

<b>PREF</b>	Preferences MENU - cat : PREF	System (mode) settings with status indication and modification					Category: Settings File: C47_Menu_PREF...
-------------	-------------------------------	--	--	--	--	--	--

page scrolling indicator : ▲ ▼

Menu	PREF	1	2	3	4	5	6
3	g-shift						
2	f-shift						
1	unshifted	DMCP	ActUSB	SDIGS <sub>34</sub>	eRPN [ <b>*</b> ]	RP <sub>HP</sub> [ <b>*</b> ]	CFLG
Page	<b>1</b>	F1	F2	F3	F4	F5	F6

Info Menu PREF replaced by MODE in this layout: C47

PREF	Page 1	F-key	Button label (complete)	Full name	Description (extended)	Type	Flag name	Additional information	Catalog	Default	Status
F1	DMCP		DMCP	Access DMCP menu	Access DMCP menu ; hardware only ; use EXIT to return without reset	Command (HW)			DMCP		
F2	ActUSB		ActUSB	Activate USB disk	Activate USB disk without exiting to DMCP ; hardware only	Command (HW)			ActUSB		
F3	SDIGS		SDIGS	Set significant digits	Set the number of significant digits (1 ... 34) for rounding after each operation ; sets tolerance of solvers and CONVG? ; value of 0 sets maximum precision (34)	Setting (pgm)	<no flag>	TAM : SDIGS __ TamNonReg menu	SDIGS <sub>34</sub>	34	Value
F4	eRPN		eRPN	Entry RPN mode	Switch on Entry RPN mode active	Setting	eRPN	SBI : [8] ; [4] ; Info : SBI depends on SBes ; If eRPN is set, the X-register is not duplicated on entry ; if clear, stack size SBI is displayed inverted as [8] or [4]	eRPN [ <b>*</b> ]	ON	Checkbox
F5	RP <sub>HP</sub>		RP <sub>HP</sub>	Classic (HP) Rect/Polar	Switch on X=x, Y=y (RECT), X=r, Y=θ (POLAR)	Setting	RP <sub>HP</sub>	Info : RP <sub>HP</sub> CLEAR conforms to the way the C47 deals with complex numbers	RP <sub>HP</sub> [ <b>*</b> ]	ON	Checkbox
F6	CFLG		CFLG	Configuration flags	Activates menu for setting system flags using FF (Flip flag) function	MENU (item, nonpgm)		Info : CAT.MENU SYS.FL			

fShifted F1	<empty>										
fShifted F2	<empty>										
fShifted F3	<empty>										
fShifted F4	<empty>										
fShifted F5	<empty>										
fShifted F6	<empty>										

gShifted F1	<empty>										
gShifted F2	<empty>										
gShifted F3	<empty>										
gShifted F4	<empty>										
gShifted F5	<empty>										
gShifted F6	<empty>										