







Vim Editor Cheat Sheet

Movement

h j k l	Character Left/Down/Up/Right (also ◀ ▶ ▲ ▼).
w b	Forward/Backward by start of word delimited by white space.
W B	Forward/Backward by start of word delimited by non-keyword characters.
e E	Forward by end of word (see above).
(,)	Next/Previous sentence start.
{, }	Next/Previous paragraph start.
0 \$	First/Last position of current line.
^	First non-blank character of current line.
+ -	First character in Next/Previous line.
nG :n	Move to line number <i>n</i> .
G	Move to last line.
gg	Move to first line.
 	Scroll Down/Up full screen.
 	Scroll Down/Up a half screen.
 	Show one more line at Bottom/Top of window.
z	Scroll line with cursor to top of screen.
z.	Scroll line with cursor to middle of screen.
z-	Scroll line with cursor to bottom of screen.
H	Top line of screen.
M	Middle line of screen.
L	Last line of screen.
nH nL	Line <i>n</i> from Top/Bottom of screen.

Searching and replacing

/pattern	Search forward for <i>pattern</i> .
?pattern	Search backward for <i>pattern</i> .
n N	Repeat previous search Same/Opposite direction.
/, ?	Repeat previous search Forwards/Backwards.
fx Fx	Search Right/Left for character <i>x</i> in current line, putting cursor on character.
tx	Search right for character <i>x</i> in current line, putting cursor left of character.
Tx	Search left for character <i>x</i> in current line, putting cursor right of character.
;	Repeat previous current-line search.
:	Repeat previous current-line search in opposite direction.
:%s/old/new/g	Replace all <i>old</i> with <i>new</i> throughout file.
:%s/old/new/gc	Replace all <i>old</i> with <i>new</i> throughout file. with confirmation.

Marking position

mx	Mark current position as <i>x</i> .
`x	Move cursor to mark <i>x</i> .
``	Move cursor to previous mark.
'x	Move cursor to beginning of line containing mark <i>x</i> .
''	Move cursor to beginning of line containing previous mark.
:marks	List all marks.
:delm x	Delete mark <i>x</i> .

Insert mode

i a	Enter insert mode Before/After cursor.
I A	Enter insert mode at Beginning/End of current line.
o O	Enter insert mode in new line Below/Above current line.
<code>Esc</code>	Leave insertion mode.

Editing

r	Replace character at cursor.
R	Enter replace mode at cursor. Use <code>Esc</code> to leave.
J	Join current line with the one below.
S cc	Change (replace) line.
c\$	Change to the end of line.
cm	Change defined by movement command <i>m</i> (e.g. <code>cw</code> to change next word).
xp	Transpose two letters (delete and paste).
u	Undo.
<code>ctrl+r</code>	Redo.
.	Repeat last command.

Cutting and Pasting

x	Delete (cut) character at cursor.
X	Delete characters before cursor.
D	Delete characters to end of line.
dm	Delete defined by movement command <i>m</i> (e.g. <code>cw</code> to change next word).
dd	Delete current line.
"add	Delete current line into named register <i>a</i> .
yy Y	Yank (copy) current line.
Ym	Yank defined by movement command <i>m</i> (e.g. <code>cw</code> to change next word).
Y\$	Yank to end of line.
"ayy	Yank current line into named register <i>a</i> .
p P	Paste text from default register Before/After cursor.
"nP	Paste text after cursor from automatic register <i>n</i> (1..9).
"aP	Paste text after cursor from named register <i>a</i> .
:registers	List available registers.

Visual mode

v	Enter visual mode at cursor. Use <code>Esc</code> to leave.
h j k l	Movement to select (highlight) text (also <code>◀</code> <code>▼</code> <code>▲</code> <code>▶</code>).
y	Yank (copy) selected text to default register, and leave mode.
"ay	Yank selected text into named register <i>a</i> .
d	Delete (cut) selected text to default register, and leave mode.
"ad	Delete selected text into named register <i>a</i> , and leave mode.
p P	Paste text from default register Before/After cursor.
"aP	Paste text after cursor from named register <i>a</i> .

Exiting and saving

ZZ	:x	:wq	Save file and quit.
	:w		Save file.
	:w!		Save file overriding protection.
	:q		Quit.
	:q!		Quit overriding protection.
	:e		Reload file.
	:e!		Rollback to last save.