Coding the semi-regular tessellations
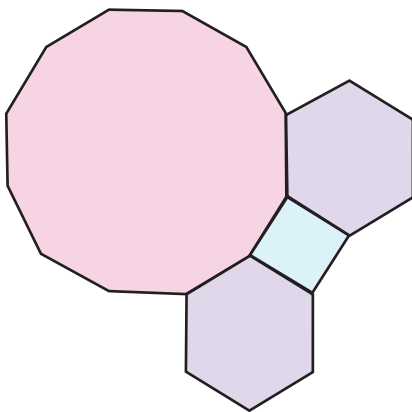
Dodecagons and triangles

M = 3
$12^2.3$
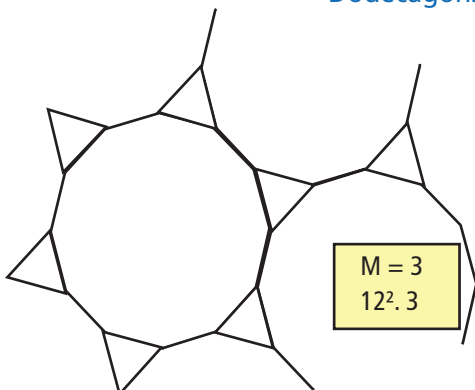
M stands for the number of regular polygons at each vertex.
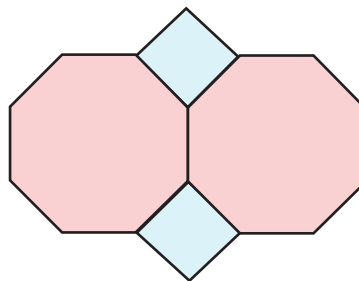$12^2.3$ or 12.12.3 is the order in which each regular polygon appears.

Below are the remaining 7 semi-regular tessellations using the Mathomat V3 template and the correct vertex coding.
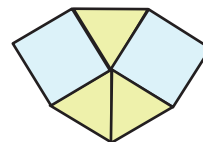
Dodecagons, hexagons and squares
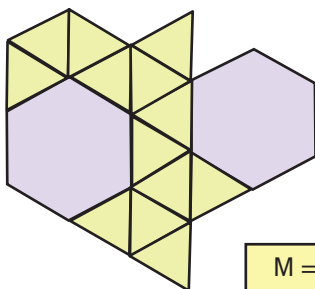

M = 3,
6.4.12

Octagons and squares
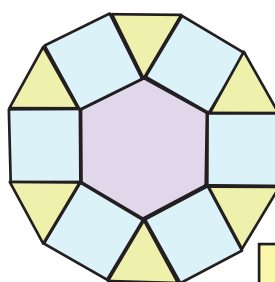

M = 3,
4.8.8

Squares and triangles

M = 5,
3.3.4.3.4
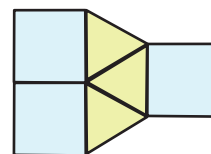
Hexagons and triangles

M = 5,
6.3.3.3.3

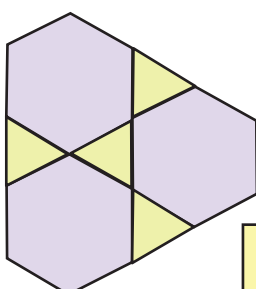### Hexagons with triangles and squares

M = 4.
4.6.4.3

Triangles and squares

M = 5,
4.4.3.3.3

Hexagons and triangles

M = 4.
6.3.6.3

If you were texting a friend you could explain a pattern exactly by its vertex coding.

Friday 19.58

My pattern uses octagons and squares (shapes 3 and 16) and the vertex code is
M = 3 $8^2.4$

Read Friday

Friday 20.08

Thanks, I'll try drawing it with my Mathomat. :)