Losing my religion

A journey from Emacs to Vim

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Ancient history

- Unix V7 vi
- VAX/VMS EDT
- TPU
- MicroEMACS
- GNU Emacs didn’t exist yet (born 1985)

Run anywhere

Windows

OS X

Ultrix

VAX/VMS

HP-UX

AIX

Linux

Solaris

SunOS

Multibuffer Editor

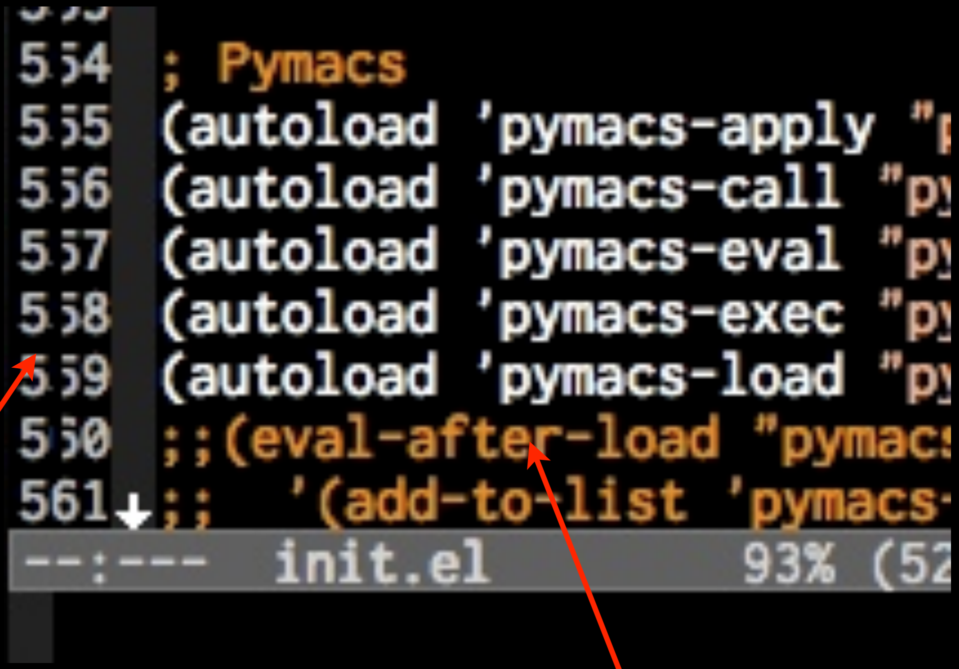
- I tend to open things and not close them
- Work on more than one file
- Original vi was pretty cramped for this
- Hence, Emacs

Making Emacs into vi?

- Ctrl-Alt-Meta-Super-Hyper F9?
- VIPER

Ultimate Frustration

- Emacs 23 uses Cocoa
- Lots of drawing errors
- I tried to fix it



```
; Pymacs
(autoload 'pymacs-apply "p
(autoload 'pymacs-call "py
(autoload 'pymacs-eval "py
(autoload 'pymacs-exec "py
(autoload 'pymacs-load "py
;;(eval-after-load "pymacs
;;   '(add-to-list 'pymacs-
--:---  init.el        93% (52
```

“Turds” in the display

Incorrect leading
Text clipped

Making it hard to help

- Previous system: CVS, git mirror
- New system: Bazaar? Really?
- Loyalty > utility, usefulness, familiarity.

We should use Bzr because that is becoming a GNU package. GNU packages should show loyalty to each other when possible, and in this case it is possible.
—Richard Stallman

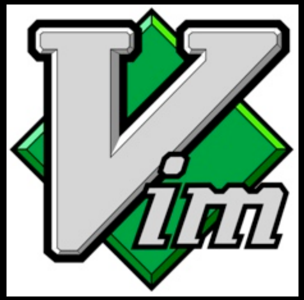
By the Way

- I’m not Richard Stallman

My own [REDACTED] picture

Released to public domain

Try Something New



- Friends and co-workers had tried Emacs

It’s what I wanted

- Modelines
- Multiple buffers
- Really good integration with Exuberant Ctags

Nouns and Verbs

- Just type commands
- d2w—delete two words
- ci(—change the text inside these parens
- Note the scarceness of modifier keys
- Keep your hands on the home row

Comparative fingering

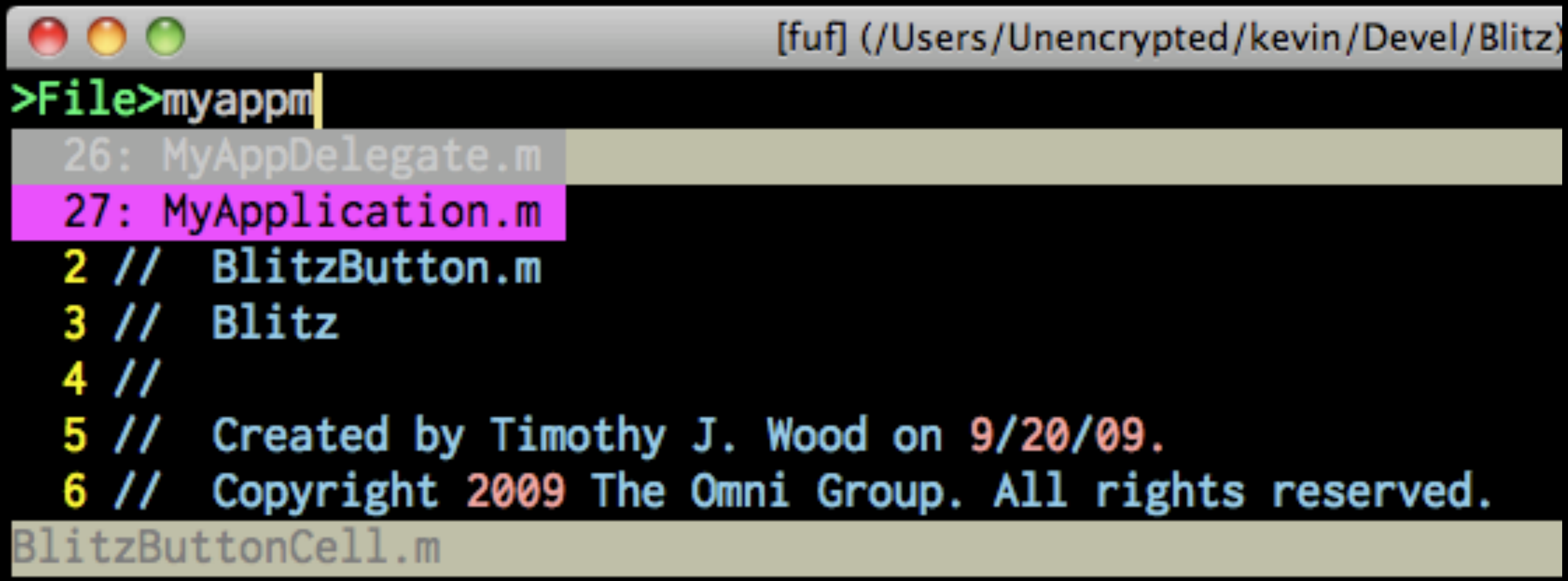
Action	Emacs	Vim
Save file	CTRL-X CTRL-S	:w
Search	CTRL-S	/
Delete lines containing foo	ESC x delete-matching-lines CR foo CR	:g/foo/d
Undo	CTRL-U	u

A Great Community

- Vimmit! http://vim.reddit.com
- Tons of scripts: http://www.vim.org/scripts/

FuzzyFinder

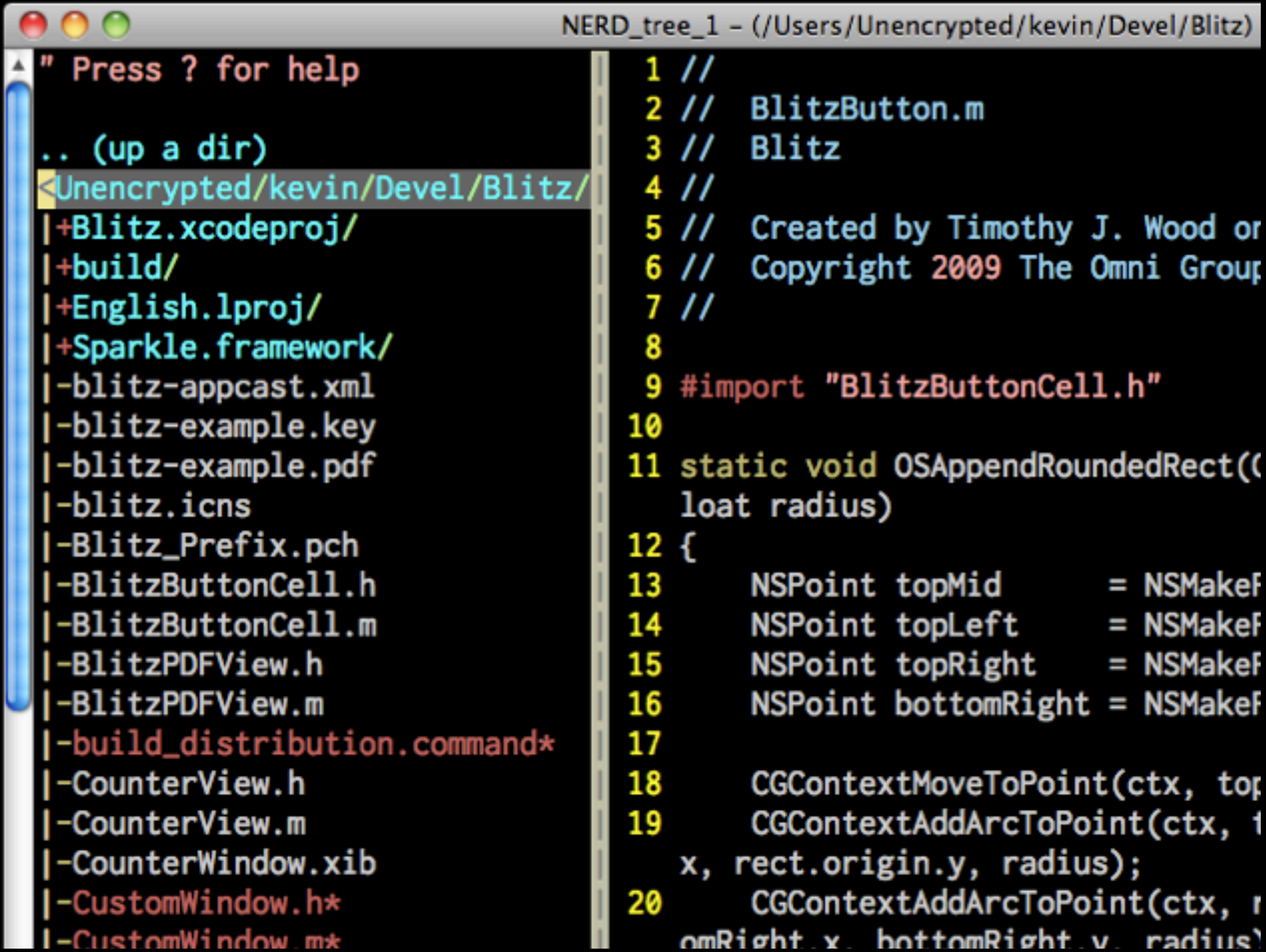
- Quick access to files and buffers



[fuf] (/Users/Unencrypted/kevin/Devel/Blitz)

```
>File>myappm
 26: MyAppDelegate.m
 27: MyApplication.m
  2 //  BlitzButton.m
  3 //  Blitz
  4 //
  5 //  Created by Timothy J. Wood on 9/20/09.
  6 //  Copyright 2009 The Omni Group. All rights reserved.
BlitzButtonCell.m
```

NerdTree

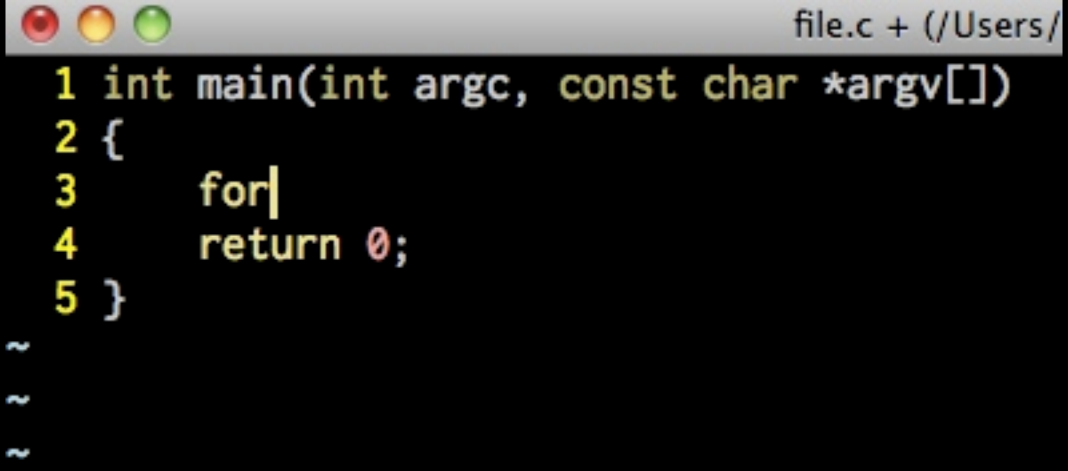


NERD_tree_1 – (/Users/Unencrypted/kevin/Devel/Blitz)

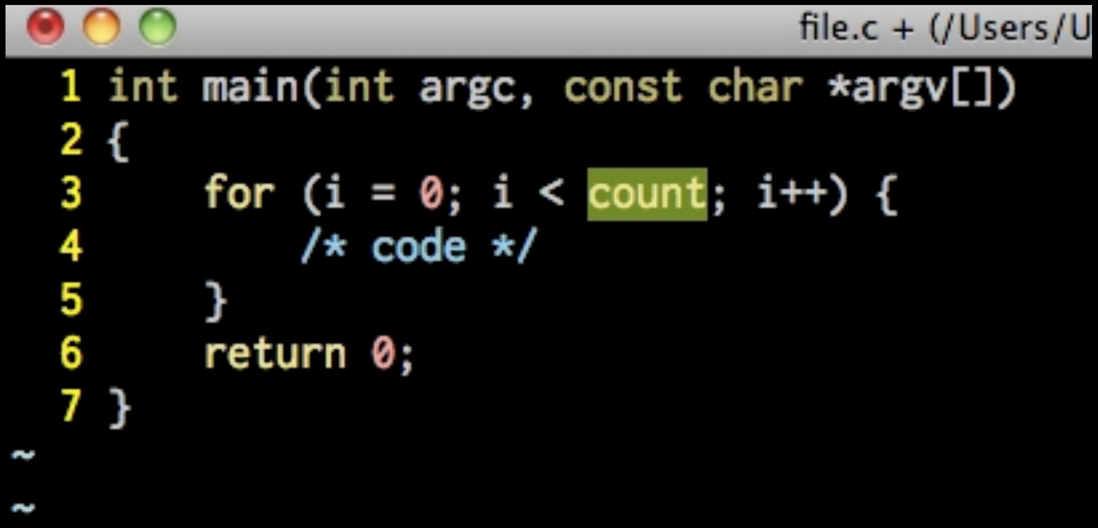
```
" Press ? for help

.. (up a dir)
</Unencrypted/kevin/Devel/Blitz/
|+Blitz.xcodeproj/
|+build/
|+English.lproj/
|+Sparkle.framework/
|-blitz-appcast.xml
|-blitz-example.key
|-blitz-example.pdf
|-blitz.icns
|-Blitz_Prefix.pch
|-BlitzButtonCell.h
|-BlitzButtonCell.m
|-BlitzPDFView.h
|-BlitzPDFView.m
|-build_distribution.command*
|-CounterView.h
|-CounterView.m
|-CounterWindow.xib
|-CustomWindow.h*
|-CustomWindow.m*
```

```
//
//  BlitzButton.m
//  Blitz
//
//  Created by Timothy J. Wood or
//  Copyright 2009 The Omni Group
//

#import "BlitzButtonCell.h"

static void OSAppendRoundedRect(C
loat radius)
{
    NSPoint topMid      = NSMakeF
    NSPoint topLeft     = NSMakeF
    NSPoint topRight    = NSMakeF
    NSPoint bottomRight = NSMakeF

    CGContextMoveToPoint(ctx, top
    CGContextAddArcToPoint(ctx, t
x, rect.origin.y, radius);
    CGContextAddArcToPoint(ctx, r
omRight.x, bottomRight.y, radius)
```

SnipMate



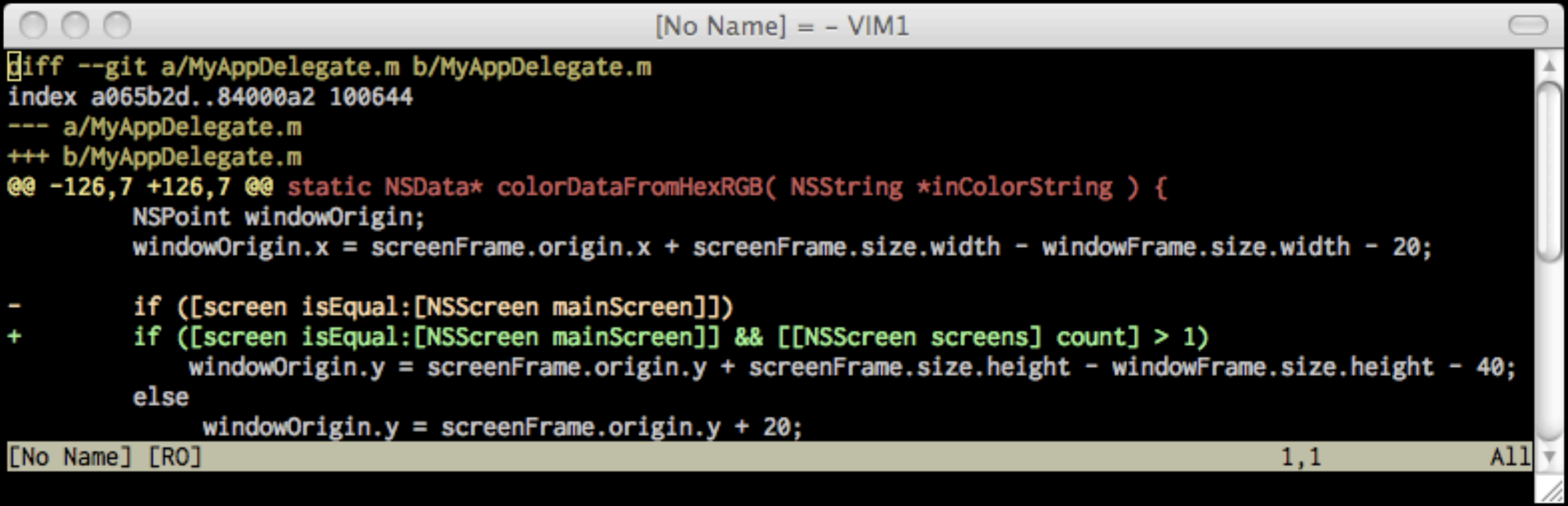
```
int main(int argc, const char *argv[])
{
    for
    return 0;
}
~
~
~
```



```
int main(int argc, const char *argv[])
{
    for (i = 0; i < count; i++) {
        /* code */
    }
    return 0;
}
~
~
```

GUI and Mac

- GUI from command line: gvim, mvim
- Window your outputs: git diff | mview -



```
diff --git a/MyAppDelegate.m b/MyAppDelegate.m
index a065b2d..84000a2 100644
--- a/MyAppDelegate.m
+++ b/MyAppDelegate.m
@@ -126,7 +126,7 @@ static NSData* colorDataFromHexRGB( NSString *inColorString ) {
         NSPoint windowOrigin;
         windowOrigin.x = screenFrame.origin.x + screenFrame.size.width - windowFrame.size.width - 20;

-        if ([screen isEqual:[NSScreen mainScreen]])
+        if ([screen isEqual:[NSScreen mainScreen]] && [[NSScreen screens] count] > 1)
             windowOrigin.y = screenFrame.origin.y + screenFrame.size.height - windowFrame.size.height - 40;
         else
              windowOrigin.y = screenFrame.origin.y + 20;
[No Name] [RO]                                                                               1,1           All
```

Managing scripts

- Pathogen: script packages as bundles
- Git submodules: automatic updates

What did I learn?

- Try something new
- Stick with it and learn

Get started!

- vim.org
- MacVim: http://github.com/b4winckler/macvim
- Tim Pope’s scripts: http://github.com/tpope
- Vim Scripts project:
    - http://vim-scripts.org/index.html