

VISUAL MOVEMENT CMDS <u>h</u> Move left <u>j</u> Move down <u>k</u> Move up <u>l</u> Move right <u>xxxG</u> Go to line xxx <u>/xxx</u> Search forward <u>?xxx</u> Search backward <u>n</u> Repeat search	VISUAL EDIT CMDS <u>i</u> Insert <u>a</u> Append <u>o</u> Open line after <u>O</u> Open line before <u>R</u> Replace <u>x</u> Delete char <u>X</u> Delete prev char <u>p</u> Paste after [3] <u>P</u> Paste before [3] <u>u</u> Undo	EX COMMANDS [2] <u>:q!</u> QUIT, NO SAVE <u>:x</u> SAVE & QUIT <u>:qa</u> Quit all windows <u>:h topic</u> Help <u>:w file</u> Write this file <u>:n</u> Edit next file <u>:e file</u> Edit other file <u>:se ...</u> Set/show options <u>:lp</u> Print <u>:ta name</u> Look up a tag <u>:mak</u> Compile, find error <u>:er</u> Find next error
VISUAL WINDOW CMDS <u>^Ws</u> Split window <u>^W^W</u> Go to next win <u>^Wq</u> SAVE & QUIT <u>^Wd</u> Toggle display	VISUAL OPERATORS [4] <u><</u> Shift left <u>></u> Shift right <u>=</u> Adjust via ep [5] <u>!xxx</u> Filter thru xxx <u>c</u> Change <u>d</u> Delete <u>y</u> Yank	OPTIONS [6] <u>readeol</u> File type <u>bufdisplay</u> How to display <u>tabstop</u> Width of tab char <u>shiftwidth</u> For < > operators <u>inputtab</u> Role of <tab> key <u>magic</u> Searching syntax <u>ruler</u> Show line/columns <u>showmode</u> Show input state <u>lptype</u> Printer type <u>lpout</u> Printer port
VISUAL MISCELLANY <u>ZZ</u> SAVE & QUIT <u>^L</u> Refresh screen <u>:</u> Run 1 ex command <u>Q</u> Run many ex cmds <u>K</u> Look up word [7] Esc Cancel command <u>^G</u> Show fil info <u>.</u> Repeat change	VISUAL SELECTIONS [8] <u>v</u> Select chars <u>V</u> Select lines <u>^V</u> Select rectangle	

NOTES:

- 1) This is not a complete list of commands and options. I just tried to fit the most interesting and useful items in the smallest possible space. Control characters are represented as a caret and a letter; e.g., ^X means <Control-X>.
- 2) All ex command begin with a ':' keystroke, and end with a carriage return. Try :help ex for more information.
- 3) Most commands which delete or change text will save the old text in a cut buffer before making the change. The **p** and **P** commands copy text from the cut buffer back into the file.
- 4) Operator commands are normally followed by a movement command; the operator then acts on the text between the cursor's original position, and the position that the movement command would move it to. For example, "d24G" deletes all lines between the current line and line 24. Alternatively, you could use a VISUAL SELECTION command and some movement commands to highlight text, and then hit the operator to act on that text.
- 5) The = operator sends text through an external filter program, named by the equalprg option.
- 6) Options are accessed via the :set command.
- 7) The **K** command runs the program named by the keywordprg option; as an argument, it passes whatever word the cursor is on. This can provide convenient access to an on-line manual.
- 8) The visual selection commands can be by hitting the <Esc> key.