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April 1st, 06

vi / vim graphical cheat sheet

Esc normal mode

~ toggle case	! external filter	@• play macro	# prev ident	$ eol	% goto match	^ "soft" bol	& repeat :s	* next ident	(begin sentence	) end sentence	_ "soft" bol down	+ next line
`• goto mark	1 [2]	2	3	4	5	6	7	8	9	0 "hard" bol	- prev line	= auto format [3]

Q ex mode	W next WORD	E end WORD	R replace mode	T• back 'till	Y yank line	U undo line	I insert at bol	O open above	P paste before	{ begin parag.	} end parag.
q• record macro	w next word	e end word	r• replace char	t• 'till	y yank [1,3]	u undo	i insert mode	o open below	p paste after [1]	[• misc	]• misc

A append at eol	S subst line	D delete to eol	F• "back" find ch	G eof/ goto ln	H screen top	J join lines	K help	L screen bottom	: ex cmd line	"• reg. [1] spec	| bol/ goto col
a append	s subst char	d delete [1,3]	f• find char	g• extra cmds [6]	h ←	j ↓	k ↑	l →	; repeat t/T/f/F	'• goto mk. bol	\ • not used!

Z• quit [4]	X back-space	C change to eol	V visual lines	B prev WORD	N prev (find)	M screen mid'l	< un- [3] indent	> indent [3]	?• find (rev.)
Z• extra cmds [5]	X delete char	c change [1,3]	v visual mode	b prev word	n next (find)	m• set mark	, reverse t/T/f/F	. repeat cmd	/• find

motion moves the cursor, or defines the range for an operator

command direct action command, if red, it enters insert mode

operator requires a motion afterwards, operates between cursor & destination

extra special functions, requires extra input

q• commands with a dot need a char argument afterwards

bol = beginning of line, eol = end of line,
mk = mark, yank = copy

words: `quux(foo, bar, baz);`
WORDs: `quux(foo, bar, baz);`

Main command line commands ('ex'):

:w (save), :q (quit), :q! (quit w/o saving)
:e f (open file f),
:%s/x/y/g (replace 'x' by 'y' filewide),
:h (help in vim), :new (new file in vim),

Other important comands:

CTRL-R: redo (vim),
CTRL-F/-B: page up/down,
CTRL-E/-Y: scroll line up/down,
CTRL-V: block-visual mode (vim only)

Visual mode:

Move around and type operator to act on selected region (vim only)

Notes:

(1) use "x before a yank/paste/del command to use that register ('clipboard') (x=a..z,*) (e.g.: "ay$ to copy rest of line to reg 'a')

(2) type in a number before any action to repeat it that number of times (e.g.: 2p, d2w, 5i, d4j)

(3) duplicate operator to act on current line (dd = delete line, >> = indent line)

(4) ZZ to save & quit, ZQ to quit w/o saving

(5) zt: scroll cursor to top, zb: bottom, zz: center

(6) gg: top of file (vim only), gf: open file under cursor (vim only)

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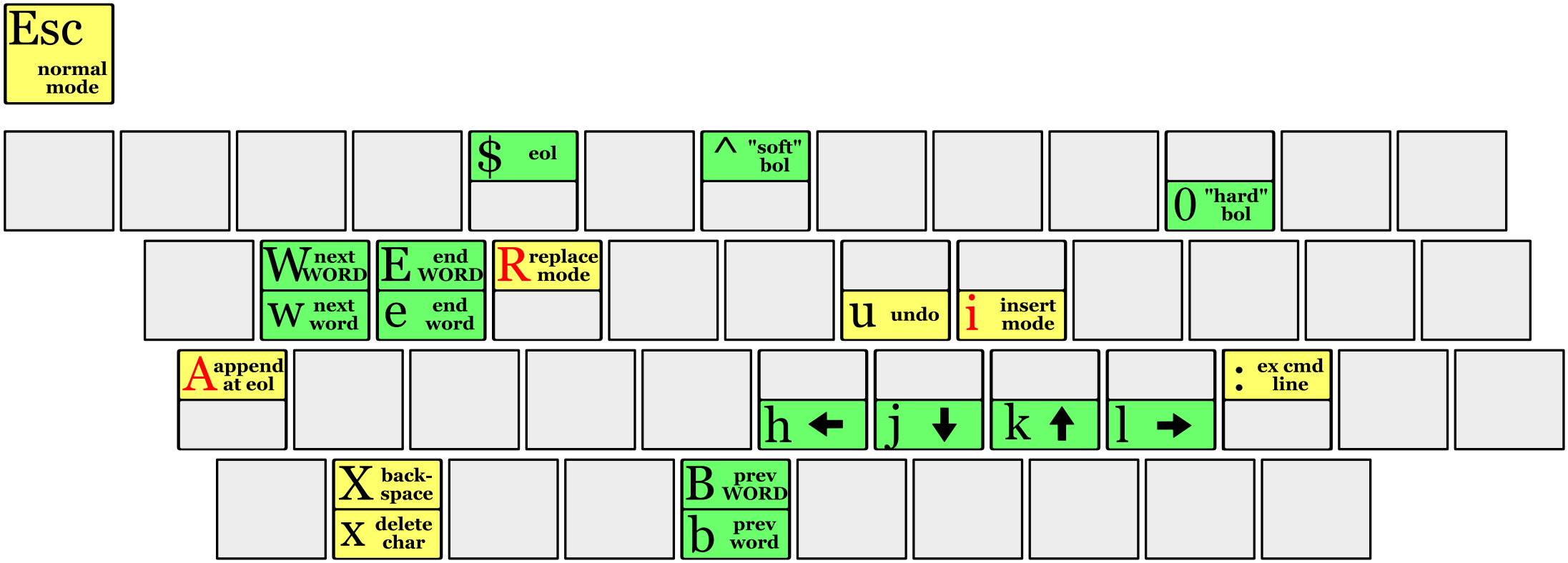
vi/vim lesson 1 - basic editing

motion moves the cursor, or defines the range for an operator

command direct action command, if **red**, it enters insert mode



Basics:

h j k l are vi/vim cursor keys – use them as they are much closer than regular cursor keys!

Use i to enter insert mode, cursor turns from a block into a vertical line, and you can type in text. Use Esc to return to normal mode.

Use x to delete the current character, or X to delete the one to the left

Use A to go insert text at the end of the line (wherever you are in the line!)

(Note: insert mode is actually very similar to a regular editor, you can use cursor/navigation keys, backspace, delete...)

Extras:

u to undo the last action – traditional vi has a single level, while vim supports unlimited undo (CTRL - R to redo)

0 jumps directly to the beginning of the line, $ to the end, and ^ to the first non-blank

Use w b e to move along 'words'. A 'word' is a sequence of all alphanumeric or punctuation signs: `quux(foo, bar, baz);`

Use W B E to move along WORDs. A 'WORD' is a sequence of any non-blank characters: `quux(foo, bar, baz);`

Use R to enter insert mode with an overstrike cursor, which types over existing characters.

: w and press enter to save, : q and enter to quit.

For the rest of the tutorial & a full cheat sheet, go to **www.viemu.com** - home of ViEmu, vi/vim emulation for Microsoft Visual Studio

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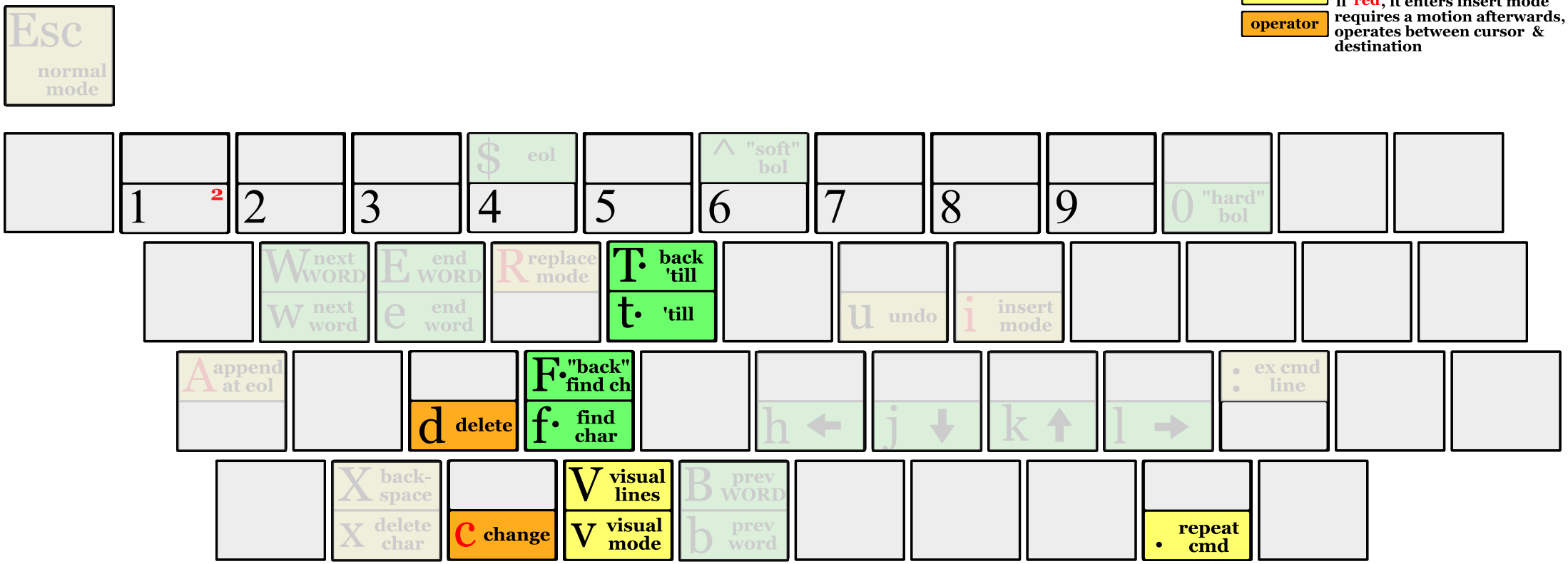
vi/vim lesson 2 - operators & repetition

learned — learned in previous lessons
motion — moves the cursor, or defines the range for an operator
command — direct action command, if red, it enters insert mode
operator — requires a motion afterwards, operates between cursor & destination



Basics:

f, followed by another key, moves the cursor to the next instance of that character on the current line, **F** does the same backwards.

t and **T** do the same, but they stop right before the character.

d (delete), followed, by any motion deletes the text between the cursor and that motion's destination (**d w**, **d f -** ...).

c (change) does the same, but leaves you in insert mode.

Some motions, such as **j** and **k**, are linewise – deletion includes the full start/end lines.

. repeats the last editing action: text input, delete or change, etc... motion is recalculated at the new place.

Extras:

Prepend a count to any command/motion to repeat it that number of times:
d 2 w to delete up to the second word.
d 2 t , to delete up to but not including the second comma.
2 i repeats the text after you press (Esc) to finish the input session.

Repeat operator (**c c** or **d d**) to operate on the current line.

Only in vim, **v** enters visual mode. Move around with motions, the text will be highlighted. Press an operator to operate on that selection.

V enters visual-lines mode – like **v**, but selecting whole lines.

CTRL - **v** selects rectangular blocks.

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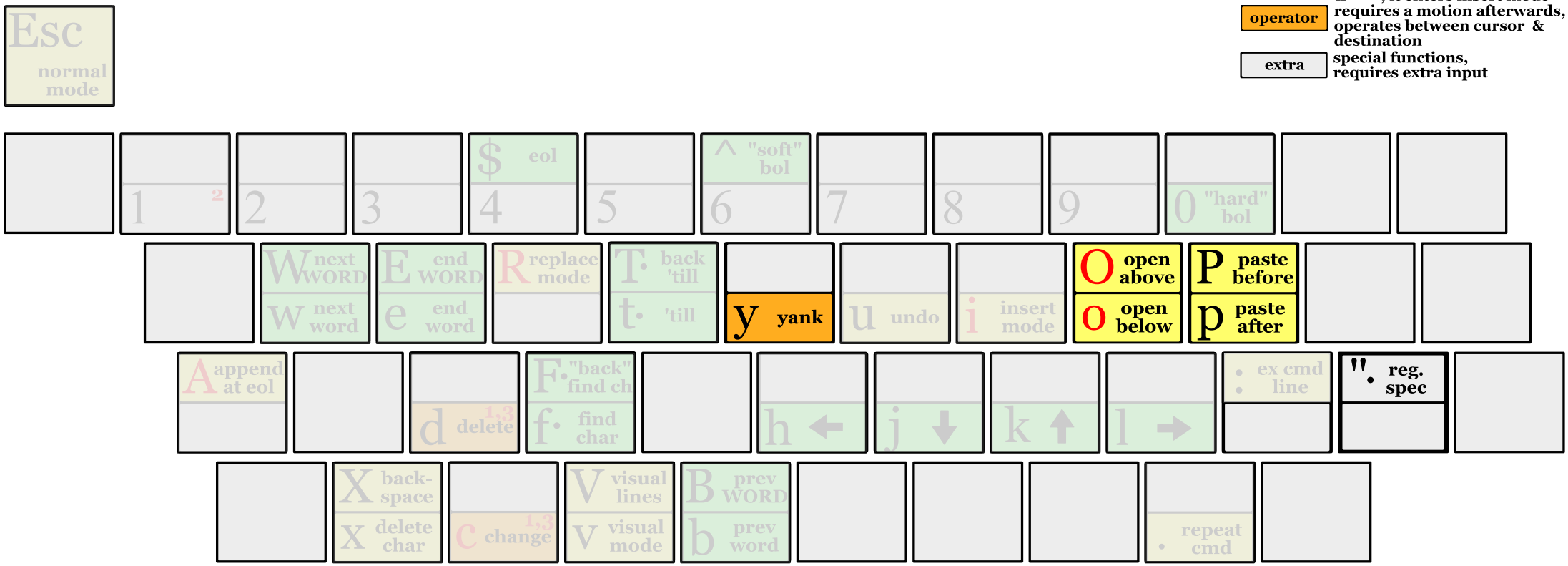
vi/vim lesson 3 - yank & paste

learned — learned in previous lessons
motion — moves the cursor, or defines the range for an operator
command — direct action command, if red, it enters insert mode
operator — requires a motion afterwards, operates between cursor & destination
extra — special functions, requires extra input



Basics

Use [y] followed by any motion to 'yank' (copy).

Use [p] to paste after (if charwise, to the right, if linewise, below).

Use [P] to paste before.

[y][y] copies the current line.

[y] also works in visual mode.

Text deleted with [d], [c], [x] ... is also copied!

Extras

["] and an [a] - [z] character before any yank/delete/paste command chooses a register.

An [A] - [Z] register before yank/delete means "append-copy".

["][*] or ["][+] select the system clipboard.

[o] enters insert mode in a new empty line below the current one.

[O] does the same above the current line.

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vi/vim lesson 4 - searching

learned — learned in previous lessons
motion — moves the cursor, or defines the range for an operator
command — direct action command, if red, it enters insert mode
operator — requires a motion afterwards, operates between cursor & destination
extra — special functions, requires extra input

Basics:

/ is the basic search motion – type the text you are searching for after the slash, and then press return. Being a motion, you can use this after an operator, or in visual mode.

? does the same, backwards.

n repeats the last search in the same direction, N repeats it in the reverse direction

Be careful, because the search target is interpreted as a regular expression: a*b means one or more 'a's followed by a 'b', ^abc means 'abc' at the beginning of a line, [0-9] looks for the next digit, etc...

Extras:

The following very useful motions work only in vim:

*** searches forward for the next instance of the identifier under the cursor.**

 # does the same backwards.

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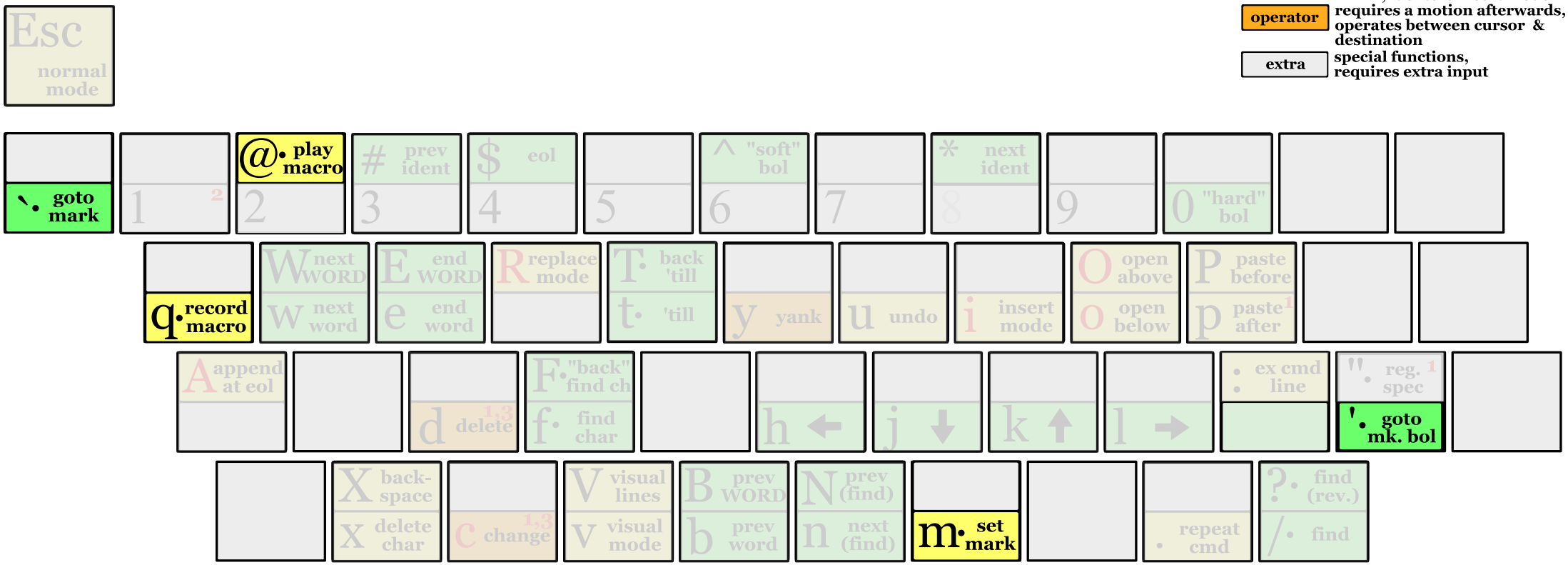
vi/vim lesson 5 - marks & macros

learned — learned in previous lessons
motion — moves the cursor, or defines the range for an operator
command — direct action command, if red, it enters insert mode
operator — requires a motion afterwards, operates between cursor & destination
extra — special functions, requires extra input



Marks:

Use `m` followed by an `a` - `z` character to set a mark.

Use `` ` `` followed by a character to go to that mark.

Use `'` and a character to go to the first non-blank in that line.

`A` - `Z` marks are global, `a` - `z` per-buffer.

`` ` `` `.` refers to the position of the last modification.

Macros:

Use `q` followed by an `a` - `z` character to start recording.

Use `q` afterwards to stop recording.

`@` followed by a character replays that macro.

`@` `@` to repeat the last macro played.

For the rest of the tutorial & a full cheat sheet, go to **www.viemu.com** - home of ViEmu, vi/vim emulation for Microsoft Visual Studio

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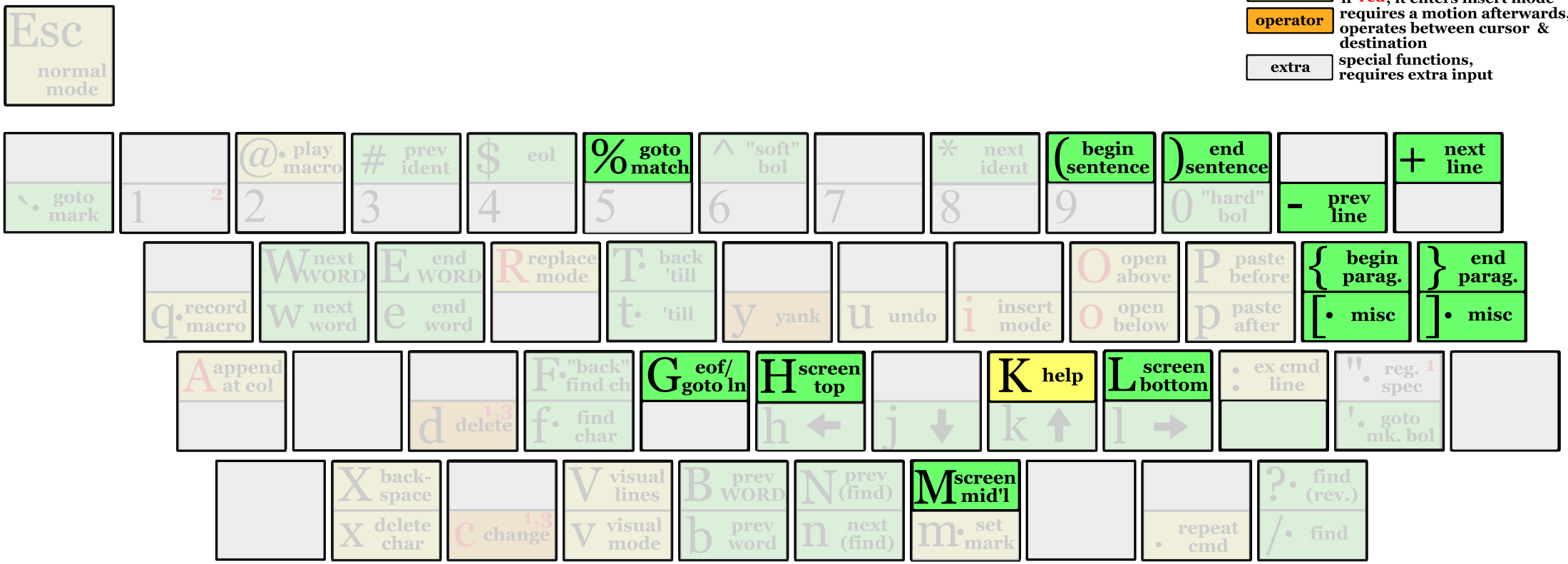
vi/vim lesson 6 – various motions

learned — learned in previous lessons
motion — moves the cursor, or defines the range for an operator
command — direct action command, if red, it enters insert mode
operator — requires a motion afterwards, operates between cursor & destination
extra — special functions, requires extra input



% jumps between matching pairs of '(' ')', '[', ']', etc...

H **M** **L** jump directly to the top/middle/bottom of the screen.

G jumps to the end of the file, or to the line # typed before it.

- / **+** jump to the previous/next line.

K, not technically a motion, jumps to the help for the word under the cursor: vim help, man page under unix, etc...

(and **)** jump to the beginning/end of the current sentence.

{ and **}** jump to the previous/next empty line.

[**[** jumps to the previous '{' in column 0.

] **]** jumps to the next '{' in column 0.

For the rest of the tutorial & a full cheat sheet, go to **www.viemu.com** - home of ViEmu, vi/vim emulation for Microsoft Visual Studio

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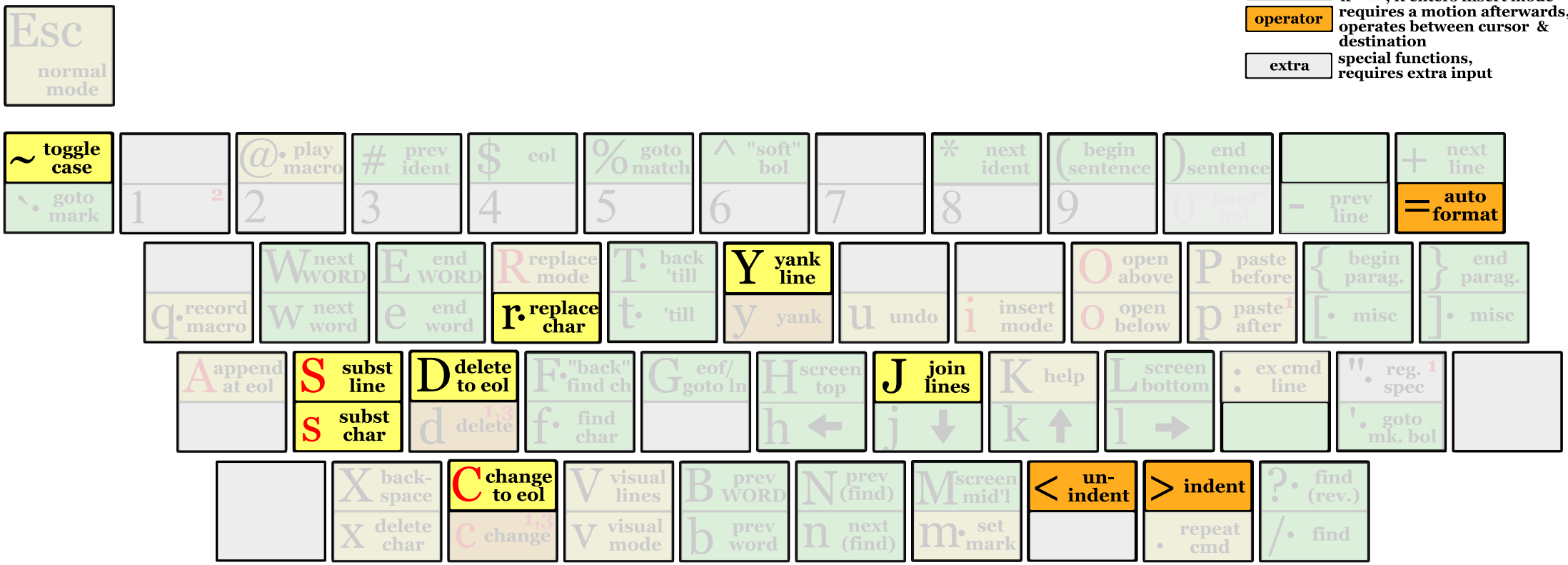
vi/vim lesson 7 - various commands

learned — learned in previous lessons
motion — moves the cursor, or defines the range for an operator
command — direct action command, if red, it enters insert mode
operator — requires a motion afterwards, operates between cursor & destination
extra — special functions, requires extra input



Basics:

J joins the current line with the next one, or all the lines in the current visual selection.

r followed by any character replaces the current character with that one.

C is shorthand for **c** **$**, changes to end of line.

D is shorthand for **d** **$**, deletes to end of line.

Y is shorthand for **y** **y**, yanks the whole line.

s deletes the character under the cursor and enters insert mode.

S clears the current line and enters insert mode.

Extras:

> and a motion to indent one or more lines.

< and a motion to unindent.

= and a motion to reformat a range of text.

All of them work in visual mode, or can be repeated (**>** **>**, etc...) to operate on the current line.

~ toggles the case of the character under the cursor.

Now go grab the full cheat sheet and learn the rest.
Start with **I** **a** **,** and **;**. Piece of cake!

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