zoxide Smarter cd

CONCEPTS

zoxide learns the directories you cd into and ranks them by frequency and recency. Visit a directory once, then jump back with a few letters.

cd you change directory
↓ hook adds
Database paths with scores
↓ keywords match
Ranking frequency + recency
↓ best or pick
z / zi jump there

Only directories you have already visited are known. z does nothing useful for a path zoxide has never seen.

SETUP

eval "$(zoxide init bash)"
Enable in ~/.bashrc

eval "$(zoxide init zsh)"
Enable in ~/.zshrc, after compinit

zoxide init fish | source
Enable in config.fish

zoxide init *<shell>* **--cmd** *<name>*
Rename z and zi, e.g. j and ji

zoxide init *<shell>* **--cmd cd**
Replace cd itself

zoxide init *<shell>* **--hook** *<hook>*
When to count a visit: none, prompt, pwd

Put the init line at the end of the shell config so other prompt hooks do not override it.

JUMPING

z *<keyword>*
Jump to the best matching directory

z *<kw1>* *<kw2>*
Match directories containing all words

z *<path>*
Plain cd for an existing path

z -
Back to the previous directory

JUMPING (cont.)

zi *<keyword>*
Choose among matches with fzf

z *<keyword>* *<Space><Tab>*
Show interactive completions

Matching is case-insensitive and keywords can sit anywhere in the path, so z proj api often reaches ~/work/projects/api.

QUERY

zoxide query *<keyword>*
Print the best match without jumping

zoxide query -l
List all directories, best first

zoxide query -l *<keyword>*
List every match for a keyword

zoxide query -ls
List with scores

zoxide query -i *<keyword>*
Pick interactively with fzf

DATABASE

zoxide add *<path>*
Add or bump a directory by hand

zoxide remove *<path>*
Delete a directory from the database

zoxide import --from z *<file>*
Import a z, fasd, z.lua or zsh-z database

zoxide import --from autojump *<file>*
Import autojump paths (no scores)

ENVIRONMENT VARIABLES

_ZO_DATA_DIR
Where the database lives

_ZO_EXCLUDE_DIRS
Globs never to record, : separated

_ZO_FZF_OPTS
Extra options for fzf in zi

WITH OTHER TOOLS

zi
Interactive jump, needs fzf 0.51+