

C47 Keyboard listing per category

Category	Layoutlabel	Key	Row	Column	Fullname	Extended description	Type	Catalog	Default
Browser	FLGS	g[▼]	6	1	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	
	REGS	g[▲]	5	1	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	
Catalog	[CAT]	f[+]	8	5	Catalog	Catalog of all items (functions, characters, programs, variables, menus)	MENU		
	[CNST]	g[+]	8	5	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	
Cleanup	[CLR]	g[⇐]	4	5	Clear	Clear flags, programs, registers, stacks, variables and reset calculator	MENU	CLR	
	CLSTK	long [⇐]	4	5	Clear stack	Clear all stack data (Hidden : long [⇐])	Command	CLSTK	
Equation	[EQN]	f[7]	5	2	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	
Financial	%	f[RCL]	3	2	Percent	X Percent of Y, keeping Y on stack	Function (dyadic)	%	
	[FIN]	g[8]	5	3	Financial	Financial calculations including time value of money (TVM)	MENU	FIN	
	Δ%	g[RCL]	3	2	Delta percent	Delta percentage from Y to X, keeping Y on stack (TI : Δ% :)	Function (dyadic)	Δ%	
Fractions	a ^b / _c	g[Σ+]	2	1	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 MULTx ; Ref : Fractions)	Setting (cyclic ; stack)		OFF
	a ^b / _c	double [.]	8	3	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 MULTx ; Ref : Fractions)	Setting (cyclic ; stack)		OFF
Function key	F1	[F1]	1	1	Function key 1	Function key 1	F-key		
	F2	[F2]	1	2	Function key 2	Function key 2	F-key		
	F3	[F3]	1	3	Function key 3	Function key 3	F-key		
	F4	[F4]	1	4	Function key 4	Function key 4	F-key		
	F5	[F5]	1	5	Function key 5	Function key 5	F-key		
	F6	[F6]	1	6	Function key 6	Function key 6	F-key		
Information	[INFO]	g[.]	8	3	Information	System information and some information about the value in the X-register	MENU	INFO	
Input-Output	[I/O]	g[-]	7	5	Input/Output	Input/output functions	MENU	I/O	
Keyboard	↵	f[⇐]	4	5	Undo	Restore complete stack, LASTx, STATS and system flags	Command (nonpgm)	UNDO	
	⇐	[⇐]	4	5	Backspace	Backspace (Clear input) (Moniker : BKSPC)	Command (nonpgm)		
	⇐	alpha [⇐]	4	5	Backspace	Backspace (Clear input) (Moniker : BKSPC)	Command (nonpgm)		
	<g>	double [f/g]	7	1	Shift g	Shift g (blue) (Hidden : double [f/g] ; Info : SBI position depends on SBshfR)	g-shift	g	
	<g>	long [f/g]	7	1	Shift g	Shift g (blue) (Hidden : long [f/g] ; Info : SBI position depends on SBshfR)	g-shift	g	
	EXIT	[EXIT]	8	1	Exit	EXIT	Command		
	EXIT	alpha [EXIT]	8	1	Exit	EXIT	Command		
	f/g	[f/g]	7	1	Shift f/g	Single press : shift f (yellow) ; double press : shift g (blue) (Info : SBI position depends on SBshfR)	fg-shift	f/g	
	f/g	alpha [f/g]	7	1	Shift f/g	Single press : shift f (yellow) ; double press : shift g (blue) (Info : SBI position depends on SBshfR)	fg-shift	f/g	

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	[HOME]	g [7]	5	2	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	
	[HOME]	triple [f/g]	7	1	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	
	[KEYS]	g [1]	7	2	Keys	Layouts, ribbons and special key assignments	MENU	KEYS	
	[MyMenu]	long [EXIT]	8	1	MyMenu	User menu presenting a ribbon to quickly access user selected functions (and menus) ; all buttons are user assignable (paneled look) ; set by RIBBONS ; reset using MyM.R ; default ribbon M.C47 (Hidden : long [EXIT])	MENU (item, nonpgm)		
	OFF	f [EXIT]	8	1	Off	Turn off calculator	Command	OFF	
	OFF	alpha f [EXIT]	8	1	Off	Turn off calculator	Command	OFF	
Mathematics	-	[-]	7	5	Subtract	Subtract X from Y (Code : 45)	Function (dyadic)	-	
	→P	g [TAN]	3	6	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	
	→R	g [COS]	3	5	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	
	+	[+]	8	5	Add	Add X to Y ; concatenate X and Y, including numbers, dates and times + strings and vice versa (Code : 43)	Function (dyadic)	+	
	÷	[÷]	5	5	Divide	Divide Y by X (Code : 247)	Function (dyadic)	÷	
	×	[×]	6	5	Multiply	Multiply Y by X (Code : 215)	Function (dyadic)	×	
	x	f [STO]	3	1	Magnitude	Magnitude (absolute value) of complex number	Function (monadic)	x	
	√x	f [√x]	2	3	Square root	Square root	Function (monadic)	√x	
	∛y	g [R√]	3	3	xth root	Xth root of Y	Function (dyadic)	∛y	
	∠	g [STO]	3	1	Argument (angle)	Argument (angle) of complex number	Function (monadic)	∠	
	10 ^x	f [LOG]	2	4	10 to the power x	Raise 10 to the power in the X-register	Function (monadic)	10 ^x	
	ACOS	f [COS]	3	5	Arc cosine	Inverse cosine	Function (monadic)	ACOS	
	[ADV]	f [8]	5	3	Advanced	Advanced functions	MENU	ADV	
	ASIN	f [SIN]	3	4	Arc sine	Inverse sine	Function (monadic)	ASIN	
	ATAN	f [TAN]	3	6	Arc tangent	Inverse tangent	Function (monadic)	ATAN	
	CHS	[CHS]	4	3	Change sign	CHange Sign	Function (monadic)	CHS	
	COMPLEX	f [ENTER]	4	1	Complex	Convert to or from complex number (Info : a ENTER b COMPLEX returns a+bi or a _x b (using angle tag, regardless of POLAR, or ADM) ; COMPLEX returns Y : a, X : b)	Function (dyadic)	COMPLEX	
	COS	[COS]	3	5	Cosine	Cosine	Function (monadic)	COS	
	[CPX]	g [ENTER]	4	1	Complex functions	Complex functions	MENU	CPX	
	e ^x	f [LN]	2	5	e to the power x	Raise e to the power in the X-register	Function (monadic)	e ^x	
	EEX	[EEX]	4	4	Enter exponent	Enter EXponent (decimal input, powers of 10) (Shortcut : Equation editor to enter multiple expressions : [EEX] enters E as a shortcut for 10 ^x)	Command		
	[EXP]	g [EEX]	4	4	Exponential	Exponential functions	MENU	EXP	
	i	g [SIN]	3	4	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 _f when in RECT mode)	Command	op_i	
	1/x	f [1/x]	2	2	Reciprocal	Reciprocal (1/x) (Info : When X is a matrix 1/x inverts it ([M] ⁻¹))	Function (monadic)	1/x	
	LN	[LN]	2	5	Natural logarithm	Natural logarithm (base e)	Function (monadic)	LN	
	LOG	[LOG]	2	4	Common logarithm	Common logarithm (base 10)	Function (monadic)	LOG	
	SIN	[SIN]	3	4	Sine	Sine	Function (monadic)	SIN	
	TAN	[TAN]	3	6	Tangent	Tangent	Function (monadic)	TAN	
	[TRG]	g [CHS]	4	3	Trigonometry	Trigonometry and hyperbolic functions (Ref : DMS-HMS)	MENU (47)	TRG	
	[X.FN]	g [9]	5	4	Extended functions	Extended functions (Bessel, Bernoulli, Gamma, Elliptical, Orthogonal, etc.)	MENU	X.FN	
	x ²	f [√x]	2	3	Square	Square of X	Function (monadic)	x ²	
	y ^x	f [1/x]	2	2	y to the power x	Raise value in the Y-register to the power in the X-register	Function (dyadic)	y ^x	
	π	f [R√]	3	3	pi	Value of pi (Code : π)	Command		

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Matrix	[MATX]	f [9]	5	4	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	
Navigation	▲	f [▲]	5	1	BST	Scroll Up Menu (or SHOW) or Back Step	Command		
	▼	f [▼]	6	1	Down	Scroll Down Menu (or SHOW) or Single Step	Command		
Numeric	.	f [.]	8	3	Radix	Enter radix (default ".") (Info : Second press enters fraction mode)	Symbol		
	.d	g [LOG]	2	4	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 →REAL is entered (TI (degrees ; hours ; date) : decimal° ; decimal h ; yyyy-mm-dd :)	Function (monadic)		
	.ms	g [√x]	2	3	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	
	#	g [1/x]	2	2	Number base	Set number base ; operates on all stack registers depending on BASE _{HP} ; reset by [.] (g [LOG]) (TAM : →INT __ TamNonReg menu ; #TAM shortcuts : B = BIN ; D = DEC ; ENTER = DEC ; H = HEX ; 0 = OCT ; Info : SBI depends on SBfrac)	Setting (pgm ; stack)	→INT	
	→I	f [Σ+]	2	1	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)	→I	
	0	[0]	8	2	Digit 0	Digit 0 (Code : 48)	Digit		
	0	alpha g [0]	8	2	Digit 0	Character 0 (Code : 48)	Character		
	1	[1]	7	2	Digit 1	Digit 1 (Code : 49)	Digit		
	1	alpha g [1]	7	2	Digit 1	Character 1 (Code : 49)	Character		
	2	[2]	7	3	Digit 2	Digit 2 (Code : 50)	Digit		
	2	alpha g [2]	7	3	Digit 2	Character 2 (Code : 50)	Character		
	3	[3]	7	4	Digit 3	Digit 3 (Code : 51)	Digit		
	3	alpha g [3]	7	4	Digit 3	Character 3 (Code : 51)	Character		
	4	[4]	6	2	Digit 4	Digit 4 (Code : 52)	Digit		
	4	alpha g [4]	6	2	Digit 4	Character 4 (Code : 52)	Character		
	5	[5]	6	3	Digit 5	Digit 5 (Code : 53)	Digit		
	5	alpha g [5]	6	3	Digit 5	Character 5 (Code : 53)	Character		
	6	[6]	6	4	Digit 6	Digit 6 (Code : 54)	Digit		
	6	alpha g [6]	6	4	Digit 6	Character 6 (Code : 54)	Character		
	7	[7]	5	2	Digit 7	Digit 7 (Code : 55)	Digit		
	7	alpha g [7]	5	2	Digit 7	Character 7 (Code : 55)	Character		
	8	[8]	5	3	Digit 8	Digit 8 (Code : 56)	Digit		
	8	alpha g [8]	5	3	Digit 8	Character 8 (Code : 56)	Character		
	9	[9]	5	4	Digit 9	Digit 9 (Code : 57)	Digit		
	9	alpha g [9]	5	4	Digit 9	Character 9 (Code : 57)	Character		
	[BASE]	f [4]	6	2	Number base	Number base operations (shortint) (Split screen : Displaying X: hexadecimal ; X: shortint)	MENU	BASE	
	[BITS]	g [4]	6	2	Bits	Bitwise operations	MENU	BITS	
	[INTS]	g [x]	6	5	Integers	Short integer functions	MENU	INTS	
	[REAL]	g [6]	6	4	Real	Functions on real and complex numbers	MENU	REAL	
Plotting/sums	[PLOT]	g [÷]	5	5	Plotting	Plotting and summation functions	MENU	PLOT	
Printing	[PRINT]	f [-]	7	5	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	
Probability	[PROB]	f [x]	6	5	Probability	Probability functions	MENU	PROB	
Programming	≡▲	f [▲]	5	1	Scroll up/Backstep	Back Step	Command (nonpgm)		
	≡▼	f [▼]	6	1	Scroll down/Single step	Single Step	Command (nonpgm)		
	[FLAG]	f [6]	6	4	Flags	Setting, clearing and testing flags	MENU	FLAG	
	GTO	g [XEQ]	2	6	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* to go to the start of the (previous) program ; GTO+ to go to the end of the program (Hidden : longest[XEQ] ; TAM : GTO __ TamLabel menu)	Command	GTO	

Category	Layoutlabel	Key	Row	Column	Fullname	Extended description	Type	Catalog	Default
	LBL	g [LN]	2	5	Label	Create local/global label (TAM : LBL __ TamLabel menu)	Command (PEM)	LBL	
	[LOOP]	g [3]	7	4	Looping	Looping (programming) functions	MENU	LOOP	
	[P.FN]	f [3]	7	4	Programming functions	User menu to quickly access selected menus and functions for programming ; all buttons are user assignable (paneled look) ; initially populated for basic programming options ; reset using PFN.R	MENU	P.FN	
	PRGM	f [R/S]	8	4	Programming	Enter Program Entry Mode and activate menu P.FN (Mode : PEM = Program Entry Mode ; starts UPPERCASE)	Command		
	R/S	[R/S]	8	4	Run/Stop	Run/Stop (Program)	Command		
	[TEST]	g [R/S]	8	4	Testing	Testing functions	MENU	TEST	
	XEQ	[XEQ]	2	6	Execute	Execute function or program (TAM : XEQ __ TamLabel menu)	Command	XEQ	
Screenshot	SNAP	g [EXIT]	8	1	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	
	SNAP	alpha g [EXIT]	8	1	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	
Settings	[DISP]	f [EEX]	4	4	Display settings	Display settings	MENU	DISP	
	[MODE]	f [CHS]	4	3	Mode settings	System (mode) settings with status indication and modification	MENU	MODE	
Stack	DROPx	double [⇐]	4	5	Drop	Drop one stack level (Hidden : double [⇐])	Command	DROPx	
	ENTER	[ENTER]	4	1	Enter	Enter input value to X (optionally also to Y) or push/duplicate value already in X to Y	Command	ENTER↕	
	ENTER	alpha [ENTER]	4	1	Enter	Enter input value to X (optionally also to Y) or push/duplicate value already in X to Y	Command	ENTER↕	
	LASTx	f [xzy]	4	2	Last X	Recall last X (register L)	Command	LASTx	
	R↓	[R↓]	3	3	Roll down	Roll down stack	Command	R↓	
	RCL	[RCL]	3	2	Recall (register)	Recall value from register or variable can be followed by +, -, x, ÷ for recall and add, recall and subtract, recall and multiply, recall and divide functions (TAM : RCL __ TamStoRcl menu ; TI : Rnn: (or <var>:))	Command	RCL	
	SHOW	f [.]	8	3	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	
	[STK]	g [xzy]	4	2	Stack	Stack functions	MENU	STK	
	STO	[STO]	3	1	Store (register)	Store value in register or variable ; can be followed by +, -, x, ÷ for add into, subtract into, multiply into, divide into functions (TAM : STO __ TamStoRcl menu ; TI : Rnn: (or <var>:))	Command	STO	
	VIEW	f [0]	8	2	View	View register or variable (with preceding TI) (TAM : VIEW __ Tam menu)	Command	VIEW	
	xzy	[xzy]	4	2	Swap X and Y	Swap register X and register Y	Command	xzy	
Statistics	[STAT]	f [÷]	5	5	Statistics	Statistics functions	MENU	STAT	
	Σ+	[Σ+]	2	1	Sigma+	Enter data into the statistics matrix (STATS) (TI : nnn data point(s))	Command	Σ+	
Text	_	alpha [-]	7	5	Underscore	Character _ (Code : 95)	Character		
	-	alpha g [-]	7	5	Minus	Minus (Code : 45)	Character		
	,	alpha [.]	8	3	Comma	Character , (Code : 44)	Character		
	;	alpha f [0]	8	2	Semicolon	Character ; (Hidden : alpha f [0] ; Code : 59)	Character		
	:	alpha [0]	8	2	Colon	Character : (Hidden : alpha [0] ; Code : 58)	Character		
	!	alpha f [R/S]	8	4	Exclamation mark	Character ! (Hidden : alpha f [R/S] ; Code : 33)	Character		
	?	alpha [R/S]	8	4	Question mark	Character ? (Code : 63)	Character		
	.	alpha g [.]	8	3	Full stop	Character . (Code : 46)	Character		
	/	alpha g [R/S]	8	4	Slash	Character / (Code : 47)	Character		
	#	alpha f [.]	8	3	Number sign	Character # (Hidden : alpha f [.] ; Code : 35)	Character		
	^	alpha g [1/x]	2	2	Circumflex accent	Character ^ (Hidden : alpha g [1/x] ; Code : 94)	Character		
	↑ (HOME←)	alpha [▲]	5	1	Cursor to begin	Jump to top left of alpha input	Command		
	↑ (α ^{SUP})	alpha g [▲]	5	1	Superscript	Superscript (Hidden : alpha g [▲])	Alpha-shift		

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	↵ (END→)	alpha [▼]	6	1	Cursor to end	Jump to bottom right of alpha input	Command		
	↵ (α _{SUB})	alpha g[▼]	6	1	Subscript	Subscript (Hidden : alpha g[▼])	Alpha-shift		
	↵	alpha g[ENTER]	4	1	Carriage return	Character ↵ (Code : 8629)	Character		
	↵	alpha g[x↵y]	4	2	Right over left arrow	Character ↵ (Hidden : alpha g[x↵y] ; Code : 8644)	Character		
	+	alpha g[+]	8	5	Plus	Plus (Code : 43)	Character		
	±	alpha g[CHS]	4	3	Plus-minus	Character ± (Hidden : alpha g[CHS] ; Code : 177)	Character		
	÷	alpha g[÷]	5	5	Obelus	Character ÷ (Code : 247)	Character		
	×	alpha g[×]	6	5	Cross	Character × (Code : 215)	Character		
	<f>lipchar	alpha f[f/g]	7	1	Flip case (one character)	Characters <f>lipchar (Hidden : alpha f + <char>)	Character		
	<E>	alpha g[EEX]	4	4	Exponent sign (AIM)	Character E (displays as outline E in numeric font) (Hidden : alpha g[EEX] ; Code : 8307)	Character		
	=	alpha f[+]	8	5	Equal	Character = (Hidden : alpha f[+] ; Code : 61)	Character		
		alpha g[STO]	3	1	Bar	Character (Hidden : alpha g[STO] ; Code : 124)	Character		
	√	alpha g[√X]	2	3	Square root	Character √ (Hidden : alpha g[√X] ; Code : 8730)	Character		
	␣	alpha [+]	8	5	Space	Character " " (Code : 32)	Character		
	A	alpha f[Σ+]	2	1	A	Character A (Code : 65)	Character		
	a	alpha f[Σ+]	2	1	a lowercase	Character a (Code : 97)	Character		
	ASN	f[1]	7	2	Assign	Assign function, menu or character to a keyboard key or to a button in a menu (see Ref : Assignment for options including creating user defined menus) (Info : Use button ASN ([α.1]fF6) for character assignments ; this button is not shown in Program Entry Mode)	Command	ASSIGN	
	B	alpha f[1/x]	2	2	B	Character B (Code : 66)	Character		
	b	alpha f[1/x]	2	2	b lowercase	Character b (Code : 98)	Character		
	C	alpha f[√X]	2	3	C	Character C (Code : 67)	Character		
	c	alpha f[√X]	2	3	c lowercase	Character c (Code : 99)	Character		
	CASE DN	alpha f[▼]	6	1	Alpha lock downwards	Move down alpha lock from N to A to a (Hidden : alpha f[▼])	Alpha-shift		
	CASE UP	alpha f[▲]	5	1	Alpha lock upwards	Move up alpha lock from a to A to N (Hidden : alpha f[▲])	Alpha-shift		
	CLA	alpha f[⇐]	4	5	Clear alpha	Clear alphabetic input (Hidden : alpha f[⇐] ; alpha g[⇐] ; alpha long [⇐])	Command		
	CLA	alpha g[⇐]	4	5	Clear alpha	Clear alphabetic input (Hidden : alpha f[⇐] ; alpha g[⇐] ; alpha long [⇐])	Command		
	COS	alpha g[COS]	3	5	Cosine (string)	Characters COS (Hidden : alpha g[COS] ("COS"))	Character		
	D	alpha f[LOG]	2	4	D	Character D (Code : 68)	Character		
	d	alpha f[LOG]	2	4	d lowercase	Character d (Code : 100)	Character		
	di<g>it	alpha g[f/g]	7	1	Set numeric (one digit)	Characters di<g>it (Hidden : alpha g + <char>)	Character		
	E	alpha f[LN]	2	5	E	Character E (Code : 69)	Character		
	e	alpha f[LN]	2	5	e lowercase	Character e (Code : 101)	Character		
	ℯ	alpha f[-]	7	5	Euler's e	Character ℯ (Hidden : alpha f[-] ; Code : 8519)	Character		
	F	alpha f[XEQ]	2	6	F	Character F (Code : 70)	Character		
	f	alpha f[XEQ]	2	6	f lowercase	Character f (Code : 102)	Character		
	G	alpha f[STO]	3	1	G	Character G (Code : 71)	Character		
	g	alpha f[STO]	3	1	g lowercase	Character g (Code : 103)	Character		
	H	alpha f[RCL]	3	2	H	Character H (Code : 72)	Character		
	h	alpha f[RCL]	3	2	h lowercase	Character h (Code : 104)	Character		
	I	alpha f[R↓]	3	3	I	Character I (Code : 73)	Character		
	i	alpha f[R↓]	3	3	i lowercase	Character i (Code : 105)	Character		
	J	alpha f[SIN]	3	4	J	Character J (Code : 74)	Character		
	j	alpha f[SIN]	3	4	j lowercase	Character j (Code : 106)	Character		
	K	alpha f[COS]	3	5	K	Character K (Code : 75)	Character		
	k	alpha f[COS]	3	5	k lowercase	Character k (Code : 107)	Character		
	L	alpha f[TAN]	3	6	L	Character L (Code : 76)	Character		
	l	alpha f[TAN]	3	6	l lowercase	Character l (Code : 108)	Character		
	LN	alpha g[LN]	2	5	Natural logarithm (string)	Characters LN (Hidden : alpha g[LN] ("LN"))	Character		
	LOG	alpha g[LOG]	2	4	Common logarithm (string)	Characters LOG (Hidden : alpha g[LOG] ("LOG"))	Character		
	M	alpha f[x↵y]	4	2	M	Character M (Code : 77)	Character		
	m	alpha f[x↵y]	4	2	m lowercase	Character m (Code : 109)	Character		

Category	Layoutlabel	Key	Row	Column	Fullname	Extended description	Type	Catalog	Default
	N	alpha [CHS]	4	3	N	Character N (Code : 78)	Character		
	n	alpha f [CHS]	4	3	n lowercase	Character n (Code : 110)	Character		
	O	alpha [EEX]	4	4	O	Character O (Code : 79)	Character		
	o	alpha f [EEX]	4	4	o lowercase	Character o (Code : 111)	Character		
	P	alpha [7]	5	2	P	Character P (Code : 80)	Character		
	p	alpha f [7]	5	2	p lowercase	Character p (Code : 112)	Character		
	Q	alpha [8]	5	3	Q	Character Q (Code : 81)	Character		
	q	alpha f [8]	5	3	q lowercase	Character q (Code : 113)	Character		
	R	alpha [9]	5	4	R	Character R (Code : 82)	Character		
	r	alpha f [9]	5	4	r lowercase	Character r (Code : 114)	Character		
	S	alpha [÷]	5	5	S	Character S (Code : 83)	Character		
	s	alpha f [÷]	5	5	s lowercase	Character s (Code : 115)	Character		
	SIN	alpha g [SIN]	3	4	Sine (string)	Characters SIN (Hidden : alpha g [SIN] ("SIN"))	Character		
	T	alpha [4]	6	2	T	Character T (Code : 84)	Character		
	t	alpha f [4]	6	2	t lowercase	Character t (Code : 116)	Character		
	TAN	alpha g [TAN]	3	6	Tangent (string)	Characters TAN (Hidden : alpha g [TAN] ("TAN"))	Character		
	U	alpha [5]	6	3	U	Character U (Code : 85)	Character		
	u	alpha f [5]	6	3	u lowercase	Character u (Code : 117)	Character		
	USER	f [2]	7	3	USER mode	Switch on user mode (Hidden : <none>)	Setting		OFF
	V	alpha [6]	6	4	V	Character V (Code : 86)	Character		
	v	alpha f [6]	6	4	v lowercase	Character v (Code : 118)	Character		
	W	alpha [x]	6	5	W	Character W (Code : 87)	Character		
	w	alpha f [x]	6	5	w lowercase	Character w (Code : 119)	Character		
	X	alpha [1]	7	2	X	Character X (Code : 88)	Character		
	x	alpha f [1]	7	2	x lowercase	Character x (Code : 120)	Character		
	X.EDIT	alpha f [ENTER]	4	1	Edit X	Edit contents of X register	Command	X.EDIT	
	Y	alpha [2]	7	3	Y	Character Y (Code : 89)	Character		
	y	alpha f [2]	7	3	y lowercase	Character y (Code : 121)	Character		
	Z	alpha [3]	7	4	Z	Character Z (Code : 90)	Character		
	z	alpha f [3]	7	4	z lowercase	Character z (Code : 122)	Character		
	[α]	f [XEQ]	2	6	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)		
	[α]	long [XEQ]	2	6	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)		
	α	alpha g [XEQ]	2	6	alpha lowercase	Character α (Hidden : alpha g [XEQ] ; Code : 945)	Character		
	[α.FN]	g [2]	7	3	Alpha string	Alpha (string) functions	MENU	α.FN	
	Δ	alpha g [RCL]	3	2	DELTA	Character Δ (Hidden : alpha g [RCL] ; Code : 916)	Character		
	π	alpha g [R↕]	3	3	pi lowercase	Character π (Hidden : alpha g [R↕] ; Code : 960)	Character		
	Σ	alpha g [Σ+]	2	1	SIGMA	Character Σ (Hidden : alpha g [Σ+] ; Code : 931)	Character		
Time	[CLK]	g [5]	6	3	Clock	Clock functions, including setting date and time and julian day numbers (astronomy)	MENU	CLK	
	STOPW	g [0]	8	2	Stopwatch	Stopwatch with running time and counter	App	STOPW	
Trailing input	[TamAlpha]	double [XEQ]	2	6	TAM mode (alpha)	Transient Alpha Mode is activated for trailing input (alpha) (Hidden : double [XEQ] ; Shortcut (TAM) : TAM [XEQ] ; Info : Activated from TAM menus by AIM (α))	MENU (TAM)		
Unit conversion	[CONV]	f [5]	6	3	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	