

P.FN	Programming functions					
g-shift	EDIT				P.FN3	P.FN2
f-shift					LOOP	TEST
unshifted	LBL	GT0	XEQ	RTN	END	P.FN1
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Prev menu https://47calc.com/doc/C47/Menus/C47_Menu_Orthog_page_1.pdf

Next menu https://47calc.com/doc/C47/Menus/C47_Menu_P-FN1_page_1.pdf

Level	Label	Type	FullName	Extended description	Category	Flag	Catalog	Default
Menu p1	P.FN	MENU	Programming functions	User menu to quickly access selected menus and functions for programming ; all buttons are user assignable ('riveted' look) ; initially populated for basic programming options ; reset using PFN.R ; Shortcut : PEM long [EXIT] ; PEM triple [f/g] (because either HOME _f or MyM _f is SET and either HOMEB or MyMb is SET) ; PEM longer [f/g] (because either HOME _f or MyM _f is SET and either HOMEB or MyMb is SET)	Programming		P.FN	
F1	LBL	Command (PEM)	Label	Create global or local label ; create global label by pressing key α (f[XEQ]) and entering the name, which will be displayed as '<label>' ; local labels only exist within the scope of the program ; they are numeric : 01-99, single letter : a-l or {A}-{E}, F, {G}-{L} ; or created as local named labels, by pressing button : ([TamLabel.1]F3), then button α ([TamLocalLabel.1]F3) or key α (f[XEQ]) and entering the name, which will be displayed as :<label> ; maximum label length is : 7 characters ; TAM : LBL __ TamLabel menu ; Info : LBL + TAM [XEQ] to enter global LBL '_. TamAlpha menu ; LBL + button : on [TamLabel.1]F3 to enter LBL :__ TamLocalLabel menu to create local labels a-l, D-F or local named labels (additionally pressing button α on [TamLocalLabel.1]F3 or TAM [XEQ] to enter LBL :. TamAlpha menu) ; note that a label may be used multiple times in a program ; local labels are searched forwards from the GT0 or XEQ command, before global labels, which are searched from the start of program memory	Programming		LBL	
F2	GT0	Command (PEM)	Go to	Go to global or local label ; GT0. to go to (local) label or step ; GT0.. to move the program pointer to the end of program memory ; GT0↑ to go to the start of the (previous) program or jump to the start of program memory ; GT0↓ to go to the next program or jump to the end of program memory ; TAM : GT0 __ TamLabel menu ; Info : GT0 + TAM [XEQ] to enter global GT0 '_. TamAlpha menu ; GT0 + button : on [TamLabel.1]F3 to enter GT0 :__ TamLocalLabel menu for easy access to local labels a-l, D-F or local named labels (additionally pressing button α on [TamLocalLabel.1]F3 or TAM [XEQ] to enter GT0 :. TamAlpha menu)	Programming		GT0	
F3	XEQ	Command (PEM)	Execute	Execute function or program with global or local label (normal spaces can be used instead of special spaces in labels) ; TAM : XEQ __ TamLabel menu ; Info : XEQ + TAM [XEQ] to enter global XEQ '_. TamAlpha menu ; XEQ + button : on [TamLabel.1]F3 to enter XEQ :__ TamLocalLabel menu for easy access to local labels a-l, D-F or local named labels (additionally pressing button α on [TamLocalLabel.1]F3 or TAM [XEQ] to enter XEQ :. TamAlpha menu)	Programming		XEQ	
F4	RTN	Command (PEM)	Return	Return from subroutine to calling program	Programming		RTN	
F5	END	Command (PEM)	End	End statement	Programming		END	
F6	P.FN1	MENU	Programming functions 1	Programming functions 1 ; this is a normal menu, buttons are not user assignable (P.FN is)	Programming		P.FN1	
fF1								
fF2								
fF3								
fF4								
fF5	LOOP	MENU	Looping	Looping (programming) functions	Programming		LOOP	
fF6	TEST	MENU	Testing	Testing functions	Programming		TEST	

Level	Label	Type	FullName	Extended description	Category	Flag	Catalog	Default
gF1	EDIT	Command	Edit item	Edit item in X (any data type, except Config) in Normal Mode ; edit text strings, numbers or function parameters in the current step in Program Entry Mode; when editing angles using EDIT, key .d removes the angle tag (Normal Mode and PEM) ; when editing short integers, key .d removes the base (Normal Mode and PEM) ; Shortcut : longerpress [←]; alpha longer [←]; PEM long [←]; EIM longer [←] ; Info : editing of long integers is limited to two input lines (about 99 digits depening on display settings) ; also note that for new models and simulator, the full set of features is supported (Complex numbers not yet implemented), but for DM42 hardware, numbers cannot be edited	User interface		EDIT	
gF2								
gF3								
gF4								
gF5	P.FN3	MENU	Programming functions 3	Programming functions 3 ; this is a normal menu, buttons are not user assignable (P.FN is)	Programming		P.FN3	
gF6	P.FN2	MENU	Programming functions 2	Programming functions 2 ; this is a normal menu, buttons are not user assignable (P.FN is)	Programming		P.FN2	

p1	P.FN	Link
F1	LBL	
F2	GTO	
F3	XEQ	
F4	RTN	
F5	END	
F6	P.FN1	https://47calc.com/doc/C47/Menus/C47_Menu_P-FN1_page_1.pdf
fF1		
fF2		
fF3		
fF4		
fF5	LOOP	https://47calc.com/doc/C47/Menus/C47_Menu_LOOP_page_1.pdf
fF6	TEST	https://47calc.com/doc/C47/Menus/C47_Menu_TEST_page_1.pdf
gF1	EDIT	
gF2		
gF3		
gF4		
gF5	P.FN3	https://47calc.com/doc/C47/Menus/C47_Menu_P-FN3_page_1.pdf
gF6	P.FN2	https://47calc.com/doc/C47/Menus/C47_Menu_P-FN2_page_1.pdf