

THE SEMI-OFFICIAL IBM developerWorks™ vi CHEAT SHEET!

MOVEMENT

◀◀ HORIZONTAL ▶▶

- , l right one character
- ←, h left one character
- 0 beginning of line
- \$ end of line
- w/W beginning of next word/bigword
- e/E end of next word/bigword
- b/B beginning of prev. word/bigword
- (/) beginning of prev./next sentence
- {/} beginning of cur./next P

- ↑, k up one line
- ↓, j down one line
- PAUP, ^B up one page
- PADN, ^F down one page
- (number)G goto line (number)
- /string find string
- n/N repeat search/backwards

OPEN, SAVE + QUIT

- :q quit
- :q! quit, throw away changes
- :w filename save as filename
- :x quit+save
- :sp filename new split-frame window
- ^W^W goto next window

WINDOWING (vim, plus)

BASIC EDITS

THESE COMMANDS MODIFY TEXT (BUT KEEP YOU IN COMMAND MODE)

- x delete character under cursor
- J join next line to end of current line
- r(char) replace char under cursor w/ (char)
- dd delete current line
- d(move) delete from cursor to (move)
- u undo!
- . repeat last edit command

INSERT MODE

ANY OF THESE COMMANDS => WILL PUT YOU IN INSERT MODE. IN INSERT MODE, YOU CAN TYPE IN TEXT, HIT RETURN FOR A NEW LINE, ←, ↓, →, ↑ TO MOVE AND [DELETE]. TO RETURN TO COMMAND MODE, HIT [ESC].

- i/a insert before/after cursor
- I/A insert @ beginning/end of line
- o/O new line below/above, then insert
- cc replace current line
- c(move) replace to (move)

COMPOUND COMMANDS - the power of vi

- NOTION!
- 3 → 3 chars right
 - 4) 4 sentences →
 - 2 b ← 2 words
 - 12 § → 12 paragraphs

- DELETION!
- =d3w delete next 3 words
 - d} delete remainder of P
 - d) delete remainder of sentence

- CHANGE!
- c) replace rest of sentence
 - c\$ replace rest of line

CUT + PASTE (vim, elvis)

1. PRESS v TO ENTER VISUAL MODE
2. MOVE CURSOR TO HIGHLIGHT TEXT
3. PRESS d TO CUT, y TO COPY
4. MOVE TO TARGET LOCATION
5. HIT P TO PASTE AFTER CURSOR, p TO PASTE BEFORE CURSOR.

SEARCH/REPLACE

- :s/reg/rep/ 1st match, cur. line
- :s/reg/rep/g all matches, cur. line
- :%s/reg/rep/g global replace
- :%s/reg/rep/gc global w/ prompt

TABBING

- ^D ← ^T → :set autoindent (turn on)
- :set tabstop=(num) => to set tab size