

R47v0 Ref page : SIM+AIM function table

Label	FullName	Type	Shortcut	Mnemonic
			<none>	n/a
_	Underscore	Character	_ (AIM)	key
-	Subtract	Function (dyadic)	-	key
-	Minus	Character	- (AIM)	key
.	Radix	Symbol	,	key
,	Comma	Character	, (AIM)	key
;	Semicolon	Character	; (AIM)	key
:	Colon	Character	: (AIM)	key
!	Exclamation mark	Symbol	! (AIM)	key
?	Question mark	Character	? (AIM)	key
.	Radix	Symbol	.	key
.	Full stop	Character	. (AIM)	key
.d	Decimal (Real) or Date	Function (monadic)	=	=
.d	Decimal (Real) or Date	Function (monadic)	@	@
.d	Decimal (Real) or Date	Function (monadic)	é	é
.ms	Minutes & seconds	Function (monadic, cyclic)	\$	\$
·k	kilo	Command (nonpgm)	F10	F10
·m	milli	Command (nonpgm)	F9	F9
·M	Mega	Command (nonpgm)	F11	F11
·n	nano	Command (nonpgm)	F7	F7
·u	micro	Command (nonpgm)	F8	F8
'	Apostrophe	Character	' (AIM)	key
"	Quotation mark	Character	" (AIM)	key
(	Left parenthesis	Symbol	((AIM)	key
)	Right parenthesis	Symbol	) (AIM)	key
[	Left square bracket	Character	[(AIM)	key
[a]	Alpha input	MENU (item)	'	'
]	Right square bracket	Character	] (AIM)	key
{	Left curly bracket	Character	{ (AIM)	key
}	Right curly bracket	Character	} (AIM)	key
§	Section	Character	§ (AIM)	key
§ or ±	§ or ±	SIM-key	§ or ` (AIM)	key
@	At	Character	@ (AIM)	key
*	Asterisk	Character	* (AIM)	key
/	Slash	Character	/ (AIM)	key
\	Back slash	Character	\ (AIM)	key
&	Ampersand	Character	& (AIM)	key
#	Number base	Setting (pgm, stack)	#	#
#	Number base	Setting (pgm, stack)	"	"
#	Number sign	Symbol	# (AIM)	key
%	Percent	Function (dyadic)	%	%
%	Percent	Character	% (AIM)	key
` or ~	` or ~	SIM-key	± or ~ (AIM)	key
^	Exponent	Symbol	^ (AIM)	key
°	Degree sign	Character	° (AIM)	key
←	Backspace	Command (nonpgm)	BKSPC	key
↵	Carriage return	Character	TAB (AIM)	key
+	Add	Function (dyadic)	+	key
+	Plus	Character	+ (AIM)	key
CHS	Change sign	Function (monadic)	n	CHS [n]egative
÷	Divide	Function (dyadic)	/	key
×	Multiply	Function (dyadic)	*	key
<	Less than	Character	< (AIM)	key
<f>	Shift f	f-shift	Shift	Shift
<f>	Shift f	f-shift	f	<f> : [f]-shift
<g>	Shift g	g-shift	Ctrl	Ctrl
<g>	Shift g	g-shift	g	<g> : [g]-shift
=	Equal	Character	= (AIM)	key
>	Greater than	Character	> (AIM)	key
	Pipe ; Bar	Character	(AIM)	key
x	Magnitude	Function (monadic)		[]x
x	Magnitude	Function (monadic)	Z	Z (integer)
√x	Square root	Function (monadic)	q	s[q]rt
√y	xth root	Function (dyadic)	y	xth root of [y]

Label	FullName	Type	Shortcut	Mnemonic
↗	Argument (angle)	Function (monadic)	A	[A]ssign
↶	Undo	Command (nonpgm)	u	[u]ndo
◻	Black key	Key (black)	<none>	mystery
↑	Up	Command	Up	key
↓	Down	Command	Down	key
→I	To integer	Function (monadic, cyclic)	&	key
→P	To polar	Function (monadic, dyadic)	P	->P
→R	To rectangular	Function (monadic, dyadic)	R	->R
\$	Dollar	Character	\$ (AIM)	key
£	Pound	Character	£ (AIM)	key
0	Digit 0	Digit	0	key
1	Digit 1	Digit	1	key
10 ^x	10 to the power x	Function (monadic)	0	antil[0]g
2	Digit 2	Digit	2	key
3	Digit 3	Digit	3	key
4	Digit 4	Digit	4	key
5	Digit 5	Digit	5	key
6	Digit 6	Digit	6	key
7	Digit 7	Digit	7	key
8	Digit 8	Digit	8	key
9	Digit 9	Digit	9	key
A	A	Character	a (AIM)	A
a	a	Character	A (AIM)	a
à	a grave	Character	à (AIM)	key
Ä	A diaresis	Character	Ä (AIM)	key
ä	a diaresis	Character	ä (AIM)	key
a ^{b/c}	Fractions modes	Setting (cyclic, pgm, stack)	:	:
ACOS	Arc cosine	Function (monadic)	C	arc[C]os
ASIN	Arc sine	Function (monadic)	S	arc[S]in
ATAN	Arc tangent	Function (monadic)	T	arc[T]an
B	B	Character	b (AIM)	B
b	b	Character	B (AIM)	b
C	C	Character	c (AIM)	C
c	c	Character	C (AIM)	c
ç	c cedilla	Character	ç (AIM)	key
COMPLEX	Complex number	Function (dyadic)	X	comple[X]
COS	Cosine	Function (monadic)	c	[c]os
D	D	Character	d (AIM)	D
d	d	Character	D (AIM)	d
[DISP]	Display settings	MENU	I	D[I]SP
DRG	Degrees-radians-gradians	Function (monadic, cyclic, no	>	=[>]D,R,G
EEX	Enter exponent	Command	e	[e]xponent
E	E	Character	e (AIM)	E
e	e	Character	E (AIM)	e
e	Euler's	Constant	E	[E]uler's e
é	e accute	Character	é (AIM)	key
è	e grave	Character	è (AIM)	key
e ^x	e to the power x	Function (monadic)	L	anti[L]n
ENTER	Enter	Command	Enter	key
EXIT	Exit	Command	Esc	key
[EXP]	Exponential	MENU	J	key (DISP)
F	F	Character	f (AIM)	F
f	f	Character	F (AIM)	f
f/g	Shift f/g	f/g-shift	<none>	<none>
f/g	Shift f/g	f/g-shift	<none>	f/g : [f]/g-shift
F1	Function key 1	F-key	F1	key
F2	Function key 2	F-key	F2	key
F3	Function key 3	F-key	F3	key
F4	Function key 4	F-key	F4	key
F5	Function key 5	F-key	F5	key
F6	Function key 6	F-key	F6	key
G	G	Character	g (AIM)	G
g	g	Character	G (AIM)	g
GT0	Go to	Command (PEM)	G	[G]o to
H	H	Character	h (AIM)	H
h	h	Character	H (AIM)	h
[HOME]	HOME	MENU	H	[H]ome

Label	FullName	Type	Shortcut	Mnemonic
i	Complex number (rectangular notation)	Command	i	i
j	Complex number (rectangular notation)	Command	j	j
I	I	Character	i (AIM)	I
i	i	Character	I (AIM)	i
i_{ϕ}	Complex number (polar notation)	Command	k	z
$1/x$	Reciprocal	Function (monadic)	v	in[v]erse
$1/x$	Reciprocal	Function (monadic)	V	in[V]erse
J	J	Character	j (AIM)	J
j	j	Character	J (AIM)	j
K	K	Character	k (AIM)	K
k	k	Character	K (AIM)	k
L	L	Character	l (AIM)	L
l	l	Character	L (AIM)	l
LASTx	Last X	Command	W	key (x<>y)
LBL	Label	Command (PEM)	b	L[b]L
LN	Natural logarithm	Function (monadic)	l	[l]n
LOG	Common logarithm	Function (monadic)	o	l[o]g
M	M	Character	m (AIM)	M
m	m	Character	M (AIM)	m
[MODE]	Mode settings	MENU	M	[M]ODE (C47)
[MyMenu]	MyMenu	MENU	B	[B]ase menu
N	N	Character	n (AIM)	N
n	n	Character	N (AIM)	n
nil	Nothing	Symbol	<none>	n/a
0	0	Character	o (AIM)	0
o	o	Character	O (AIM)	o
ö	0 diaeresis	Character	Ö (AIM)	key
ö	o diaeresis	Character	ö (AIM)	key
P	P	Character	p (AIM)	P
p	p	Character	P (AIM)	p
[PFX]	Prefixes (UNIT)	MENU	F	PRE[F]IX
PRGM	Programming	Command	N	RP[N] prgm
Q	Q	Character	q (AIM)	Q
q	q	Character	Q (AIM)	q
R	R	Character	r (AIM)	R
r	r	Character	R (AIM)	r
R/S	Run/Stop	Command	\	key
R/S	Run/Stop	Command	z	z
R↑	Roll up	Command	D	Up [D]
R↓	Roll down	Command	d	[d]own
RCL	Recall	Command	r	[r]cl
RTN	Return	Command (PEM)	<	< return
S	S	Character	s (AIM)	S
s	s	Character	S (AIM)	s
SIN	Sine	Function (monadic)	s	[s]in
ß	sz	Character	ß (AIM)	key
[STK]	Stack	MENU	K	ST[K]
STO	Store	Command	m	[m]emory
SYM (AIM)	Activate symbol input	SIM-shift	<none>	key
T	T	Character	t (AIM)	T
t	t	Character	T (AIM)	t
TAN	Tangent	Function (monadic)	t	[t]an
U	U	Character	u (AIM)	U
u	u	Character	U (AIM)	u
ù	u grave	Character	ù (AIM)	key
Ü	U diaeresis	Character	Ü (AIM)	key
ü	u diaeresis	Character	ü (AIM)	key
USER	USER mode	Setting	U	[U]ser
V	V	Character	v (AIM)	V
v	v	Character	V (AIM)	v
W	W	Character	w (AIM)	W
w	w	Character	W (AIM)	w
X	X	Character	x (AIM)	X
x	x	Character	X (AIM)	x
x!	Factorial x! or $\Gamma(x+1)$	Function (monadic)	!	!
x↔y	Swap X and Y	Command	TAB	key
x↔y	Swap X and Y	Command	w	s[w]ap

Label	FullName	Type	Shortcut	Mnemonic
XEQ	Execute	Command (PEM)	x	[x]eq
x^2	Square	Function (monadic)	Q	s[Q]uare
x^2	Square	Function (monadic)	²	x[^2]
Y	Y	Character	y (AIM)	Y
y	y	Character	Y (AIM)	y
y^x	y to the power x	Function (dyadic)	Y	[Y]^x
y^x	y to the power x	Function (dyadic)	^	y[^]x
Z	Z	Character	z (AIM)	Z
z	z	Character	Z (AIM)	z
μ	mu	Character	μ (AIM)	key
π	pi	Command	p	pi
$\Sigma+$	Sigma+	Command	a	[a]ccumulate