U4D Grid

Table of Contents

The Dragon command accepts a few options:

Grid <help> to show this file.

Grid <show> to show the graphical grid.

Grid <close> to close the grid.

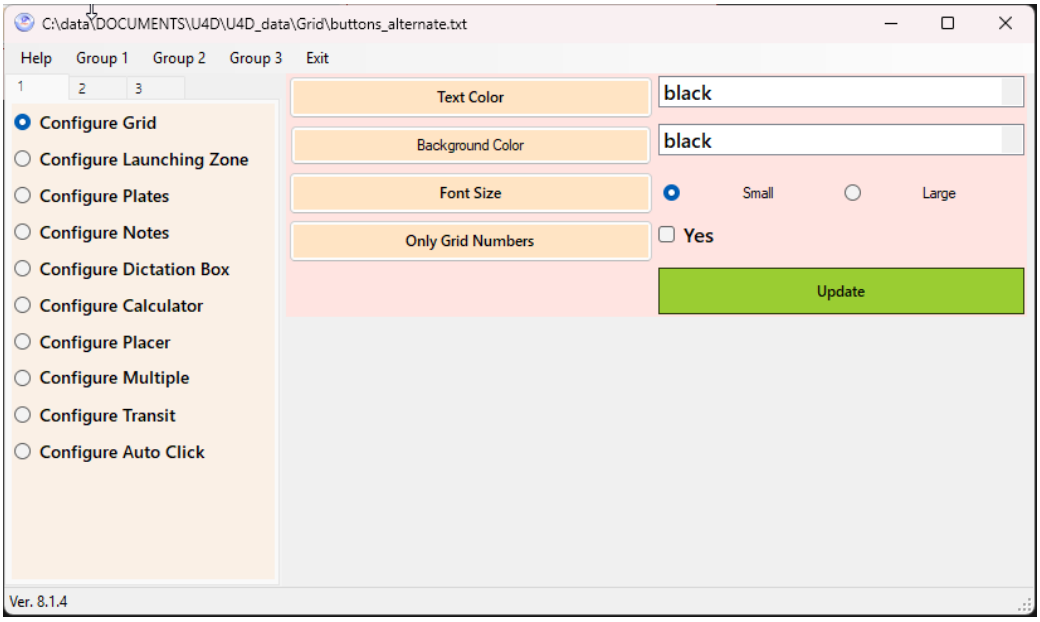
Grid <stop> to close the grid (I prefer this command; the other one can sometimes be misinterpreted as a request to close other windows.

<*1-100*> **down** <*1-100*> imagine dividing the window into 100 slices 100 across 100 slices down. These are also a percentage. They start at the top left corner of your monitor that your mouse cursor is currently sitting at. So you can go ¼ of the way to the right and 50% of the way down from the top of the screen by saying 25 down 50, for example. With a little practice, it can be immensely faster than the standard mouse grid command. Showing the grid will help you to train yourself where these numbers represent. **This command can be either with the grid showing or not**.

Notice when the grid shows up: there's a traditional numbering scheme along the four sides of your monitor, and another set of numbers down the middle for convenience. These numbers here represent numbers from 1 through 100. See the section on absolute mouse cursor location below for discussion regarding this grid.

Download the free Configuration Manager application.

Configuration (if desired)



Invoke/say "configuration manager" to open the following program. Then say "configure grid" to call up the grid option.

This allows further modifications to the font size or color of the numbers. "Only grid numbers" refers to the inner block numbering (1 to 400).

The grid-color choices include red, yellow, maroon, green, black, antique white or blue. You will want to make sure that there is a good contrast between the text color and the background color. A nice choice, I think it is a black background and antique white text color.

The front-size choices are either large or small.

Operating This Command

Say "grid show" – this is the default – outside numbers only (top, bottom, left, right) showing on the screen that the mouse cursor is currently sitting. This is considered the active window.

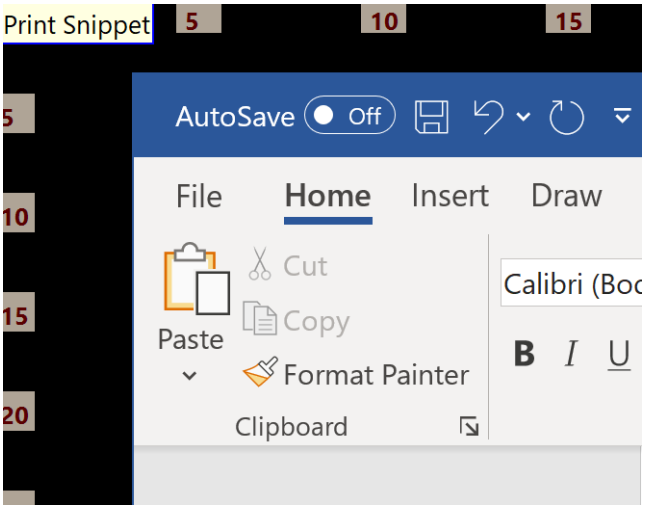


Illustration 1

Running on Multiple Screens

This command works with any number of monitors, including mixed UHD and HD screens. The grid comes up on the **screen where the mouse cursor currently resides.** Invoking the grid command closes any other currently running grid command on another screen.

This'll work on any scaling and any resolution, whether the screen is horizontally or vertically oriented.

Viewing Clarity

There are times when the background color of the screen makes it hard to read the numbers. You may find alternate colors more optimal for you. See the configuration description at the beginning of this article. A solution for this problem is to provide a background box or circle around each number. The problem arises here where potentially too much of the screen gets blocked. Typically, the best option would be to turn the grid off and back on as needed.

Closing the Grid

To close the grid – say "grid close", I prefer to say "grid stop". They both do exactly the same thing.

Now, let's say you have multiple monitors, and you call up the grid command on monitor 2. You don't have to close it to have the grid show up on another screen, it will automatically close the grid on the screen that you are moving from and automatically reopen the grid on the new screen.

This can be very useful when used in conjunction with the Focus application using the "monitor <#>" command. Where you can move the mouse cursor to whichever monitor that you want, hands-free.

Absolute Mouse Cursor Location

This can be used whether the grid is <u>open or not.</u>

Think of the screen in percentages (from1 through 100). You have 2 coordinates, an X, and a Y, where the X corresponds to the width of the screen, and the Y corresponds to the height of the screen. So, it doesn't matter whether you have a UHD or in HD screen. You simply use numbers between 1 and 100 for each of the 2 numbers.

<X coordinate number> DOWN <Y coordinate number>

Directly place the cursor at that location.