Caster Quick Reference - v0.5.9

1. Numbers

numb <0...1m> .... **print digits**
word number <0...9> .... **print as words**

2. Alphabet   [a]

arch	hotel	oscar	victor
brov	india	prime	whiskey
char	julia	quebec	x-ray
delta	kilo	romeo	yankee
echo	lima	sierra	zulu
foxy	mike	tango	
goof	novakeen	uniform	

3. Punctuation

ace [d]	**space**	carrot	**^**
tabby [d]	**tab**	questo	**?**
prekris [b]	**()**	underscore	**_**
brax [b]	**[]**	modulo	**%**
curly [b]	**{}**	semper	**;**
angle [b]	**<>**	deckle	**:**
quotes [b]	**""**	pipe (sim | symbol) ..	**|**
thin quotes [b]	**''**	apostophe	**'**
boom [c]	**,**	slash	**/**
period | dot	**.**	back slash	****
clamor	**!**	starling	*****
atty	**@**	[e] equals	**=**
hashtag	**#**	[e] plus	**+**
dolly	**$**	[e] minus	**-**
tilde	**~**		

4. Comparisons

[is] greater than .... **>**
[is] less than .... **<**
[is] greater [than] [or] equal [to] .... **>=**
[is] less [than] [or] equal [to] .... **<=**
[is] equal to .... **==**

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[a]Prefix with "big" for capitals
[b]Left key is pressed after
[c]Space bar is pressed after
[d]Repeatable by saying number after
[e]Prefix with "long" to get spaces either side

5. Directions

sauce [d] .... **up**
dunce [d] .... **down**
lease [d] .... **left**
ross [d] .... **right**

6. Editing

clear [d] .... **bkspc**
deli [d] .... **del**
shock [d] .... **enter**
cancel .... **escape**
save .... **ctrl - s**

7. Selection, movement

shackle .... **select line**
shin [a] [b] .... **shift - <dir>**
queue [a] [b] .... **ctrl - shift - <dir>**
fly [a] [b] .... **ctrl - <dir>**
splat [a] [b] .... **ctrl - del/bkspc**
[a] wally .... **home/end**
tell sink .... **end + enter**
tell dock .... **end + semicolon + enter**
kraken .... **ctrl + space**
hug <enclose> [e] .... **encloses target**

8. Copy and paste

stoosh [c] .... **copy**
cut [c] .... **cut**
spark [c] [f] .... **paste**
garb [c] .... **double-click + copy**
drop [c] .... **double-click + paste**
duple [b] .... **duplicate line**

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[d]Repeatable by saying number after
[a]Takes optional direction parameter, one of the direction keys from table (5)
[b]Takes optional number parameter for repetition
[e]Takes prekris, brax, curly, angle, [thin] quotes
[c]Takes optional number parameter, which is used to determine a persistent clipboard slot
[f]Takes optional formatting parameters, e.g. "spark tie bow"

9. Programming core   [a]

enable <language> .... **activate module**

iffae	lodge and
shells	lodge or
shell iffae	lodge not
switch	print to console
breaker	function
default	class
for each	add comment
for loop	long comment
do loop	value not
while loop	return
convert to integer	value true
convert to floating-point	value false
convert to string	

10. Text formatting

Capitalisation

yell .... **SOME WORDS**
tie .... **Some Words**
gerrish [b] .... **someWords**
sing .... **Some words**
laws .... **some words**

Spacing

gum \| gun .... **somewords**
spine .... **some-words**
snake [b] .... **some_words**
pebble .... **some.words**
incline .... **some/words**
dissent \| descent .... **some\words**

Capitalisation 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 snake bow some words")

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[a]See the CCR languages quick reference in the docs for details of the language specific commands.
[b]gerrish defaults to gum, snake to laws

11. Format setting

set [big] format <capitalisation> <spacing> bow

Set a standard/[secondary] format

[big] format <dictation> ....

Apply the standard/[secondary] format to dictation

12. Mouse replacement

kick .... **left click**
kick mid .... **middle click**
psychic .... **right click**
shift right click .... **shift right click**
shift click .... **shift click**
squat .... **left button down**
bench .... **left button up**
colic .... **control left click**
scree [a] .... **scroll wheel**
curse .... **move cursor by pixels**
douglas .... **move cursor on grid**
rainbow .... **alternate grid**
legion .... **smart text selection**
left point .... **mouse to screen left**
center point .... **mouse to screen center**
right point .... **mouse to screen right**

13. Template-based navigation

jump in [b] ...... **move cursor inside next ([{<**
jump out [b] ..... **move cursor past next)]}>**
jump back [b] ... **move cursor inside prev)]}>**
jump in [b] .... **highlight <target> in line**

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[a]Takes optional direction parameter, one of the direction keys from table (5)

[b]All of these are asynchronous, and can be cancelled with the word "cancel" if the search is taking too long. See *navigation.py* for a full list of targets.

14. Window management

minimise .... **minimise window**
maximise .... **maximise window**
remax .... **force maximise**
dredge .... **alt + tab**
switch window .... **display all windows**
move window .... **move with arrow keys**
window <direction> [a] .... **snap window**
show workspaces .... **win + tab**
new work .... **ctrl + win + d**
close work .... **ctrl + win + F4**
previous work [b] .... **ctrl + win + left**
next work [b] .... **ctrl + win + right**

15. Repetition

again do .... **repeat last dictation**
again <n> times ...... **repeat last dictation*n**
record from history ...... **open macro recorder**
complete .... **save macro**
delete recorded macros **delete recorded macros**

16. Aliasing

alias <dict> .... **alias highlighted text**
chain alias .... **alias as CCR**

17. Bring me

program/website/folder/file to bring me as <key> .... **create a new bring me binding**
bring me <key> ...... **open bring me binding**
remove <key> from bring me ....
restore bring me defaults ....

18. Dragon

number/spell/dictation/normal/command mode .... **switch dragon modes**
reboot dragon ....

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[a]Uses directions from table (5), can take multiple directions to snap to a corner

[b]Takes an optional number parameter for repetition

19. Example command chains

shackle clear ....

Select and delete the current line

queue lease stoosh three ....

Store the previous word/variable name in position three

queue lease three hug brax ....

Enclose the previous three elements in square brackets

shackle cut dunce four spark ....

Cut the current line, move down four, paste

shin ross wally clear ....

Select to the end of the line, delete

ross wally clear four ....

Go to the end of the line, backspace four

snake bow variable name ....

variable_name

curly quotes arch ross deckle quotes brov ....

{"a":"b"}

backslash format command curly ....

\command{}

(python) tell sink print to console spark three ....

new line, print(<third clipboard position>)