Last Stop: Spoken Command Reference

# Introduction

Last Stop commands allow the user to control the editor through speech alone. They range in function, consisting of simple substitutions (replacing “one” with “1”), more complex, structural substitutions (replacing “if” with a three-line structure containing blanks to fill in), substitutions involving arguments (replacing “pick 13 hello” with “hl”), modifiers affecting identifiers (replacing “great original name” with “ORIGINAL\_NAME”), and navigation commands with arguments (saying “go 141.3” to move the cursor to the third token of the 141st line).

Moreover, the context at the cursor can affect what commands do and which commands apply. For instance, languages containing a lambda operation will respond to the “lambda” command, the languages which do not will treat “lambda” as any other unknown word. This is not per-file but based on the immediate context *at the cursor* in the file that is being edited. Of course, global and navigation commands work anywhere, and effort has been made to ensure continuity of commands between languages.

For technical reasons, the editor cannot be controlled by mouse and keyboard directly. Mouse and keyboard events append spoken commands to the end of the speech console wrapped in the Unicode delimiters « and ». For instance, typing the word “hello” and then clicking the mouse button 0 in window 11 at row three, column 14 might be displayed as «\κhello\μ11.3.14.0». Here, the backslash is used to escape Greek characters which indicate event types. Multiple mouse/keyboard events in sequence will append to a single delimited raw input stream.

# Parsing Model