# Caster Quick Reference

## 1. Numbers

numb [minus]<numbers>[f] ........ **print digits**

word numb <0...9> ............ **print as words**

## 2. Alphabet[a]

| | | | | |
|---|---|---|---|---|
| alpha | golf | mike | santa | yankee |
| bravo | hotel | nova | tango | zulu |
| carla | india | oscar | utah | |
| delta | julia | papa | vespa | |
| echo | kilo | quebec | whiskey | |
| foxy | lima | romeo | x-ray | |

## 3. Punctuation[d]

| | | | | |
|---|---|---|---|---|
| tab ............... | **TAB** | plus [de] ............. | + |
| shin tab ... | **SHIFT-TAB** | minus [de] ........... | - |
| ace ............. | **SPACE** | star \| times [d] ....... | * |
| quote [f] .............. | " | divide [d] ............ | / |
| chicky [f] \| apostrophe | ' | equals [de] .......... | = |
| ticky [f] .............. | ` | bang ............... | ! |
| par [bg] ............. | () | question ............ | ? |
| brax [bg] ........... | [] | atty \| at symbol ..... | @ |
| angle [bg] ........... | <> | hashtag ............ | # |
| curly [bg] ........... | {} | dollar .............. | $ |
| comma [ce] .......... | , | ampersand .......... | & |
| dot \| period [c] ........ | . | mod [de] ............ | % |
| slash ............... | / | colon .............. | : |
| backslash [f] ........ | \ | semicolon .......... | ; |
| underscore ......... | _ | carrot .............. | ^ |
| dunder ............. | __ | tilde ............... | ~ |
| pipe (sim \| symbol) .. | \| | | |

## 4. Comparisons

| | | | |
|---|---|---|---|
| greater than[d] ........ | > | less equal[d] ......... | <= |
| less than[d] .......... | < | equal to[d] ........... | == |
| greater equal[d] ...... | >= | not equal[d] ......... | != |

[a]Prefix with "big" for capitals

[b]Left key is pressed after

[c]Space bar is pressed after

[d]Space inserted before and after

[e]Prefix with "short" to not insert space(s)

[f]Prefix with "double" to insert two of these characters

[g]Left or right available by prefixing with "open" or "close"

## 5. Directions

up [d] ........................................... **up**

down [d] ..................................... **down**

left [d] ......................................... **left**

right [d] ...................................... **right**

## 6. Editing

[c] clear [d] ................................. **bkspc**

[c] deli [d] ..................................... **del**

enter [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>**

[c] home ................................... **home**

[c] end ..................................... **end**

kraken ........................... **ctrl + space**

hug <enclose> [e] .............. **encloses target**

## 8. Copy and Paste

copy [c] ...................................... **copy**

cut [c] ......................................... **cut**

paste [c f] .................................. **paste**

grab [c] ..................... **double-click + copy**

drop [c] .................... **double-click + paste**

duplicate [b] ..................... **duplicate line**

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

[b]Takes optional number parameter for repetition

[c]Prefix with "big" for ctrl+

[d]Repeatable by saying number after

[e]Takes par, brax, curly, angle, quote, chicky, ticky

[c]Takes optional number parameter, which is used to determine a persistent clipboard slot

[f]Takes optional formatting parameters, e.g. "paste title snake"

## 9. Text Formatting

### Capitalisation

yell ......................... **SOME WORDS**

title [b] ....................... **SomeWords**

camel [b] ..................... **someWords**

sing ......................... **Some words**

laws ......................... **some words**

### Spacing

ace (default) ..................... **some words**

gum \| gun ..................... **somewords**

kebab ......................... **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. They may be suffixed by "bow" and then dictation to format (ex: "title snake bow some words") to aid recognition.

Must pause after issuing command. This is not a CCR/merge command.

## 10. Free Dictation - Engine Formatting [c]

say ................ **default engine formatting**

cap ................. **Initial letter capitalized**

slip ................. **initial letter lowercase**

[c]Pass-through text formatting as defined by speech recognition engine.

[b]title and camel default to gum, snake to laws

## 11. Python (Visual Studio Code)

enable Python . . . . . . . . . . . . . . . **activate module**

| | |
|---|---|
| bit shift (left\|right) | for |
| bitwise and . . . . . . . . . & | from |
| bitwise or . . . . . . . . . . \| | function |
| bitwise complement . ˜ | global |
| bitwise xor . . . . . . . . . ˆ | if |
| and | in |
| as | import |
| break | is |
| class | method |
| class method | none |
| comment | not |
| big comment | or |
| continue | pass |
| pie deli . . . . . . . . . . `del` | raise |
| derived class | return |
| elif | static method |
| else | true |
| except | try |
| false | while |
| finally | with |
| | short with |

| | |
|---|---|
| delete line | search for file |
| expand [a] | (next\|previous) tab [a] |
| shrink [a] | close tab [a] |
| fold [all] | split editor |
| unfold [all] | close editor |
| scroll [page] up [a] | (next\|previous) editor [a] |
| scroll [page] down [a] | focus explorer |
| hover | focus editor |
| IntelliSense | terminal |
| line <n> | debug |
| (go\|peek\|side) definition | debug continue |
| peek references | debug stop |
| go symbol | breakpoint |
| go bracket | step (in\|out\|over) [a] |
| show command palette | lint |

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[a]Takes optional number parameter for repetition

## 12. C++ (Visual Studio)

enable C plus plus . . . . . . . . . . . **activate module**

TODO: List C++ com- mands
TODO: List Visual Studio Helper Functions

## 13. 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** |
| lean | **right button down** |
| hoist | **right 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** |

## 14. Window Management

| | |
|---|---|
| minimise win | **minimise window** |
| maximise win | **maximise window** |
| switch window | **ctrl+alt+tab. Use tab\|shin+tab, enter** |
| show windows | **(Dragon) show list of windows** |
| move window | **move with arrow keys** |
| window (left\|right) | **snap window to left\|right** |
| send monitor (left\|right) | **send the current window to left/right monitor** |
| 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 [b] | **go to the previous workspace** |
| next work [b] | **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** |

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

[b]Takes an optional number parameter for repetition

**15. Repetition**

again do ................ **repeat last dictation**

again <n> times ...... **repeat last dictation\*n**

**16. Dragon**

(command | dictation | normal | spell | numbers)
mode on ....... **switch dragon modes (native dragon commands)**

scratch that ......... **undo previous dictation**

sratch <n> ...... **undo previous n dictations**

fix dragon double . **delete initial dictated char**