

TRANSPARENT MODE: Alt + c + ñ

This mode allows you to use your device as if KeyPolarNav wasn't running.

WRITE MODE: Alt + c + j

-Includes-

Insert functionalities:

This is a combination of some of the insert mode and normal mode from vim.

Ctrl + h: backspace (deletes the char at the left of the cursor)

0: home (goes to the beginning of a line)

\$: end (goes to the end of a line)

Ctrl + w: Ctrl + backspace (deletes the word at the left of the cursor)

Ctrl + Alt + w: Ctrl + backspace – Ctrl + Supr (deletes the word surrounding the cursor)

b: Ctrl + ← (moves a word to the left)

e: Ctrl + → (moves a word to the right)

Arrow functionalities:

These allow you to use as arrows, the keys that vim uses to navigate

Alt + h: h (left arrow)

Alt + j: j (down arrow)

Alt + k: k (up arrow)

Alt + l: l (right arrow)

Scroll functionalities:

These will allow you to use the h, j, k, l keys to scroll through the application you are using:

Ctrl + j: scroll down

Ctrl + k: scroll up

Ctrl + h: scroll left

Ctrl + l: scroll right

MOUSE MODE: Alt + c + k

-Includes-

Click functionalities:

These allow you to use j, k, l to simulate click actions

j: for single left click

k: for middle click

l: for right click

Move with arrow Mode: Alt + c + o

These functionalities allow you to move the cursor with arrows for small adjustments.

Alt + h = move mouse left

Alt + j = move mouse down

Alt + k = move mouse up

Alt + l = move mouse right

Scroll functionalities:

These will allow you to use the h, j, k, l keys to scroll through the application you are using:

Ctrl + j: scroll down

Ctrl + k: scroll up

Ctrl + h: scroll left

Ctrl + l: scroll right

Polar Mouse Movement function: start with “m” and return to MOUSE MODE with “escape”

This function allows you to use a series of steps to move your cursor around the screen using a projection of polar coordinates

1. radius selection:

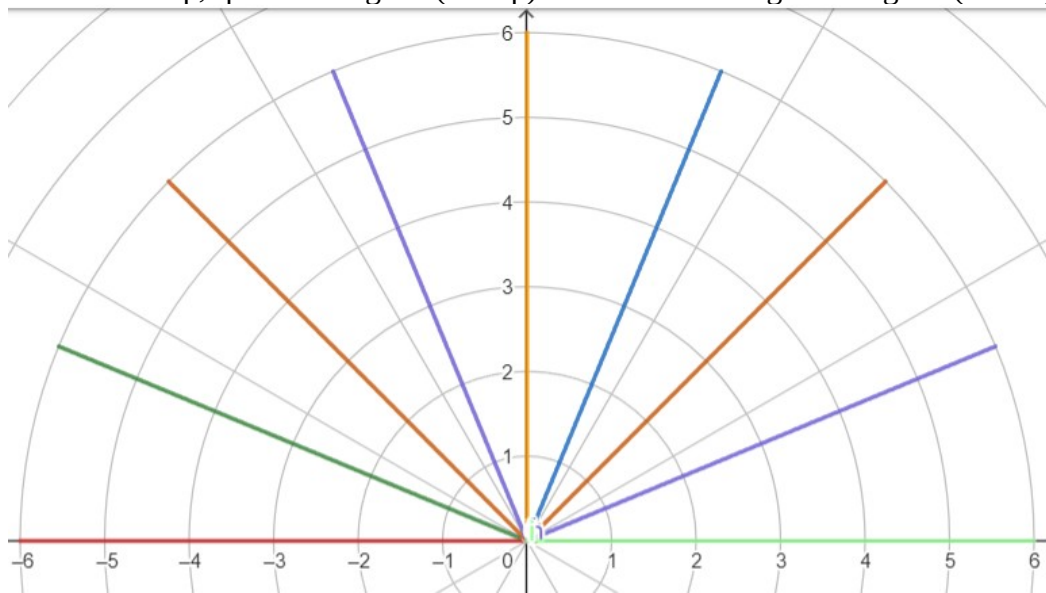
A set of 8 possible radius with values between $[a=0, \tilde{n}=\max]$, being max the distance between the center of the screen and the "X"(close) button, and obviously, the minimum would be the center of your screen. The rest of the radius $[s, d, f, j, k, l]$ will be values interpolated according to the size of your screen

2. Radius refinement:

Once the base radius is set, you can decide whether the radius starts increasing (with k) or decreasing (with j)

3. Angle sign selection:

Once the radius is selected, select a sign for the angles positive or negative to determine if you're gonna use the top, -positive angles- (with p) or the bottom -negative angles- (with n)



-Angles you can select if you had chosen to use positive angles.

4. Angle magnitude:

Once you set the sign of the angle you select the magnitude of the angle between 8 possible values with 8 different keys

$$a = \pi, s = 7\pi/8, d = 6\pi/8 == 3\pi/4, f = 5\pi/8,$$

$$\text{space bar} = \pi/2,$$

$$j = 3\pi/8, k = 2\pi/8 == \pi/4, l = 2\pi/8, \tilde{n} = 0$$

angle refinement:

once the base angle is set, you can decide whether the angle starts increasing (with j) or start decreasing (with g)

NOTE: for purposes of usability, I will define:

decreasing an angle: the magnitude of the angle will increase if it is $\geq \pi/2$ this way I think will be more intuitive to use so if I press "j", the angle will move to the right, and if I press "f" it'll move to the left, making it similar to the radius behavior.