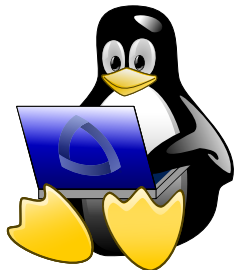


# VIM: The Awesome Part

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# Generalizing our Keystrokes I

Most beginners at VIM see the keystrokes we type **statically**, i.e. they see the only keystrokes we make are the ones we remember the keystrokes for.

<b>Keys remembered</b>	<b>What it does</b>
dd	Delete line
cw	Change word
dw	Delete word
yy	Yank line
⋮	⋮

This is tedious, and incredibly hard to remember. Chances are, if you remember VIM this way, then you will hate it.

# Generalizing our Keystrokes II

Let's divide our NORMAL mode keystrokes as two types<sup>1</sup>: **actions** and **movements**.

- Movements alone will move your cursor.
- Actions do things, and often take movements to act on.
- Repeating an action keystroke for its movement will act on the movement of the line
- When using one of the VISUAL modes, the *m* parameter to actions are dropped, and actions apply to the selection

## Action

<code>dm</code>	delete <i>m</i>
<code>ym</code>	yank <i>m</i>
<code>cm</code>	change <i>m</i>
<code>g~m</code>	swap case on <i>m</i>
⋮	⋮

## Movement

<code>h j k l</code>	left, down, up, right
<code>b w</code>	word left, right
<code>^ \$</code>	beginning, end of line
<code>gg G</code>	beginning, end of file
⋮	⋮

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<sup>1</sup>not all keystrokes fall under these two categories

# Repeating NORMAL Mode Commands

Adding a number  $n$  in front of a movement will do it  $n$  times.

## Examples:

- `d5w` – delete the next 5 words
- `5j` – move 5 lines down
- `c2j` – change this line, and the next two

You can also use the `.` key to repeat a command again. For example, change a word, then move 5 words over, press `.` to make the same substitution again.

# find and till

- `fc` will be the motion on to the next occurrence of the `c` character on the current line
- `tc` does the same, but goes right before `c` rather than on
- `Fc` and `Tc` do the same, but go backwards on the line

## Examples:

- `fs` – move to the next occurrence of `s` on the line
- `ct.` – change till `.`
- `dTA` – delete backwards until just before `A`

VIM has special movements that only act with actions called **inside** and **around**. They take a parameter of what to go inside or around. It works a bit like this:

## Inside

- `i"` `i'` – inside a string
- `i)` `i}` `i]` – inside parens, squirly braces, brackets
- `iw` `is` `ip` – inside a word, sentence, paragraph

## Around

- `a"` `a'` – around a string
- `a)` `a}` `a]` – around parens, squirly braces, brackets
- `aw` `as` `ap` – around a word, sentence, paragraph

For example:

- `ci"` – change inside the string you are on
- `vip` – select the current paragraph
- `dis` – delete the current sentence

# The promised ROT13 encoding action

*g?m*

# Taking Advantage of Deletion

`d`, `x` will put what was deleted into the paste register. This means you can swap things really easily:

- `xp` – swap characters
- `ddp` – swap lines
- and so fourth...



## Some Ex mode stuff: :g/

- `:g/regex/cmd` will run the Ex mode command `cmd` on every line that matches `regex`
- For example, to delete all blank lines, do `:g/^$/d`
- Because the order on which `:g/` acts, you can use it to flip all the lines in a file using `:g/^/m0`

# Getting some command output in your buffer

- `:!`  followed by some shell command will run that command using your shell from vim.
- `:rcmd` will redirect some Ex mode command to the buffer
- We can combine them to redirect shell commands to our buffer. For example `:r!fortune | cowsay`

- VIM plugins are awesome, they let you alter VIM to nicely fit your work flow
- There are crap tons of VIM plugins
- You can turn VIM into a full fledged IDE with plugins
- I invite you to do a web search to find the ones you like best!