

C47 Ref page : Assignment (to USER mode buttons or keys)

Goal	Object	Command	Navigate/press	Action	Target or Action	
ASSIGN	Function	ASN (f [1])	+	Keyboard	press (function) key	+ <keyboard-key> OR <menu-button> **
		ASN (f [1])	+	CAT.FCNS	select function	+ <keyboard-key> OR <menu-button>
		ASN (f [1])	+	α (f [XEQ])	spell function name + [ENTER]	+ <keyboard-key> OR <menu-button>
	Menu	ASN (f [1])	+	CAT.MENUS	select menu	+ <keyboard-key> OR <menu-button>
		ASN (f [1])	+	α (f [XEQ])	spell menu name + [ENTER]	+ <keyboard-key> OR <menu-button>
	Programs	ASN (f [1])		CAT.PROGS	select program	+ <keyboard-key> OR <menu-button>
	Variable	ASN (f [1])		CAT.VARS	select variable	+ <keyboard-key> OR <menu-button>
	Character	ASN ([α.1] f F6)	+	Keyboard	press character key	+ <AIM-key> OR <Myα-button>
		ASN ([α.1] f F6)	+	α submenu	press character button	+ <AIM-key> OR <Myα-button>
	Unassign	Function, Menu, Program, Variable	ASN (f [1])	+	[ENTER]	press key
Character		ASN ([α.1] f F6)	+	[ENTER]	press key	+ <AIM-key> OR <Myα-button>
Create	User defined menu	ASN (f [1])	+	USER (f [2])	spell menu name + [ENTER]	
Delete	User defined menu	DELITM ([DELETE.1] g F6)	+	CAT.MENUS	select menu	
		<p>Assignment can also be performed by selecting the object as any item already assigned to a key or button To assign ENTER to a target, spell the name 'ENTER' ; to assign to [ENTER], spell the name 'ENTER' To assign <f>, f/g or <g> to a target, select <f>, <g> or f/g from catalog ; the key [f/g] cannot be assigned to To assign EXIT to a target, spell the name 'EXIT' ; the key [EXIT] cannot be assigned to The command ⇄ cannot be assigned nor can the key [⇄] be assigned to Also see menu Σ+ KEY ([KEYS.1] F1) for special key assignments Assigning to a menu button is allowed for user menus (Myα, MyMenu, HOME, P.FN) ; these menus show 'rivets' when button can be targeted When unassigning, in some cases it is necessary to switch to normal mode first, using USER (f [2])</p>				