

# Caster Quick Reference

## 1. Numbers

numb <0...1m> ..... **print digits**  
word number <0...9> ..... **print as words**

## 2. Alphabet<sup>a</sup>

arch	goof	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<sup>d</sup>

tabby	TAB	period   dot	.
shin tabby	. SHIFT-TAB	bam <sup>c</sup>	.
ace	SPACE	slash	/
clamor	!	deckle	:
chocky	"	semper	;
quotes <sup>b</sup>	""	angle <sup>bf</sup>	<>
hashtag	#	<sup>e</sup> equals	=
dolly	\$	questo	?
modulo	%	atty	@
ampersand	&	brax <sup>bf</sup>	[]
chicky   apostrophe	'	backslash	\
thin quotes <sup>b</sup>	''	carrot	^
prekris <sup>bf</sup>	()	underscore	_
starling	*	ticky	`
<sup>e</sup> plus	+	tickris <sup>b</sup>	~
comma	,	curly <sup>bf</sup>	{ }
boom <sup>c</sup>	,	tilde	~
<sup>e</sup> 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	==

<sup>a</sup>Prefix with "big" for capitals

<sup>b</sup>Left key is pressed after

<sup>c</sup>Space bar is pressed after

<sup>d</sup>Repeatable by saying number after

<sup>e</sup>Prefix with "long" to get spaces either side

<sup>f</sup>Left or right available by prefixing with "left" or "right"

## 5. Directions

sauce <sup>d</sup>	up
dunce <sup>d</sup>	down
lease <sup>d</sup>	left
ross <sup>d</sup>	right

## 6. Editing

clear <sup>d</sup>	bkspc
deli <sup>d</sup>	del
shock <sup>d</sup>	enter
cancel	escape
save	ctrl - s

## 7. Selection, Movement

shackle	select line
shin <sup>a b</sup>	shift - <dir>
queue <sup>a b</sup>	ctrl - shift - <dir>
fly <sup>a b</sup>	ctrl - <dir>
splat <sup>a b</sup>	ctrl - del/bkspc
<sup>a</sup> wally	home/end
tell sink	end + enter
tell dock	end + semicolon + enter
kraken	ctrl + space
hug <enclose> <sup>e</sup>	encloses target

## 8. Copy and Paste

stoosh <sup>c</sup>	copy
cut <sup>c</sup>	cut
spark <sup>c f</sup>	paste
garb <sup>c</sup>	double-click + copy
drop <sup>c</sup>	double-click + paste
duple <sup>b</sup>	duplicate line

<sup>d</sup>Repeatable by saying number after

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

<sup>b</sup>Takes optional number parameter for repetition

<sup>c</sup>Takes prekris, brax, curly, angle, [thin] quotes, tickris

<sup>e</sup>Takes optional number parameter, which is used to determine a persistent clipboard slot

<sup>f</sup>Takes optional formatting parameters, e.g. "spark tie"

## 9. Text Formatting

### Capitalisation

yell	SOME WORDS
tie <sup>b</sup> (title case)	SomeWords
camel <sup>b</sup>	someWords
sing	Some words
laws	some words

### Spacing

ace (default)	some words
gum   gun	somewords
kebab	some-words
snake <sup>b</sup>	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: "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 <sup>c</sup>

say	default engine formatting
cop	Initial letter capitalized
slip	initial letter lowercase

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

<sup>b</sup>tie and camel default to gum, snake to laws

## 12. Programming Core<sup>a</sup>

enable <language> ..... **activate module**

iffae	lodge and
shells	lodge or
shell iffae	lodge not
switch	print to console
breaker	function
default	class
for each	add comment
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	

---

<sup>a</sup>See the CCR languages quick reference in the docs for details of the language specific commands.

## 13. Window Management

minimise win ..... **minimise window**  
maximise win ..... **maximise window**  
dredge <sup>a</sup> ..... **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 <sup>a</sup> ..... **go to the previous workspace**  
next work <sup>a</sup> ..... **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**

---

<sup>a</sup>Takes an optional number parameter for repetition

## 16. Template-based Navigation

jump in <sup>b</sup> ..... **move cursor inside next ({{<**  
jump out <sup>b</sup> ..... **move cursor past next }}>**  
jump back <sup>b</sup> ... **move cursor inside prev }}>**  
fill <target> <sup>b</sup> .... **highlight <target> in line**

## 17. 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 <sup>a</sup> ..... **scroll wheel**  
curse ..... **move cursor by pixels**  
douglas ..... **move cursor on grid**  
rainbow ..... **alternate grid**  
legion ..... **smart text selection**  
left point ..... **mouse to screen left**  
center point ..... **mouse to screen center**  
right point ..... **mouse to screen right**

## 18. Dragon

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

## 19. Update and Caster Management

clear caster log ..... **Clears Log Window**  
update dragonfly ..... **Updates Dragonfly**  
reboot caster ..... **Restarts Caster**  
caster settings editor ... **Caster settings editor**

---

<sup>b</sup>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.

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

## 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 .....  
    **Select to the end of the line, delete**

ross wally clear four .....  
    **Go to the end of the line, backspace  
    four**

snake variable name .....  
    **variable\_name**

curly quotes arch ross deckle quotes brov .....  
    **{"a":"b"}**

backslash format command curly .....  
    **\command{}**

(python) tell sink print to console spark three ....  
    **new line, print(<third clipboard  
    position>)**