



Keyboard layout



Active functions in integer modes

**ADDRESSING REGISTERS AND VARIABLES**

1	User input	ASTO, ARCL, AVIEW, <b>RCL</b> , <b>STO</b> , <b>VIEW</b> , or <b>xz</b>			
	Display	<b>OP _</b> (e.g. <b>RCL _</b> )			
2	User input <sup>1</sup>	<b>ENTER↑</b>	<b>→</b>	Register number ( <b>0 0</b> ... <b>9 9</b> )	<b>()</b>
	Display	<b>OP "_</b>  Alpha mode is set.	<b>OP ST _</b>  Alpha mode is set.	<b>OP nn</b> e.g. <b>x&lt;&gt; 15</b>	<b>OP IND _</b>
3	User input	Variable name + <b>ENTER↑</b>	<b>X</b> , <b>Y</b> , <b>Z</b> , <b>T</b> , or <b>L</b>	<b>→</b>	Register number ( <b>0 0</b> ... <b>9 9</b> )
	Display	<b>OP "name"</b> e.g. <b>x&lt;&gt; "STAT4"</b>	<b>OP ST x</b> e.g. <b>STO ST Z</b>	<b>OP IND ST _</b> Alpha mode is set.	<b>OP IND nn</b> e.g. <b>RCL IND 03</b>
4		Swap <b>x</b> with the content of variable <b>STAT4</b> (with STAT4 keyed in).	Store <b>x</b> in stack level <b>z</b> .	<b>X</b> , <b>Y</b> , <b>Z</b> , <b>T</b> , or <b>L</b>	Recall the content of the register where register <b>3</b> points to.
	Display	Show the content of the register where <b>LASTx</b> points to.		<b>OP IND ST x</b> e.g. <b>VIEW IND ST L</b>	

<sup>1</sup> For **RCL** and **STO**, an arithmetic operator ( +, −, ×, / ) may precede step 2.

## ADDRESSING LABELS

1	User input	<b>GTO</b> or <b>XEQ</b>		
	Display	<b>OP _</b> (e.g. <b>XEQ _</b> )		
2	User input	<b>ENTER↑</b>	Local label number ( <b>0 0</b> ... <b>9 9</b> )	( <b>)</b>
	Display	<b>OP "_</b>  Alpha mode is set.	<b>OP nn</b> e.g. <b>GTO 15</b>	<b>OP IND _</b>
3	User input	Label + <b>ENTER↑</b>	<b>→</b>	Register number ( <b>0 0</b> ... <b>9 9</b> )
	Display	<b>OP "name" <sup>2</sup></b> e.g. <b>GTO "STAND"</b>	<b>OP IND ST _</b> Alpha mode is set.	<b>OP IND nn</b> e.g. <b>XEQ IND 03</b>
4		Go to label <b>STAND</b> (with STAND keyed in).	<b>X</b> , <b>Y</b> , <b>Z</b> , <b>T</b> , or <b>L</b>	Execute the routine which's label is in register <b>3</b> .
	Display	Go to the label contained in stack level <b>y</b> .	<b>OP IND ST x</b> e.g. <b>GTO IND ST Y</b>	

<sup>2</sup> If only one single character was given as label, it will be taken as local label, and displayed like **GTO p**.