

Transparent Mode: Ctrl + Fn + c

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

Insert Mode: Fn + w

This is a mode is a combination of some of the insert mode and normal mode from vim. If you press Ctrl + Fn + c while being in insert mode, you go back to Transparent Mode

Ctrl + h: backspace

0: inicio

\$: fin

Ctrl + w: Ctrl + backspace

b: Ctrl + ←

e: Ctrl + →

Click Mode: Ctrl + Fn + a

j: for single left click

Ctrl + j: for double left click

(or you can double j)

k: for middle click

l: for right click

Scroll Mode: Ctrl + Fn + s

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

j: scroll down

k: scroll up

h: scroll left

l: scroll right

Mouse Movement Mode: Ctrl + Fn + d

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

1. radius selection:

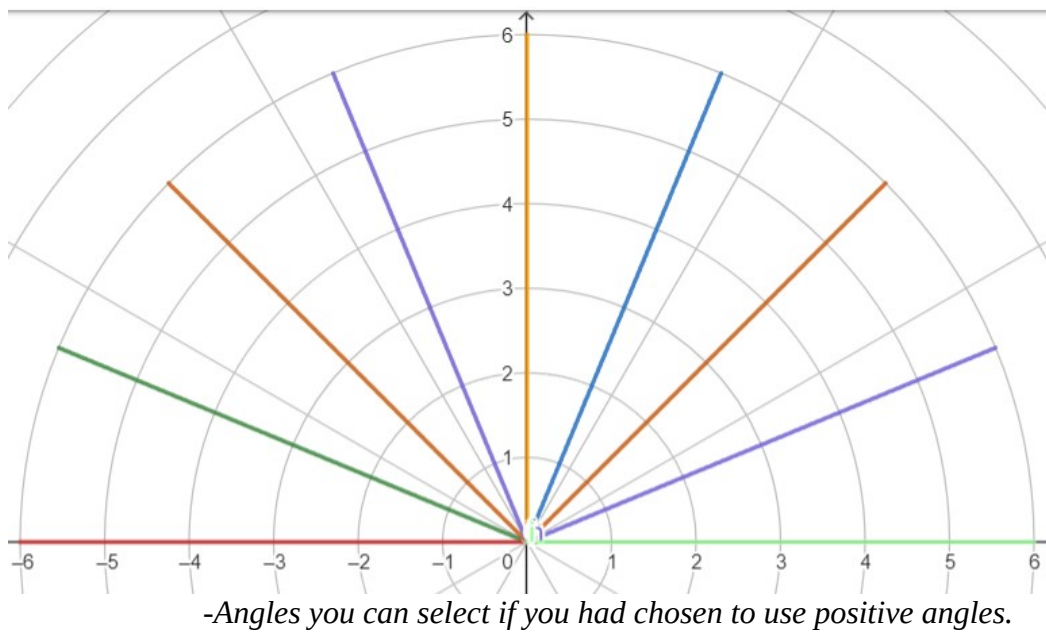
A set of 8 possible radius with values between $[a=0, \tilde{n}=\max]$, being max the distance between the center of the screen and the "X"(close) button, and obviously, the minimum would be the center of your screen. The rest of the radius [s, d, f, j, k, l] will be values interpolated according to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



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

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

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.

Move with arrow Mode: Ctrl + Fn + f

This mode allows you to move the cursor with arrows for small adjustments.

j = down, k = up, h = left, l = right