Some VI Editor Functions

Edit source program: vi pgmname.asm To Save changes and stay <ESC> + :w! + <Return> in the editor: To Quit with no change <ESC> + :q! + <Return> and exit the editor: To Save and Quit Editor: <ESC> + :wq! + <Return> or <ESC> + :x! + <Return> INSERT MODE: type 'i' places you into edit *insert* mode (at the cursor). type 'a' places you into edit append mode (after the cursor). The Escape key **<ESC>** takes you from **Edit Mode** to **Command Mode**. Note: you can hit the **<ESC>** key multiple times getting same effect. COPY (yank) and PASTE: first hit **<ESC>** key nnyy (example: 23vv) next place cursor on source line then place cursor on target line p DELETE: first hit **<ESC>** key next place cursor on source line nndd (example: 5dd) LOCATE: first hit **<ESC>** key then type /target string which will bring you to first occurrence. Using the \mathbf{n} key will move to the next occurrence. UNDO/REDO: first hit <ESC> key then type **u** which will undo thru the last use of <ESC>. or type CTL-r to restore the last changes. **HELP:** type :help to enter split HELP screen to exit HELP type :q

To recover source code being edited during an outage or disruption. The most common reason for this occurrence is that you have been editing a file remotely and you either lose your network connection or close your terminal without properly quitting vim.

First try:

vi -r pgmname.asm

If this does not work for you, then try to remove the hidden swp file created by the editor at the time of the error:

Now try editting the original file.