Builtin normal mode keys of Vifm

Keyboard layout (normal mode keys):

- **Esc** — cancel/reset selection
- **! 1** — make :range
- **@ 2**
- **# 3**
- **$ 4** — last column
- **% 5** — go to %pos
- **^ 6** — first column
- **& 7**
- *** 8**
- **(9** — prev group
- **) 0** — next group / first column
- **- _**
- **+ =** — local filter
- **Backspace**

- **Tab** — switch pane
- **Q q** (1)
- **W w**
- **E e** — explore file
- **R r** (2)
- **T t** — toggle select
- **Y y** — yank file(s) (4)
- **U u** — undo
- **I i** — forced open
- **O o**
- **P p** — move here / copy here
- **{ [** — prev file/dir (6)
- **}]** — next file/dir (6)
- **| **

- **Caps Lock**
- **A a** — (2,3)
- **S s**
- **D d** (11) (11)
- **F f** — to char fwd / to char back
- **G g** — go to last (7)
- **H h** — to view top / parent/left
- **J j** — item below
- **K k** — item above
- **L l** — to view bottom / open/right
- **: ;** — cmdline mode / char fwd
- **" ,** — use register / visit mark
- **Enter** — open current file(s)

- **Shift** (5)
- **Z z** (10) (8)
- **X x**
- **C c** — clone file(s) (12)
- **V v** (3) (3)
- **B b**
- **N n** — prev match / next match
- **M m** — to view middle / set mark
- **<** / **,** — char back
- **>** / **.** — repeat :cmd
- **? /** — search back / search fwd
- **Shift** (5)

- **Ctrl** (9)
- **Alt**
- **Space** — switch pane
- **Alt**
- **Menu**
- **Ctrl** (9)

(1) external editing

```
q:        – edit : command
q= q/ q?  – edit pattern
```

(2) symbolic links

```
al/rl  – absolute/relative link
```

(3) visual mode

```
v/V  – enter visual mode
av   – visual amend
```

(4) yanking

```
y({motion}|y)  – yank file(s)
```

(5) with shift

```
<s-tab>  – switch to view pane
```

(6) [and] (upper case wraps)

```
]c/[c       – next/prev diff change
]d/[d       – next/prev dir
[z/]z       – first/last tree sibling
]s/[s/]S/[S  – next/prev selected
]r/[r/]R/[R  – next/prev parent dir
```

(7) g*

```
ga/gA  – (re)calculate size
gt/gT  – next/previous tab
gf     – navigate to link target
gf/gF  – navigate to link target (one/all levels)
gg     – go to the first item
gs     – restore/make selection
gv     – restore visual mode
gr     – run with rights elevation (Win)
gU({motion}|U|gU|gg)  – to uppercase
gu({motion}|u|gu|gg)  – to lowercase
gh/gj/gk/gl  – 'lsview' h/j/k/l analogs
```

(8) Z*, z*

```
zj/zk  – go to next/prev tree sibling
zx     – fold tree node
zM     – apply filename filters only
z0     – remove filename filters (except local one)
zR     – filter no files
zd     – exclude custom view entry
zf     – add current file to filter
zr     – clear local filter
zm/zo/za  – hide/show/toggle dot files
zt/zz/zb  – put cursor to the top/center/bottom
```

(9) with control

```
<c-u/d>  – scroll half-page up/down
<c-y/e>  – scroll line up/down
<c-b/f>  – scroll page up/down
<c-i/o>  – history forward/backward
<c-p/n>  – go to item above/below
<c-a/x>  – inc/dec number in names
<c-g>    – display file info
<c-l>    – redraw screen
<c-r>    – redo operation
<c-c>    – reset selection and highlight (=<esc>)
<c-i>    – switch pane (=<tab>)
<c-w>(_||)  – maximize pane size
<c-w>H/J/K/L  – move pane to the left/bottom/top/right
<c-w>b/t      – go to bottom-right/top-left pane
<c-w>h/j/k/l  – go to left/bottom/top/right pane
<c-w>s/v/o    – horizontal/vertical/only layout
<c-w>w/p  – go to other pane      <c-w>x  – exchange panes
<c-w>(+|>)  – increase pane size  <c-w>z  – exit all view modes
<c-w>(-|<)  – decrease pane size  <c-w>=  – size panes equally
```

(10) Z*

```
ZZ/ZQ  – exit with/without saving state
```

(11) d* and D*

```
d({motion}|d)  – delete file(s)
D({motion}|D)  – perm. deletion
do/dp  – obtain/put file(s) in diff
```

(12) changing

```
cw  – rename file(s)
cW  – rename root of current file
cl  – change symlink target
cg  – change group (*nix)
co  – change owner (*nix)
cp  – change file perms/attrs
```