

EDIT	Edit matrix MENU (item, nonpgm) - cat : M.EDIT	Open matrix editor for matrix in X	Category: Matrix File: C47_Menu_EDIT_MATX...
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Menu	EDIT	1	2	3	4	5	6
3	g-shift	DEL _R	DEL _C	COL+1			
2	f-shift	INS _R	INS _C	ROW+1	OLD	WRAP (•)	GROW ()
1	unshifted	↑	↓	<i>i</i>	GOTO	←	→
Page	1	F1	F2	F3	F4	F5	F6

Info	MIM = Matrix Input Mode ; Ref : Matrix editor
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EDIT	Page 1										
F-key	Button label (complete)	Full name	Description (extended)	Type	Flag name	Additional information	Catalog	Default	Status		
F1	↑	Up	Move up (navigation) or arrow character (alpha selection menus)	Arrow							
F2	↓	Down	Move down (navigation) or arrow character (alpha selection menus)	Arrow							
F3	<i>i</i>	Complex number (rectangular)	Enter complex number (rectangular) whether RECT is set or not ; e.g. a <i>i</i> b ENTER results in a + b <i>i</i>	Command	CPX, <i>j</i>	Info : In NIM, works like CC with RECT set ; displayed according to flag CPX, <i>j</i> when in RECT mode	op_ <i>i</i>				
F4	GOTO	Go to matrix element	Go to matrix element using GOTO Row ; GOTO Column	Command		(TAM) : GOTO Row ; GOTO Column	M.GOTO				
F5	←	Left	Move left (navigation) or arrow character (alpha selection menus)	Arrow							
F6	→	Right	Move right (navigation) or arrow character (alpha selection menus)	Arrow							

fShifted F1	INS _R	Insert row	Insert row into matrix, at the cursor position	Command			M.INS _R				
fShifted F2	INS _C	Insert column	Insert column into matrix, at the cursor position	Command			M.INS _C				
fShifted F3	ROW+1	Add row	Add row to matrix, at the bottom edge	Command			M.ROW+1				
fShifted F4	OLD	Old (matrix)	Revert to old element (while editing)	Command			M.OLD				
fShifted F5	WRAP	Grow (matrix edit)	Switch on wrap (matrix edit)	Setting	GROW	SBI : wrap ; Info : SBI depends on SBmx	M.WRAP (•)	ON		Radiobutton	
fShifted F6	GROW	Grow (matrix edit)	Switch on grow (matrix edit)	Setting	GROW	SBI : grow ; Info : SBI depends on SBmx	M.GROW ()	OFF		Radiobutton	

gShifted F1	DEL _R	Delete row	Delete row from matrix, at the cursor position	Command			M.DEL _R				
gShifted F2	DEL _C	Delete column	Delete column from matrix, at the cursor position	Command			M.DEL _C				
gShifted F3	COL+1	Add column	Add column to matrix, at the right edge	Command			M.COL+1				
gShifted F4	<empty>										
gShifted F5	<empty>										
gShifted F6	<empty>										