Information Technology Rice University July 11, 2002 Document No. UNIX 4.01 vi Reference Card

Introduction

vi (visual) is a display-oriented text editor based on an underlying line editor ex. When using vi, changes you make to the file are reflected in what you see on your screen. The position of the cursor on the screen indicates the position within the file. Many commands may be preceded by an integer, n, indicating that the command is to be repeated n times at the current cursor position. Typing the ESC (escape) character takes you out of input mode and into command mode. A partial command may be cancelled by typing ESC. Commands prefaced by a ^ (caret) mean to hold down the CONTROL key and then press the indicated character. To enter the vi editor type:

vi -options filename

Options:

-r filename	recover filename after an editor or system crash.	
	If file is not specified a list of all saved files will	
	be printed.	
-R	read only mode	
+/string	search for string	
vi filenamelist	enter vi, read in first file in filenamelist	
:n	edit next file in filenamelist	
:n filenamelist	specify new filenamelist	
:e#	return to original file	
:e! filename	edit filename, discard previous buffer	
:r filename	place copy of filename below the current line	
^g	display the current file name and current line number	

Modes of Operation

Commandnormal and initial mode; other modes return to
command mode upon completion. ESC (escape) is
used to cancel partial command.InputTo enter the input mode, type one of the following:
a, i, A, I, o O, c, C, s, S, or R. Text may then be
entered. Input mode is terminated with ESC
character.

Undoing/Canceling Commands

- ESC cancel unexecuted vi command
- **^C** stop in-progress command
- u counteract last command that changed the buffer
- U counteract changes to current line

Repeating a Command

repeat the last command that changed the buffer

Saving Work / Editing

:w	write file under original name	
ZZ or :wq	write file under original name, exit vi	
:q!	exit vi, no changes are saved	
:w filename	write the file under <i>filename</i>	
:w! filename	write the file under <i>filename</i> , overwrite existing file	
<i>x,y</i> w <i>filename</i>	write lines x through y under <i>filename</i>	
: <i>x</i> , <i>y</i> w !	filename write lines <i>x</i> through <i>y</i> under <i>filename</i> ,	
	overwrite existing filename	

Displaying Line Numbers

^g	display line number of current line
:set number	display all line numbers, to the left of each line
:set nonumber	remove all displayed line numbers

Editing Text

Inserting Text

i	insert before the current character
a	insert after the current character
Α	insert at end of current line
I	insert at beginning of current line
0	insert below current line (opens new line)
0	insert above current line (opens new line)
ESC	end text insertion

Replacing Text

r	replace the current character, no ESC necessary
S	replace the current character
cw	replace the current word
S	replace the current line

- C replace the current cursor position to end of line
- **R** replace from current cursor position to end of line, does not change characters typed over
- ESC end text insertion

Erasing During Insertion

^h or DELETE	erase character, move left
^ W	erase word, move left
^u	erase the current line

Setting Margins

set wrapmargin=*x* set right margin to *x*, automatic word wrap

Setting Automatic Indentation

:set autoindent	set automatic indentation
:set noai	turn off automatic indentation
^d	move left one tabstop
^t	move right one tabstop

Joining Lines

J	join the current line and the line below it
# J	join # lines, starting with the current line

Deleting Text

- x delete the current character
- # x delete # characters, starting with current character
- dw delete current word
- # dw delete # words, starting with the current word
- **dd** delete the current line
- # **dd** delete # lines, starting with the current line
- **D** delete from current cursor position to end of line
- $:x, y \mathbf{d}$ delete lines x through y
- d'/ delete from current line to line with marker /

Copying and Pasting Text

Making a Copy

- y yank current character
- # y yank # characters, starting with current character
- yw yank current word
- # yw yank # words, starting with current word
- yy yank current line
- # yy yank # lines, starting with current line
- *x,y* **y** yank lines x through y
- y'/ yank from current line to line with marker /

Pasting or Retrieving Text

- p place most recently deleted or yanked character(s) or word(s) after the current character, place line(s) below current line
- ${\bm P}\,$ place most recently deleted or yanked character(s) or word(s) before the current character, place line(s) above the current line

Shell Commands

:!command	execute one shell command
:sh	run subshell. Type exit and press RETURN to return
	to vi.
:r!command	insert output of shell command below current line

Moving Around in a File

Moving by Characters

h or backspace	move left one character
j	move down one line
k	move up one line
l or space bar	move right one character

Moving by Words

w	move right one word or group of punctuation marks
	1
b	move left one word or group of
	punctuation marks
W	move right one word
В	move left one word
E	move to the end of a word

Moving by Lines

0	move to the beginning of current lune
\$	move to the end of current line
RETURN	move to first non-white space character
	at beginning of next line
-(minus)	move to first non-whitespace character
	at beginning of previous line
Н	move to top line on screen
L	move to bottom line on screen
Μ	move to middle line on screen
G	move to end of file
x G	moves to line number x
/	move to first character in line marked
	with /
	move to previous location (counteracts
	G or simple search)

Scrolling

^e ^y ^f ^b ^d ^u z <return></return>	scrollup one line scroll down one line scroll forward one screen scroll backward one screen scroll forward half screen scroll backward half screen redraw screen, current line at top of screen redraw screen, current line at bottom of
Z-	redraw screen, current line at bottom of
Ζ.	redraw screen, current line at center of screen.
^u z <return> z-</return>	scroll backward half screen redraw screen, current line at top of screen redraw screen, current line at bottom screen redraw screen, current line at center of

Text Buffers

Automatic Numbered Buffers (1-9)

"# p place text from buffer # below current line
"# P place text from buffer # above current line

Named Buffers (a-z)

"b <i>command</i> "b p "b P		
Moving b	y Line Number	
	nove line x below line z nove lines x through y below z	
Copying l	oy Line Number	
	ppy line x below line z nove lines x through y below line z	
Recoverin	ng a File	
vi -r filenam vi -r	<i>e</i> recover file lost during crash or disconnection list all recoverable files	
	SEARCHES	
Searching	; in a Line	

fc	move forward to find character c on current
	line, cursor rests on c
t c	move forward to find character c on current
	line, cursor rests on character before c
Fc	move backwards to find character on current
	line, cursor rests on c
Тc	move backwards to find character c on current
	line, cursor rests on character after c
:	repeat last f, F, t, T
	inverse of last f, F, t, T

Simple Search

/string	search forward in the file for string
?string	search backward in the file for string
n	subsequent search in the same direction
N	subsequent search in the opposite direction
:set wrapscan	set wrapping during a search
:set nowrapscan	set no wrapping during a search

Global Search

:g/string/command	command affects lines containing string
:v/string/command	command affects lines not containing string

Substitution (Search and Replace)

:x,ys/oldstring/newstring/flags

х, у	line numbers in which the substitution is to occur.
	Give one line number, or two separated by a
	comma, which indicate a range of lines. Absence
	of line numbers indicates current line substitution
	command. Only the first occurrence of the string
	on the selected line(s) is replaces unless the g
	flag, described below, is used.
s	substitution command. Only the first occurrence of
	the string on the selected line(s) is replaced unless
	the g flag, described below, is used.
/oldstring	string to replace. If you do not specify an
	oldstring, vi searches for the oldstring specified in
	the last s command or search (if there was one).
/newstring	replacement string
/flags	optional, to specify the type of search:
с	wait for confirmation before substituting.
	Type y or n and press RETURN.
g	replace all occurrences of the string in specified lines

Special Characters in Searches

Character Classes

• *

[cccc]	match any specified letter or number
[^cccc]	match all letters or numbers except those specified
[c1-c2]	match all letters or numbers in specified range

Character at Specified Locations

\ <cc< th=""><th>match words that begin with cc</th></cc<>	match words that begin with cc
\>cc	match words that end in cc
^	match beginning of lines
^cccc	match lines that begin with cc
\$	match end of lines
cccc\$	match lines that end with cccc

Wildcard and Multiplier Characters

match any one character
match zoro or more occurrences of

- match zero or more occurrences of the preceding character
- .* match any number of characters