

# Vim cheatsheet

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 devhints.io/vim

Vim is a very efficient text editor. This reference was made for Vim 8.0.  
For shortcut notation, see `:help key-notation`.

## Exiting

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<code>:qa</code>	Close all files
<code>:qa!</code>	Close all files, abandon changes
<code>:w</code>	Save
<code>:wq</code> / <code>:x</code>	Save and close file
<code>:q</code>	Close file
<code>:q!</code>	Close file, abandon changes
<code>ZZ</code>	Save and quit
<code>ZQ</code>	Quit without checking changes

## Navigating

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<code>h</code> <code>j</code> <code>k</code> <code>l</code>	Arrow keys
<code>&lt;C-U&gt;</code> / <code>&lt;C-D&gt;</code>	Half-page up/down
<code>&lt;C-B&gt;</code> / <code>&lt;C-F&gt;</code>	Page up/down

## Words

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<code>b</code> / <code>w</code>	Previous/next word
<code>ge</code> / <code>e</code>	Previous/next end of word

## Line

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<code>0</code> (zero)	Start of line
<code>^</code>	Start of line ( <i>after whitespace</i> )
<code>\$</code>	End of line

## Character

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**fc** Go forward to character **c**

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**Fc** Go backward to character **c**

## Document

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**gg** First line

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**G** Last line

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**:n** Go to line **n**

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**nG** Go to line **n**

## Window

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**zz** Center this line

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**zt** Top this line

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**zb** Bottom this line

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**H** Move to top of screen

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**M** Move to middle of screen

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**L** Move to bottom of screen

## Search

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**n** Next matching search pattern

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**N** Previous match

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**\*** Next whole word under cursor

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**#** Previous whole word under cursor

## Tab pages

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**:tabedit [file]** Edit file in a new tab

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**:tabfind [file]** Open file if exists in new tab

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**:tabclose** Close current tab

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**:tabs** List all tabs

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**:tabfirst** Go to first tab

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**:tablast** Go to last tab

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<code>:tabn</code>	Go to next tab
<code>:tabp</code>	Go to previous tab

## Editing

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<code>a</code>	Append
<code>A</code>	Append from end of line
<code>i</code>	Insert
<code>O</code>	Next line
<code>O</code>	Previous line
<code>s</code>	Delete char and insert
<code>S</code>	Delete line and insert
<code>C</code>	Delete until end of line and insert
<code>r</code>	Replace one character
<code>R</code>	Enter Replace mode
<code>u</code>	Undo changes
<code>&lt;C-R&gt;</code>	Redo changes

## Exiting insert mode

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<code>Esc</code> / <code>&lt;C-[&gt;</code>	Exit insert mode
<code>&lt;C-C&gt;</code>	Exit insert mode, and abort current command

## Clipboard

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<code>x</code>	Delete character
<code>dd</code>	Delete line ( <i>Cut</i> )
<code>yy</code>	Yank line ( <i>Copy</i> )
<code>p</code>	Paste
<code>P</code>	Paste before
<code>"*p</code> / <code>" + p</code>	Paste from system clipboard
<code>"*y</code> / <code>" + y</code>	Paste to system clipboard

## Visual mode

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v	Enter visual mode
V	Enter visual line mode
<C-V>	Enter visual block mode

## In visual mode

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d / x	Delete selection
s	Replace selection
y	Yank selection ( <i>Copy</i> )

See [Operators](#) for other things you can do.

## #Operators

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### Usage

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Operators let you operate in a range of text (defined by *motion*). These are performed in normal mode.

d	w
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Operator   Motion

### Operators list

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d	Delete
y	Yank ( <i>copy</i> )
c	Change ( <i>delete then insert</i> )
>	Indent right
<	Indent left
=	Autoindent
g~	Swap case
gU	Uppercase
gu	Lowercase
!	Filter through external program

See `:help operator`

## Examples

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Combine operators with *motions* to use them.

<code>d d</code>	( <i>repeat the letter</i> ) Delete current line
<code>d w</code>	Delete to next word
<code>d b</code>	Delete to beginning of word
<code>2 dd</code>	Delete 2 lines
<code>d ip</code>	Delete a text object ( <i>inside paragraph</i> )
( <i>in visual mode</i> ) <code>d</code>	Delete selection

See: `:help motion.txt`

## #Text objects

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### Usage

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Text objects let you operate (with an *operator*) in or around text blocks (*objects*).

<code>v</code>	<code>i</code>	<code>p</code>
Operator	[i]nside or [a]round	Text object

### Text objects

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<code>p</code>	Paragraph
<code>w</code>	Word
<code>s</code>	Sentence
<code>[</code> <code>(</code> <code>{</code> <code>&lt;</code>	A <code>[]</code> , <code>()</code> , or <code>{}</code> block
<code>'</code> <code>"</code> <code>`</code>	A quoted string
<code>b</code>	A block <code>[</code> (
<code>B</code>	A block in <code>[</code> {
<code>t</code>	A XML tag block

## Examples

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<code>vip</code>	Select paragraph
<code>vipipipip</code>	Select more
<code>yip</code>	Yank inner paragraph
<code>yap</code>	Yank paragraph (including newline)
<code>dip</code>	Delete inner paragraph
<code>cip</code>	Change inner paragraph

See [Operators](#) for other things you can do.

## Diff

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`gvimdiff file1 file2 [file3]` See differences between files, in HMI

## #Misc

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### Folds

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<code>zo</code> / <code>zO</code>	Open
<code>zc</code> / <code>zC</code>	Close
<code>za</code> / <code>zA</code>	Toggle
<code>zv</code>	Open folds for this line
<code>zM</code>	Close all
<code>zR</code>	Open all
<code>zm</code>	Fold more ( <i>foldlevel</i> += 1)
<code>zr</code>	Fold less ( <i>foldlevel</i> -= 1)
<code>zx</code>	Update folds

Uppercase ones are recursive (eg, `zO` is open recursively).

## Navigation

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<code>%</code>	Nearest/matching <code>{[()]}</code>
<code>[(</code> <code>[{</code> <code>[&lt;</code>	Previous <code>(</code> or <code>{</code> or <code>&lt;</code>
<code>])</code>	Next

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[m	Previous method start
[M	Previous method end

## Jumping

<C-O>	Go back to previous location
<C-I>	Go forward
gf	Go to file in cursor

## Counters

<C-A>	Increment number
<C-X>	Decrement

## Windows

z{height}<Cr>    Resize pane to {height} lines tall

## Tags

:tag Classname	Jump to first definition of Classname
<C-]>	Jump to definition
g]	See all definitions
<C-T>	Go back to last tag
<C-O> <C-I>	Back/forward
:tselect Classname	Find definitions of Classname
:tjump Classname	Find definitions of Classname (auto-select 1st)

## Case

~	Toggle case (Case => cASE)
gU	Uppercase
gu	Lowercase
gUU	Uppercase current line (also gUgU )

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<code>guu</code>	Lowercase current line (also <code>gugu</code> )
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Do these in visual or normal mode.

## Marks

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<code>`^</code>	Last position of cursor in insert mode
<code>`.`</code>	Last change in current buffer
<code>`"</code>	Last exited current buffer
<code>`0</code>	In last file edited
<code>``</code>	Back to line in current buffer where jumped from
<code>``</code>	Back to position in current buffer where jumped from
<code>`[</code>	To beginning of previously changed or yanked text
<code>`]</code>	To end of previously changed or yanked text
<code>`&lt;</code>	To beginning of last visual selection
<code>`&gt;</code>	To end of last visual selection
<code>ma</code>	Mark this cursor position as <code>a</code>
<code>`a</code>	Jump to the cursor position <code>a</code>
<code>'a</code>	Jump to the beginning of the line with position <code>a</code>
<code>d'a</code>	Delete from current line to line of mark <code>a</code>
<code>d`a</code>	Delete from current position to position of mark <code>a</code>
<code>c'a</code>	Change text from current line to line of <code>a</code>
<code>y`a</code>	Yank text from current position to position of <code>a</code>
<code>:marks</code>	List all current marks
<code>:delm a</code>	Delete mark <code>a</code>
<code>:delm a-d</code>	Delete marks <code>a</code> , <code>b</code> , <code>c</code> , <code>d</code>
<code>:delm abc</code>	Delete marks <code>a</code> , <code>b</code> , <code>c</code>

## Misc

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<code>.</code>	Repeat last command
<code>]p</code>	Paste under the current indentation level

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<code>:set ff=unix</code>	Convert Windows line endings to Unix line endings
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## Command line

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<code>&lt;C-R&gt;&lt;C-W&gt;</code>	Insert current word into the command line
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<code>&lt;C-R&gt;"</code>	Paste from " register
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<code>&lt;C-X&gt;&lt;C-F&gt;</code>	Auto-completion of path in insert mode
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## Text alignment

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:center [width]
:right [width]
:left
```

See `:help formatting`

## Calculator

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<code>&lt;C-R&gt;=128/2</code>	Shows the result of the division : '64'
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Do this in insert mode.

## Exiting with an error

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```
:cq
:cquit
```

Works like `:qa` , but throws an error. Great for aborting Git commands.

## Spell checking

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<code>:set spell spelllang=en_us</code>	Turn on US English spell checking
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<code>]s</code>	Move to next misspelled word after the cursor
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<code>[s</code>	Move to previous misspelled word before the cursor
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<code>z=</code>	Suggest spellings for the word under/after the cursor
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<code>zg</code>	Add word to spell list
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<code>zw</code>	Mark word as bad/mispelling
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<code>zu</code> / <code>C-X (Insert Mode)</code>	Suggest words for bad word under cursor from spellfile
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See `:help spell`

## #Also see

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- [Vim cheatsheet](http://vim.rotrr.com) (*vim.rotrr.com*)
- [Vim documentation](http://vimdoc.sourceforge.net) (*vimdoc.sourceforge.net*)
- [Interactive Vim tutorial](http://openvim.com) (*openvim.com*)