

Starting vi

<code>vi file</code>	Edits <i>file</i> *.
<code>vi -r file</code>	Edits last version of <i>file</i> after crash.
<code>vi + n file</code>	Edits <i>file</i> and places cursor at line <i>n</i> .
<code>vi + file</code>	Edits <i>file</i> and places cursor on last line.
<code>vi +/string file</code>	Edits <i>file</i> and places cursor at first occurrence of <i>string</i> .
<code>vi file1 file2...</code>	Edits <i>file1</i> then <i>file2</i> ...

Files will be created when saving if they did not already exist

Saving

<code>:w</code>	Save changes
<code>:w!</code>	Save and ignore checks
<code>:w file</code>	Save changes to <i>file</i>
<code>:w! file</code>	Save changes to <i>file</i> and ignore checks
<code>:n,mw file</code>	Save lines <i>n</i> to <i>m</i> to <i>file</i>
<code>:n,mw >> file</code>	Save lines <i>n</i> to <i>m</i> to end of <i>file</i>

Quitting vi

<code>:q</code>	Quit (no modifications)
<code>:q!</code>	Quit and discard modifications
<code>:wq</code>	Save modifications and quit
<code>ZZ</code>	Same as <code>:wq</code>



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Page 1 of 1.

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