

Vi Editor Cheat Sheet

Movement Commands

Character

h, j, k, l Left, down, up, right

Text

w, W, b, B Forward, backward by word

e, E End of word

(,) Beginning of next, previous sentence

{, } Beginning of next, previous paragraph

[,] Beginning of next, previous section

Lines

0, \$ First, last position of current line

^ First non-blank character of current line

+, - First character of next, previous line

H Top line of screen

M Middle line of screen

L Last line of screen

nH, nL Line *n* from top, bottom of screen

Scrolling

[Ctrl]F, [Ctrl]B Scroll forward, backward one screen

[Ctrl]D, [Ctrl]U Scroll down, up one-half screen

[Ctrl]E, [Ctrl]Y Show one more line at bottom, top of window

z[Enter] Scroll until line with cursor is at top of screen

z. Scroll until line with cursor is at middle of screen

z- Scroll until line with cursor is at bottom of screen

Searches

/pattern Search forward for *pattern*

?pattern Search backward for *pattern*

n, N Repeat last search in same, opposite direction

/, ? Repeat previous search forward, backward

fx search forward for character *x* in current line

Fx search backward for character *x* in current line

tx search forward for character before *x* in current line

Tx search backward for character after *x* in current line

; Repeat previous current-line search

, Repeat previous current-line search in opposite direction

Line Number

[Ctrl]G Display current line number

nG Move to line number *n*

G Move to last line in file

:n move to line number *n*

Marking Position

mx Mark current position as *x*

`x Move cursor to *x*

`` Return to previous mark or context

'x Move to beginning of line containing mark *x*

'' Return to beginning of line containing previous mark

Editing Commands

Insert

i, a Insert text before, after cursor

I, A Insert text at beginning, end of line

o, O Open new line for text below, above cursor

Change

r Replace with next typed character

~	Change between uppercase and lowercase
cm	Change text block defined by movement command <i>m</i> (e.g., cw changes next word)
cc	Change current line
C	Change to end of line
R	Type over characters
s	Delete character and continue typing
S	Delete current line and continue typing
Delete, Move	
x	Delete character
X	Delete character to the left of the cursor
dm	Delete text block defined by movement command <i>m</i> (e.g., dw deletes next word)
dd	Delete current line
D	Delete to end of line
p, P	Put deleted text before, after cursor
"np	Put text from delete buffer number <i>n</i> after cursor (for last nine deletions)
Yank (copy)	
ym	Yank (copy) text block defined by movement command <i>m</i> (e.g., yw yanks next word)
yy, Y	Yank current line
"ayy	Yank current line into named buffer <i>a</i>
p, P	Put yanked text before, after cursor
"aP	Put text from buffer <i>a</i> before cursor
Other Commands	
.	Repeat last edit command
u	Undo last edit
U	Undo changes to current line
J	Join two lines
[Ctrl]L, [Ctrl]R	Redraw screen

Invoking vi

vi <i>file</i>	Invoke vi editor on <i>file</i>
vi <i>file1 file2</i>	Invoke vi editor on files sequentially
view <i>file</i>	Invoke vi editor on <i>file</i> in read-only mode
vi -R <i>file</i>	Invoke vi editor on <i>file</i> in read-only mode
vi -r <i>file</i>	Recover <i>file</i> and recent edits after system crash
vi + <i>file</i>	Open <i>file</i> at last line
vi +n <i>file</i>	Open <i>file</i> at line number <i>n</i>
vi +/<i>pattern file</i>	Open <i>file</i> at <i>pattern</i>

Exit and Save Commands

ZZ	Save file and quit
:x	Save file and quit
:wq	Save ("write") file and quit
:w	Save file
:w!	Save file (overriding protection)
:30,60w <i>newfile</i>	Save lines 30 through 60 as file <i>newfile</i>
:30,60w>> <i>file</i>	Append lines 30 through 60 to file <i>file</i>
:w %.<i>new</i>	Save current buffer named <i>file</i> as <i>file.new</i>
:q	Quit
:q!	Quit, discarding any changes
Q	Quit vi and invoke ex
:e <i>file2</i>	Edit <i>file2</i> without leaving vi
:e! <i>file2</i>	Discard changes to current file, then edit <i>file2</i> without leaving vi
:n	Edit next file
:e!	Discard all changes since last save
:e#	Edit alternate file