Caster Quick Reference

1. Numbers

$numb < 01m > \ \dots \dots \dots$	pr i	int	digits
word number $<09>$	\mathbf{print}	$\mathbf{a}\mathbf{s}$	words

2. Alphabeta

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

3. Punctuation^d

tabby	TAB	period dot
shin tabby .	SHIFT-TAB	bam ^c
ace	SPACE	slash/
$clamor \dots$!	$\operatorname{deckle} \ \dots \dots \ :$
chocky		semper;
quotes ^b	ии	angle ^{bf}
hashtag	#	^e equals =
dolly	\$	questo?
$modulo \dots$	%	atty @
${\it ampersand}$.	&	brax ^{bf}
chicky apos	-	backslash\
thin quotes ^b		carrot^
prekris ^{bf}	()	underscore
starling	*	ticky`
$^{\rm e}$ plus	+	tickris ^b
comma	,	curly ^{bf} {}
boom ^c	,	tilde
e minus	–	pipe (sim symbol)

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

^aPrefix with "big" for capitals

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
${\rm cancel} \ \dots \dots \ {\bf escape}$
save ctrl - s

7. Selection. Movement

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

^dRepeatable by saying number after

9. Text Formatting

Capitalisation

yell SOME WORDS
tie Some Words
$\mathrm{gerrish}\ ^{\mathrm{b}}\ \ldots \ldots \ldots \mathbf{someWords}$
$sing \ \dots \dots Some \ words$
laws some words

Spacing

$\operatorname{gum}\mid \operatorname{gun} \ \dots $
$spine \ \dots \dots \ some-words$
$snake\ ^b\ \dots \dots some_words$
$pebble \ \dots \dots \ some.words$
${\rm incline} \ \dots \dots \ {\bf some/words}$
${\rm dissent} \ \ {\rm descent} \ . \dots \dots \dots \ {\bf some} \backslash {\bf words}$

Capitalisation and spacing can be combined into a single command. They may be suffixed by "bow" and then dictation to format (ex: "tie snake bow some words") to aid recognition.

10. Format Setting

set [big] format < capitalisation > < spacing > [bow] Set a standard/[secondary] format

[big] format < dictation> Apply the standard/[secondary] format to dictation

11. Free Dictation - Engine Formatting say default engine formatting cop Initial letter capitalized slip initial letter lowercase

^bLeft key is pressed after

^cSpace bar is pressed after

^dRepeatable by saying number after

^ePrefix with "long" to get spaces either side

^fLeft or right available by prefixing with "left" or "right"

^aTakes optional direction parameter, one of the direction keys from table (5)

^bTakes optional number parameter for repetition

^eTakes prekris, brax, curly, angle, [thin] quotes, tickris

^cTakes optional number parameter, which is used to determine a persistent clipboard slot

^fTakes optional formatting parameters, e.g. "spark tie"

^cPass-through text formatting as defined by speech recognition engine.

^bgerrish defaults to gum, snake to laws

12. Programming Core^a

enable < language> activate module

lodge and iffae shells lodge or shell iffae lodge not

switch print to console

breaker function default class

add comment for each 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

13. Window Management

minimise win minimise window maximise win maximise window $dredge^{a} \dots \dots alt + tab$ switch window display all windows move window move with arrow keys window left snap window to left window right snap window to right show work show active workspaces new work create a new workspace close work close the current workspace close all work close all workspaces previous work a go to the previous workspace next work ^a **go to the next workspace** go work <n> go to workspace number n send work < n > . send the current window to workspace n move work <n> move the current window to

workspace n

14 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

15. Aliasing

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

16. Template-based Navigation

jump in b move cursor inside next ([{	<
jump out b move cursor past next)]}	
jump back b move cursor inside prev)]}	>
fill <target> b highlight <target> in lin</target></target>	16

17. Mouse Replacement

kick left click
${\rm kick} \ {\rm mid} \ \dots $
$\operatorname{psychic} \ \dots \dots \ \operatorname{\mathbf{right}} \ \operatorname{\mathbf{click}}$
$\mathbf{shift}\ \mathbf{right}\ \mathbf{click}\ \dots\dots\dots \ \mathbf{shift}\ \mathbf{right}\ \mathbf{click}$
$\mathbf{shift}\ \mathbf{click}\ \dots\dots\dots \ \mathbf{shift}\ \mathbf{click}$
${\rm squat} \ \dots \dots \ {\bf left} \ {\bf button} \ {\bf down}$
$bench\ \dots \dots \ left\ button\ up$
$\mathrm{lean} \ \dots \dots \dots \mathbf{right} \ \mathbf{button} \ \mathbf{down}$
$\ \ \text{hoist}\dots\dots\dots\mathbf{right}\mathbf{button}\mathbf{up}$
$\operatorname{colic} \ \dots \dots \ \operatorname{\mathbf{control}} \ \operatorname{\mathbf{left}} \ \operatorname{\mathbf{click}}$
$scree\ ^a\ \dots \dots \ scroll\ wheel$
${\rm curse} \ \dots \dots \ {\bf move} \ {\bf cursor} \ {\bf by} \ {\bf pixels}$
${\rm douglas} \ \dots \dots \ {\bf move} \ {\bf cursor} \ {\bf on} \ {\bf grid}$
${\rm rainbow}\ \dots \dots \ {\bf alternate}\ {\bf grid}$
${\rm legion} \ \dots \dots \ {\bf smart} \ {\bf text} \ {\bf selection}$
$\ \text{left point } \dots \dots \dots \dots \mathbf{mouse to screen } \mathbf{left}$
center point mouse to screen center
$\operatorname{right\ point\ }\ldots\ldots\ldots\ldots \operatorname{\mathbf{mouse\ to\ screen\ right}}$

18 Dragon

number/spell/dictation/normal/command mode switch dragon modes

19. Update and Caster Management

caster <mode> b ... microphone on, off, sleep clear caster log Clears Log Window update dragonfly Updates Dragonfly reboot caster Restarts Caster caster settings editor ... Caster settings editor

^aSee the CCR languages quick reference in the docs for details of the language specific commands.

^aTakes an optional number parameter for repetition

^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.

^aTakes optional direction parameter, one of the direction keys from table (5)

^b'Off' Implemented for DNS/DPI only

20. 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
ross wally clear four
snake variable namevariable_name
curly quotes arch ross deckle quotes brov $ \{"a":"b"\} $
backslash format command curly \setminus command{}
(python) tell sink print to console spark three new line, print(<third clipboard="" position="">)</third>