

ESC abort	F1 help	F2	F3 inspect file	F4 edit	F5 copy	F6 cut	F7 mkdir	F8 delete	F9	F10 quit	F11	F12
~ open bookmarks	! :shell 1 (1)	@ :shell %s 2 (1)	# :shell -p 3 (1)	\$ 4 (1)	% 5 (1)	^ 6 (1)	& 7 (1)	* 8 (1)	( 9 (1)	) 0 (1)	- chmod (2) = chmod (2)	+ chmod (2) = chmod (2)
TAB prev. tab tab next tab	Q quit q close tab	W show log w show back- ground tasks	E edit e	R reload this directory r :open_with reset ranger	T t tag files	Y y yank (3)	U u undo ^U move up half page	I :rename (insert) i inspect file	O o sort	P p paste (3)	{ [ move up in parent dir	} traverse sub- directories ] move down in parent dir

CAPSLOCK	A :rename (append) a :rename (skip extension)	S open shell s :shell	D d cut (3) (4)	F f :find ^F move down one page	G go to top g :cd ...	H back in history h go up 1 directory ^H toggle hidden files	J move down half page j move down k move up	K move up half page	L forward in history l enter dir/ open file ^L redraw	: console ; console	open bookmarks tag files with custom tag
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SHIFT	ZZZZQ = quit z toggle options	X x	C c select files in certain order ^C abort task	V visual mode v invert selection	B b move up one page ^B move up one page	N search previous n search next ^N new tab	M change (5) linemode save bookmark	< , > .	? show help (6) / :search
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SPACE mark	INSERT :touch	HOME move to first element	END move to last element	PAGE UP move up one page	PAGE DOWN move down one page
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**Macros** can be used in commands. They are like global variables with dynamic content:

- %f The base name of the current file
- %d The path of the current directory
- %s The names of the currently selected files
- %t The names of all tagged files in this directory
- %c The paths of the currently copied files
- %any The key used in a key binding with "<any>"  
Example: `map x<any> shell -w echo %any`
- %rangerdir The path to the ranger python module
- %space Just a space, to avoid typing trailing spaces

Example: `map yp shell echo %d/%f | xsel -i`  
They can be escaped by replacing % with %%.

**Config files:** run "**ranger --copy-config=all**" to copy the default config files to `~/config/ranger/`.

**rc.conf:** A list of commands that are executed when ranger starts. Options, key bindings and aliases are found here.  
Pro tip: Adding "export RANGER\_LOAD\_DEFAULT\_RC=FALSE" to your shell rc will skip loading the default rc.conf before your own.

**commands.py:** A python script containing custom commands

**rifle.conf:** Rules for rifle, the file opener. Each line looks like  
*list of conditions* = *command*  
When ranger opens a file, it tests those conditions. The first command where all conditions are true will be executed.

**scope.sh:** The script that generates file previews.  
Plugins can be put in the **plugins/** subdirectory, colorschemes in **colorschemes/**. See `/usr/share/doc/ranger/examples/`.

- (1) numbers can be used as a quantifier in various commands, for example 5j will move the cursor down 5 by lines, 3<space> selects 3 files, 4<TAB> moves you to the 4th tab.
- (2) the keys -, + and = change the permissions of files. See "man chmod".  
[+-][augol][rwxXst] (e.g. +gw means "add write permissions to the group")  
[+-][rwxXst] (e.g. -x means "remove execute permissions from everybody")  
<octal>= (e.g. 777= means "give full permissions to everybody")
- (3) yank, copy, paste: To copy files, select them with the cursor (or <space>, in case of multiple files) → type **dd** (to cut) or **yy** (to copy) → move to the destination → type **pp**.  
Type **da** (or **ya**) to *add* files to the copy buffer, allowing you to copy from multiple folders.
- (4) **d** also starts the key bindings **dc** (calculate size of the content of a directory), **du/du** (calculate directory size with the "du" program), **dd** (open the console with "delete")
- (5) **M<key>** changes the *linemode* - the way files are drawn. **Mf** draws just the file name, **Mp** draws permissions, **Mi** draws file type information, **Mt** draws metadata, as defined with the **:meta** command. You can add custom linemodes as described in `/usr/share/doc/ranger/examples/plugin_linemode.py`
- (6) **? ?** starts the key bindings **m** (man page), **k** (key bindings), **c** (commands), **s** (settings)

**Commands** can be typed in by pressing : or added to `~/config/ranger/rc.conf` to apply then whenever ranger starts. All commands are listed in the man page. Some important ones:

**:shell [<flags>] <command>** calls the given <command> with the shell specified in the environment variable \$SHELL. <flags> can be "-f" to fork the process or "-p" to pipe the output to a pager. Macros like %f and %s are especially useful here. Example: `:shell -f inkscape %f` or `:shell sudo cp %c .`

**:alias <new> <old>** creates the command <new> that calls <old>. The neat thing is that you can pass arguments to the next command. Example: `:alias touch shell touch` will allow you to type **:touch FILE**, which will be translated to `:shell touch FILE`.

**:map <key> <command>** makes the <key> run <command> when pressed. This is the typical way to define key bindings in rc.conf. There is also "pmap" to define keys in the pager and "punmap" to remove key bindings.