

M_EDIT	Matrix editor					
g-shift	DELR	DELC			WRAP ☹	GROW ☹
f-shift	INSR	INSC	<i>i</i> ☹	OLD	↑	↓
unshifted	ROW+1	COL+1	<i>i</i>	GOTO	←	→
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Prev menu https://47calc.com/doc/R47/Menus/R47v0_Menu_LOOP_page_1.pdf

Next menu https://47calc.com/doc/R47/Menus/R47v0_Menu_M_SIMQ_page_1.pdf

Level	Label	Type	FullName	Extended description	Category	Flag	Catalog	Default
Menu p1	M_EDIT	MENU	Matrix editor	Matrix editor ; Info : MIM = Matrix Input Mode ; [$\uparrow$] or [$\downarrow$] to move up or down one position ; Ref : $1/x$, which is a shortcut for $[M]^{-1}$, use $-1\ y^x$ instead ; and $\sqrt{x}$, which is a shortcut for $MSQRT$, use $0.5\ y^x$ instead	Matrix operations		M_EDIT	
F1	ROW+1	Command	Add row	Add row to matrix, at the bottom edge	Matrix operations		M.ROW+1	
F2	COL+1	Command	Add column	Add column to matrix, at the right edge	Matrix operations		M.COL+1	
F3	i	Command	Complex number (rectangular notation)	Enter complex number (rectangular notation) whether RECT is set or not ; e.g. a i b ENTER results in $a + b\ i$; Info : In NIM, works like CC with RECT set ; displayed according to flag CPXj when in RECT mode	Complex numbers	CPXj	op_i	
F4	GOTO	Command	Go to matrix element	Go to matrix element using GOTO Row ; GOTO Column ; (TAM) : GOTO Row ; GOTO Column	Matrix operations		M.GOTO	
F5	←	Arrow	Move left	Move left one position ; Fontcode : 2190 ₁₆	Navigation and characters			
F6	→	Arrow	Move right	Move right one position ; Fontcode : 2192 ₁₆	Navigation and characters			
fF1	INSR	Command	Insert row	Insert row into matrix, at the cursor position	Matrix operations		M.INSR	
fF2	INSC	Command	Insert column	Insert column into matrix, at the cursor position	Matrix operations		M.INSC	
fF3	$i_{\odot}$	Command	Complex number (polar notation)	Enter complex number (polar notation) whether POLAR is set or not ; e.g. a $i_{\odot}$ b ENTER results in $a \angle b$ (according to ADM) ; Info : In NIM, works like CC with POLAR set ; displayed according to flag CPXj when in RECT mode	Complex numbers	CPXj	op_i $\odot$	
fF4	OLD	Command	Old (matrix)	Revert to old element (while editing)	Matrix operations		M.OLD	
fF5	↑	Arrow	Move up	Move up one position ; Fontcode : 2191 ₁₆	Navigation and characters			
fF6	↓	Arrow	Move down	Move down one position ; Fontcode : 2193 ₁₆	Navigation and characters			
gF1	DELR	Command	Delete row	Delete row from matrix, at the cursor position	Matrix operations		M.DELR	
gF2	DELC	Command	Delete column	Delete column from matrix, at the cursor position	Matrix operations		M.DELC	
gF3								
gF4								
gF5	WRAP @	Setting	Grow (matrix edit)	Switch on wrap (matrix edit) ; not programmable - in PEM, use flag GROW ; Info : SBI is shown if flag SBmx is SET ; SBI : wrap	Matrix operations	GROW	M.WRAP @	ON
gF6	GROW o	Setting	Grow (matrix edit)	Switch on grow (matrix edit) ; not programmable - in PEM, use flag GROW ; Info : SBI is shown if flag SBmx is SET ; SBI : grow	Matrix operations	GROW	M.GROW o	OFF