

Caster Quick Reference

1. Numbers

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

2. Alphabet^a

| | | | | |
|---------|--------|----------|---------|--------|
| alpha | golf | mike | sierra | yankee |
| bravo | hotel | november | tango | zulu |
| charlie | india | oscar | uniform | |
| delta | juliet | papa | victor | |
| echo | kilo | quebec | whiskey | |
| foxtrot | lima | romeo | x-ray | |

3. Punctuation^d

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

^aPrefix with "big" for capitals

^bLeft key is pressed after

^cSpace bar is pressed after

^dRepeatable by saying number after

^ePrefix with "long" to get spaces either side

^fLeft or right available by prefixing with "left" or "right"

5. Directions

sauce ^d **up**
dunce ^d **down**
lease ^d **left**
ross ^d **right**

6. Editing

clear ^d **bkspc**
deli ^d **del**
shock ^d **enter**
cancel **escape**
save **ctrl - s**

7. Selection, Movement

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

8. Copy and Paste

stoosh ^c **copy**
cut ^c **cut**
spark ^{c f} **paste**
garb ^c **double-click + copy**
drop ^c **double-click + paste**
duple ^b **duplicate line**

^dRepeatable by saying number after

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

^bTakes optional number parameter for repetition

^cTakes prekris, brax, curly, angle, [thin] quotes, tickris

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

^fTakes optional formatting parameters, e.g. "spark tie"

9. Text Formatting

Capitalisation

yell **SOME WORDS**
tie ^b (title case) **SomeWords**
camel ^b **someWords**
sing **Some words**
laws **some words**

Spacing

ace (default) **some words**
gum | gun **somewords**
kebab **some-words**
snake ^b **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 ^c

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

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

^btie and camel default to gum, snake to laws

12. Literal: Entering Commands as Words

literal <capitalization> <words> literal

Inserts the literal word(s) rather than executing their commands. <capitalization> (required) is a key from table (9a)

13. Programming Core^a

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 | |

^aSee the CCR languages quick reference in the docs for details of the language specific commands.

14. Window Management

minimise win **minimise window**
maximise win **maximise window**
dredge ^a **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 ^a **go to the previous workspace**
next work ^a **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**

15. 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**

16. Aliasing

alias <dict> **alias highlighted text**
chain alias <dict> **alias as CCR**

^aTakes an optional number parameter for repetition

17. Template-based Navigation

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

18. 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 ^a **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**

19. Dragon

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

20. Update and Caster Management

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

^bAll 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.

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

21. 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>)**