

1. Introduction

This appendix contains a summary of commands for the Unix visual or screen editor, vi. There are two modes of operation for vi, the command mode and the text insertion mode. In the following, "[n]" is an optional integer indicating how many times a certain operation is to be done, a line number defining the range to which an operation is to be applied, etc. ":" prefixes a string of certain commands that are entered while in command mode. The ":" and the commands will be displayed on the last line of the display.

2. Entering the VI editor

vi file	edit at first line of file
vi	edit a new empty file
vi + n file	edit at line n in file
vi + file	edit at last line in file
vi -r	list saved files
vi file1, file2 ...	edit file1; file2, ... (After file1 enter :n for each remaining file)
vi -t tag	edit at tag file in tags file
vi +/pat file	search for and edit at pattern in file
view file	view the file without making changes

3. Leaving the VI editor

:q<CR>	Quit vi as long as no changes have been made
:q!<CR>	Unconditionally quit vi. no changes since last save will be saved
:wq<CR>	Exit vi. Write changes and quit
:x<CR>	Exit vi. Write changes and quit
ZZ	Exit vi. Write changes and quit

4. Positioning the Cursor

4.1. File Positioning

[n]^f	Forward [m] full screens
[n]^b	Backward screens
[n]^d	Scroll down (default is half screen)
[n]^u	Scroll up (default is half screen)
[n]^e	Scroll down 1 line
[n]^y	Scroll up 1 line
[n]G	Go to line n (default is last line of file)
[n]/pat	Next line matching "pat"
[n]?pat	Previous line matching "pat"
[n]n	Repeat last / or ?
[n]N	Reverse last / or ?
[n]/pat/+m	mth line after pat

[n]?pat?-m mth line befor pat

4.2. Screen Positioning

[n]H to nth line from top of display. Without n, to top.
[n]L To nth line from bottom of display. No n, to bottom
M To the middle line of display

4.3. Line Positioning

0 Beginning of Line
[n]\$ End of Line
[n]+ Next line, at first non-white
[n]- Previous line, at first non-white
[n]<CR> Return , same as +
[n]<DA>i or <DA>j Next line same column
[n]<UA> or K Previous line same column.

4.4. Character Positioning within a line

[n]<UA> First non-white
[n]l or <RA> Forward one character
[n]h or <LA> Backward one character
[n]spacebar same as <RA>
[n]backspace Same as <LA>
[n]^h Same as <LA> or backspace
[n]fx Find x forward
[n]Fx Find X backward
[n]tx move up to x forward
[n]Tx Move up to X backward
[n]; Repeat last f, F, t, or T
[n], Inverse of ;
[n]: Move to specified column number [n]

4.5. Word Positioning

Punctuation characters and strings of punctuation characters count as words.

[n]w Move forward to beginning of word
[n]b Move back to the beginning of word.
[n]e Move forward to the end of word.
[n]W Move forward to beginning of word (Punctuation ignored).
[n]B Move back to beginning of word. (Punctuation ignored)
[n]E Move forward to end of word. (Punctuation ignored.)

4.6. Sentence, Paragraph, Heading Positioning

[n])	Move forward to next sentence.
[n](Move back one sentence
[n}]	Move forward to next paragraph
[n]{	Move back one paragraph
[n]])	Move forward to next heading
[n][[Move back one heading

5. Creating Text

<i>a</i> text<ESC>	Append after cursor, until <ESC>
<i>i</i> text<ESC>	Insert before cursor
<i>A</i> text<ESC>	Append at end of line
<i>I</i> text<ESC>	Insert before first non-blank
<i>o</i> text<ESC>	Open Line below
<i>O</i> text<ESC>	Open above

6. Making Corrections During Text

^w	Erase last word during insert
kill	Kill the insert on this line
backspace	Erase the last character
^h	Erase last character
<ESC>	Ends insertion, back to command mode
^v	To print a non-printing character precede that character with ^v

7. Modifying Text

7.1. Changing Text

~	Switch case of character
[n]Ctext<ESC>	Change from cursor to end of line with text
[n]Rtext<ESC>	Replace characters
[n]Stext<ESC>	Substitute on lines
[n]cobjtext<ESC>	Replace specified object (word) to the following text
[n]rx	Replace character with x
[n]stext<ESC>	Replace character with a text string
[n]cctext<ESC>	Replace a whole line

7.2. Deleting Text

D	Delete from cursor to end of line
[n]x	Delete a character
[n]X	Delete character to the left of the cursor
[n]d(object)	Delete the specified object (word, sentence, para. ...)
[n]dd	Delete a line

7.3. Moving Text

"r	Named register r (a through z) that saves the delete commands
"rp	Puts deleted text from register r after or below cursor
"rP	Puts deleted text from register r before or above cursor
p	Puts last deleted text after or below cursor
P	Puts last deleted text before or above cursor

7.4. Copying Text

"r	Named register (a through z) can precede a yank command For example: "a2yy places the current line and the next line in buffer a.
"R	Named register R (A through Z) can precede a yank command. This command appends yanked information into the associated buffer r. "Ay) appends the following sentence to register a.
y[n]object	Yanks a copy of the following object into a register
[n]Y	Yanks a copy of the current line into a register.
[n]yy	Same as Y
"rp	Puts deleted text from register r after or below cursor
"rP	Puts deleted text from register r before or above cursor
p	Puts last deleted text after or below cursor
P	Puts last deleted text before or above cursor

7.5. Undoing, Redoing, Retrieving

u	Undo last change
U	Restore current line
.	Repeat last change
"hp	Retrieve one of the last 9 deletes. h is 1 through 9 in reverse order of delete.

8. Global Searches and Changes

<code>:g/text/</code>	Move cursor to last line in file with text
<code>:g/text/p</code>	Print all lines with text
<code>:g/text/nu</code>	Print all lines and line numbers with text
<code>:[m],[n]g/text/</code>	Move cursor to n line in file with text
<code>:[m],[n]g/text/p</code>	Print all lines with text from line m to n
<code>:[m],[n]g/text/nu</code>	Print all lines and line numbers with text from line m to n