

C47 Ref page : Assignment (to USER mode buttons or keys)

Goal	Object	Command	Navigate/press	Action	Target or Action	
ASSIGN	Function	ASN (f[1])	+	Keyboard	press (function) key	+ <keyboard-key> 1) OR <menu-button> 2a)
		ASN (f[1])	+	CAT.FCNS	select function	+ <keyboard-key> OR <menu-button>
		ASN (f[1])	+	α (f[XEQ])	spell function name + [ENTER]	+ <keyboard-key> OR <menu-button>
	Menu	ASN (f[1])	+	CAT.MENUS	select menu	+ <keyboard-key> OR <menu-button>
		ASN (f[1])	+	α (f[XEQ])	spell menu name + [ENTER]	+ <keyboard-key> OR <menu-button>
	Programs	ASN (f[1])	+	CAT.PROGS	select program	+ <keyboard-key> OR <menu-button>
	Variable	ASN (f[1])	+	CAT.VARS	select variable	+ <keyboard-key> OR <menu-button>
	Character	ASN ([α.1] fF4)	+	Keyboard	press character key	+ <AIM>-key> OR Myα-button
		ASN ([α.1] fF4)	+	A...Ω, αMath, αMisc, αINTL	press character button	+ <AIM>-key> OR Myα-button
	Unassign	Function, Menu, Program, Variable	ASN (f[1])	+	[ENTER]	press key
Character		ASN ([α.1] fF4)	+	[ENTER]	press key	+ <AIM>-key> OR Myα-button
Create	User defined menu	ASN (f[1])	+	USER (f[2])	spell menu name + [ENTER]	
Delete	User defined menu	DELITM ([DELETE.1] gF6)	+	CAT.MENUS	select menu	
All assignments are shown in KEYMAP e.g. on [CAT.1] f F6 (this includes the Normal Mode assignments made in menu Σ+ KEY on [KEYS.1] F1) Assignment can also be performed by selecting the object as any item already assigned to a key or button To assign ENTER to a target, or to assign to the [ENTER] key, spell the name 'ENTER' To assign EXIT to a target, or to assign to the [EXIT] key, spell the name 'EXIT' To assign USER to a target, or to assign to the USER (f[2]) key, spell the name 'USER' (toggle flag USER to get out of USER mode if necessary) To assign ↑ or ↓ to a target, or to assign to the [▲] or [▼] keys, spell the name as 'UP' or 'DOWN' respectively To assign ← (Backspace) to a target, or to assign to the [←] key, spell the name 'BKSPC' To assign <f>, f/g or <g> to a target, select <f>, <g> or f/g from catalog ; the key [f/g] cannot be assigned to (but see note 1) The command α cannot be assigned to a target, nor can the key α (f[XEQ]) be assigned to Assigning to a menu button is allowed for user menus (user defined, Myα, MyMenu, HOME, P.FN ; these menus show 'rivets' to indicate targets To remove all keyboard and menu assignments, use the respective commands in menu RESETS on [KEYS.1] F3						
1) Assigning to longerpress [f/g] is possible ; this is shown in the KEYMAP (for the shift key(s) : on the g-layer) the special assignment to the shift key is possible if either HOME^g or MyM^g is SET 2a) When assigning an item to a menu (user defined, Myα, MyMenu, HOME, P.FN), open the menu before the command ASN and return to it using [EXIT] 2b) During assignment, pressing USER (f[2]) opens MyMenu 2c) Assign "magic" conversions to a menu by choosing compatible pairs from the CONV menus and put them on F1/2, F3/4 or F5/6 (or shifted rows) when flag CONV_{HP} is CLEAR, to←→to is displayed, when CLEAR, from→←from ; conversions having the same category can be combined this way 3) When removing individual assignments, in some cases it is necessary to switch to Normal Mode first, pressing USER (f[2])						
1 Application note : https://47calc.com/doc/Application%20Notes/AN0018_C47_R47_Keyboard.pdf 2c Application note : https://47calc.com/doc/Application%20Notes/AN0024_C47_R47_JM_Assigning_custom_conversion_pairs.pdf						