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

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

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

# 4. Comparisons

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

 $<sup>^</sup>a\mathrm{Prefix}$  with "big" for capitals

### 5. Directions

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

### 6. Editing

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

### 7. Selection, Movement

shackle select line
${ m shin}^{ m a \ b}$ ${ m shift}$ - ${ m }$
queue $^{\mathrm{a}}$ $^{\mathrm{b}}$ $\mathrm{ctrl}$ - $\mathrm{shift}$ - $\mathrm{}$
fly $^{\mathrm{a}}$ $^{\mathrm{b}}$ $\mathrm{ctrl}$ - $<\!\mathrm{dir}>$
$\operatorname{splat} {}^{\operatorname{a} \operatorname{b}} \ldots \operatorname{ctrl} - \operatorname{del/bkspc}$
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 <sup>c</sup> <b>copy</b>
$\mathrm{cut}\ ^{\mathrm{c}}\ \ldots \ldots \ldots \ldots \ldots \mathbf{cut}$
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>lt;sup>d</sup>Repeatable by saying number after

## 9. Text Formatting

### Capitalisation

yell <b>SOME WORDS</b>
$\begin{array}{cccccccccccccccccccccccccccccccccccc$
$camel\ ^b\ \dots \dots$
$sing \ \dots \dots Some \ words$
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

<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

 $<sup>^</sup>e\mathrm{Prefix}$  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>a</sup>Takes optional direction parameter, one of the direction keys from table (5)

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

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

 $<sup>^</sup>g$ Prefix with "big" for ctrl-(home|end)

<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 and import asbreak is class method "c method" none . ..... class method  $_{
m not}$ comment orbig comment pass continue raise pie deli ..... del return

static method derived class

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

finally short with

delete line next tab a expand a previous tab <sup>a</sup> shrink <sup>a</sup> split editor fold [all] close editor next editor <sup>a</sup> unfold [all] scroll [page] up a previous editor <sup>a</sup> scroll [page] down a focus explorer focus editor hover line  $\langle n \rangle$ terminal (go|peek|side) definition debug

peek references debug continue go symbol debug stop breakpoint go bracket

show command palette step (in|out|over) a

search for file

### 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  $dredge^{b}$  ...... 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 workspace n

<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

<sup>&</sup>lt;sup>a</sup>Takes 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