

# BUILTIN NORMAL MODE KEYS OF VIM

<b>Esc</b> cancel/ reset selection	<b>!</b> make :range	<b>@</b>	<b>#</b>	<b>\$</b> last column	<b>%</b> go to %pos	<b>^</b> first column	<b>&amp;</b>	<b>*</b>	<b>(</b> prev group	<b>)</b> next group	<b>-</b>	<b>+</b>	<b>Backspace</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>0</b> first column	<b>=</b> local filter			
<b>Tab</b> switch pane	<b>Q</b> q (1)	<b>W</b> w	<b>E</b> e explore file	<b>R</b> r (2)	<b>T</b> t toggle select	<b>Y</b> yank file(s)	<b>U</b> u undo	<b>I</b> i forced open	<b>O</b>	<b>P</b> move here	<b>{</b> prev file/dir	<b>}</b> next file/dir	<b> </b>
<b>Caps Lock</b>	<b>A</b> a (2,3)	<b>S</b> s	<b>D</b> (11) d (11)	<b>F</b> to char fwd to char back	<b>G</b> go to last g (7)	<b>H</b> to view top parent/ left	<b>J</b> j item below	<b>K</b> k item above	<b>L</b> to view bottom open/ right	<b>:</b> cmdline mode	<b>”</b> use register	<b>,</b> visit mark	<b>Enter</b> open current file(s)
<b>Shift</b> (5)	<b>Z</b> (10) z (8)	<b>X</b> x	<b>C</b> clone file(s) c (12)	<b>V</b> (3) v (3)	<b>B</b>	<b>N</b> prev match next match	<b>M</b> to view middle m set mark	<b>&lt;</b> , char back	<b>&gt;</b> · repeat :cmd	<b>?</b> search back / search fwd	<b>Shift</b> (5)		
<b>Ctrl</b> (9)	<b>␣</b>	<b>Alt</b>	<b>Space</b> switch pane					<b>Alt</b>	<b>␣</b>	<b>Menu</b>	<b>Ctrl</b> (9)		

## (1) external editing

q: - edit : command  
q= q/ q? - edit pattern

## (2) symbolic links

a1/r1 - absolute/relative link

## (3) visual mode

v/V - enter visual mode  
av - visual amend

## (4) yanking

y({motion}|y) - yank file(s)

## (5) with shift

<s-tab> - switch to view pane

## (6) [ and ]

]c/[c - next/prev diff change  
]d/[d - next/prev dir  
]s/[s - next/prev selected  
]z/]z - first/last tree sibling  
]r/]r - next/prev parent dir (no wrap)  
]R/]R - next/prev parent dir (wrap)

## (7) g\*

ga/gA - (re)calculate size  
gt/gT - next/previous tab  
gf - navigate to link target  
gf/gF - navigate to link target (one/all levels)  
gg - go to the first item  
gs - restore/make selection  
gv - restore visual mode  
gr - run with rights elevation (Win)  
gU({motion}|U|gU|gg) - to uppercase  
gu({motion}|u|gu|gg) - to lowercase  
gh/gj/gk/gl - 'lsview' h/j/k/l analogs

## (8) Z\*, z\*

zj/zk - go to next/prev tree sibling  
zx - fold tree node  
zM - apply filename filters only  
z0 - remove filename filters (except local one)  
zR - filter no files  
zd - exclude custom view entry  
zf - add current file to filter  
zr - clear local filter  
zm/zo/za - hide/show/toggle dot files  
zt/zz/zb - put cursor to the top/center/bottom

## (9) with control

<c-u/d> - scroll half-page up/down  
<c-y/e> - scroll line up/down  
<c-b/f> - scroll page up/down  
<c-1/o> - history forward/backward  
<c-p/n> - go to item above/below  
<c-a/x> - inc/dec number in names  
<c-g> - display file info  
<c-l> - redraw screen  
<c-r> - redo operation  
<c-c> - reset selection and highlight (= <esc>)  
<c-i> - switch pane (= <tab>)  
<c-w>(-|) - maximize pane size  
<c-w>H/J/K/L - move pane to the left/bottom/top/right  
<c-w>b/t - go to bottom-right/top-left pane  
<c-w>h/j/k/l - go to left/bottom/top/right pane  
<c-w>s/v/o - horizontal/vertical/only layout  
<c-w>w/p - go to other pane <c-w>x - exchange panes  
<c-w>(+|>) - increase pane size <c-w>z - exit all view modes  
<c-w>(-|<) - decrease pane size <c-w>= - size panes equally

## (10) Z\*

ZZ/ZQ - exit with/without saving state

## (11) d\* and D\*

d({motion}|d) - delete file(s)  
D({motion}|D) - perm. deletion  
do/dp - obtain/put file in diff

## (12) changing

cw - rename file(s)  
cW - rename root of current file  
cl - change symlink target  
cg - change group (\*nix)  
co - change owner (\*nix)  
cp - change file perms/attrs