# Caster Quick Reference

#### 1. Numbers

$numb \ [minus] < numbers > [f]$		$\mathbf{print}$	digits
word numb $<09>$	pr	int as	words

#### 2. Alphabeta

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

#### 3. Punctuation<sup>d</sup>

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

greater than $^{\alpha}$	greater equ	>=
less than <sup>d</sup> $<$	less $eq^d$	<=
equal to <sup>d</sup> ==	$not eq^d$	! =

<sup>&</sup>lt;sup>a</sup>Prefix with "big" for capitals

4. Comparisons

#### 5. Directions

up <sup>a</sup> up
down <sup>d</sup> <b>down</b>
left d <b>left</b>
right d right

# 6. Editing

$^{\mathrm{c}}$ clear $^{\mathrm{d}}$ <b>bkspc</b>
$^{\rm c}$ deli $^{\rm d}$
$\mathrm{enter}\ ^{\mathrm{d}}\ \ldots \ldots \ \mathbf{enter}$
${\rm cancel} \ \dots \dots \ {\bf escape}$
save $\operatorname{\mathbf{ctrl}}$ - $\operatorname{\mathbf{s}}$

#### 7. Selection, Movement

shackle select line
$\sinh^{a\ b}$ shift - $<$ dir $>$
queue $^{a\ b}$ $ctrl$ - $shift$ - $$
fly $^{a\ b}$ ctrl - $<\!$ dir $>$
$^{\rm c}$ home home
$^{\rm c}$ end
kraken $ctrl + space$
$\  \   \text{hug} < \text{enclose} >  ^e   \dots \dots                $

# 8. Copy and Paste

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

 $<sup>^</sup>a$ Takes optional direction parameter, one of the direction keys from table (5)

# 9. Text Formatting

# Capitalisation

yell SOME WORDS
title b SomeWords
$camel\ ^b\ \dots \dots$
$sing \ \dots \dots Some \ words$
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

<sup>&</sup>lt;sup>b</sup>Left key is pressed after

<sup>&</sup>lt;sup>c</sup>Space bar is pressed after

<sup>&</sup>lt;sup>d</sup>Space inserted before and after

<sup>&</sup>lt;sup>e</sup>Prefix with "short" to not insert space(s)

<sup>&</sup>lt;sup>f</sup>Prefix with "double" to insert two of these characters

<sup>&</sup>lt;sup>g</sup>Left or right available by prefixing with "open" or "close"

<sup>&</sup>lt;sup>h</sup>Suffix with "eq" (pronounced "eek") to append '='

 $<sup>{}^</sup>b\mathrm{Takes}$  optional number parameter for repetition

<sup>&</sup>lt;sup>c</sup>Prefix with "big" for ctrl+

<sup>&</sup>lt;sup>d</sup>Repeatable by saying number after

<sup>&</sup>lt;sup>e</sup>Takes par, brax, curly, angle, quote, chicky, ticky

<sup>&</sup>lt;sup>c</sup>Takes optional number parameter, which is used to determine a persistent clipboard slot

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

<sup>&</sup>lt;sup>c</sup>Pass-through text formatting as defined by speech recognition engine.

<sup>&</sup>lt;sup>b</sup>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 ..... if logical and ..... and in import asbreak is class method class method

big comment logical or ..... or

none

not

continue pass pie deli ..... del raise derived class return

comment

static method elif

else true except  $\operatorname{trv}$ while false finally with

short with

delete line search for file

expand <sup>a</sup> (next|previous) tab a

shrink <sup>a</sup> close tab  $^{\rm a}$ fold [all] split editor unfold [all] close editor

scroll [page] up a (next|previous) editor <sup>a</sup> scroll [page] down <sup>a</sup> (hide|show) explorer focus (explorer editor) hover

IntelliSense terminal line <n> debug

debug continue (go|peek|side) definition peek references debug stop go symbol breakpoint

go bracket step (in|out|over) a

show command palette lint

# 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
$\mathbf{shift}\ \mathbf{click}\ \dots \dots \dots \mathbf{shift}\ \mathbf{click}$
$\mathrm{squat} \ \dots \dots \ \mathbf{left} \ \mathbf{button} \ \mathbf{down}$
bench left button up
${\rm lean} \ \dots \dots \ {\bf right} \ {\bf button} \ {\bf down}$
hoist right button up
$\operatorname{colic} \ \dots \dots \dots \dots \dots \operatorname{\mathbf{control}} \ \operatorname{\mathbf{left}} \ \operatorname{\mathbf{click}}$
$scree\ ^{a}\ \dots \dots \ scroll\ wheel$
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

<sup>&</sup>lt;sup>a</sup>Takes optional number parameter for repetition

<sup>&</sup>lt;sup>a</sup>Takes optional direction parameter, one of the direction keys from table (5)

<sup>&</sup>lt;sup>b</sup>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)

fix dragon double . delete initial dictated char