Caster Quick Reference

1	NΙ	 bers
	I VI	 11612

$numb \ [minus] < numbers > [f]$		print	digits
word numb $<09>$	p	orint as	words

2. Alphabeta

alpha	golf	$_{ m mike}$	santa	yankee
bravo	hotel	nova	tango	zulu
carla	india	oscar	utah	
delta	julia	papa	vespa	
echo	kilo	quebec	whiskey	
foxy	lima	romeo	x-rav	

3 Punctuation^d

J. I uli	Ctuation		
$tab \dots$	TAB	plus ^{de}	+
shin tal	o SHIFT-TAB	minus ^{de}	_
ace	SPACE	star times d	*
quote ^f		divide ^d	
chicky ¹	$^{ m f} \mid { m apostrophe} {}^{ m f}$	equals de	=
ticky ^f		bang	!
par ^{bg}	()	question	?
brax ^{bg}	[]	atty at symbol	0
	g	hashtag	#
	g {}	dollar	\$
comma	ce,	ampersand	
$dot \mid pe$	eriod ^c	\mod^{de}	%
	/	colon	:
backsla	sh ^f \	semicolon	
underse	core	carrot	
dunder		tilde	~
pipe (si	m symbol)		

4. Comparisons

greater than ^d	less equal ^d	<=
less than ^d <	equality ^d	==
greater equal ^d >=	not equal to ^d	!=

 $[^]a\mathrm{Prefix}$ with "big" for capitals

5. Directions

up " up
down ^d down
left d left
right d right

6. Editing

clear d bkspc
$\mathrm{deli}\ ^{\mathrm{d}}\ \ldots \ldots \ldots \ \mathbf{del}$
$\mathrm{enter}\ ^{\mathrm{d}}\ \ldots \ldots \cdots \mathrm{enter}$
${\rm cancel} \ \dots \dots \ {\bf escape}$
save ctrl - s

7. Selection, Movement

shackle select line
${ m shin}^{ m a \ b}$ ${ m shift}$ - ${ m }$
queue $^{\mathrm{a}}$ $^{\mathrm{b}}$ ctrl - shift - $\mathrm{}$
fly $^{\mathrm{a}}$ $^{\mathrm{b}}$ ctrl - $<\!\mathrm{dir}>$
$\operatorname{splat} {}^{\operatorname{a} \operatorname{b}} \ldots \operatorname{ctrl} - \operatorname{del/bkspc}$
g home home
$^{\mathrm{g}}$ end end
kraken $ctrl + space$
$\label{eq:hug} \mbox{-hug} < \mbox{enclose} > \mbox{$^{\rm e}$} \ \ldots \ldots $

8. Copy and Paste

copy ^c copy
$\mathrm{cut}\ ^{\mathrm{c}}\ \ldots \ldots \ldots \ldots \ldots \mathbf{cut}$
paste ^{c f} paste
$\operatorname{grab}^{\operatorname{c}}$ $\operatorname{\mathbf{double\text{-}click}}$ + $\operatorname{\mathbf{copy}}$
$drop^{c}$ $double$ -click + paste
duplicate b duplicate line

^dRepeatable by saying number after

9. Text Formatting

Capitalisation

yell SOME WORDS
$\begin{array}{cccccccccccccccccccccccccccccccccccc$
$camel\ ^b\ \dots \dots$
$sing \ \dots \dots Some \ words$
laws some words

Spacing

$ace \ (default) \ \dots \dots \ some \ words$
$\operatorname{gum}\mid \operatorname{gun}\ \dots \dots$
${\tt kebab} \hspace{0.1in} \hspace{0.1in} {\bf some\text{-}words}$
snake b some_words
$pebble \ \dots \dots \ some.words$
${\rm incline} \ \dots \dots \dots \ {\bf some/words}$
${\rm dissent} \mid {\rm descent} \ \ {\bf some} \backslash {\bf words}$

Capitalisation and spacing can be combined into a single command. They may be suffixed by "bow" and then dictation to format (ex: "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 cap default engine formatting cap Initial letter capitalized slip initial letter lowercase

^bLeft key is pressed after

^cSpace bar is pressed after

^dSpace inserted before and after

 $[^]e\mathrm{Prefix}$ with "short" to not insert space(s)

^fPrefix with "double" to insert two of these characters

^gLeft or right available by prefixing with "open" or "close"

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

^bTakes optional number parameter for repetition

^eTakes par, brax, curly, angle, quote, chicky, ticky

 $[^]g$ Prefix with "big" for ctrl-(home|end)

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

 $^{{}^}f\mathrm{Takes}$ optional for matting parameters, e.g. "paste title snake"

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

^btitle 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 and import asbreak is class method "c method" none class method $_{
m not}$ comment orbig comment pass continue raise pie deli del return derived class static method elif true else

TODO: List VS Code helper functions

except

finally

false

 trv

while

with

short with

12. C++ (Visual Studio)

enable C plus plus activate module

TODO: List C++ com- mands

TODO: List Visual Studio Helper Functions

13. Mouse Replacement

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

14. Window Management

workspace n

minimise win minimise window maximise win maximise window $dredge^{b}$ alt + tabswitch 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 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

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

^bTakes 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

show windows show list of windows