modifiers:
  - I: like i but excludes whitespaces at both ends
  - A: like a but includes whitespaces at one end, preferrably the trailing end
- seek: **n** for next and **l** for last