

C47 Keyboard row 2

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.21.11	2	1		$\Sigma+$	Sigma+	Enter data into the statistics matrix (STATS) (TI : nnn data point(s))	Command		$\Sigma+$
C47.21.12	2	1	f	$\rightarrow I$	To integer	Convert to long integer/short integer (cyclic, max 1000 digits) (Info : Shortint indicated by subscript ₁₀ ; can show TI: 0vrfl<0: or 0vrfl>64bits: which can be abbreviated as 0F, indicating overflow condition)	Function (cyclic ; monadic)		$\rightarrow I$
C47.21.13	2	1	g	a^b/c	Fraction mode	Set and cycle fraction mode : proper, improper fractions (denominator determined by setting DMX) ; or fractional approximations of irrationals ; exit mode via [.d] (g[LOG]) ; starts in mode last used or as set by flags PROPF and IRFRAC ; When FRCYC is SET full cycle is available, when CLEAR, flag PROPF is excluded (used as is) and OFF state is included in cycle (Hidden : double [.] ; Info : SBI depends on SBfrac ; /n or /max denotes maximum denominator (set by DMX) ; prefixes "<" and ">" may be shown as needed for rational fractions ; also see flag IRFRAC ; multiplication symbol according to flag MULT* ; Ref : Fractions)	Setting (cyclic ; stack)		OFF
C47.21.31	2	1	alpha	A	A	Character A (Code : 65)	Character		
C47.21.32	2	1	alpha f	a	a lowercase	Character a (Code : 97)	Character		
C47.21.33	2	1	alpha g	Σ	SIGMA	Character Σ (Hidden : alpha g [$\Sigma+$] ; Code : 931)	Character		
C47.22.11	2	2		$1/x$	Reciprocal	Reciprocal (1/x) (Info : When X is a matrix $1/x$ inverts it ($[M]^{-1}$))	Function (monadic)		$1/x$
C47.22.12	2	2	f	y^x	y to the power x	Raise value in the Y-register to the power in the X-register	Function (dyadic)		y^x
C47.22.13	2	2	g	#	Number base	Set number base ; operates on all stack registers depending on BASE _{HP} ; reset by [.d] (g[LOG]) (TAM : $\rightarrow INT$ __ TamNonReg menu ; #TAM shortcuts : B = BIN ; D = DEC ; ENTER = DEC ; H = HEX ; O = OCT ; Info : SBI depends on SBfrac)	Setting (pgm ; stack)		$\rightarrow INT$
C47.22.31	2	2	alpha	B	B	Character B (Code : 66)	Character		
C47.22.32	2	2	alpha f	b	b lowercase	Character b (Code : 98)	Character		
C47.22.33	2	2	alpha g	^	Circumflex accent	Character ^ (Hidden : alpha g [$1/x$] ; Code : 94)	Character		
C47.23.11	2	3		\sqrt{x}	Square root	Square root	Function (monadic)		\sqrt{x}
C47.23.12	2	3	f	x^2	Square	Square of X	Function (monadic)		x^2
C47.23.13	2	3	g	.ms	Minutes & seconds	Convert sexagesimal format input sequence or decimal stack value to hh:mm:ss hours or dd°mm'ss" degrees (cyclic) (Info : NIM input treated as sexagesimal (hh/dd.mmss) format ; stack input treated as decimal value)	Function (cyclic ; monadic)		.ms
C47.23.31	2	3	alpha	C	C	Character C (Code : 67)	Character		
C47.23.32	2	3	alpha f	c	c lowercase	Character c (Code : 99)	Character		
C47.23.33	2	3	alpha g	$\sqrt{}$	Square root	Character $\sqrt{}$ (Hidden : alpha g [\sqrt{x}] ; Code : 8730)	Character		
C47.24.11	2	4		LOG	Common logarithm	Common logarithm (base 10)	Function (monadic)		LOG
C47.24.12	2	4	f	10^x	10 to the power x	Raise 10 to the power in the X-register	Function (monadic)		10^x
C47.24.13	2	4	g	.d	Decimal	Convert to decimal (real) value ; clear fraction mode, base mode ; convert degrees / hours / date to real ; convert NIM input to date (according to date format set and implied conversion set by YY) ; convert complex number with zero imaginary part to real number ; in Program Entry Mode $\rightarrow REAL$ is entered (TI (degrees ; hours ; date) : decimal°: ; decimal h: ; yyyy-mm-dd:)	Function (monadic)		
C47.24.31	2	4	alpha	D	D	Character D (Code : 68)	Character		
C47.24.32	2	4	alpha f	d	d lowercase	Character d (Code : 100)	Character		
C47.24.33	2	4	alpha g	LOG	Common logarithm (string)	Characters LOG (Hidden : alpha g [LOG] ("LOG"))	Character		
C47.25.11	2	5		LN	Natural logarithm	Natural logarithm (base \emptyset)	Function (monadic)		LN
C47.25.12	2	5	f	e^x	e to the power x	Raise e to the power in the X-register	Function (monadic)		e^x
C47.25.13	2	5	g	LBL	Label	Create local/global label (TAM : LBL __ TamLabel menu)	Command (PEM)		LBL
C47.25.31	2	5	alpha	E	E	Character E (Code : 69)	Character		
C47.25.32	2	5	alpha f	e	e lowercase	Character e (Code : 101)	Character		
C47.25.33	2	5	alpha g	LN	Natural logarithm (string)	Characters LN (Hidden : alpha g [LN] ("LN"))	Character		
C47.26.11	2	6		XEQ	Execute	Execute function or program (TAM : XEQ __ TamLabel menu)	Command		XEQ
C47.26.12	2	6	f	α	Alpha input	Alpha menu is used to enter, edit and clear alpha input (Hidden : long [XEQ] ; Info : AIM = Alpha Input Mode ; opens menu α in UPPERCASE)	MENU (item)		
C47.26.13	2	6	g	GTO	Go to	Go to (global) label ; GTO. to go to (local) label or step ; GTO.. to move the program pointer to the end of program memory ; GTO \uparrow to go to the start of the (previous) program ; GTO \downarrow to go to the end of the program (Hidden : longest[XEQ] ; TAM : GTO __ TamLabel menu)	Command		GTO
C47.26.31	2	6	alpha	F	F	Character F (Code : 70)	Character		
C47.26.32	2	6	alpha f	f	f lowercase	Character f (Code : 102)	Character		
C47.26.33	2	6	alpha g	α	alpha lowercase	Character α (Hidden : alpha g [XEQ] ; Code : 945)	Character		

C47 Keyboard row 3

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.31.11	3	1		STO	Store (register)	Store value in register or variable ; can be followed by +, -, ×, ÷ for add into, subtract into, multiply into, divide into functions (TAM : STO __ TamStoRcl menu ; TI : Rnn: (or <var>:))	Command	STO	
C47.31.12	3	1	f	x	Magnitude	Magnitude (absolute value) of complex number	Function (monadic)	x	
C47.31.13	3	1	g	∠	Argument (angle)	Argument (angle) of complex number	Function (monadic)	∠	
C47.31.31	3	1	alpha	G	G	Character G (Code : 71)	Character		
C47.31.32	3	1	alpha f	g	g lowercase	Character g (Code : 103)	Character		
C47.31.33	3	1	alpha g		Bar	Character (Hidden : alpha g[STO] ; Code : 124)	Character		
C47.32.11	3	2		RCL	Recall (register)	Recall value from register or variable can be followed by +, -, ×, ÷ for recall and add, recall and subtract, recall and multiply, recall and divide functions (TAM : RCL __ TamStoRcl menu ; TI : Rnn: (or <var>:))	Command	RCL	
C47.32.12	3	2	f	%	Percent	X Percent of Y, keeping Y on stack	Function (dyadic)	%	
C47.32.13	3	2	g	Δ%	Delta percent	Delta percentage from Y to X, keeping Y on stack (TI : Δ% :)	Function (dyadic)	Δ%	
C47.32.31	3	2	alpha	H	H	Character H (Code : 72)	Character		
C47.32.32	3	2	alpha f	h	h lowercase	Character h (Code : 104)	Character		
C47.32.33	3	2	alpha g	Δ	DELTA	Character Δ (Hidden : alpha g[RCL] ; Code : 916)	Character		
C47.33.11	3	3		R↓	Roll down	Roll down stack	Command	R↓	
C47.33.12	3	3	f	π	pi	Value of pi (Code : π)	Command		
C47.33.13	3	3	g	$\sqrt[x]{y}$	xth root	Xth root of Y	Function (dyadic)	$\sqrt[x]{y}$	
C47.33.31	3	3	alpha	I	I	Character I (Code : 73)	Character		
C47.33.32	3	3	alpha f	i	i lowercase	Character i (Code : 105)	Character		
C47.33.33	3	3	alpha g	π	pi lowercase	Character π (Hidden : alpha g[R↓] ; Code : 960)	Character		
C47.34.11	3	4		SIN	Sine	Sine	Function (monadic)	SIN	
C47.34.12	3	4	f	ASIN	Arc sine	Inverse sine	Function (monadic)	ASIN	
C47.34.13	3	4	g	i	Complex number (rectangular)	Enter complex number (rectangular) 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 CPX _i when in RECT mode)	Command	op_i	
C47.34.31	3	4	alpha	J	J	Character J (Code : 74)	Character		
C47.34.32	3	4	alpha f	j	j lowercase	Character j (Code : 106)	Character		
C47.34.33	3	4	alpha g	SIN	Sine (string)	Characters SIN (Hidden : alpha g[SIN] ("SIN"))	Character		
C47.35.11	3	5		COS	Cosine	Cosine	Function (monadic)	COS	
C47.35.12	3	5	f	ACOS	Arc cosine	Inverse cosine	Function (monadic)	ACOS	
C47.35.13	3	5	g	→R	To rectangular	Transform polar to rectangular coordinates (stack conventions according to flag RP _{HP}) ; transform complex number to rectangular notation (monadic) and set RECT tag (TI : x : Re = ; y : Im = (2 stack levels))	Function (monadic ; dyadic)	→RECT	
C47.35.31	3	5	alpha	K	K	Character K (Code : 75)	Character		
C47.35.32	3	5	alpha f	k	k lowercase	Character k (Code : 107)	Character		
C47.35.33	3	5	alpha g	COS	Cosine (string)	Characters COS (Hidden : alpha g[COS] ("COS"))	Character		
C47.36.11	3	6		TAN	Tangent	Tangent	Function (monadic)	TAN	
C47.36.12	3	6	f	ATAN	Arc tangent	Inverse tangent	Function (monadic)	ATAN	
C47.36.13	3	6	g	→P	To polar	Transform rectangular to polar coordinates (stack conventions according to flag RP _{HP} or ADM tag) ; transform complex number to polar notation (monadic) and set POLAR tag (TI : r = ; θ = (2 stack levels))	Function (monadic ; dyadic)	→POLAR	
C47.36.31	3	6	alpha	L	L	Character L (Code : 76)	Character		
C47.36.32	3	6	alpha f	l	l lowercase	Character l (Code : 108)	Character		
C47.36.33	3	6	alpha g	TAN	Tangent (string)	Characters TAN (Hidden : alpha g[TAN] ("TAN"))	Character		

C47 Keyboard row 4

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.41.11	4	1		ENTER	Enter	Enter input value to X (optionally also to Y) or push/duplicate value already in X to Y	Command	ENTER	
C47.41.12	4	1	f	COMPLEX	Complex	Convert to or from complex number (Info : a ENTER b COMPLEX returns $a+bi$ or $a\angle b$ (using angle tag, regardless of POLAR, or ADM) ; COMPLEX returns $Y : a, X : b$)	Function (dyadic)	COMPLEX	
C47.41.13	4	1	g	CPX	Complex functions	Complex functions	MENU	CPX	
C47.41.31	4	1	alpha	ENTER	Enter	Enter input value to X (optionally also to Y) or push/duplicate value already in X to Y	Command	ENTER	
C47.41.32	4	1	alpha f	X.EDIT	Edit X	Edit contents of X register	Command	X.EDIT	
C47.41.33	4	1	alpha g	↵	Carriage return	Character ↵ (Code : 8629)	Character		

C47.42.11	4	2		xzy	Swap X and Y	Swap register X and register Y	Command	xzy	
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 (Code : 77)	Character		
C47.42.32	4	2	alpha f	m	m lowercase	Character m (Code : 109)	Character		
C47.42.33	4	2	alpha g	↵	Right over left arrow	Character ↵ (Hidden : alpha g[xzy] ; Code : 8644)	Character		

C47.43.11	4	3		CHS	Change sign	CHange Sign	Function (monadic)	CHS	
C47.43.12	4	3	f	MODE	Mode settings	System (mode) settings with status indication and modification	MENU	MODE	
C47.43.13	4	3	g	TRG	Trigonometry	Trigonometry and hyperbolic functions (Ref : DMS-HMS)	MENU (47)	TRG	
C47.43.31	4	3	alpha	N	N	Character N (Code : 78)	Character		
C47.43.32	4	3	alpha f	n	n lowercase	Character n (Code : 110)	Character		
C47.43.33	4	3	alpha g	±	Plus-minus	Character ± (Hidden : alpha g[CHS] ; Code : 177)	Character		

C47.44.11	4	4		EEX	Enter exponent	Enter EXponent (decimal input, powers of 10) (Shortcut : Equation editor to enter multiple expressions : [EEX] enters E as a shortcut for 10^)	Command		
C47.44.12	4	4	f	DISP	Display settings	Display settings	MENU	DISP	
C47.44.13	4	4	g	EXP	Exponential	Exponential functions	MENU	EXP	
C47.44.31	4	4	alpha	0	0	Character 0 (Code : 79)	Character		
C47.44.32	4	4	alpha f	o	o lowercase	Character o (Code : 111)	Character		
C47.44.33	4	4	alpha g	<E>	Exponent sign (AIM)	Character E (displays as outline E in numeric font) (Hidden : alpha g[EEX] ; Code : 8307)	Character		

C47.45.11	4	5		↵	Backspace	Backspace (Clear input) (Moniker : BKSPC)	Command (nonpgm)		
C47.45.12	4	5	f	↶	Undo	Restore complete stack, LASTx, STATS and system flags	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) (Moniker : BKSPC)	Command (nonpgm)		
C47.45.32	4	5	alpha f	CLA	Clear alpha	Clear alphabetic input (Hidden : alpha f[↵] ; alpha g[↵] ; alpha long [↵])	Command		
C47.45.33	4	5	alpha g	CLA	Clear alpha	Clear alphabetic input (Hidden : alpha f[↵] ; alpha g[↵] ; alpha long [↵])	Command		

C47.46.11	4	6							
C47.46.12	4	6							
C47.46.13	4	6							
C47.46.31	4	6							
C47.46.32	4	6							
C47.46.33	4	6							

C47 Keyboard row 5

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.51.11	5	1		▲	BST	Scroll Up Menu (or SHOW) or Back Step	Command		
C47.51.12	5	1	f	▲	Scroll up/Backstep	Back Step	Command (nonpgm)		
C47.51.13	5	1	g	REGS	Register browser	Browse all registers (Shortcut : [.] : Switch register/variable view, [R/S] : Switch contents/storage view, [RCL] : Recall bottom item, [▲], [▼], A..D, I..L, 00..99 : Navigate)	Browser	REGS	
C47.51.31	5	1	alpha	↑ (HOME←)	Cursor to begin	Jump to top left of alpha input	Command		
C47.51.32	5	1	alpha f	CASE UP	Alpha lock upwards	Move up alpha lock from a to A to N (Hidden : alpha f[▲])	Alpha-shift		
C47.51.33	5	1	alpha g	↑ (α ^{SUP})	Superscript	Superscript (Hidden : alpha g[▲])	Alpha-shift		
C47.52.11	5	2		7	Digit 7	Digit 7 (Code : 55)	Digit		
C47.52.12	5	2	f	EQN	Equation	Equation editor to enter multiple expressions (Info : EIM = Equation Input Mode ; scroll through expressions using [▲] and [▼] ; constant names cannot be used as variables ; [EEX] enters E as a shortcut for 10 [*])	MENU	EQN	
C47.52.13	5	2	g	HOME	HOME	User menu to quickly access user selected menus and functions ; all buttons are user assignable (paneled look) ; initially populated for basic scitech options ; reset using HOME.R (Hidden : triple [f/g] (HOME.3 ON) ; longer[f/g] (HOME.3 ON))	MENU	HOME	
C47.52.31	5	2	alpha	P	P	Character P (Code : 80)	Character		
C47.52.32	5	2	alpha f	p	p lowercase	Character p (Code : 112)	Character		
C47.52.33	5	2	alpha g	7	Digit 7	Character 7 (Code : 55)	Character		
C47.53.11	5	3		8	Digit 8	Digit 8 (Code : 56)	Digit		
C47.53.12	5	3	f	ADV	Advanced	Advanced functions	MENU	ADV	
C47.53.13	5	3	g	FIN	Financial	Financial calculations including time value of money (TVM)	MENU	FIN	
C47.53.31	5	3	alpha	Q	Q	Character Q (Code : 81)	Character		
C47.53.32	5	3	alpha f	q	q lowercase	Character q (Code : 113)	Character		
C47.53.33	5	3	alpha g	8	Digit 8	Character 8 (Code : 56)	Character		
C47.54.11	5	4		9	Digit 9	Digit 9 (Code : 57)	Digit		
C47.54.12	5	4	f	MATX	Matrix	Matrix functions (Info : A matrix is displayed in X and shown in other stack registers as [MxN Matrix] or [MxN C Matrix] for a matrix containing complex element(s) ; in edit mode, only monadic functions on matrix elements are possible, use registers to input calculation results)	MENU	MATX	
C47.54.13	5	4	g	X.FN	Extended functions	Extended functions (Bessel, Bernoulli, Gamma, Elliptical, Orthogonal, etc.)	MENU	X.FN	
C47.54.31	5	4	alpha	R	R	Character R (Code : 82)	Character		
C47.54.32	5	4	alpha f	r	r lowercase	Character r (Code : 114)	Character		
C47.54.33	5	4	alpha g	9	Digit 9	Character 9 (Code : 57)	Character		
C47.55.11	5	5		÷	Divide	Divide Y by X (Code : 247)	Function (dyadic)	÷	
C47.55.12	5	5	f	STAT	Statistics	Statistics functions	MENU	STAT	
C47.55.13	5	5	g	PLOT	Plotting	Plotting and summation functions	MENU	PLOT	
C47.55.31	5	5	alpha	S	S	Character S (Code : 83)	Character		
C47.55.32	5	5	alpha f	s	s lowercase	Character s (Code : 115)	Character		
C47.55.33	5	5	alpha g	÷	Obelus	Character ÷ (Code : 247)	Character		
C47.56.11	5	6							
C47.56.12	5	6							
C47.56.13	5	6							
C47.56.31	5	6							
C47.56.32	5	6							
C47.56.33	5	6							

C47 Keyboard row 6

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.61.11	6	1		▼	Down	Scroll Down Menu (or SHOW) or Single Step	Command		
C47.61.12	6	1	f	≡▼	Scroll down/Single step	Single Step	Command (nonpgm)		
C47.61.13	6	1	g	FLGS	Flag browser	Show all flags on one page (0 = clear, 1 = set) ; show status page(s) on Up/Dn (Info : Compare FLAGS.STATUS)	Browser	FLGS	
C47.61.31	6	1	alpha	↵ (END→)	Cursor to end	Jump to bottom right of alpha input	Command		
C47.61.32	6	1	alpha f	CASE DN	Alpha lock downwards	Move down alpha lock from N to A to a (Hidden : alpha f [▼])	Alpha-shift		
C47.61.33	6	1	alpha g	↵ (α _{SUP})	Subscript	Subscript (Hidden : alpha g [▼])	Alpha-shift		
C47.62.11	6	2		4	Digit 4	Digit 4 (Code : 52)	Digit		
C47.62.12	6	2	f	BASE	Number base	Number base operations (shortint) (Split screen : Displaying X: hexadecimal ; X: shortint)	MENU	BASE	
C47.62.13	6	2	g	BITS	Bits	Bitwise operations	MENU	BITS	
C47.62.31	6	2	alpha	T	T	Character T (Code : 84)	Character		
C47.62.32	6	2	alpha f	t	t lowercase	Character t (Code : 116)	Character		
C47.62.33	6	2	alpha g	4	Digit 4	Character 4 (Code : 52)	Character		
C47.63.11	6	3		5	Digit 5	Digit 5 (Code : 53)	Digit		
C47.63.12	6	3	f	CONV	Convert units	Convert units (Info : Flag CONV _{HP} (default SET) may be SET for <from> ↔ <to> unit conversion buttons ; CLEAR for <to> → ← <from> unit conversion buttons)	MENU	CONV	
C47.63.13	6	3	g	CLK	Clock	Clock functions, including setting date and time and julian day numbers (astronomy)	MENU	CLK	
C47.63.31	6	3	alpha	U	U	Character U (Code : 85)	Character		
C47.63.32	6	3	alpha f	u	u lowercase	Character u (Code : 117)	Character		
C47.63.33	6	3	alpha g	5	Digit 5	Character 5 (Code : 53)	Character		
C47.64.11	6	4		6	Digit 6	Digit 6 (Code : 54)	Digit		
C47.64.12	6	4	f	FLAG	Flags	Setting, clearing and testing flags	MENU	FLAG	
C47.64.13	6	4	g	REAL	Real	Functions on real and complex numbers	MENU	REAL	
C47.64.31	6	4	alpha	V	V	Character V (Code : 86)	Character		
C47.64.32	6	4	alpha f	v	v lowercase	Character v (Code : 118)	Character		
C47.64.33	6	4	alpha g	6	Digit 6	Character 6 (Code : 54)	Character		
C47.65.11	6	5		×	Multiply	Multiply Y by X (Code : 215)	Function (dyadic)	×	
C47.65.12	6	5	f	PROB	Probability	Probability functions	MENU	PROB	
C47.65.13	6	5	g	INTS	Integers	Short integer functions	MENU	INTS	
C47.65.31	6	5	alpha	W	W	Character W (Code : 87)	Character		
C47.65.32	6	5	alpha f	w	w lowercase	Character w (Code : 119)	Character		
C47.65.33	6	5	alpha g	×	Cross	Character × (Code : 215)	Character		
C47.66.11	6	6							
C47.66.12	6	6							
C47.66.13	6	6							
C47.66.31	6	6							
C47.66.32	6	6							
C47.66.33	6	6							

C47 Keyboard row 7

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.71.11	7	1		f/g	Shift f/g	Single press : shift f (yellow) ; double press : shift g (blue) (Info : SBI position depends on SBshfR)	fg-shift	f/g	
C47.71.12	7	1	f	<empty>					
C47.71.13	7	1	g	<empty>					
C47.71.31	7	1	alpha	f/g	Shift f/g	Single press : shift f (yellow) ; double press : shift g (blue) (Info : SBI position depends on SBshfR)	fg-shift	f/g	
C47.71.32	7	1	alpha f	<f>lipchar	Flip case (one character)	Characters <f>lipchar (Hidden : alpha f + <char>)	Character		
C47.71.33	7	1	alpha g	di<g>it	Set numeric (one digit)	Characters di<g>it (Hidden : alpha g + <char>)	Character		

C47.72.11	7	2		1	Digit 1	Digit 1 (Code : 49)	Digit		
C47.72.12	7	2	f	ASN	Assign	Assign function, menu or character to a keyboard key or to a button in a menu (see Ref : Assignment for	Command	ASSIGN	
C47.72.13	7	2	g	KEYS	Keys	Layouts, ribbons and special key assignments	MENU	KEYS	
C47.72.31	7	2	alpha	X	X	Character X (Code : 88)	Character		
C47.72.32	7	2	alpha f	x	x lowercase	Character x (Code : 120)	Character		
C47.72.33	7	2	alpha g	1	Digit 1	Character 1 (Code : 49)	Character		

C47.73.11	7	3		2	Digit 2	Digit 2 (Code : 50)	Digit		
C47.73.12	7	3	f	USER	USER mode	Switch on user mode (Hidden : <none>)	Setting		OFF
C47.73.13	7	3	g	α.FN	Alpha string	Alpha (string) functions	MENU	α.FN	
C47.73.31	7	3	alpha	Y	Y	Character Y (Code : 89)	Character		
C47.73.32	7	3	alpha f	y	y lowercase	Character y (Code : 121)	Character		
C47.73.33	7	3	alpha g	2	Digit 2	Character 2 (Code : 50)	Character		

C47.74.11	7	4		3	Digit 3	Digit 3 (Code : 51)	Digit		
C47.74.12	7	4	f	P.FN	Programming functions	User menu to quickly access selected menus and functions for programming ; all buttons are user assignable	MENU	P.FN	
C47.74.13	7	4	g	LOOP	Looping	Looping (programming) functions	MENU	LOOP	
C47.74.31	7	4	alpha	Z	Z	Character Z (Code : 90)	Character		
C47.74.32	7	4	alpha f	z	z lowercase	Character z (Code : 122)	Character		
C47.74.33	7	4	alpha g	3	Digit 3	Character 3 (Code : 51)	Character		

C47.75.11	7	5		-	Subtract	Subtract X from Y (Code : 45)	Function (dyadic)	-	
C47.75.12	7	5	f	PRINT	Printing	Printing functions (Info : Print commands append data to file DATA/<YYYYMMDD-HHMMSS00>REGS.TSV in FAT ; new datafile after timeout of 2 minutes)	MENU	PRINT	
C47.75.13	7	5	g	I/O	Input/Output	Input/output functions	MENU	I/O	
C47.75.31	7	5	alpha	_	Underscore	Character _ (Code : 95)	Character		
C47.75.32	7	5	alpha f	e	Euler's e	Character e (Hidden : alpha f [-] ; Code : 8519)	Character		
C47.75.33	7	5	alpha g	-	Minus	Minus (Code : 45)	Character		

C47.76.11	7	6							
C47.76.12	7	6							
C47.76.13	7	6							
C47.76.31	7	6							
C47.76.32	7	6							
C47.76.33	7	6							

C47 Keyboard row 8

Key	Row	Column	Kind	Label	FullName	Extended description	Type	Catalog	Default
C47.81.11	8	1		EXIT	Exit	EXIT	Command		
C47.81.12	8	1	f	OFF	Off	Turn off calculator	Command	OFF	
C47.81.13	8	1	g	SNAP	Screenshot	Save screenshot as bitmap ; if executed from the keyboard (g [EXIT]) also saves contents of stack or alpha buffer as text ; plays clicking sound (Hidden : (DMCP) [f/g] + [EEX] ; Info : screenshot saved in file SCREENS/<YYYYMMDD-HHMMSS00>.BMP ; data appended to file DATA/<YYYYMMDD-HHMMSS00>REGS.TSV ; new datafile after timeout of 2 minutes)	Command	SNAP	
C47.81.31	8	1	alpha	EXIT	Exit	EXIT	Command		
C47.81.32	8	1	alpha f	OFF	Off	Turn off calculator	Command	OFF	
C47.81.33	8	1	alpha g	SNAP	Screenshot	Save screenshot as bitmap ; if executed from the keyboard (g [EXIT]) also saves contents of stack or alpha buffer as text ; plays clicking sound (Hidden : (DMCP) [f/g] + [EEX] ; Info : screenshot saved in file SCREENS/<YYYYMMDD-HHMMSS00>.BMP ; data appended to file DATA/<YYYYMMDD-HHMMSS00>REGS.TSV ; new datafile after timeout of 2 minutes)	Command	SNAP	
C47.82.11	8	2		0	Digit 0	Digit 0 (Code : 48)	Digit		
C47.82.12	8	2	f	VIEW	View	View register or variable (with preceding TI) (TAM : VIEW __ Tam menu)	Command	VIEW	
C47.82.13	8	2	g	STOPW	Stopwatch	Stopwatch with running time and counter	App	STOPW	
C47.82.31	8	2	alpha	:	Colon	Character : (Hidden : alpha [0] ; Code : 58)	Character		
C47.82.32	8	2	alpha f	;	Semicolon	Character ; (Hidden : alpha f [0] ; Code : 59)	Character		
C47.82.33	8	2	alpha g	0	Digit 0	Character 0 (Code : 48)	Character		
C47.83.11	8	3		.	Radix	Enter radix (default ".") (Info : Second press enters fraction mode)	Symbol		
C47.83.12	8	3	f	SHOW	Show	Show item in maximum detail, favouring register data type (tag) ; long integers up to 10 ¹²³ will be displayed in large numeric font ; up to 10 ⁴¹⁶ will be displayed in the medium standard font and up to 10 ¹⁰⁰⁰ will be shown in tiny font (Info : Key [R/S] changes view for long integers (font size, next page) ; reals are also shown in SIG 6, UNIT 3, SCI 3 ; complex numbers shown in RECT, POLAR in SIG 4)	Command	SHOW	
C47.83.13	8	3	g	INFO	Information	System information and some information about the value in the X-register	MENU	INFO	
C47.83.31	8	3	alpha	,	Comma	Character , (Code : 44)	Character		
C47.83.32	8	3	alpha f	#	Number sign	Character # (Hidden : alpha f [.] ; Code : 35)	Character		
C47.83.33	8	3	alpha g	.	Full stop	Character . (Code : 46)	Character		
C47.84.11	8	4		R/S	Run/Stop	Run/Stop (Program)	Command		
C47.84.12	8	4	f	PRGM	Programming	Enter Program Entry Mode and activate menu P.FN (Mode : PEM = Program Entry Mode ; starts UPPERcase)	Command		
C47.84.13	8	4	g	TEST	Testing	Testing functions	MENU	TEST	
C47.84.31	8	4	alpha	?	Question mark	Character ? (Code : 63)	Character		
C47.84.32	8	4	alpha f	!	Exclamation mark	Character ! (Hidden : alpha f [R/S] ; Code : 33)	Character		
C47.84.33	8	4	alpha g	/	Slash	Character / (Code : 47)	Character		
C47.85.11	8	5		+	Add	Add X to Y ; concatenate X and Y, including numbers, dates and times + strings and vice versa (Code : 43)	Function (dyadic)	+	
C47.85.12	8	5	f	CAT	Catalog	Catalog of all items (functions, characters, programs, variables, menus)	MENU		
C47.85.13	8	5	g	CNST	Constants	Important scientific and technical constant values (Info : Constants preceded by "# " in programs ; Type characters 1-2 to search ; TI (temporary info) is shown in description of constants)	MENU (ASM)	CNST	
C47.85.31	8	5	alpha	%	Space	Character " " (Code : 32)	Character		
C47.85.32	8	5	alpha f	=	Equal	Character = (Hidden : alpha f [+] ; Code : 61)	Character		
C47.85.33	8	5	alpha g	+	Plus	Plus (Code : 43)	Character		
C47.86.11	8	6							
C47.86.12	8	6							
C47.86.13	8	6							
C47.86.31	8	6							
C47.86.32	8	6							
C47.86.33	8	6							