#### 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 bitwise xor ......^ and import asbreak isclass method class method none comment not big comment orcontinue pass pie deli ..... del raise derived class return

elif static method

else true except try false while finally with

short with

breakpoint

step (in|out|over) a

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

#### 12. C++ (Visual Studio)

enable C plus plus ..... activate module

TODO: List C++ com- mands

TODO: List Visual Studio Helper Functions

#### 13. Mouse Replacement

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

#### 14. Window Management

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

 $\begin{array}{ll} move \ work < \! n \! > & \textbf{move the current window to} \\ \textbf{workspace n} \end{array}$ 

show command palette

search for file

 $<sup>^</sup>a\mathrm{Takes}$  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)

fix dragon double . delete initial dictated char