**NAME**

elvis, ex, vi − The editor

**SYNOPSIS**

**elvis** [*flags*] [**+***cmd*] [*files*...]

**DESCRIPTION**

**Elvis** is a text editor which emulates **vi**/**ex**.

On systems which pass the program name as an argument, such as Unix and Minix, you may also install **elvis** under the names "ex", "vi", "view", and "input". These extra names would normally be links to elvis; see the "ln" shell command.

When **elvis** is invoked as "vi", it behaves exactly as though it was invoked as "elvis". However, if you invoke **elvis** as "view", then the readonly option is set as though you had given it the "-R" flag. If you invoke **elvis** as "ex", then **elvis** will start up in the colon command mode instead of the visual command mode, as though you had given it the "-e" flag. If you invoke **elvis** as "input" or "edit", then **elvis** will start up in input mode, as though the "-i" flag was given.

**OPTIONS**

**-r** To the real vi, this flag means that a previous edit should be recovered. **Elvis**, though, has a separate program, called *elvrec*(1), for recovering files. When you invoke **elvis** with -r, **elvis** will tell you to run **elvrec**.

**-R** This sets the "readonly" option, so you won't accidentally overwrite a file.

**-t** *tag* This causes **elvis** to start editing at the given tag.

**-m** [*file*]
**Elvis** will search through *file* for something that looks like an error message from a compiler. It will then begin editing the source file that caused the error, with the cursor sitting on the line where the error was detected. If you don't explicitly name a *file*, then "errlist" is assumed.

**-e** **Elvis** will start up in colon command mode.

**-v** **Elvis** will start up in visual command mode.

**-i** **Elvis** will start up in input mode.

**-w** *winsize*
Sets the "window" option's value to *winsize*.

**+***command* or **-c** *command*
If you use the **+***command* parameter, then after the first file is loaded *command* is executed as an EX command. A typical example would be "elvis +237 foo", which would cause **elvis** to start editing foo and then move directly to line 237. The "-c *command*" variant was added for UNIX SysV compatibility.

**FILES**

/tmp/elv*
During editing, **elvis** stores text in a temporary file. For UNIX, this file will usually be stored in the /tmp directory, and the first three characters will be "elv". For other systems, the temporary files may be stored someplace else; see the version-specific section of the documentation.

tags This is the database used by the **:tags** command and the **-t** option. It is usually created by the **ctags**(1) program.

.exrc or elvis.rc
On UNIX-like systems, a file called ".exrc" in your home directory is executed as a series of **ex** commands. A file by the same name may be executed in the current directory, too. On non-UNIX systems, ".exrc" is usually an invalid file name; there, the initialization file is called "elvis.rc" instead.

**SEE ALSO**

**ctags**(1), **ref**(1), **virec**(1), **elvis**(9).

*Elvis - A Clone of Vi/Ex*, the complete **elvis** documentation.

**BUGS**

There is no LISP support. Certain other features are missing, too.

Auto-indent mode is not quite compatible with the real vi. Among other things, 0^D and ^^D don't do what you might expect.

Long lines are displayed differently. The real vi wraps long lines onto multiple rows of the screen, but **elvis** scrolls sideways.

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Many other people have worked to port **elvis** to various operating systems. To see who deserves credit, run the **:version** command from within **elvis**, or look in the system-specific section of the complete documentation.