

C47 Keyboard row 4

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.41.11	4	1		ENTER	Enter	If eRPN is SET, in Numeric Input Mode, ENTER pushes the input value onto the stack, and if CLEAR, then it also duplicates X to Y ; without input or in Program Entry Mode, ENTER always duplicates X to Y ; only if eRPN is CLEAR, automatic stack lift is disabled after ENTER (Info : Note that In Program Entry Mode, ENTER terminates numeric input without inserting an ENTER instruction (it is not necessary to separate numbers on consecutive program lines and - if eRPN is SET - ENTER would lead to unnecessary duplication of X) ; For assignments (ASN (f[1])), spell the name as 'ENTER' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command	ENTER	
C47.41.12	4	1	f	COMPLEX	Complex number	Convert to or from Complex number (2.0-2.5)	Function (dyadic)	COMPLEX	
C47.41.13	4	1	g	CPX	Complex functions	Complex functions (Ref : https://47calc.com/doc/Application%20Notes/AN0001_C47_R47_JM_Complex_number_engineering_example.pdf)	MENU	CPX	
C47.41.31	4	1	alpha	ENTER	Enter	If eRPN is SET, in Numeric Input Mode, ENTER pushes the input value onto the stack, and if CLEAR, then it also duplicates X to Y ; without input or in Program Entry Mode, ENTER always duplicates X to Y ; only if eRPN is CLEAR, automatic stack lift is disabled after ENTER (Info : Note that In Program Entry Mode, ENTER terminates numeric input without inserting an ENTER instruction (it is not necessary to separate numbers on consecutive program lines and - if eRPN is SET - ENTER would lead to unnecessary duplication of X) ; For assignments (ASN (f[1])), spell the name as 'ENTER' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command	ENTER	
C47.41.32	4	1	alpha f	X.EDIT	Edit X	Edit contents of stack register X as text (Shortcut : alpha long [ENTER] ; EIM long [ENTER])	Command	X.EDIT	
C47.41.33	4	1	alpha g	↵	Carriage return	Character ↵ (Shortcut : alpha g [ENTER] ; alpha longer [ENTER] ; EIM longer [ENTER] ; Info : Fontcode : 21B5 ₁₆)	Character		
C47.41.41	4	1	TAM	ENTER	Enter	If eRPN is SET, in Numeric Input Mode, ENTER pushes the input value onto the stack, and if CLEAR, then it also duplicates X to Y ; without input or in Program Entry Mode, ENTER always duplicates X to Y ; only if eRPN is CLEAR, automatic stack lift is disabled after ENTER (Info : Note that In Program Entry Mode, ENTER terminates numeric input without inserting an ENTER instruction (it is not necessary to separate numbers on consecutive program lines and - if eRPN is SET - ENTER would lead to unnecessary duplication of X) ; For assignments (ASN (f[1])), spell the name as 'ENTER' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command	ENTER	
C47.41.42	4	1	#TAM	DEC	Decimal (short integer)	Convert X to decimal (short integer) and toggle decimal (short integer) mode ; entering digits A-F switches the calculator to hexadecimal mode ; when KEY _{A-F} is SET, the respective digit is included in the row 2 key's longpress preview cycle (Shortcut : #TAM [ENTER] ; Info : values are displayed with subscript ₁₀)	Setting (pgm)	DEC	OFF

C47.42.11	4	2		x↔y	Swap X and Y	Swap register X and register Y	Command	x↔y	
C47.42.12	4	2	f	LASTx	Last X	Recall last X (Register L)	Command	LASTx	
C47.42.13	4	2	g	STK	Stack	Stack functions	MENU	STK	
C47.42.31	4	2	alpha	M	M	Character M (Fontcode : 004D ₁₆)	Character		
C47.42.32	4	2	alpha f	m	m	Character m (Fontcode : 006D ₁₆)	Character		
C47.42.33	4	2	alpha g	↔	Left right arrow	Character ↔ (Shortcut : alpha g [x↔y] ; Info : Fontcode : 21C4 ₁₆)	Character		
C47.42.41	4	2	TAM	{M}	Register M	Easy access to Register M (211) : General purpose register M ; also used to store distribution parameter : mean, median, location, degree of freedom 1, centre, lower limit (Shortcut : ST0/RCL {M} ; TI : M ₂)	EasyAccess (TAM)		
C47.42.42	4	2	#TAM						

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.43.11	4	3		+/-	Change sign	Change sign of number or time value in X (Info : CHS does not copy input to LASTx ; 0. CHS returns - 0. provided flag SPCRES is SET)	Function (monadic)	CHS	
C47.43.12	4	3	f	MODE	Mode settings	System (mode settings) settings (Info : MODE replaces R47 menu PREF ; Ref : https://47calc.com/doc/Application%20Notes/AN0028_C47_R47_JM_Configurability_Tour.pdf)	MENU	MODE	
C47.43.13	4	3	g	TRG	Trigonometry	Trigonometry functions (Info : TRG replaces R47 menu TRG_R47 ; Ref : https://47calc.com/doc/C47/Reference/C47_DMS-HMS.pdf)	MENU	TRG	
C47.43.31	4	3	alpha	N	N	Character N (Fontcode : 004E ₁₆)	Character		
C47.43.32	4	3	alpha f	n	n	Character n (Fontcode : 006E ₁₆)	Character		
C47.43.33	4	3	alpha g	±	Plus-minus	Character ± (Shortcut : alpha g [+/-] ; Info : Fontcode : 00B1 ₁₆)	Character		
C47.43.41	4	3	TAM	{N}	Register N	Easy access to Register N (212) : General purpose register N ; also used to store distribution parameter : degree of freedom 2, quantity, upper limit (Shortcut : ST0/RCL {N} ; TI : N:)	EasyAccess (TAM)		
C47.43.42	4	3	#TAM						

C47.44.11	4	4		E	Enter exponent	Enter exponent (decimal input, powers of 10)	Command		
C47.44.12	4	4	f	DISP	Display settings	Display settings (Info : On DISP page 3, special indicators are used : ◇ : all group settings comply, ◇ : ≥1 group settings differ ; Ref : https://47calc.com/doc/Application%20Notes/AN0028_C47_R47_JM_Configurability_Tour.pdf)	MENU	DISP	
C47.44.13	4	4	g	EXP	Exponential	Exponential functions	MENU	EXP	
C47.44.31	4	4	alpha	0	0	Character 0 (Fontcode : 004F ₁₆)	Character		
C47.44.32	4	4	alpha f	o	o	Character o (Fontcode : 006F ₁₆)	Character		
C47.44.33	4	4	alpha g	<E>	Exponent sign (AIM)	Character E (displays as outline E in numeric font) (Shortcut : alpha g [E] ; Info : Fontcode : 2073 ₁₆)	Character		
C47.44.41	4	4	TAM	{0}	Register 0	Easy access to Register 0 (221) : General purpose register 0 (Shortcut : ST0/RCL {0} ; TI : 0:)	EasyAccess (TAM)		
C47.44.42	4	4	#TAM	OCT	Octal	Convert X to octal and toggle octal mode ; entering digits A-F switches the calculator to hexadecimal mode ; when KEY _{A-F} is SET, the respective digit is included in the row 2 key's longpress preview cycle (Shortcut : #TAM [E] (0) ; Info : values are displayed with subscript 8)	Setting (pgm)	OCT	OFF

C47.45.11	4	5		←	Backspace	Backspace : clear input when in Numeric Input Mode ; when not in NIM, executes DROPx ; CLX depending on whether flag <DROP is SET or CLEAR (default CLEAR) (Info : To assign ← to a key or button, use ASN (f[1]) and spell the name as 'BKSPC' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command (nonpgm)		
C47.45.12	4	5	f	↶	Undo	Restore complete stack, LASTx, STATS and system flags (Info : Error 128 -- Undo failed: likely no memory -- may be raised)	Command (nonpgm)	UNDO	
C47.45.13	4	5	g	CLR	Clear	Clear flags, programs, registers, stacks, variables and reset calculator	MENU	CLR	
C47.45.31	4	5	alpha	←	Backspace	Backspace : clear input when in Numeric Input Mode ; when not in NIM, executes DROPx ; CLX depending on whether flag <DROP is SET or CLEAR (default CLEAR) (Info : To assign ← to a key or button, use ASN (f[1]) and spell the name as 'BKSPC' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command (nonpgm)		
C47.45.32	4	5	alpha f	CLA	Clear alpha	In Alpha Input Mode, clear alpha input buffer ; in Equation Input Mode, clear equation (alpha) input buffer (Shortcut : alpha f [←] ; alpha g [←] ; alpha long [←] ; EIM long [←])	Command		
C47.45.33	4	5	alpha g	CLA	Clear alpha	In Alpha Input Mode, clear alpha input buffer ; in Equation Input Mode, clear equation (alpha) input buffer (Shortcut : alpha f [←] ; alpha g [←] ; alpha long [←] ; EIM long [←])	Command		
C47.45.41	4	5	TAM	←	Backspace	Backspace : clear input when in Numeric Input Mode ; when not in NIM, executes DROPx ; CLX depending on whether flag <DROP is SET or CLEAR (default CLEAR) (Info : To assign ← to a key or button, use ASN (f[1]) and spell the name as 'BKSPC' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command (nonpgm)		

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C47.45.42	4	5	#TAM	←	Backspace	Backspace : clear input when in Numeric Input Mode ; when not in NIM, executes DROPx ; CLX depending on whether flag ←DROP is SET or CLEAR (default CLEAR) (Info : To assign ← to a key or button, use ASN (f[1]) and spell the name as 'BKSPC' ; Ref : https://47calc.com/doc/C47/Reference/C47_Assignment.pdf)	Command (nonpgm)		

Next row <https://47calc.com/doc/C47/Keyboard/Rows/5.pdf>
 Previous row <https://47calc.com/doc/C47/Keyboard/Rows/3.pdf>