

# vi Editor Command Reference

Invoking vi: `vi filename`

Format of vi commands: `[count][command]`

(count repeats the effect of the command)

## Command mode versus input mode

Vi starts in command mode. The positioning commands operate only while vi is in command mode. You switch vi to input mode by entering any one of several vi input commands. (See next section.) Once in input mode, any character you type is taken to be text and is added to the file. You cannot execute any commands until you exit input mode. To exit input mode, press the escape (**Esc**) key.

## Input commands (end with Esc)

<code>a</code>	Append after cursor
<code>i</code>	Insert before cursor
<code>o</code>	Open line below
<code>O</code>	Open line above
<code>:r file</code>	Insert <code>file</code> after current line

Any of these commands leaves vi in input mode until you press **Esc**. Pressing the **RETURN** key will not take you out of input mode.

## Change commands (Input mode)

<code>cw</code>	Change word (Esc)
<code>cc</code>	Change line (Esc) - blanks line
<code>c\$</code>	Change to end of line
<code>rc</code>	Replace character with <code>c</code>
<code>R</code>	Replace (Esc) - typeover
<code>s</code>	Substitute (Esc) - 1 char with string
<code>S</code>	Substitute (Esc) - Rest of line with text
<code>.</code>	Repeat last change

## Changes during insert mode

<code>&lt;ctrl&gt;h</code>	Back one character
<code>&lt;ctrl&gt;w</code>	Back one word
<code>&lt;ctrl&gt;u</code>	Back to beginning of insert

## File management commands

<code>:w name</code>	Write edit buffer to file <code>name</code>
<code>:wq</code>	Write to file and quit
<code>:q!</code>	Quit without saving changes
<code>ZZ</code>	Same as :wq
<code>:sh</code>	Execute shell commands (<ctrl>d)

## Window motions

<code>&lt;ctrl&gt;d</code>	Scroll down (half a screen)
<code>&lt;ctrl&gt;u</code>	Scroll up (half a screen)
<code>&lt;ctrl&gt;f</code>	Page forward
<code>&lt;ctrl&gt;b</code>	Page backward
<code>/string</code>	Search forward
<code>?string</code>	Search backward
<code>&lt;ctrl&gt;l</code>	Redraw screen
<code>&lt;ctrl&gt;g</code>	Display current line number and file information
<code>n</code>	Repeat search
<code>N</code>	Repeat search reverse
<code>G</code>	Go to last line
<code>nG</code>	Go to line <code>n</code>
<code>:n</code>	Go to line <code>n</code>
<code>z&lt;CR&gt;</code>	Reposition window: cursor at top
<code>z.</code>	Reposition window: cursor in middle
<code>z-</code>	Reposition window: cursor at bottom

## Cursor motions

<code>H</code>	Upper left corner (home)
<code>M</code>	Middle line
<code>L</code>	Lower left corner
<code>h</code>	Back a character
<code>j</code>	Down a line
<code>k</code>	Up a line
<code>^</code>	Beginning of line
<code>\$</code>	End of line
<code>l</code>	Forward a character
<code>w</code>	One word forward
<code>b</code>	Back one word
<code>fc</code>	Find <code>c</code>
<code>;</code>	Repeat find (find next <code>c</code> )

## Deletion commands

dd or ndd	Delete <i>n</i> lines to general buffer
dw	Delete word to general buffer
dnw	Delete <i>n</i> words
d)	Delete to end of sentence
db	Delete previous word
D	Delete to end of line
x	Delete character

## Recovering deletions

p	Put general buffer after cursor
P	Put general buffer before cursor

## Undo commands

u	Undo last change
U	Undo all changes on line

## Rearrangement commands

yy or Y	Yank (copy) line to general buffer
“z6yy	Yank 6 lines to buffer <i>z</i>
yw	Yank word to general buffer
“a9dd	Delete 9 lines to buffer <i>a</i>
“A9dd	Delete 9 lines; Append to buffer <i>a</i>
“ap	Put text from buffer <i>a</i> after cursor
p	Put general buffer after cursor
P	Put general buffer before cursor
J	Join lines

## Parameters

:set list	Show invisible characters
:set nolist	Don't show invisible characters
:set number	Show line numbers
:set nonumber	Don't show line numbers
:set autoindent	Indent after carriage return
:set noautoindent	Turn off autoindent
:set showmatch	Show matching sets of parentheses as they are typed
:set noshowmatch	Turn off showmatch
:set showmode	Display mode on last line of screen
:set noshowmode	Turn off showmode
:set all	Show values of all possible parameters

## Move text from file *old* to file *new*

vi <i>old</i>	
“a10yy	yank 10 lines to buffer <i>a</i>
:w	write work buffer
:e <i>new</i>	edit new file
“ap	put text from <i>a</i> after cursor
:30,60w <i>new</i>	Write lines 30 to 60 in file <i>new</i>

## Regular expressions (search strings)

^	Matches beginning of line
\$	Matches end of line
.	Matches any single character
*	Matches any previous character
.*	Matches any character

## Search and replace commands

### Syntax:

: [address]s/old\_text/new\_text/

### Address components:

.	Current line
n	Line number <i>n</i>
.+m	Current line plus <i>m</i> lines
\$	Last line
/string/	A line that contains "string"
%	Entire file
[addr1],[addr2]	Specifies a range

### Examples:

The following example replaces only the **first** occurrence of Banana with Kumquat in each of 11 lines starting with the current line (.) and continuing for the 10 that follow (.+10).

:.,.+10s/Banana/Kumquat

The following example replaces **every** occurrence (caused by the *g* at the end of the command) of apple with pear.

:%s/apple/pear/g

The following example removes the last character from every line in the file. Use it if every line in the file ends with *^M* as the result of a file transfer. Execute it when the cursor is on the first line of the file.

:%s/.\$/ /