

_vim	
Insertion	
ace [<n>]	space (n times)
tab [<n>]	tab (n times)
slap [<n>]	enter (n times)
chuck [<n>]	del (n times)
scratch [<n>]	backspace (n times)
ack	escape
Arithmetic	
assign	=
compare eek	==
compare not eek	!=
compare greater	>
compare less	<
compare geck	>=
compare lack	<=
bit ore	
bit and	&
bit ex or	^
times	*
divided	/
plus	+
minus	-
plus equal	+=
minus equal	-=
times equal	*=
divided equal	/=
mod equal	%=
Commands	
vim scratch	X
vim chuck	x
vim undo	u
plop	p
plap	P

ditto	.
ripple	macro
CamelCaseMotion	
calalope	,b
calayope	,w
end calayope	,e
inner calalope	i,b
inner calayope	i,w
inner end calayope	i,e
EasyMotion*	
easy lope	,:2, b
easy yope	,:2, w
easy elope	,:2, g, e
easy iype	,:2, e
easy lopert	,:2, B
easy yopert	,:2, W
easy elopert	,:2, g, E
easy eyopert	,:2, E
Operators	
relo	
dell	d
chaos	c
nab	y
swap case	g~
uppercase	gU
lowercase	gu
external filter	!
external format	=
format text	gq
rotate thirteen	g?
indent left	<
indent right	>
define fold	zf

Motion	
up	k
down	j
left	h
right	l
lope	b
yope	w
elope	ge
iype	e
loper	B
yopert	W
elopert	gE
eyopert	E
apla	{
anla	}
sapla	(
sanla)
care	^
hard care	O
doll	\$
screecare	g^
screedoll	g\$
scree up	gk
scree down	gj
wynac	G
wynac top	H
wynac toe	L
tect	%
matu	M
phytic	f
fitton	F
pre phytic	t
pre fitton	T

* comma symbol (,) indicates leader key