# **Caster: Quick Reference** (for v0.5.4)

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#### Numbers (1)

| numb <01m>*       | print digits   |
|-------------------|----------------|
| word number <09>* | print as words |

<sup>\*</sup> as of version 0.5.4, the following have been added: (3) correct "at sign" to "atty" (4) wally, (7) bench, squat, (9) snapping

**Alphabet, Punctuation, Spacing (2)** 

| arch   brov   ch |             | echo       | let | ters  |
|------------------|-------------|------------|-----|-------|
| foxy   goof   h  | otel   Indi | a   julia  |     |       |
| kilo   Lima   M  | like   Nov  | vakeen     |     |       |
| oscar   prime    |             |            |     |       |
| Sierra   tango   | uniform     | victor     |     |       |
| whiskey   x-ra   |             |            |     |       |
| clamor           | !           | underscore | 9   | _     |
| atty             | @           | equals     |     | =     |
| hashtag          | #           | modulo     |     | %     |
| dolly            | \$          | slash      |     | /     |
| carrot           | ٨           | back slash |     | \     |
| starling         | *           | semper     |     | ;     |
| prekris*         | ()          | deckle     |     | :     |
| brax*            | []          | ace***     |     | space |
| curly*           | {}          | tabby***   |     | tab   |
| angle*           | <>          | pipe sim   |     |       |
| quotes*          | "           | apostropho | е   | 4     |
| thin quotes*     | ٠,          | plus       |     | +     |
| boom**           | ,           | minus      |     | -     |
| questo           | ?           | sauce***   |     | up    |
| period   dot     |             | dunce***   |     | down  |
| clear***         | bkspc       | lease*** ^ | ١.  | left  |
| deli***          | del         | ross*** ^  |     | right |
| shock***         | enter       |            |     |       |

<sup>\*</sup> left key is pressed after

### **Comparisons (3)**

| [is] greater than                   | >  |  |
|-------------------------------------|----|--|
| [is] less than                      | <  |  |
| [is] greater [than] [or] equal [to] | >= |  |
| [is] less [than] [or] equal [to]    | <= |  |
| [is] equal to                       |    |  |

#### Selection, Editing (4)

| Beleetion, Editing (4) |                          |  |
|------------------------|--------------------------|--|
| shackle                | select line              |  |
| shin^*                 | shift- <dir></dir>       |  |
| queue^*                | ctrl- shift- <dir></dir> |  |
| fly^*                  | ctrl- <dir></dir>        |  |
| ^wally                 | home/end                 |  |
| stoosh**               | copy                     |  |
| cut**                  | cut                      |  |
| spark**                | paste                    |  |
| garb**                 | double-click + copy      |  |
| drop**                 | double-click + paste     |  |
| duple*                 | duplicate line           |  |
| cancel                 | escape                   |  |
| save                   | ctrl-s                   |  |

<sup>\*</sup> takes optional number parameter for repetition ^ takes optional direction parameter, one of the direction keys from table (2)

# **Text Formatting (5)**

| Ca         | Capitalization |  |  |
|------------|----------------|--|--|
| yell*      | SOME WORDS     |  |  |
| tie*       | Some Words     |  |  |
| gerrish* ^ | someWords      |  |  |
| sing*      | Some words     |  |  |
| laws*      | some words     |  |  |
|            | Spacing        |  |  |
| gum   gun* | somewords      |  |  |
| spine*     | some-words     |  |  |
| snake* ^   | some_words     |  |  |

<sup>\*</sup> capitalization and spacing can be combined into a single command; whether combining or not, they must be suffixed by "bow" and then dictation to format (ex: "tie bow some words")

^ gerrish defaults to gum; snake to laws

### **Programming Core\* (6)**

| iffae elsay el iffae switch case of breaker default for each for loop do loop while loop convert to integer convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true value false  else else else else if switch case break default for-each loop for-i loop do-while loop while loop  | rrogramming Core (0)      |               |
|--|---------------------------|---------------|
| el iffae switch case of breaker default for each for loop do loop while loop convert to integer convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  else if switch case break default for-each loop for-i loop do-while loop while loop logical and logical or logical not system out new function new class  | iffae                     | if            |
| switch case of breaker default for each for loop do loop while loop convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  break default for-each loop for-i loop do-while loop while loo | elsay                     | else          |
| case of breaker default for each for loop do loop while loop convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  case break default for-each loop for-i loop do-while loop while loop  | el iffae                  | else if       |
| breaker default for each for loop do loop while loop convert to integer convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  break default for-each loop for-i loop do-while loop while loop while loop logical and logical and logical or logical not system out new function new class multi-line null value   | switch                    | switch        |
| default for each for loop do loop while loop convert to integer convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  default for-each loop for-i loop do-while loop while loop while loop logical and logical and logical or logical not system out new function new class multi-line null value   | case of                   | case          |
| for each for loop do loop while loop while loop convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  for-each loop for-i loop do-while loop while loop while loop logical and logical or logical not system out new function new class multi-line null value  | breaker                   | break         |
| for loop do loop while loop convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  for-i loop do-while loop while loop  while loop logical and logical or logical not system out new function new class and comment nulli-line null value   | default                   | default       |
| do loop while loop convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true  do-while loop while loop  | for each                  | for-each loop |
| while loop convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true while loop while loop while loop logical and logical or logical not system out new function new class multi-line null value  | for loop                  | for-i loop    |
| convert to integer convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true   | do loop                   | do-while loop |
| convert to floating-point convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true logical and logical or logical not system out new function new class new class   | while loop                | while loop    |
| convert to string lodge and lodge or lodge not print to console function class add comment long comment value not return value true logical and logical or logical not system out new function new class new class   | convert to integer        |               |
| lodge and logical and logical or lodge not logical not system out new function new class add comment long comment value not return value true  | convert to floating-point |               |
| lodge or lodge not print to console function class add comment long comment value not return value true  logical or logical or logical or logical or logical or new class system out new function new class new class  | convert to string         |               |
| lodge not print to console system out new function new class add comment long comment value not return value true  | lodge and                 | logical and   |
| print to console function class add comment long comment value not return value true  system out new function new class new class new class  | lodge or                  | logical or    |
| function new function new class add comment long comment value not return value true   | lodge not                 | logical not   |
| class add comment long comment value not return value true  new class mew class multi-line null value  | print to console          | system out    |
| add comment long comment value not return value true  multi-line null value  | function                  | new function  |
| long comment multi-line null value return value true   |                           | new class     |
| value not null value return value true   | add comment               |               |
| return<br>value true   | •                         | multi-line    |
| value true   | value not                 | null value    |
|  | return                    |               |
| value false  | value true                |               |
|  | value false               |               |

<sup>\*</sup> must say "enable <language>" before use

<sup>\*\*</sup> space bar is pressed after

<sup>\*\*\*</sup> repeatable by saying number after

<sup>^</sup> available as asynchronous auto-repeating

<sup>\*\*</sup> takes optional number parameter, which is used to determine a persistent clipboard slot

# **Mouse Replacement (7)**

| Wieder Heplacement (7) |  |  |  |
|------------------------|--|--|--|
| left-click             |  |  |  |
| middle-click           |  |  |  |
| right-click            |  |  |  |
| shift-right-click      |  |  |  |
| left button down       |  |  |  |
| left button up         |  |  |  |
| control-left-click     |  |  |  |
| scroll wheel           |  |  |  |
| move cursor by pixels  |  |  |  |
| move cursor on grid    |  |  |  |
| alternate grid         |  |  |  |
| smart text selection   |  |  |  |
| mouse to screen left   |  |  |  |
| mouse to screen center |  |  |  |
| mouse to screen right  |  |  |  |
|                        |  |  |  |

<sup>^</sup> takes optional direction parameter, one of the direction keys from table (2)

# **Template -Based Navigation (8)**

| jump in*                | move cursor inside next ([{<        |  |
|-------------------------|-------------------------------------|--|
| jump out*               | move cursor past next )]}>          |  |
| jump back*              | move cursor inside prev )]}>        |  |
| fill <target>*</target> | highlight <target> in line</target> |  |

<sup>\*</sup> all of these are asynchronous, and can be canceled with the word "cancel" if the search is taking too long; <target> only uses certain words; see *navigation.py* for the full list

# **Window Management (9)**

| ************************************** |                      |  |
|--|----------------------|--|
| minimize                               | minimize window      |  |
| maximize                               | maximize window      |  |
| remax                                  | force maximize       |  |
| dredge*                                | alt + tab            |  |
| switch window                          | display all windows  |  |
| move window                            | move with arrow keys |  |
| window left                            | snap window to left  |  |
| window right                           | snap window to right |  |

<sup>\*</sup> slated for expansion

# Repetition (10)

| again do            | repeat last dictation |
|---------------------|-----------------------|
| again <n> times</n> |                       |
| record from history | macro recorder        |

## Aliasing (11)

| alias <dict></dict> | alias highlighted text |
|---------------------|------------------------|
| chain alias         | alias as CCR           |

#### Passwords\* (12)

| hash password <dict></dict> | hash dictation    |
|-----------------------------|-------------------|
| get password <dict></dict>  | use password seed |

<sup>\*</sup> dictation must be three words

### Other Miscellaneous Functionality (13)

| tau sink            | end + enter             |
|---------------------|-------------------------|
| tau dock            | end + semicolon + enter |
| kraken              | ctrl + space            |
| pita <text>*</text> | fuzzy string matching   |

## Special Number Words\* (14)

| Special 1 (42122 02 ) (2.1) |   |  |
|-----------------------------|---|--|
| zero                        | 0 |  |
| ane                         | 1 |  |
| twain                       | 2 |  |
| traio                       | 3 |  |
| fairn                       | 4 |  |
| faif                        | 5 |  |
| six                         | 6 |  |
| seven                       | 7 |  |
| eigen                       | 8 |  |
| nine                        | 9 |  |

<sup>\*</sup> commands which specify a number use these if the settings file is configured for it; all doubledigits and larger are normal