



# OWNER'S MANUAL

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## WELCOME

Dear user, now you have got your own WP 34S. It uses the mechanics and hardware of the *HP-20b Business Consultant* or the new *HP-30b Business Professional*, so you get their unexcelled processor speed and with the *HP-30b* also the famous rotate-and-click keys giving the tactile feedback appreciated in vintage *Hewlett-Packard* calculators for decades. On the other hand, the firmware and the user interface of the WP 34S are carefully new designed and written from scratch to give you a **fast and compact scientific calculator like you have never had before**.

Its function set is based on the one of the renowned *HP-42S RPN Scientific*, the most powerful programmable RPN calculator built so far<sup>1</sup>. We expanded this set, incorporating the functionality of the famous programmer's calculator *HP-16C*, the fraction mode of the *HP-32SII*, probability distributions as featured by the *HP-21S*, and added **many more useful functions for mathematics, statistics, physics, engineering, programming etc.** like

- + Euler's Beta function, Fibonacci number calculation, Lambert's W (all of these in the real and complex domains), the error function, incomplete regularized Beta and Gamma, Riemann's Zeta, the most 'popular' orthogonal polynomials, testing for primality,
- + many statistical distributions and their inverses like Poisson, Binomial, Geometric as well as Cauchy-Lorentz, Exponential, Logistic, Weibull for reliability analysis, Lognormal and Gaussian with arbitrary means and standard deviations,
- + programmable sums and products, first and second derivatives,
- + extended date and time calculations based on a real time clock,
- + integer computing in arbitrary bases from binary to hexadecimal,
- + financial operations like mean rate of return and margin calculations,
- + over 70 conversions, mainly between universal SI and old Imperial units,
- + nearly 50 fundamental physical constants as precise as known today by national standards institutes like NIST or PTB,
- + complete Greek and extended Latin letter fonts covering many languages (upper and lower case in two font sizes each).

**The WP 34S is the first RPN calculator overcoming the limits of a 4-level stack** – forget worries about stack overflow in calculations. It features a choice of two stack sizes expanded by a complex LASTx register: traditional 4 stack levels for HP compatibility, 8 levels for convenient calculations in complex domain, for more advanced real formulas, or for whatever application you have in your mind. The WP 34S features a full command set for navigation in either size.

Furthermore, the WP 34S features over 100 general purpose registers, 100 user flags, 506 program steps, 4 programmable hotkeys for your favorite functions or routines, and a 31 byte alpha register for message generation.

If you know how to deal with a good old HP RPN scientific calculator, you can start with your WP 34S right away. Else get an *HP-42S Owner's Manual*, e.g. on the DVDs

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<sup>1</sup> Though the *HP-42S* was sold in 1988 already, this statement holds still. – Due to display restrictions, the *HP-42S*' matrix math cannot be supported by the WP 34S. Sorry for this.

distributed by the *Museum of Hewlett-Packard Calculators* ([www.hpmuseum.org](http://www.hpmuseum.org)). Then please read Part 1 of it as a starter, including an excellent introduction to RPN. Part 2 will become beneficial when you are heading for programming your WP 34S. Further documentation, also about the other calculators mentioned, will add valuable information – it is all readily accessible on a single DVD from said source.

This little manual here is meant as a supplement showing you all the new features of the WP 34S. It starts presenting its keyboard as it will be active in various modes, so you know where to find what you are looking for. It continues explaining the memory and addressing items therein, and the display and indicators used to tell you what's going on. Then the major part of this booklet is taken by the index of all operations, catalog contents, constants and conversions featured. It closes with a list of messages the WP 34S will display if special input conditions prevent it from executing your command as expected.

Your WP 34S is the result of a long range collaboration of two individuals, an Australian and a German. We did this in our free time, so you may call it our hobby (though some people close to us found different names for this). Our project was discussed on the open forum in the Museum of HP Calculators from its beginning, so we want to express our gratitude to all contributors there who taught us a lot and brought their ideas and support in several stages of our project. Special thanks go to Marcus von Cube supporting us in bringing it to life, starting with an emulator for v1.14 allowing widespread use and easy testing. From v1.17 on, it is running on the real hardware.

We baptized it WP 34S in honor of one of the most powerful LED pocket calculators, the *HP-34C*, and since it is our humble approach – with the hardware given – to a future 43S we can only dream of becoming the successor of the *HP-42S*. Maybe it will help convincing those having access to more resources than us that it is worthwhile covering the market of serious scientific instruments.

Firmware-wise, we have carefully checked everything we could think of to our best knowledge, so our hope may be justified the WP 34S is bug-free. We cannot guarantee this, however, nor can we bear any liability for errors in calculations nor their possible consequences. Nevertheless, we promise we will improve the WP 34S whenever it turns out being necessary – so if you discover any strange result, please report it to us, and if it is revealed to be an internal error we will provide you with an update as soon as we have one ourselves.

Enjoy!

*Paul Dale and Walter Bonin*

### PRINT CONVENTIONS

Throughout this manual, calculator commands are generally called by their names, usually written in CAPITALS. Each and every command featured is listed in the Index of Operations. This **CPX** font is taken for explicit references to keys.

Register addresses are printed using Times New Roman. Lower case italic letters of this font are employed for register contents (so e.g. *y* lives in stack level **Y**, **r45** in general purpose register **R45**, or *alpha* in the alpha register, respectively). Lower case bold *italic* Arial letters like **n** are used for variables.

All this holds unless stated otherwise explicitly.

## KEYBOARD



Generally speaking, white labels execute the *default primary function* of the respective key. To access a golden, blue, or green label, use *prefix* f, g, or h, respectively. Any label underlined opens a *catalog*. For example, 5 preceded by

- **f** calculates the mean values of the data in the statistic registers via  **$\bar{x}$**  ,
- **g** returns the standard deviations for the same data via **s** ,
- **h** opens a catalog of supplementary statistic functions via **STAT** .
- The dark red letter **R** will become relevant in *alpha mode*.

You may keep the respective prefix pressed if you want to call several functions showing the same label color in sequence.

Further remarks (all meant as appetizers – find more about these topics in dedicated texts below):

- The *hotkeys* **A**, **B**, **C**, and **D** immediately call the user programs carrying these labels if defined, else they act as  **$\Sigma+$** ,  **$1/x$** ,  **$y^x$** , or  **$\sqrt{x}$** , respectively.
- **→** trailed by **H-MS**, **H.d**, **DEG**, **RAD**, **GRAD**, **2**, **8**, **10**, or **16**, converts  $x$  , i.e. the value currently displayed.
- If **.** is used twice in numeric input, the WP 34S enters *fraction mode*.
- **CPX** is employed as a prefix for calling functions in complex domain.

Please see the following text and especially the [index of operations](#) for a complete list and the necessary explanations of all the commands provided.

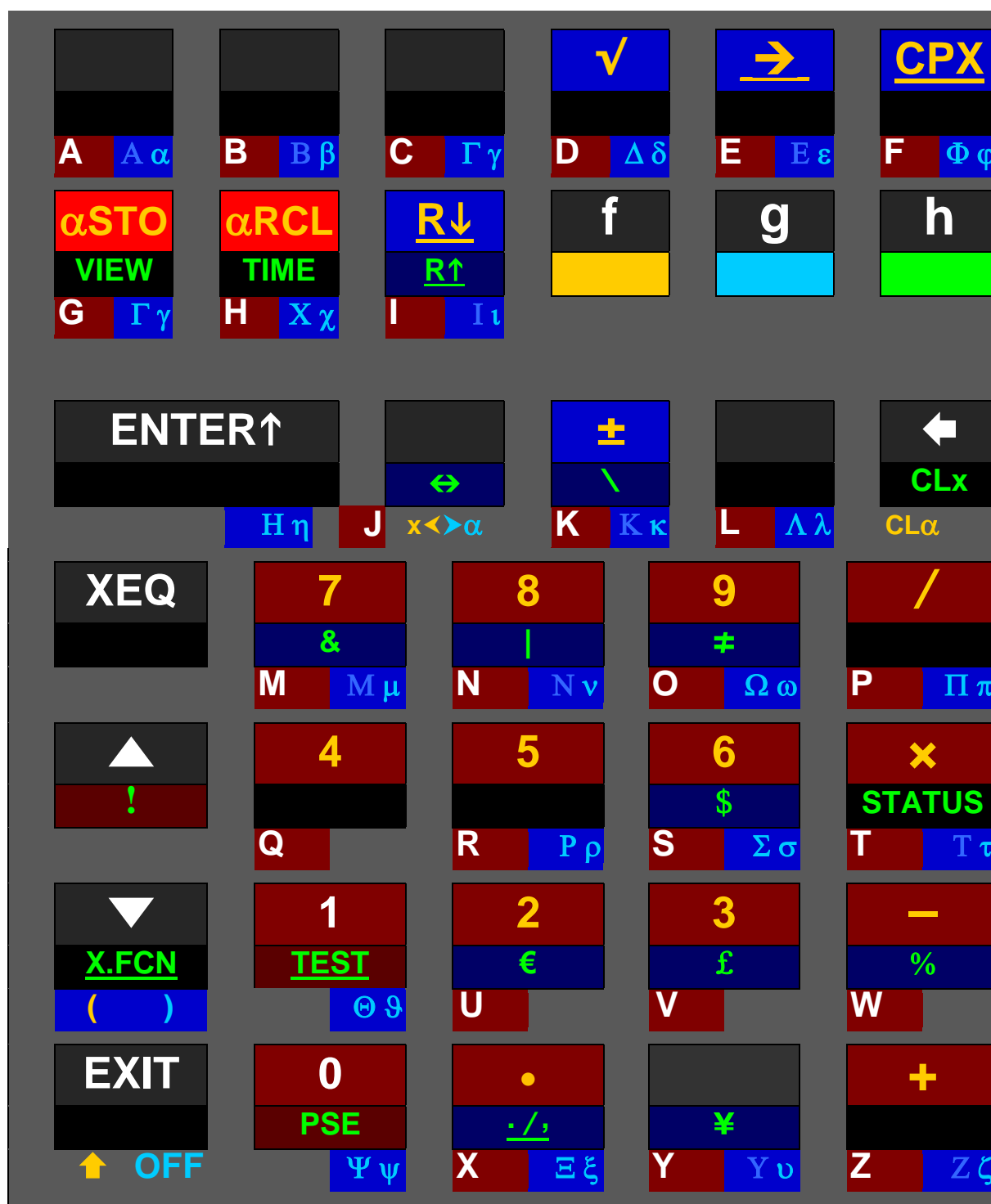
Virtual active keyboard in hexadecimal mode:



Primary functions of the top six keys will be numeric input, so their *default* primary functions are accessed using **f**. The key **→** is exclusively for addressing and temporary display in other bases (see [addressing tables](#) and [index of operations](#) below).

For smaller integer bases than 16, the active keyboard will look similar, but those top keys not needed for numeric input will keep their default primary functions, except **Σ+** and **CPX**. Attempts to enter an illegal digit will be blocked.

Virtual active keyboard in **alpha mode**:



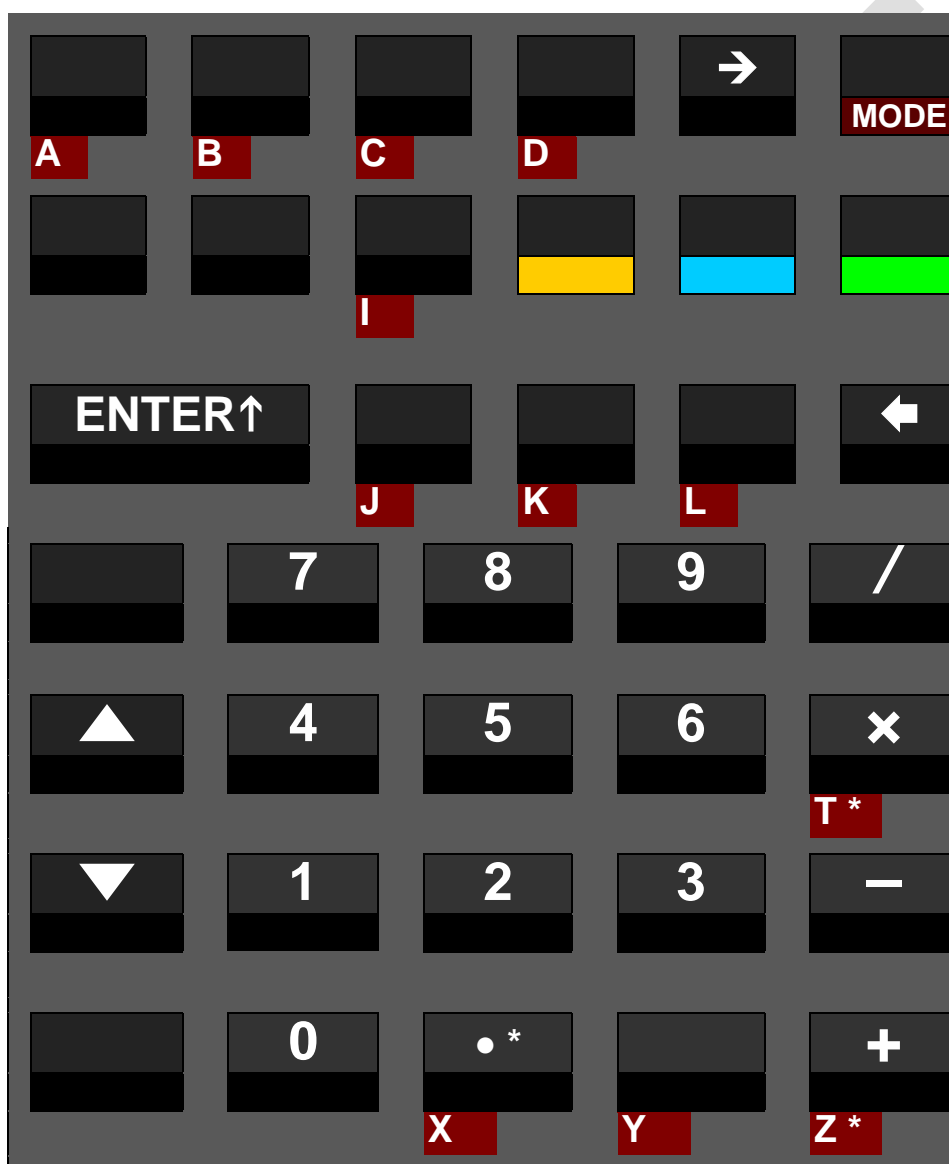
In this mode, the alpha register is displayed in the dot matrix, and the numeric line is accessible by commands only. All labels printed on dark red or blue background in this picture append characters to *alpha* immediately or via alpha catalogs; those on blue deviate from the labels printed on the WP 34S keyboard at these locations.

Alpha mode starts in upper case, and toggles upper and lower case. appends a space. Primary function of most keys is appending the letter printed bottom left of this key – dark red on the key plate. Prefix will access the default primary

functions there <sup>2</sup>. **g** leads to homonymic Greek letters where applicable <sup>3</sup>. And **h** gives access to logic symbols via the Boolean operations, and four currency symbols located next to the %-command as follows: \$ at the letter S, € at U for Euro, £ at π, ¥ at Y for Yen or Yuan – and % at **[-]**. The catalogs **f** **[→]**, **f** **[CPX]**, **f** **[R↓]**, **h** **[R↑]**, **h** **[TEST]**, and **h** **[./]** feature even more characters (see [below](#)). See the [index of operations](#) for αSTO, αRCL, and more alpha commands.

When *alpha* exceeds 31 characters, the leftmost character(s) are discarded.

A **temporary alpha mode** is entered during input processing in comparisons and in memory addressing, e.g. during storing. See the respective virtual keyboard here:



This mode is left automatically when sufficient characters are put in for the respective command. Examples are shown [below](#). Special rules apply for **[-]**, **T** and **Z** – see [below](#).

<sup>2</sup> The digits 0 and 1 may also be called using **f** **[0]** or **f** **[1]**, respectively.

<sup>3</sup> “Homonymic” according to ancient Greek pronunciation. And we assigned **Gamma** also to **C** due to the alphabet, and **Chi** to **H** since this letter comes next in pronunciation. Three Greek letters require special handling: **Psi** is accessed via **g** **[0]** (below **[PSE]**), **Theta** via **g** **[1]** (below **[TEST]** and following **T**), and **Eta** via **g** **[ENTER↑]**. **Omicron** is not featured since looking exactly like the Latin letter **O** in either case. – Where we printed Greek capitals with lower contrast on page 7, they look like the respective Latin letters in our fonts. Greek professors, we count on your understanding.



## REAL AND INTEGER OPERATIONS

Most of the commands your WP 34S provides are mathematical operations or functions in real domain. “Real domain” means these functions use and work with real numbers like 1 or 2.34 or  $\pi$  or 5.6E-7. Please note integer numbers like 8, 9, 10, or -1 are just a subset of real numbers.

Most real number functions provided operate on one number only. Examples are  $1/x$ ,  $\sqrt{x}$ , or SIN. Such functions replace  $x$  (i.e. the contents of the displayed stack level **X**) by the result **f(x)** stored in **X** again. Everything else stays unchanged as is.

Some of the most popular mathematical functions, however, operate on two numbers. Think of + and – , for example. On the WP 34S, such a two-number real function replaces  $x$  by the result **f(x, y)**, i.e. it eats up the lowest two stack levels but needs only one to put its result in. Thus, level **Y** is then filled with the content of the next higher level, i.e.  $z$ . This goes on for higher levels, as shown [below](#). Please note the top stack level content is repeated then since there is nothing else available. You may use this top level repetition for some nice tricks.

There are also a few three-number real functions included – e.g.  $\text{I}\beta$  and %MRR – replacing  $x$  by the result **f(x, y, z)**. Then **Y** is filled with  $t$  and so on, and the content of the top level is repeated twice. And there is SLVQ with three input and two output levels, thus treating the higher levels as two-number functions do.

Some real functions (e.g. DECOMP) operate on one number but return two. Other operations (like RCL or SUM) do not consume any stack input at all but just return one or two numbers. Then these extra number(s) will be pushed on the stack, taking one level per real number.

## COMPLEX OPERATIONS

Mathematicians know more complicated items than real numbers. The next step are complex numbers. If you do not know them nor want to learn about them, leave them aside – you can use your WP 34S perfectly without them.

Else please note the WP 34S supports many operations in complex domain as well. The key **CPX** is employed as a prefix for calling complex functions. E.g. **CPX** **f** **COS** calls the complex cosine, and it is displayed and listed as <sup>C</sup>COS (the elevated C is the signature for complex functions on the WP 34S). All such functions operate on Cartesian coordinates exclusively. Generally, if an arbitrary real function **f** operates on ...

- one real number  $x$  only, then its complex sibling <sup>C</sup>**f** will operate on the complex number  $x_c = x + i y$ .
- one register, e.g. **R12**, then <sup>C</sup>**f** will operate on **R12** and **R13**.
- $x$  and  $y$ , then <sup>C</sup>**f** will operate on  $x$ ,  $y$ ,  $z$  and  $t$ .

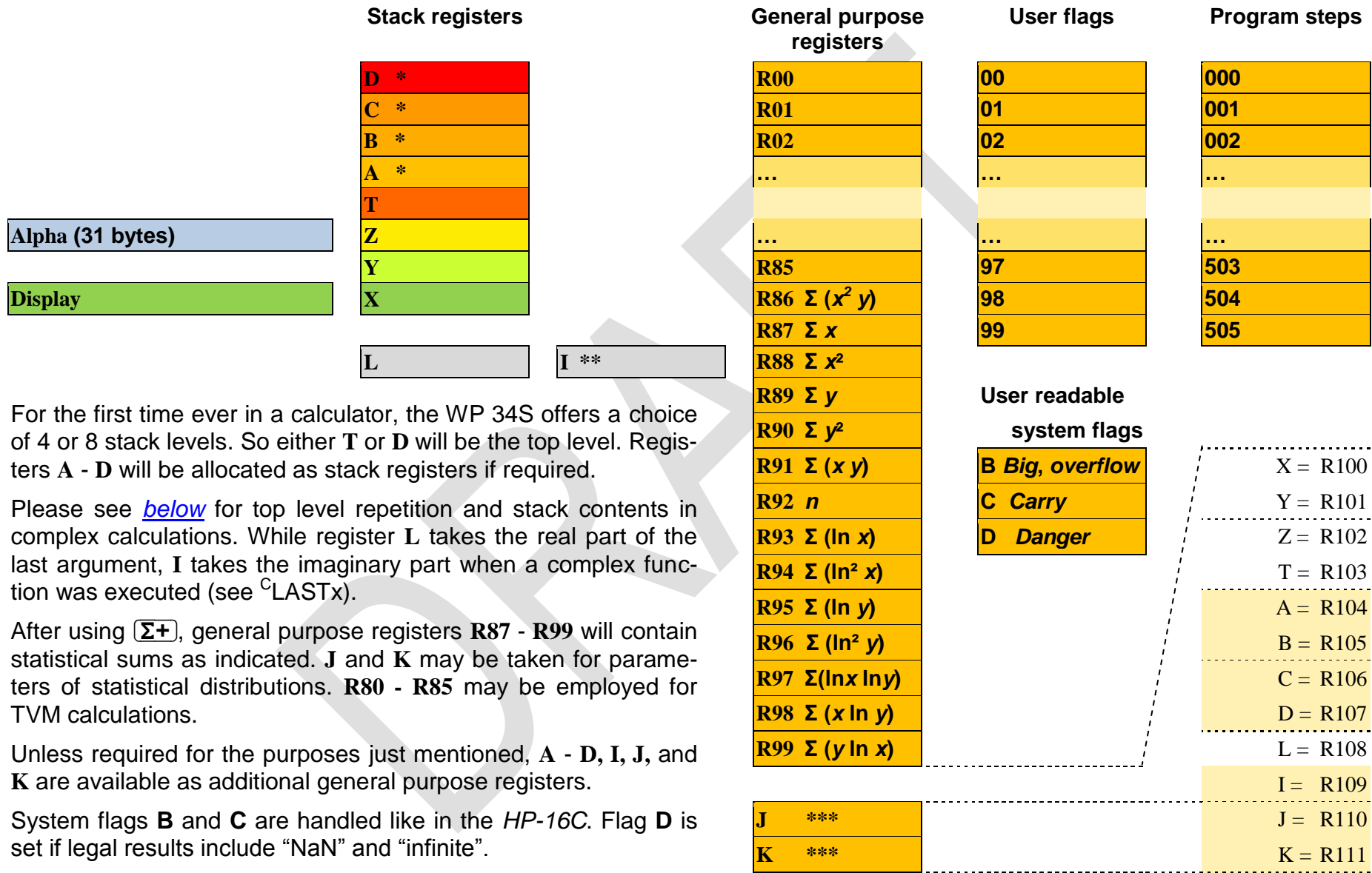
Where one-number real functions replace  $x$  by the result **f(x)**, one-argument complex functions replace  $x$  by the real part and  $y$  by the imaginary part of the complex result <sup>C</sup>**f(x<sub>c</sub>)**. Higher stack levels remain unchanged. Such functions are <sup>C</sup>1/x, <sup>C</sup>ABS,

$^{\circ}\text{ANGLE}$ ,  $^{\circ}\text{CUBE}$ ,  $^{\circ}\text{CUBERT}$ ,  $^{\circ}\text{FIB}$ ,  $^{\circ}\text{FP}$ ,  $^{\circ}\text{IP}$ ,  $^{\circ}\text{RND}$ ,  $^{\circ}\text{SIGN}$ ,  $^{\circ}\text{W}$ ,  $^{\circ}\text{W}^{-1}$ ,  $^{\circ}\text{x!}$ ,  $^{\circ}\text{x}^2$ ,  $^{\circ}\sqrt{\phantom{x}}$ ,  $^{\circ}+/-$ ,  $^{\circ}\Gamma(x)$ , the logarithmic and exponential functions with bases 10, 2 and **e**, as well as hyperbolic, trigonometric, and their inverses.

Two-number real functions replace  $x$  by the result  $\mathbf{f(x, y)}$ . Analogously, two-argument complex functions replace  $x$  by the real part and  $y$  by the imaginary part of the complex result  $^{\circ}\mathbf{f(x_r, y_c)}$ . The next stack levels are filled with the complex contents of higher levels, and the complex number contained in the top two stack levels is repeated as shown [below](#). Such complex functions are  $^{\circ}\text{LOG}_x$ ,  $^{\circ}y^x$ ,  $^{\circ}\beta(x,y)$ ,  $^{\circ}//$ , and the basic arithmetic operations in complex domain.

Where complex operations (like  $^{\circ}\text{RCL}$ ) do not consume any stack input at all but just return a complex number, this will be pushed on the stack taking two levels.

**MEMORY**



## STACK MECHANICS

The following assumes you are familiar with RPN (else please turn to the *HP-42S Owner's Manual* first). What happens with the contents of particular stack levels depends on the operation executed, its domain (real or complex) and the stack size chosen.

Real functions in a 4-level stack work as known for decades. In a larger stack, everything works alike on the WP 34S – just with more levels for intermediate results. Calculating formulas from inside out stays a wise strategy in either stack. With more levels, however, stack overflow will hardly ever happen, even with the most advanced formulas you compute in your life as a scientist or engineer.

Calculating with complex numbers uses two registers or stack levels for each such number as explained above and shown here:

	Level	Assumed stack contents at the begin- ning:	Stack contents <u>after</u> executing ... ... the <u>complex</u> stack register operations					... <u>complex</u> functions of		... <u>real</u> functions of two numbers like /			
			<sup>c</sup> ENTER, <sup>c</sup> FILL	<sup>c</sup> DROP	<sup>c</sup> x↔y, <sup>c</sup> R↓, <sup>c</sup> R↑	<sup>c</sup> LASTx	... one number like <sup>c</sup> x <sup>2</sup>	... two numbers like <sup>c</sup> /	Before	After			
With 4 stack levels	T	Im(y <sub>c</sub> ) = Im(t <sub>c</sub> )	Im( x <sub>c</sub> )	y <sub>c</sub> = t <sub>c</sub>	Im( x <sub>c</sub> ) x <sub>c</sub>	x <sub>c</sub>	y <sub>c</sub> = t <sub>c</sub>	y <sub>c</sub> = t <sub>c</sub>	t	t			
	Z	Re(y <sub>c</sub> ) = Re(t <sub>c</sub> )	Re( x <sub>c</sub> )		Re( x <sub>c</sub> ) x <sub>c</sub>				z	t			
	Y	Im( x <sub>c</sub> )	Im( x <sub>c</sub> )	Im(y <sub>c</sub> ) y <sub>c</sub>	lastx <sub>c</sub>	Im( x <sub>c</sub> ) <sup>2</sup>	Im(y <sub>c</sub> / x <sub>c</sub> )	y	z				
	X	Re( x <sub>c</sub> )	Re( x <sub>c</sub> )	Re(y <sub>c</sub> ) y <sub>c</sub>		Re( x <sub>c</sub> ) <sup>2</sup>	Re(y <sub>c</sub> / x <sub>c</sub> )	x	y / x				
With 8 stack levels	D	Im( t <sub>c</sub> )	z <sub>c</sub>	x <sub>c</sub>	t <sub>c</sub>	t <sub>c</sub>	x <sub>c</sub>	z <sub>c</sub>	z <sub>c</sub>	t <sub>c</sub>	t <sub>c</sub>	d	d
	C	Re( t <sub>c</sub> )											
	B	Im( z <sub>c</sub> )	y <sub>c</sub>	x <sub>c</sub>	t <sub>c</sub>	z <sub>c</sub>	t <sub>c</sub>	y <sub>c</sub>	y <sub>c</sub>	z <sub>c</sub>	t <sub>c</sub>	b	c
	A	Re( z <sub>c</sub> )											
	T	Im( y <sub>c</sub> )	x <sub>c</sub>	x <sub>c</sub>	z <sub>c</sub>	x <sub>c</sub>	z <sub>c</sub>	x <sub>c</sub>	x <sub>c</sub>	y <sub>c</sub>	z <sub>c</sub>	t	a
	Z	Re( y <sub>c</sub> )											
	Y	Im( x <sub>c</sub> )	x <sub>c</sub>	x <sub>c</sub>	y <sub>c</sub>	y <sub>c</sub>	y <sub>c</sub>	t <sub>c</sub>	lastx <sub>c</sub>	(x <sub>c</sub> ) <sup>2</sup>	y <sub>c</sub> / x <sub>c</sub>	y	z
	X	Re( x <sub>c</sub> )											

So, an 8-level stack gives you the same flexibility in complex domain you are used to with a 4-level stack in real domain.

## COMPARING AND ADDRESSING REAL NUMBERS

1	User input	$x = ?$ , $x \neq ?$ , $x < ?$ , $x \leq ?$ , $x \approx ?$ , $x \geq ?$ , or $x > ?$					<b>RCL</b> , <b>STO</b> , <b>RCLS</b> , <b>STOS</b> , <b>aRCL</b> , <b>aSTO</b> , <b>VIEW</b> , $x \geq$ , <b>DSE</b> , <b>ISG</b> , <b>DSZ</b> , <b>ISZ</b> , <b>FIX</b> , <b>SCI</b> , <b>ENG</b> , <b>DISP</b> , <b>BASE</b> , <b>KEY?</b> , <b>CB</b> and many more bit commands, or <b>CF</b> and the other flag commands etc.	
	Dot matrix display	<b>OP</b> _ (with temporary alpha mode set), e.g. $x > \_$					<b>OP</b> _ (with temporary alpha mode set), e.g. <b>RCL</b> _ <sup>4</sup>	
2	User input	<b>0</b> or <b>1</b>	Stack level or named reg. <b>X</b> , <b>Y</b> , ...	<b>ENTER</b> ↑ <sup>5</sup> leaves temp. alpha mode.	→ opens indirect addressing.	Stack level or named register <b>X</b> , <b>Y</b> , <b>Z</b> , ... , <b>K</b> <sup>6</sup>	Number of register or flag or bit(s) or decimals <sup>7</sup>	→ opens indirect addressing.
	Dot matrix display	<b>OP</b> <i>n</i> e.g. $x \leq 0 ?$	<b>OP</b> <i>x</i> e.g. $x \geq y ?$	<b>OP</b> <i>r</i> _	<b>OP</b> → _	<b>OP</b> <i>x</i> e.g. <b>SCI</b> <i>Z</i>	<b>OP</b> <i>nn</i> e.g. <b>SF</b> 15	<b>OP</b> → _
3	User input	Compares <i>x</i> with the number <b>0</b> .	Compares <i>x</i> with the num- ber on stack level <b>Y</b> .	Register no. <b>00</b> ... <b>99</b> <b>OP</b> <i>r nn</i> e.g. $x \neq r23?$	Look right for more about indirect ad- dressing.	Sets scientific display with the number of decimals specified in stack level <b>Z</b> .	Stack level etc. <b>X</b> , <b>Y</b> , <b>Z</b> , ... , <b>K</b> <b>OP</b> → <i>x</i> e.g. <b>VIEW</b> → <b>L</b>	Register number <b>00</b> ... <b>99</b> <b>OP</b> → <i>nn</i> e.g. <b>STO</b> → <b>45</b>
	Dot matrix display			Compares <i>x</i> with the number stored in <b>R23</b> .			Shows the content of the register where <b>L</b> is pointing to.	Stores <i>x</i> into the loca- tion where <b>R45</b> is pointing to.

<sup>4</sup> For **RCL** and **STO**, any of **+**, **-**, **x**, **/**, **▲**, or **▼** may precede step 2, except in RCLM and STOM. **ENG** □ calls ENGOVR, **SCI** □ calls SCIOVR. See the index of operations.

<sup>5</sup> You may skip this for register numbers >19.

<sup>6</sup> Exceptions: **RCL** T, **RCLx** T, **RCL** Z, **RCL**+ Z require an **ENTER**↑ preceding **T** or **Z**, e.g. **RCL** **+** **ENTER**↑ **Z** for the latter. This holds for **STO** as well.

<sup>7</sup> Register and flag numbers may be 00 ... 99, number of decimals 0 ... 11, integer bases 2 ... 16, bit numbers 0 to 63, and integer word size up to 64 bits. For numbers <10, you may key in e.g. **5** **ENTER**↑ instead of **0** **5**. There are three additional flags addressed via **B**, **C**, and **D**. – Take into account some registers may be allocated to special applications.

## COMPARING AND ADDRESSING COMPLEX NUMBERS

1	User input	<div>CPX</div> <div>x=?</div> or <div>x≠?</div>				<div>CPX</div> <div>RCL</div> , <div>STO</div> , or <div>x&gt;</div>			
	Dot matrix display	OP _ (with temporary alpha mode set) e.g. <div>▯x= ▯</div>				OP _ (with temporary alpha mode set) e.g. <div>▯RCL ▯<sup>8</sup></div>			
2	User input	<div>0</div> or <div>1</div>	Stack level or named register <div>X</div> , <div>Z</div> , <div>A</div> , <div>C</div> , <div>L</div> , or <div>J</div>	<div>ENTER↑</div> <sup>9</sup> leaves temp. alpha mode	<div>→</div> opens indirect addressing.	Stack level or named register <div>Z</div> <sup>10</sup> , <div>A</div> , <div>C</div> , <div>L</div> , or <div>J</div>	Register number <div>00</div> .. <div>98</div> <sup>11</sup>	<div>→</div> opens indirect addressing.	
	Dot matrix display	OP n e.g. <div>▯x= 0 ?</div>	OP x e.g. <div>▯x≠ z ?</div>	OP r_  	OP →_  	OP x e.g. <div>▯RCL L</div>	OP nn e.g. <div>▯STO 18</div>	OP →_  	
3	User input	Compares <i>x+iy</i> with the real number 0.	Compares <i>x+iy</i> with <i>z+it</i> .	Register number <div>00</div> ... <div>98</div>	Look right for more about indi- rect addressing.	This is <sup>c</sup> LASTx.	Stack level or named register <div>X</div> , <div>Y</div> , ... , <div>K</div>	Register number <div>00</div> ... <div>99</div>	
	Dot matrix display			OP r nn e.g. <div>▯x≠ r26?</div>			OP → x e.g. <div>▯x&lt;&gt; +Z</div>	OP → nn e.g. <div>▯STO +45</div>	
		Compares <i>x+iy</i> with <i>r26+i r27</i> .			Swaps <i>x</i> with the contents of the register where <i>Z</i> is pointing to, and <i>y</i> with the contents of the next one.			Stores <i>x+iy</i> into 2 consecutive reg- isters, starting with the one where <i>R45</i> is pointing to.	

<sup>8</sup> For  $\boxed{\text{RCL}}$  and  $\boxed{\text{STO}}$ , any of  $\boxed{+}$ ,  $\boxed{-}$ ,  $\boxed{\times}$ , or  $\boxed{/}$  may precede step 2. See the index of operations.

<sup>9</sup> You may skip this keystroke for register numbers >19.

<sup>10</sup> Exceptions: <sup>c</sup>RCL Z, <sup>c</sup>RCL + Z, <sup>c</sup>STO Z, and <sup>c</sup>STO + Z require an  $\boxed{\text{ENTER}\uparrow}$  preceding  $\boxed{Z}$ , e.g.  $\boxed{\text{CPX}} \boxed{\text{STO}} \boxed{+} \boxed{\text{ENTER}\uparrow} \boxed{Z}$  for the latter.

<sup>11</sup> You may key in e.g.  $\boxed{8} \boxed{\text{ENTER}\uparrow}$  instead of  $\boxed{0} \boxed{8}$ . Take care of pairs, since a complex operation will always affect two registers: the one specified and the one following this. We strongly recommend storing complex numbers with their real parts at even register numbers. – Take into account some registers may be allocated to special applications.

ADDRESSING LABELS

1	User input	<div><div><div>A</div><div>B</div><div>C</div></div>, or <div>D</div></div> <div><div>XEQ</div>, <div>GTO</div>, <div>LBL</div>, <div>LBL?</div>, <div>SLV</div>, <div>∫</div>, <div>π</div> or <div>Σ</div></div>			
	Dot matrix display	<div><div>XEQ</div> <i>label</i></div> <div>e.g. XEQ C</div>			
2	User input	<div><div><div>A</div><div>B</div><div>C</div></div>, or <div>D</div></div>	<div><div>ENTER↑</div></div> <div>sets alpha mode.</div>	<div><div>→</div><sup>12</sup></div> <div>opens indirect addressing and sets temporary alpha mode.</div>	<div>2-digit numeric label</div> <div><div>00</div> ... <div>99</div></div>
	Dot matrix display	<div><div>OP</div> <i>label</i></div> <div>e.g. Σ B</div>	<div><div>OP</div> <i>'_'</i></div>	<div><div>OP</div> <i>→_</i></div>	<div><div>OP</div> <i>nn</i></div> <div>e.g. LBL 07</div>
3	User input	<div>Sums up the function labeled B.</div>			
	Dot matrix display	<div><div>Alphanumeric label</div><div>( ≤ 3 characters <sup>13</sup>)</div><div><div>OP</div> <i>'label'</i></div><div>e.g. SLV'F1μ'</div></div> <div><div>Solves the function F1μ</div><div>(with F1μ keyed in as explained in footer).</div></div>	<div><div>Stack level or named register</div><div><div>X</div>, <div>Y</div>, <div>Z</div>, ... , <div>K</div></div><div><div>OP</div> <i>→ x</i></div><div>e.g. ∫ →T</div></div> <div><div>Integrates the function whose label is on stack level T.</div></div>	<div><div>Register number</div><div><div>00</div> ... <div>99</div> <sup>14</sup></div><div><div>OP</div> <i>→ nn</i></div><div>e.g. XEQ →44</div></div> <div><div>Executes the routine whose label is in R44.</div></div>	

Additionally, see GTO in the [index of operations](#) for some special cases applying exclusively there.

<sup>12</sup> Works with all these operations except 

LBL

.

<sup>13</sup> The 3<sup>rd</sup> character terminates entry and closes alpha mode – shorter labels need a closing 

ENTER↑

. For the example given here you just key in 

f

2

ENTER↑

CPX

1

f

EXIT

g

7

 and you are done. Statements including labels being 2 or 3 characters long will take two program steps.  
**WARNING:** LBL A and LBL'A' are different animals! The latter is entered in alpha mode, the first via the hotkey directly.

<sup>14</sup> Some registers may be allocated to special applications. Please check the memory table above.

## STATISTICAL DISTRIBUTIONS, PROBABILITIES ETC.

You find a lot of statistics in the WP 34S. Many preprogrammed functions are implemented here for the first time in an RPN scientific calculator – we packed all in what we always had missed. All of these functions, however, have a few features in common:

- Whenever we sum up a probability mass function (pmf<sup>15</sup>)  $p(n)$  to get a cumulated distribution function (cdf)  $F(m)$  we start at  $n = 0$ . Thus,

$$F(m) = \sum_{i=0}^m p(i) .$$

- Whenever we integrate a function, we start at the left end of the integration interval. Thus, integrating a probability density function (pdf)  $f(x)$  to get a cdf  $F(x)$  works as

$$F(x) = \int_{-\infty}^x f(\xi) d\xi = P(x) .$$

- Typically,  $F$  starts with a very shallow slope, becomes steeper then, and runs out with a decreasing slope while slowly approaching 100%. Obviously you get the most precise results on the left side of the cdf using  $P(x)$ . On its right side, however, the “error probability”  $Q(x) = 1 - P(x)$  is more precise since  $P(x)$  comes very close to 1 there. The digits available shall be sufficient in any case.
- On the WP 34S, with an arbitrary cdf named **XYZ** you find **XYZ<sub>P</sub>** for the pdf or pmf, and **XYZ<sup>-1</sup>** for the inverse cdf, unless stated otherwise explicitly.
- For calculating confidence limits for the “true value” based on a sample evaluation, employing a particular confidence level (e.g. 95%), you must know your objective:
  - Do you want to know the upper limit, under which the „true value“ will lie with a 95% probability? Then take 0.95 as the argument of the inverse cdf to get said limit, and remember there is an inevitable chance of 5% for the “true value” being greater than it.
  - Do you want an upper and a lower limit confining the “true value”? Then there is an inevitable 2.5% chance for said value being less than the lower limit and an equal chance for it being greater than the upper limit. So you shall use 0.025 and 0.975 as arguments in two subsequent calculations using the inverse cdf to get both limits.
  - If you cannot live with these chances, inevitable as they are, employ an higher confidence level.

Turn to a good statistics textbook for more information, also about the particular distributions provided.

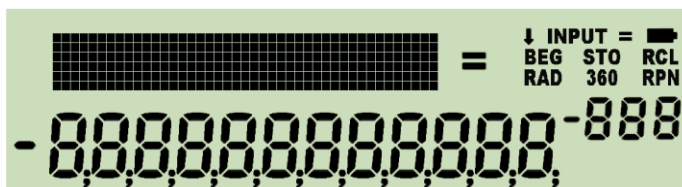
---

<sup>15</sup> pmf translates to German „Dichtefunktion“, pdf to „Wahrscheinlichkeitsdichte“, cdf to „Verteilungsfunktion“ or „Wahrscheinlichkeitsverteilung“.



## DISPLAY AND MODES

The display features three sections: numeric, dot matrix and fixed symbols. The numeric section features a minus sign and 12 digits for the mantissa, as well as a minus sign and 3 digits for the exponent. The dot matrix is 6 dots high and 43 dots wide, allowing for some 7 to 12 characters, depending on their widths. The fixed symbols (except the big “=”) are called *annunciators*, and are for indicating modes.



The dot matrix section above is used for

1. indicating some more modes than the annunciators allow,
2. passing additional information to the user.

The numeric section in the lower part of the LCD is used for displaying numbers in different formats, status, or messages.

If two or more requests concur for display space, the items will be shown according to their priorities as follows:

1. error messages as described in a [paragraph further below](#),
2. special information as explained below,
3. information about the modes the calculator is running in.

The *annunciators* or specific characters in the LCD signal the modes:

Integer base or mode name	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	DECM
Signaled by ...	b	3	4	5	6	7	o	9	d	-1	-2	-3	-4	-5	h	
Set by ...	2	BASE3, BASE4, ...					8	...	10	..., BASE15					16	.d
Cleared by ...	any other BASE setting, FRACT, a b/c, d/c . FIX, SCI, ENG, H.MS, TIME, and → H.MS will set DECM															

Mode name	PRG	$\alpha$				FRC
Signaled by ...	<b>STO</b>	<b>INPUT</b>	<b>360</b>	<b>RAD</b>	<b>G</b>	
Set by ...	<b>P/R</b>	<b>α</b> αON	<b>DEG</b>	<b>RAD</b>	<b>GRAD</b>	<b>d/c</b> , <b>a b/c</b> 2 <sup>nd</sup> <b>□</b> in input BASE1, FRACT
Cleared by ...	<b>P/R</b>	<b>ENTER</b> αOFF	<b>GRAD</b> <b>RAD</b>	<b>DEG</b> <b>GRAD</b>	<b>DEG</b> <b>RAD</b>	BASE ≠ 1 <b>H.MS</b> , <b>TIME</b> , <b>→ H.MS</b> <b>FIX</b> , <b>SCI</b> , <b>ENG</b>

**BEG** indicates the program pointer standing at step 000 of program memory. A running program is signaled by a flashing **RCL** annunciator. The small equal sign = is lit while the WP 34S is in hibernation. **RPN** may be lit permanently. Time modes (12h / 24h) are seen in the time string directly. The numeric format of fraction mode is unambiguous as well. Further settings are signaled in the dot matrix section, like the different date modes being indicated there by **Y.MD** or **M.DY**. Defaults D.MY and DECM are not indicated. Please check the examples below.

Some mode and display settings may be stored and recalled collectively by STOM and RCLM. The command RCLM recalls a 19-bit word containing mode data packed as follows, starting with the least significant bit:

Bits	Meaning	Values and corresponding settings		
0, 1	Display format for real numbers	0 = ALL 2 = SCI	1 = FIX 3 = ENG	
2	Overflow for ALL	0 = SCIOVR	1 = ENGOVR	
3 ... 6	Number of decimals	0 ... 12		
7, 8	Angular mode	0 = DEG	1 = RAD	2 = GRAD
9, 10	Date display format	0 = D.MY	1 = Y.MD	2 = M.DY
11	Time display format	0 = 24h	1 = 12h	
12	Radix mark	0 = point	1 = comma	
13 ... 15	Curve fit model	0 = LinF 2 = PowerF	1 = ExpF 3 = LogF	4 = BestF
16, 17	Integer sign mode	0 = 2COMPL 2 = UNSIGN	1 = 1COMPL 3 = SIGNMT	
18	Stack depth	0 = 4 levels	1 = 8 levels	

So the start-up default with 4 stack levels, ALL, SCIOVR, DEG, D.MY, 24h, decimal point, LinF, and 2COMPL equals zero in this mode word. On the other hand, settings for e.g. 8 stack levels, SCI 2, RAD, Y.MD, 12h, decimal comma, BestF, UNSIGN correspond to

$$1101001101010010010_2 = 69A92_{16} = 432786_{10} .$$

STOM takes such a number and sets the calculator modes accordingly. Please see the [index of operations](#) for more information about changing modes and the individual commands employed.

Some regional combinations may be set at once using a single command:

- SETCHN sets 24h, Y.MD, decimal point, and E3OFF;
- SETIND sets 24h, D.MY, decimal point, E3OFF, and JG1752;

- SETEUR sets 24h, D.MY, decimal comma, E3ON, and JG1582 (these settings apply also to South America);
- SETUSA sets 12h, M.DY, decimal point, E3ON, and JG1752;
- SETUK sets 12h, D.MY, decimal point, E3ON, and JG1752.

Please note the people living in the area of the former Soviet Union, in South Africa, Indonesia, and Vietnam use the decimal comma as well, but have different settings for dates and times.

Especially the angular modes deserve a closer look: there are three of them, DEG, RAD, and GRAD. And degrees (DEG) may be displayed in decimal numbers as well as in hours, minutes, seconds and hundredth of seconds (H.MS). Conversions are provided for going from one to the other:

to	From	degrees H.MS	decimal degrees	radians	gon (grad)	current angular mode
degrees H.MS	—	—	→H.MS	—	—	—
decimal degrees	→H.d	—	—	rad→°	G→°	→DEG
radians	—	—	°→rad	—	G→rad	→RAD
gon/grad	—	—	°→G	rad→G	—	→GRAD
current angular mode	—	—	DEG→	RAD→	GRAD→	—

Please see the [index of operations](#) for the commands printed on white background, and the [catalog of conversions](#) for those printed on yellow.

Some commands and modes use the display in a special way. They are listed below in order of falling priority:



1. **VERS** generates a display similar to the one shown on the title page of this manual. Pressing any key will delete this message and return to previous state.
2. **STATUS** shows the status of 30 user flags very concisely in one display, allowing an immediate status overview after some training. If e.g. flags 2, 3, 5, 7, 11, 13, 14, 17, 19, and 23 are set, and labels B, C, and D are defined in program memory, STATUS will display this:









FL00-29 = 360 RPN  
bcd


























Within the numeric section, each row of horizontal bars in the mantissa shows the status of 10 flags. When a flag is set, the respective bar turns black. So here the top

row of bars indicates flags 0 and 1 are clear, 2 and 3 set, and flag 4 clear. Then, the divider II separates the first group of five flags from the next. Top row bars on its right side indicate flags 5 and 7 are set. Next row of bars shows flags 11, 13, 14, 17, 19 are set, and in the lowest row only flag 23 is set. All other flags in the range from 10 to 29 are clear.

Scrolling down by  will display flags 10 - 39, then 20 - 49 etc. until 90 - D. Scrolling up by  reverts this. Alternatively, pressing a digit, e.g. 5, will show up to 30 flags starting with 10 times this digit, e.g. flags 50 - 79. The numeric exponent always indicates the status of the hotkeys top left on the keyboard – if all four labels are used in program memory then **ALL** will be displayed there.

The status will be displayed until any key is pressed but , , or a digit.

- During **command input**, the dot matrix displays the command chosen until input is completed, i.e. until all required trailing parameters are entered. The prefixes , , and  are shown until they are resolved. If you pressed any of , , or  erroneously, recovery is as easy as follows:

-   = NOP =   =   =   =  
-   =   =   
  =   =   
  =   = 

In addressing, progress is recorded as explained in the [tables above](#) in detail.

- In **programming mode**, the numeric display indicates the program step (000 – 505) in the mantissa and the number of free steps in the exponent, while the dot matrix shows the command contained in the respective step, e.g.:



- For **floating point decimal numbers**, the mantissa will be displayed adjusted to the right, the exponent to the left. Within the mantissa, either points or commas may be selected as radix marks<sup>16</sup>, and additional marks may be chosen to separate thousands. Assume the display set to FIX 4, then 12.345678901 millions may look like:



with thousands separators on, and without them like:



<sup>16</sup> Starting here, decimal input is written using a point as radix mark throughout this manual, although significantly less visible, unless specified otherwise explicitly. By experience, the „comma people“ are more capable to read radix points and interpret them correctly than vice versa.

These separators may also be beneficial in integer or fraction modes described below. – With ENG 3 and after changing the sign, the same number will look like this:



If the last operation executed was a complex one, a capital C is displayed top left in the dot matrix pointing to the fact that you find the result of this function in **X** and **Y**.

Floating point decimal numbers within  $10^{-383} < x < 10^{+385}$  may be entered easily. Using a decimal mantissa, even numbers down to  $10^{-394}$  can be keyed in. The calculator works with numbers down to  $10^{-398}$  correctly. Smaller values are set to zero. For results  $x \geq 10^{+385}$ , error 4 or 5 will appear (see [below](#)).

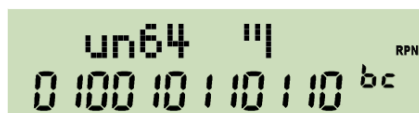
6. In **integer modes**, numbers are displayed adjusted to the right as well. Word size and complement setting are indicated in the dot matrix using a format **xx.ww**, with **xx** being **1c** or **2c** for 1's or 2's complement, respectively, **un** for unsigned, or **sm** for sign-and-mantissa mode. Sign and first digit of the exponent show the base, a "c" in the second digit signals a carry bit set, an "o" in the third an overflow. Integer bases are indicated as follows:

Base	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Sign and 1 <sup>st</sup> digit of exponent displayed	b	3	4	5	6	7	o	9	d	-1	-2	-3	-4	-5	h

The example shows the WP 34S an arbitrary number in unsigned hexadecimal mode with word size 64 and carry set:



After changing to binary mode, this number will need 28 digits, being 1001001110100001010010110110. The 12 least significant digits will be displayed initially together with an indication that there are three display windows in total with the rightmost shown:



Now press and you will get the next 12 digits in the middle window:



Press again to show the most significant digits:



If leading zeros were turned on, there will be six display windows in this case, with the three “most significant” containing only zeros.

Please note numeric input is limited to 12 digits in any integer base.

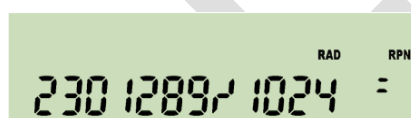
- Fraction mode** works similar to HP-35S. In particular, DENMAX sets the maximum allowable denominator (see the [index of operations](#)). Display will look like in the examples below. If the fraction is exactly equal, slightly less, or greater than the floating point number converted, “=”, “Lt”, or “Gt” is indicated in the exponent, respectively.

Assume the WP 34S reset. Key in -47.40625 **a b/c** and you will see:

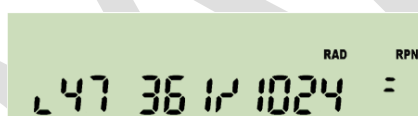


Please note integers like 123 will be displayed as “123 0/1” or “123/1” in fraction mode, respectively. This mode can handle numbers with absolute values < 10,000 and > 0.0001. Maximum denominator is 9999.

Squaring the improper fraction shown above results in



Now, enter **a b/c** for converting this result into a proper fraction. You will get



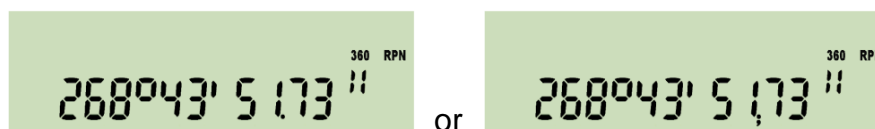
with a little hook left of the first digit shown. This indicates the leading number is displayed incompletely – there are at least two digits preceding 47 but no more display space. Press **SHOW** to unveil the integer part of this proper fraction is 2247.

Input in fraction mode is straightforward and logically coherent:

Key in:	and get in proper fraction mode:
<b>1 2 . 3 . 4 ENTER↑</b>	$12 \frac{3}{4}$
<b>1 . 2 ENTER↑</b>	$1 \frac{1}{5}$
<b>. 1 . 2 ENTER↑</b>	$\frac{1}{2}$
<b>. 1 2 ENTER↑</b>	$\frac{3}{25} \quad (= 0.12)$
<b>1 . . 2 ENTER↑</b>	$1 \frac{0}{1} \quad (= 1 \frac{0}{2} !)$

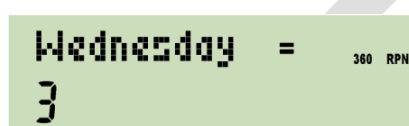
For comparison, please note the HP-32SII reads the last input here as  $\frac{1}{2}$  – which is, however, not consistent with its other input interpretations in fraction mode.

8. In **H.MS display mode**, format is `hhhh°mm'ss.dd"` with the number of hours or degrees limited to 9000. Output may look like this:

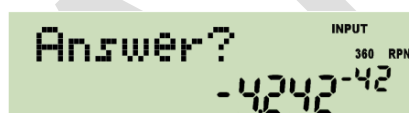


depending on the radix setting. For decimal times less than 5ms or 0.005 angular seconds but greater than zero, an “u” for underflow will be lit in the exponent section. For times or angles exceeding the upper limit, an “o” will be shown there signaling an overflow, and the value is displayed modulo 9000.

9. Output of the function **DAY** will look as follows for an input of 1.13201 in M.DY mode (equivalent to inputs of 13.01201 in D.MY or 2010.0113 in Y.MD). Expect similar displays after DAYS+.



10. In **alpha mode**, the alpha register is displayed in the dot matrix, showing the last characters it is containing, while the numeric section keeps the result of the last numeric operation, e.g.:

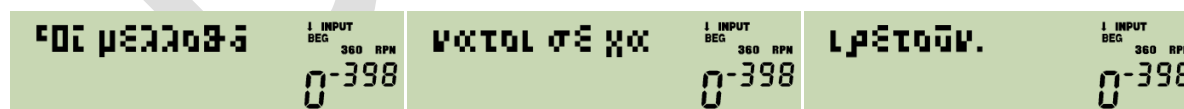


Different information may be appended to *alpha*. See the commands starting with “α” in the index of operations below. E.g. αTIME allows creating texts like

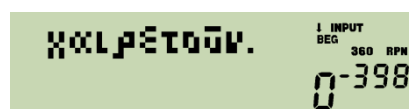


depending on time mode setting (12h / 24h). And αDATE will append – depending on date format setting – either 2011-04-16 or 16.04.2011 or 04/16/2011 to *alpha*.

Please note *alpha* may contain up to 31 characters. And the WP 34S features a rich set of special letters. So you may store a message like



easily. Use and for browsing it. Browsing to the left will stop with the very first characters shown, browsing to the right stops showing the right end completely, i.e.



in this very special case.

**All keyboard input will be interpreted according to the mode set at input time.**

## **FONTS**

The WP 34S features a large and a small font. Both are based on Luiz Viera's fonts as distributed in 2004. Some letters were added and some modified for better legibility, since the dot matrix is only 6 pixels high here. The following tables show the characters directly accessible through the keyboard. More are in the alpha catalogs (see [below](#)).

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z																									
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z																									
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z																									
a b c d e f g h i j k l m n o p q r s t u v w x y z																									
a b c d e f g h i j k l m n o p q r s t u v w x y z																									
a b c d e f g h i j k l m n o p q r s t u v w x y z																									
A B Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν Ξ Ο Π Ρ Σ Τ Υ Φ Χ Ψ Ω																									
A B Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν Ξ Ο Π Ρ Σ Τ Υ Φ Χ Ψ Ω																									
A B Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν Ξ Ο Π Ρ Σ Τ Υ Φ Χ Ψ Ω																									
α β γ δ ε ζ η θ ι κ λ μ ν ξ ο π ρ σ τ υ φ χ ψ ω																									
α β γ δ ε ζ η θ ι κ λ μ ν ξ ο π ρ σ τ υ φ χ ψ ω																									
α β γ δ ε ζ η θ ι κ λ μ ν ξ ο π ρ σ τ υ φ χ ψ ω																									
0 1 2 3 4 5 6 7 8 9										( ) + - × / ± . !								⇒ % √ \ &   ≠ \$ € £ ¥							
0123456789										()+-×/±.!								⌘%√\& ≠\$€£¥							
0123456789										()+-×/±.!								⌘%√\& ≠\$€£¥							



## INDEX OF OPERATIONS

All commands available are found below with their *names* and *keystrokes* necessary. Names printed in **bold** face therein belong to functions directly accessible on the keyboard, the others may be picked from catalogs. The command names will show up in program listings as well. Sorting in index and catalogs is case insensitive and works in the following order:

\_, 0...9, A...Z, α...ω, ( ) + − × / ± , . ! ? : ; ‘ “ # \* @ \_ ~  
→ ← ↑ ↓ ↔ < ≤ = ≠ ≥ > % \$ € £ ¥ √ ∫ ∞ & \ ^ | G [ ] { }

Super- and subscripts are handled like normal characters in sorting. The fifth last item in this sorting order list is the indicator for the angular mode GRAD.

Generally, functions and keystroke programming will work as on *HP-42S*, **bit and integer functions** as on *HP-16C*, unless stated otherwise under remarks. Especially, all **tests** will return “Yes” or “No” in the dot matrix if called from the keyboard; if called in a program, they will skip the next program line if the test is false. Please refer to the manuals of the vintage calculators mentioned for additional information about traditional commands.

Functions available on the WP 34S for the first time on an RPN calculator are highlighted **yellow** under remarks, while operations carrying a familiar name but deviating in their functionality here are marked **light red**.

**Parameters** will be taken from the lowest stack levels unless mentioned explicitly in the 2<sup>nd</sup> column – then they must follow the command. If **underlined**, they may also be specified using indirect addressing, as shown in the [tables](#) above. Some parameters of statistical distributions must be given in registers **J** and **K** if specified.

In the following, each function is listed stating the mode(s) it will work in, abbreviated by their [indicators](#). In this column an “&” stands for a Boolean AND, a comma for an OR, and a backslash for “not”. So e.g. 2<sup>x</sup> works in all modes but alpha. All operations will also work in mode PRG unless stated otherwise explicitly.

Name	Keys to press	in modes	Remarks
<b>c...</b>	<b>CPX</b> ...	DECM	Indicates an operation allowing complex input(s) and/or complex results (see <a href="#">above</a> ). <b>CPX</b> may be combined with all functions whose <i>names are printed in italics here</i> .
<b>10<sup>x</sup></b>	<b>f</b> <b>10<sup>x</sup></b>	DECM	
12h	<b>h</b> <b>MODE</b> 12h	\α	Sets 12h time display mode meaning 1:23 becomes 1:23 AM and 13:45 becomes 1:45 PM. This makes a difference in αTIME only.
1COMPL	<b>h</b> <b>MODE</b> 1COMPL	\α	Sets 1's complement mode like in <i>HP-16C</i> .
<b>1/x</b>	<b>f</b> <b>1/x</b>	DECM	
	<b>B</b>	DECM	Shortcut as long as label B is not defined yet.

Name	Keys to press	in modes	Remarks
24h	<b>h</b> <b>MODE</b> 24h	$\backslash \alpha$	Sets 24h time display mode meaning 1:23 AM becomes 1:23, and 1:45 PM becomes 13:45.
2COMPL	<b>h</b> <b>MODE</b> 2COMPL	$\backslash \alpha$	Sets 2's complement mode like in <i>HP-16C</i> .
$2^x$	<b>f</b> <b>(2<sup>x</sup>)</b>	$\backslash \alpha$	
<b>ABS</b>	<b>f</b> <b> x </b>	$\backslash \alpha$	<sup>c</sup> ABS returns $r = \sqrt{x^2 + y^2}$ in <b>X</b> and clears <b>Y</b> .
<b>ACOS</b>	<b>g</b> <b>COS<sup>-1</sup></b>	DECM	Inverse cosine, also known as <i>arccos</i> .
<b>ACOSH</b>	<b>g</b> <b>HYP<sup>-1</sup></b> <b>COS</b>	DECM	Inverse hyperbolic cosine, known as <i>arcosh</i> .
AGM	<b>h</b> <b>X.FCN</b> AGM	DECM	Returns the arithmetic-geometric mean of <i>x</i> and <i>y</i> .
<b>ALL</b>	<b>h</b> <b>ALL</b>	$\backslash \alpha$	Selects the format displaying “all” digits.
<b>AND</b>	<b>h</b> <b>AND</b>	Integer	Works bitwise as in <i>HP-16C</i> .
		DECM	Works like AND in <i>HP-28S</i> , i.e. <i>x</i> and <i>y</i> are interpreted before executing this operation. 0 is “false”, any other real number is “true”.
ANGLE	<b>h</b> <b>X.FCN</b> ANGLE	DECM	Returns the angle between positive x-axis and the straight line from the origin to the point ( <i>x</i> , <i>y</i> ), i.e. $\arctan(y/x)$ . This is a real two-number function.
	<b>CPX</b> <b>X.FCN</b> ANGLE	DECM	Calculates the angle as above, and returns it in <b>X</b> while clearing <b>Y</b> . This is a complex one-number function.
<b>ASIN</b>	<b>g</b> <b>SIN<sup>-1</sup></b>	DECM	Inverse sine, also known as <i>arcsin</i> .
<b>ASINH</b>	<b>g</b> <b>HYP<sup>-1</sup></b> <b>SIN</b>	DECM	Inverse hyperbolic sine, known as <i>arsinh</i> .
ASR	<b>h</b> <b>X.FCN</b> ASR <b>n</b>	Integer	Works like <b>n</b> (up to 63) consecutive ASRs in <i>HP-16C</i> . ASR 0 executes as NOP, but loads <b>L</b> .
<b>ATAN</b>	<b>g</b> <b>TAN<sup>-1</sup></b>	DECM	Inverse tangent, also known as <i>arctan</i> .
<b>ATANH</b>	<b>g</b> <b>HYP<sup>-1</sup></b> <b>TAN</b>	DECM	Inverse hyperbolic tangent, known as <i>artanh</i> .

Name	Keys to press	in modes	Remarks
BASE	<b>h</b> <b>MODE</b> BASE <u><i>n</i></u>	\alpha	Sets the base for integer calculations, with $2 \leq n \leq 16$ . Popular bases are directly accessible on the keyboard. Current integer base setting is indicated in the exponent as explained <a href="#">above</a> .  Furthermore, BASE0 equals DECM, and BASE1 calls FRACT.
BASE10	<b>f</b> <b>10</b>		
BASE16	<b>g</b> <b>16</b>		
BASE2	<b>f</b> <b>2</b>		
BASE8	<b>g</b> <b>8</b>		
BATT	<b>h</b> <b>X.FCN</b> BATT	DECM	Measures the battery voltage in the range between 1.9V and 3.4V and returns this value.
		Integer	Dto. but returns the voltage in 0.1V units.
BC?	<b>h</b> <b>TEST</b> BC? <u><i>n</i></u>	Integer	Tests the specified bit in <i>x</i> .
BestF	<b>h</b> <b>STAT</b> BestF	DECM	Selects the best curve fit model, maximizing the correlation like BEST does in HP-42S.
Binom	<b>h</b> <b>PROB</b> Binom etc.	DECM	Binomial distribution with the number of successes <b>g</b> in <b>X</b> , the probability of a success <b>p<sub>0</sub></b> in <b>J</b> and the sample size <b>n</b> in <b>K</b> :  pmf: $p_B(g; n; p_0) = \binom{n}{g} \cdot p_0^g \cdot (1 - p_0)^{n-g}$ .  cdf: $F_B(m; n; p_0) = \sum_{g=0}^m p_B(g; n; p_0)$ , with the maximum number of successes <b>m</b> in <b>X</b> .  The pdf equals BINOMDIST( <b>g</b> ; <b>n</b> ; <b>p<sub>0</sub></b> ; 0) and the cdf BINOMDIST( <b>m</b> ; <b>n</b> ; <b>p<sub>0</sub></b> ; 1) in MS Excel.  Binom <sup>-1</sup> returns <b>m</b> for given probabilities <b>F<sub>B</sub></b> in <b>X</b> and <b>p</b> in <b>J</b> with sample size <b>n</b> in <b>K</b> .
Binom <sub>p</sub>			
Binom <sup>-1</sup>			
B <sub>n</sub>	<b>h</b> <b>X.FCN</b> B <sub>n</sub>	DECM	Returns the Bernoulli number for integer <b>n</b> > 0 given in <b>X</b> :  $B_n = (-1)^{n+1} n \cdot \zeta(1-n)$ . See below for $\zeta$ .
B <sub>n</sub> <sup>*</sup>	<b>h</b> <b>X.FCN</b> B <sub>n</sub> <sup>*</sup>	DECM	Returns the Bernoulli number according to its old definition for integer <b>n</b> > 0 given in <b>X</b> :  $B_n^* = \frac{2 \cdot (2n)!}{(2\pi)^{2n}} \cdot \zeta(2n)$ . See below for $\zeta$ .
BS?	<b>h</b> <b>TEST</b> BS? <u><i>n</i></u>	Integer	Tests the specified bit in <i>x</i> .

Name	Keys to press	in modes	Remarks
Cauch	<b>h</b> <b>PROB</b> Cauch etc.	DECM	Cauchy-Lorentz distribution with the location $x_0$ specified in <b>J</b> and the shape $\gamma$ in <b>K</b> , also known as Lorentz or Breit-Wigner distribution:
Cauch <sub>p</sub>			pdf: $f_{Ca}(x) = \frac{1}{\pi\gamma} \cdot \frac{1}{1 + \left(\frac{x - x_0}{\gamma}\right)^2}$
Cauch <sup>-1</sup>			cdf: $F_{Ca}(x) = \frac{1}{2} + \frac{1}{\pi} \arctan\left(\frac{x - x_0}{\gamma}\right)$ .  Cauch <sup>-1</sup> returns $x$ for a given probability $F_{Ca}$ in <b>X</b> , with location $x_0$ in <b>J</b> and shape $\gamma$ in <b>K</b> .
CB	<b>h</b> <b>X.FCN</b> CB <b>n</b>	Integer	Clears the specified bit in $x$ .
CEIL	<b>h</b> <b>X.FCN</b> CEIL	DECM	Returns the smallest integer $\geq x$ .
CF	<b>h</b> <b>P.FCN</b> CF <b>n</b>	$\backslash\alpha$	Clears the flag specified.
CLFLAG	<b>h</b> <b>P.FCN</b> CLFLAG	$\backslash\alpha$	Clears all user flags.
CLREG	<b>h</b> <b>X.FCN</b> CLREG	All	Clears all general purpose registers.
CLSTK	<b>0</b> <b>g</b> <b>FILL</b>	$\backslash\alpha$	Clears all stack registers.
	<b>h</b> <b>P.FCN</b> CLSTK		
CLx	<b>h</b> <b>CLx</b>	All	Clears the lowest stack register and disables stack lift as usual.
CL $\alpha$	<b>f</b> <b>CL<math>\alpha</math></b>	All	Clears the alpha register like CLA in HP-42S.
CL $\Sigma$	<b>g</b> <b>CL<math>\Sigma</math></b>	DECM	Clears all statistical sums in the respective general purpose registers.
COMB	<b>f</b> <b>Cy,x</b>	DECM	Returns the number of possible <u>sets</u> of $y$ items taken $x$ at a time. No item occurs more than once in a set, and different orders of the same $x$ items are <u>not</u> counted separately.  Formula: $C_{y,x} = \binom{y}{x} = \frac{y!}{x!(y-x)!}$
CONJ	<b>CPX</b> <b>X.FCN</b> CONJ	DECM	Changes the sign of $y$ .
CORR	<b>g</b> <b>r</b>	DECM	Returns the correlation coefficient for the current statistical data and curve fitting model.
COS	<b>f</b> <b>COS</b>	DECM	Returns the cosine of the angle in <b>X</b> .

Name	Keys to press	in modes	Remarks
<b>COSH</b>	<b>f</b> <b>HYP</b> <b>COS</b>	DECM	Returns the hyperbolic cosine of $x$ .
COV	<b>h</b> <b>STAT</b> COV	DECM	Returns the population covariance for two data sets. It depends on the fit model selected. For LinF, it calculates $COV_{xy} = \frac{1}{n^2} (n \sum x_i y_i - \sum x_i \sum y_i)$
<b>CUBE</b>	<b>h</b> <b>X.FCN</b> CUBE	$\sqrt[n]{x}$	Returns $x^3$ .
<b>CUBERT</b>	<b>h</b> <b>X.FCN</b> CUBERT	$\sqrt[n]{x}$	Returns $\sqrt[3]{x}$ .
DATE	<b>h</b> <b>X.FCN</b> DATE	DECM	Recalls the date from the real time clock and displays it in the numeric section in the format selected. See D.MY, M.DY, and Y.MD.  The function DATE in <i>HP-12C</i> corresponds to DAYS+ in WP 34S (see below).
DAY	<b>h</b> <b>X.FCN</b> DAY	DECM	Takes $x$ as a date in the format selected and returns the name of the day in the dot matrix and a corresponding integer in the numeric display (Monday = 1, Sunday = 7).
DAYS+	<b>h</b> <b>X.FCN</b> DAYS+	DECM	Works like DATE in <i>HP-12C</i> , adding $x$ days on a date in $\mathbf{Y}$ in the format selected and displaying the resulting date including the day of week in the same format as DAY does.
DBLR	<b>h</b> <b>X.FCN</b> DBLR	Integer	Double precision commands for remainder, multiplication and division like in <i>HP-16C</i> .
DBL ×	<b>h</b> <b>X.FCN</b> DBL×		
DBL /	<b>h</b> <b>X.FCN</b> DBL/		
DEC	<b>h</b> <b>P.FCN</b> DEC $r$	$\sqrt[n]{x}$	Decrements $r$ by one, equivalent to 1 STO- $r$ , but without modifying the stack.
<b>DECM</b>	<b>f</b> <b>H.d</b>	$\sqrt[n]{x}$	Sets default decimal mode for calculations.
DECOMP	<b>h</b> <b>X.FCN</b> DECOMP	FRC	Decomposes $x$ (after converting it into an improper fraction, if applicable), resulting in a stack [ <b>numerator</b> ( $x$ ), <b>denominator</b> ( $x$ ), $y$ , $z$ ] or [ <b>num</b> ( $x$ ), <b>den</b> ( $x$ ), $y$ , $z$ , $t$ , $a$ , $b$ , $c$ ] , respectively. Reversible by division.
<b>DEG</b>	<b>g</b> <b>DEG</b>	DECM	Sets angular mode to degrees.
DEG→	<b>h</b> <b>X.FCN</b> DEG→	DECM	Takes $x$ as degrees and converts them to the angular mode currently set.

Name	Keys to press	in modes	Remarks
DENANY	<b>h</b> <b>MODE</b> DENANY	$\backslash \alpha$	Sets default fraction format like in <i>HP-35S</i> , allowing maximum precision. Any denominator up to the value set by DENMAX may appear.
DENFAC	<b>h</b> <b>MODE</b> DENFAC	$\backslash \alpha$	Sets “factors of the maximum denominator”. With e.g. DENMAX = 60, possible denominators are 2, 3, 4, 5, 6, 10, 12, 15, 20, 30, and 60.
DENFIX	<b>h</b> <b>MODE</b> DENFIX	$\backslash \alpha$	Sets fixed denominator format, i.e. the denominator equaling DENMAX always.
DENMAX	<b>h</b> <b>MODE</b> DENMAX	$\backslash \alpha$	Works like $\backslash c$ in <i>HP-35S</i> , but maximum denominator settable is 9999. It will be set to this value if $x < 1$ or $x > 9999$ at execution time. For $x = 1$ the current setting is recalled.
DISP	<b>h</b> <b>MODE</b> DISP	DECM	Changes the number of decimals while keeping the display format (FIX, SCI, ENG) as is.
<i>DROP</i>	<b>h</b> <b>P.FCN</b> DROP	$\backslash \alpha$	Drops $x$ , changing stack contents to $[y, z, t, t]$ or $[y, z, t, a, b, c, d, d]$ , respectively. See <a href="#">above</a> for ${}^c$ DROP.
DSE	<b>f</b> <b>DSE</b> $r$	PRG & DECM	Given $cccccc.ffffi$ in $r$ , this function decrements $r$ by $ii$ , skipping next program line if then $cccccc \leq fff$ .
DSZ	<b>h</b> <b>P.FCN</b> DSZ $r$	PRG	Decrements $r$ by one, skipping next program line if then $ r  < 1$ .
D.MY	<b>h</b> <b>MODE</b> D.MY	$\backslash \alpha$	Sets the format for date display.
D→J	<b>h</b> <b>X.FCN</b> D→J	DECM	Takes $x$ as a date in the format selected and converts it to a Julian day number according to JG...
D→R		DECM	Please see the <a href="#">catalog of conversions below</a> .
E3OFF	<b>h</b> <b>MODE</b> E3OFF	$\backslash \alpha$	Toggle the thousands separator (either a point or a comma depending on the radix setting).
E3ON	<b>h</b> <b>MODE</b> E3ON		
ENG	<b>h</b> <b>ENG</b> $n$	$\backslash \alpha$	Sets engineering display format.
ENGOVR	<b>h</b> <b>ENG</b> $\square$	$\backslash \alpha$	Extension of ALL and FIX formats: numbers exceeding the range displayable in these formats will be shown in engineering format. See SCIOVR.
<b>ENTER↑</b>	<b>ENTER↑</b>	$\backslash \alpha$	See <a href="#">above</a> for ${}^c$ ENTER.

Name	Keys to press	in modes	Remarks
ENTRY?	<b>h</b> <b>TEST</b> ENTRY?	All	Checks if at least one character was entered in response to a programmed STOP.
erf	<b>h</b> <b>X.FCN</b> erf	DECM	Returns the error function and its complementary:
erfc	<b>h</b> <b>X.FCN</b> erfc	DECM	$erf(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-\tau^2} d\tau$ and $erfc(x) = 1 - erf(x)$
EVEN?	<b>h</b> <b>TEST</b> EVEN?	$\backslash \alpha$	Checks if $x$ is integer and even.
$e^x$	<b>f</b> <b>e<sup>x</sup></b>	DECM	
ExpF	<b>h</b> <b>STAT</b> ExpF	DECM	Selects the exponential curve fit model.
Expon	<b>h</b> <b>PROB</b> Expon etc.	DECM	Exponential distribution with the rate $\lambda$ specified in <b>J</b> :
Expon <sub>P</sub>			pdf: $f_{Ex}(x) = \lambda \cdot e^{-\lambda x} = \text{EXPONDIST}(x; \lambda; 0)$ ,
Expon <sup>-1</sup>			cdf: $F_{Ex}(x) = 1 - e^{-\lambda x} = \text{EXPONDIST}(x; \lambda; 1)$ in MS Excel. Expon <sup>-1</sup> returns the survival time $t_s$ for a given probability $F_{Ex}$ in <b>X</b> and rate $\lambda$ in <b>J</b> .
$e^x - 1$	<b>h</b> <b>X.FCN</b> $e^x - 1$	DECM	Returns more accurate results for the fractional part of $e^x$ with $x \approx 0$ .
FB	<b>h</b> <b>X.FCN</b> FB <u><b>n</b></u>	Integer	Inverts ("flips") the specified bit in $x$ .
FC?	<b>h</b> <b>TEST</b> FC? <u><b>n</b></u> etc.	$\backslash \alpha$	Tests if the flag specified is clear. Clears, flips, or sets this flag after testing, if applicable.
FC?C			
FC?F			
FC?S			
FF	<b>h</b> <b>P.FCN</b> FF <u><b>n</b></u>	$\backslash \alpha$	Flips the flag specified.
FIB	<b>h</b> <b>X.FCN</b> FIB	$\backslash \alpha$	Returns the Fibonacci number $F_x$ .
FILL	<b>g</b> <b>FILL</b>	$\backslash \alpha$	Copies $x$ to all stack levels. See <a href="#">above</a> for <sup>c</sup> FILL.
FIX	<b>h</b> <b>FIX</b> <u><b>n</b></u>	$\backslash \alpha$	Sets fixed point display format.
FLOOR	<b>h</b> <b>X.FCN</b> FLOOR	DECM	Returns the largest integer $\leq x$ .
FP	<b>g</b> <b>FP</b>	DECM	Returns the fractional part of $x$ .

Name	Keys to press	in modes	Remarks
FP?	<b>h</b> <b>TEST</b> FP?	$\backslash \alpha$	Tests $x$ for having a nonzero fractional part.
FRACT	<b>h</b> <b>P.FCN</b> FRACT	DECM	Sets fraction mode like in HP-35S, but keeps display format as set by PROFRC or IMPFRC.
FS?	<b>h</b> <b>TEST</b> FS? <u><math>n</math></u> etc.	$\backslash \alpha$	Tests if the flag specified is set. Clears, flips, or sets this flag after testing, if applicable.
FS?C			
FS?F			
FS?S			
F(x)	<b>h</b> <b>PROB</b> F(x) etc.	DECM	F-distribution. The cdf $F(x)$ equals $1 - Q(F)$ in HP-21S. The degrees of freedom are specified in <b>J</b> and <b>K</b> .
$F^{-1}(p)$			
$f'(x)$	<b>h</b> <b>P.FCN</b> $f'(x)$ <i>label</i>	DECM	Return the first or second derivative of $f(x)$ , respectively, with the function $f(x)$ being specified in a routine starting with LBL <i>label</i> . The return stack will have $y$ , $z$ , and $t$ cleared and the position $x$ in <b>L</b> . – Either command will attempt to call a user routine labeled 'dx' to provide a fixed step size $dx$ . If that routine is not defined, a step size of 0.1 is employed instead.
$f''(x)$	<b>h</b> <b>P.FCN</b> $f''(x)$ <i>label</i>		
GCD	<b>h</b> <b>X.FCN</b> GCD	$\backslash \alpha$	Returns the Greatest Common Divisor of $x$ and $y$ .
Geom	<b>h</b> <b>PROB</b> Geom etc.	DECM	Geometric distribution: pdf: $f_{Ge}(m) = p_0(1 - p_0)^m$ , cdf: $F_{Ge}(m) = 1 - (1 - p_0)^{m+1}$ is the probability for a first success after $m = x$ Bernoulli experiments. The probability $p_0$ for a success in each such experiment must be specified in <b>J</b> .  $\text{Geom}^{-1}$ returns the number of failures $f$ before the first success for given probabilities $F_{Ge}$ in <b>X</b> and $p_0$ in <b>J</b> .
Geom <sub>P</sub>			
Geom <sup>-1</sup>			
GRAD	<b>g</b> <b>GRAD</b>	DECM	Sets angular mode to gon or grads.
GRAD→	<b>h</b> <b>X.FCN</b> GRAD→	DECM	Takes $x$ as gon or grads and converts them to the angular mode currently set.



Name	Keys to press	in modes	Remarks
GTO	<b>h</b> <b>GTO</b> <i>label</i>	PRG	Inserts an unconditional branch to <i>label</i> .
		\PRG, \α	Positions the program pointer to <i>label</i> .
	<b>h</b> <b>GTO</b> <b>.</b> <b>A</b> , <b>B</b> , <b>C</b> , or <b>D</b>	\α	Positions the program pointer to one of these labels if defined (not programmable).
	<b>h</b> <b>GTO</b> <b>.</b> <i>nnn</i>	\α	Positions the program pointer to line <i>nnn</i> (not programmable).
	<b>h</b> <b>GTO</b> <b>.</b> <b>.</b>	\α	Positions the program pointer to line 000 (not progr.) and lights the annunciator <b>BEG</b> .
H <sub>n</sub>	<b>h</b> <b>X.FCN</b> H <sub>n</sub>	DECM	Hermite's polynomials for probability: $H_n(x) = (-1)^n \cdot e^{x^2/2} \cdot \frac{d^n}{dx^n} \left( e^{-x^2/2} \right) \text{ with } n \text{ in } Y,$ solving the differential equation $f''(x) - 2x \cdot f'(x) + 2n \cdot f(x) = 0 .$
H <sub>np</sub>	<b>h</b> <b>X.FCN</b> H <sub>np</sub>	DECM	Hermite's polynomials for physics: $H_{np}(x) = (-1)^n \cdot e^{x^2} \cdot \frac{d^n}{dx^n} \left( e^{-x^2} \right) \text{ with } n \text{ in } Y.$
H.MS	<b>f</b> <b>H.MS</b>	DECM	Assumes <b>X</b> containing <i>decimal</i> hours or degrees, and displays them converted in the format hhhh°mm'ss.dd" as shown <a href="#">above</a> . Will return to the previous decimal display with the next keystroke thereafter.
H.MS+	<b>h</b> <b>P.FCN</b> H.MS+	DECM	Assumes <b>X</b> and <b>Y</b> containing times or degrees in the format hhhh.mmssdd, and adds or subtracts them, respectively.
H.MS-	<b>h</b> <b>P.FCN</b> H.MS-		
IMPFRFC	<b>g</b> <b>d/c</b>	\α	Sets fraction mode allowing improper fractions in display (i.e. 5/3 instead of 1 2/3). Converts <i>x</i> according to the settings by DEN... Absolute decimal equivalents of <i>x</i> must be >1E-5 and <1E5. Compare PROFRC.
		FRC	Allows displaying improper fractions. Thus converts a proper fraction in <b>X</b> into the equivalent improper fraction, if applicable.
INC	<b>h</b> <b>P.FCN</b> INC <i>r</i>	\α	Increments <i>r</i> by one, equivalent to 1 STO+ <i>r</i> , but without modifying the stack.
INT?	<b>h</b> <b>TEST</b> INT?	\α	Tests <i>x</i> for being an integer, i.e. having a fractional part equal to zero. Compare FP?.








































Name	Keys to press	in modes	Remarks
<b>IP</b>	<b>f</b> <b>IP</b>	DECM	Returns the integer part of $x$ .
<b>ISG</b>	<b>g</b> <b>ISG</b> $r$	PRG & DECM	Given $cccccc.ffffi$ in $r$ , this function increments $r$ by $ii$ , skipping next program line if then $ccccccc > fff$ .
ISZ	<b>h</b> <b>P.FCN</b> ISZ $r$	PRG	Increments $r$ by one, skipping next program line if then $ r  < 1$ .
$I \beta$	<b>h</b> <b>X.FCN</b> $I \beta$	DECM	Returns the regularized incomplete beta function $\frac{\beta_x(x, y, z)}{\beta(y, z)} = \frac{1}{\beta(y, z)} \cdot \int_0^x t^{y-1} (1-t)^{z-1} dt$ with $\beta_x$ being the incomplete beta function and $\beta$ being Euler's beta (see below).
$I \Gamma$	<b>h</b> <b>X.FCN</b> $I \Gamma$	DECM	Returns the regularized incomplete gamma function $\frac{\gamma(x, y)}{\Gamma(x)}$ with $\gamma(x, y) = \int_0^y t^{x-1} e^{-t} dt$ being the lower incomplete gamma function. For $\Gamma$ see below.
JG1582	<b>h</b> <b>X.FCN</b> JG1582	DECM	These two commands reflect different dates the Gregorian calendar was introduced in different large areas of the world. D→J and J→D will be calculated accordingly.
JG1752	<b>h</b> <b>X.FCN</b> JG1752		
J→D	<b>h</b> <b>X.FCN</b> J→D	DECM	Takes $x$ as a Julian day number and converts it to a date according to JG... in the format selected
KEY?	<b>h</b> <b>TEST</b> KEY? $a$	DECM	Tests if a key was pressed while a program was running or paused. If <u>no</u> key was pressed, the next program step after KEY? will be executed, else it will be skipped and the code of said key will be found in address $a$ . Key codes start top left ( <b>A</b> is 11, <b>CPX</b> is 16, <b>STO</b> is 21, <b>+</b> is 75).
<b>LASTx</b>	<b>RCL</b> <b>L</b>	$\backslash \alpha$	See <a href="#">above</a> for $^c$ LASTx.
<b>LBL</b>	<b>f</b> <b>LBL</b> <i>label</i>	PRG	Identifies programs and routines for execution and branching. See opportunities for specifying <i>label</i> in the table <a href="#">above</a> .
LBL?	<b>h</b> <b>TEST</b> LBL? <i>label</i>	All	Tests for the existence of the label specified, anywhere in program memory. See opportunities for specifying <i>label</i> in the table <a href="#">above</a> .
LCM	<b>h</b> <b>X.FCN</b> LCM	$\backslash \alpha$	Returns the Least Common Multiple of $x$ and $y$ .


























Name	Keys to press	in modes	Remarks
LEAP?	<b>h</b> <b>TEST</b> LEAP?	DECM	Takes $x$ as a date in the format selected, extracts the year, and tests for a leap year.
LgNrm	<b>h</b> <b>PROB</b> LgNrm etc.	DECM	Lognormal distribution with $\mu = \ln \bar{x}_g$ specified in <b>J</b> and $\sigma = \ln \varepsilon$ in <b>K</b> . See $\bar{x}_g$ and $\varepsilon$ below.
LgNrm <sub>P</sub>			pdf: $f_{L_n}(x) = \frac{1}{x\sigma\sqrt{2\pi}} e^{-\frac{(\ln x - \mu)^2}{2\sigma^2}}$ ,
LgNrm <sup>-1</sup>			cdf: $F_{L_n}(x) = \Phi\left(\frac{\ln x - \mu}{\sigma}\right)$ with $\Phi(z)$ denoting the standard normal cdf. LgNrm <sup>-1</sup> returns $x$ for a given probability $F_{L_n}$ in <b>X</b> , $\mu$ in <b>J</b> , and $\sigma$ in <b>K</b> .
LinF	<b>h</b> <b>STAT</b> LinF	DECM	Selects the linear curve fit model.
LJ	<b>h</b> <b>X.FCN</b> LJ	Integer	Left adjust as in <i>HP-16C</i> .
<b>LN</b>	<b>g</b> <b>LN</b>	DECM	Returns the (natural) logarithm of $x$ for base e.
$L_n$	<b>h</b> <b>X.FCN</b> $L_n$	DECM	Laguerre's polynomials (compare $L_{n\alpha}$ below): $L_n(x) = \frac{e^x}{n!} \cdot \frac{d^n}{dx^n} (x^n e^{-x}) = L_n^{(0)}(x)$ with $n$ in <b>Y</b> , solving the differential equation $x \cdot y'' + (1 - x)y' + ny = 0$ .
$LN1+x$	<b>h</b> <b>X.FCN</b> $LN1+x$	DECM	Natural logarithm for values close to zero. Returns $\ln(1+x)$ , providing a much higher accuracy in the fractional part of the result.
$L_{n\alpha}$	<b>h</b> <b>X.FCN</b> $L_{n\alpha}$	DECM	Laguerre's generalized polynomials with $n$ in <b>Y</b> and $\alpha$ in <b>Z</b> : $L_n^{(\alpha)}(x) = \frac{x^{-\alpha} e^x}{n!} \cdot \frac{d^n}{dx^n} (x^{n+\alpha} e^{-x})$ .
$LN\beta$	<b>h</b> <b>STAT</b> $LN\beta$	DECM	Returns the natural logarithm of Euler's $\beta$ . See there. Also contained in the catalog X.FCN.
$LN\Gamma$	<b>h</b> <b>STAT</b> $LN\Gamma$	DECM	Returns the natural logarithm of $\Gamma(x)$ . See there. Also contained in the catalog X.FCN.
<b>LOG<sub>10</sub></b>	<b>g</b> <b>LG</b>	DECM	Returns the logarithm of $x$ for base 10.
<b>LOG<sub>2</sub></b>	<b>g</b> <b>LB</b>	$\backslash\alpha$	Returns the logarithm of $x$ for base 2.
LogF	<b>h</b> <b>STAT</b> LogF	DECM	Selects the logarithmic curve fit model.

Name	Keys to press	in modes	Remarks
Logis	<b>h</b> <b>PROB</b> Logis etc.	DECM	Logistic distribution with $\mu$ given in <b>J</b> and <b>s</b> in <b>K</b> pdf: $f_{Lg}(x) = e^{-\frac{x-\mu}{s}} / s \cdot \left(1 + e^{-\frac{x-\mu}{s}}\right)^2$ ,
Logis <sub>p</sub>			cdf: $F_{Lg}(x) = \left(1 + e^{-\frac{x-\mu}{s}}\right)^{-1}$
Logis <sup>-1</sup>			Logis <sup>-1</sup> returns $F_{Lg}^{-1}(p) = \mu + s \cdot \ln\left(\frac{p}{1-p}\right)$ for a probability <b>p</b> given in <b>X</b> , $\mu$ in <b>J</b> , and <b>s</b> in <b>K</b> .
<b>LOGx</b>	<b>g</b> <b>LOGx</b>	DECM	Returns the logarithm of <b>y</b> for base <b>x</b> .
	<b>CPX</b> <b>g</b> <b>LOGx</b>	DECM	Returns the complex logarithm of $z + i t$ for the complex base $x + i y$ .
LZOFF	<b>h</b> <b>MODE</b> LZOFF	Integer	Toggles leading zeros like flag 3 does in <i>HP-16C</i> .
LZON	<b>h</b> <b>MODE</b> LZON		
<b>L.R.</b>	<b>h</b> <b>L.R.</b>	DECM	Returns the parameters <b>a1</b> and <b>a0</b> of the fit curve through the data points accumulated, according to the model selected, and pushes them on the stack. For a straight regression line, <b>a0</b> is the y-intercept and <b>a1</b> the slope.
MASKL	<b>h</b> <b>X.FCN</b> MASKL <b>n</b>	Integer	Work like MASKL and MASKR on <i>HP-16C</i> , but with the mask length following the command instead of taken from <b>X</b> .
MASKR	<b>h</b> <b>X.FCN</b> MASKR <b>n</b>		
MAX	<b>h</b> <b>X.FCN</b> MAX	$\backslash \alpha$	Returns the maximum of <b>x</b> and <b>y</b> .
MIN	<b>h</b> <b>X.FCN</b> MIN	$\backslash \alpha$	Returns the minimum of <b>x</b> and <b>y</b> .
MIRROR	<b>h</b> <b>X.FCN</b> MIRROR	Integer	Reflects the bit pattern in <b>x</b> (e.g. 000101 becomes 101000 for word size 6).
<b>MOD</b>	<b>h</b> <b>MOD</b>	$\backslash \alpha$	Returns <b>y</b> modulo <b>x</b> . MOD of <i>HP-42S</i> equals RMD of <i>HP-16C</i> .
M.DY	<b>h</b> <b>MODE</b> M.DY	$\backslash \alpha$	Sets the format for date display.
NAND	<b>h</b> <b>X.FCN</b> NAND	$\backslash \alpha$	Works in analogy to AND.
NaN?	<b>h</b> <b>TEST</b> NaN?	$\backslash \alpha$	Tests <b>x</b> for “Not a Number”.
nBITS	<b>h</b> <b>X.FCN</b> nBITS	Integer	Counts bits set in <b>x</b> like <b>#B</b> does on <i>HP-16C</i> .
NOP	<b>h</b> <b>P.FCN</b> NOP	PRG	“Empty” step FWIW.

Name	Keys to press	in modes	Remarks
NOR	<b>h</b> <b>X.FCN</b> NOR	$\backslash \alpha$	Works in analogy to AND.
NormI	<b>h</b> <b>PROB</b> NormI etc.	DECM	Normal distribution with an arbitrary mean $\mu$ specified in <b>J</b> and standard deviation $\sigma$ in <b>K</b> :  pdf: $f_N(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$ ,  cdf: $F_N(x) = \Phi\left(\frac{x-\mu}{\sigma}\right)$ with $\Phi$ denoting the standard normal distribution.  The pdf equals NORMDIST( $x; \mu; \sigma; 0$ ) and the cdf NORMDIST( $x; \mu; \sigma; 1$ ) in MS Excel.  NormI <sup>-1</sup> returns $x$ for a given probability $F_N$ in <b>X</b> , mean $\mu$ in <b>J</b> , and standard deviation $\sigma$ in <b>K</b> . Equals NORMINV( $F_N; \mu; \sigma$ ) in MS Excel.
NormI <sub>P</sub>			
NormI <sup>-1</sup>			
NOT	<b>h</b> <b>NOT</b>	$\backslash \alpha$	Works in analogy to AND.
nΣ	<b>h</b> <b>STAT</b> nΣ	DECM	Recalls the number of accumulated data points. Necessary for basic statistics.
ODD?	<b>h</b> <b>TEST</b> ODD?	$\backslash \alpha$	Checks if $x$ is integer and odd.
OFF	<b>h</b> <b>P.FCN</b> OFF	PRG	Turns the WP 34S off under program control.
OR	<b>h</b> <b>OR</b>	$\backslash \alpha$	Works in analogy to AND.
PERM	<b>g</b> <b>Py,x</b>	DECM	Returns the number of possible <u>arrangements</u> of $y$ items taken $x$ at a time. No item occurs more than once in an arrangement, and different orders of the same $x$ items <u>are</u> counted separately.  Formula: $P_{y,x} = x!C_{y,x}$ , see COMB.
P <sub>n</sub>	<b>h</b> <b>X.FCN</b> P <sub>n</sub>	DECM	Legendre's polynomials: $P_n(x) = \frac{1}{2^n n!} \cdot \frac{d^n}{dx^n} [(x^2 - 1)^n]$ with $n$ in <b>Y</b> , solving the differential equation $\frac{d}{dx} \left[ (1 - x^2) \cdot \frac{d}{dx} f(x) \right] + n(n+1)f(x) = 0.$

Name	Keys to press	in modes	Remarks
Poiss	<b>h</b> <b>PROB</b> Poiss etc.	DECM	Poisson distribution with the number of successes <b>g</b> in <b>X</b> , gross error probability <b>p<sub>0</sub></b> in <b>J</b> , and sample size <b>n</b> in <b>K</b> . Alternatively, Poisson's $\lambda = n \cdot p_0$ may be in <b>J</b> if <b>k</b> = 1:
Poiss <sub>p</sub>			pmf: $P_p(g; \lambda) = \frac{\lambda^g}{g!} e^{-\lambda}$ , cdf: $F_p(m; \lambda) = \sum_{g=0}^m P_p(g; \lambda)$ , with the maximum number of successes <b>m</b> in <b>X</b> .
Poiss <sup>-1</sup>			The pdf equals POISSON( <b>g</b> ; <b>λ</b> ; <b>0</b> ) and the cdf POISSON( <b>g</b> ; <b>λ</b> ; <b>1</b> ) in MS Excel. Poiss <sup>-1</sup> returns <b>m</b> for given probabilities <b>F<sub>p</sub></b> in <b>X</b> and <b>p</b> in <b>J</b> with sample size <b>n</b> in <b>K</b> .
PowerF	<b>h</b> <b>STAT</b> PowerF	DECM	Selects the power curve fit model.
PRIME?	<b>h</b> <b>TEST</b> PRIME?	$\alpha$	Checks if the absolute value of the integer part of <b>x</b> is a prime.
PROFRC	<b>f</b> <b>a b/c</b>	DECM	Sets fraction mode like in HP-35S, allowing only proper fractions or mixed numbers in display. Converts <b>x</b> according to the settings by DEN... Absolute decimal equivalents of <b>x</b> must be >1E-5 and <1E5. Compare IMPFRC.
		FRC	Allows displaying only proper fractions. Thus converts an improper fraction in <b>X</b> , if applicable, e.g. 5/3 into 1 2/3.
PROMPT	<b>h</b> <b>P.FCN</b> PROMPT	PRG	Displays <b>alpha</b> and stops program execution (equaling $\alpha$ VIEW followed by STOP actually). If alpha input is requested for a program, use the sequence $\alpha$ ON PROMPT $\alpha$ OFF. With a program running, enter the value or text requested and press <b>R/S</b> to continue.
PSE	<b>h</b> <b>PSE</b> <b>nn</b>	PRG	Refreshes the display and pauses program execution for <b>nn</b> times 0.1s, with $0 \leq nn \leq 99$ . The pause will be terminated early as soon as a key is pressed.
RAD	<b>g</b> <b>RAD</b>	DECM	Sets angular mode to radians.
RAD→	<b>h</b> <b>X.FCN</b> RAD→	DECM	Takes <b>x</b> as radians and converts them to the angular mode currently set.

Name	Keys to press	in modes	Remarks
RAN#	 	DECM	Returns a random number between 0 and 1 like RAN in <i>HP-42S</i> .
		Integer	Returns a random bit pattern for the word size set.
RCL	 $s$	$\backslash \alpha$	See the <a href="#">addressing table above</a> for $^{\circ}$ RCL.
RCLM	 	$\backslash \alpha$	Recalls selected mode settings into <b>X</b> . See the paragraph about <a href="#">indicators</a> above.
RCLS	  RCLS $s$	$\backslash \alpha$	Recalls 4 or 8 values from a set of registers starting at address $s$ , and pushes them on the stack. This is the converse command of STOS.
RCL+	  $s$	$\backslash \alpha$	Recalls the content of address $s$ , executes the specified operation on it and pushes the result on the stack.  E.g. RCL-12 recalls $r12$ , subtracts $x$ from it and displays the result. RCL $\uparrow$ ( $\downarrow$ ) recalls the maximum (minimum) of the values in $s$ and <b>X</b> .  See the <a href="#">addressing table above</a> for $^{\circ}$ RCL.
RCL-	  $s$		
RCL×	  $s$		
RCL/	  $s$		
RCL $\uparrow$	  $s$		
RCL $\downarrow$	  $s$		
RDX,	  RDX,	DECM	Sets the decimal mark to a comma.
RDX.	 		Toggle the radix mark.
	  RDX.	DECM	Sets the decimal mark to a point.
RJ	  RJ	Integer	Right adjusts, in analogy to LJ on <i>HP-16C</i> .
RL	  RL $n$	Integer	Works like $n$ consecutive RLs / RLCs on <i>HP-16C</i> . For RL, $1 \leq n \leq 63$ . For RLC, $1 \leq n \leq 64$ . RL 0 and RLC 0 execute as NOP.
RLC	  RLC $n$		
ROUND	 	DECM	Rounds $x$ using the current display format, like RND in <i>HP-42S</i> .
		FRC	Rounds $x$ using the current denominator, like RND in <i>HP-35S</i> .
ROUNDI	  ROUNDI	DECM	Rounds $x$ to next integer. $\frac{1}{2}$ rounds to 1.
RR	  RR $n$	Integer	Works like $n$ consecutive RRs / RRCs on <i>HP-16C</i> . See RL / RLC for more.
RRC	  RRC $n$		

Name	Keys to press	in modes	Remarks
RTN	 		Moves the program pointer to step 000.
		PRG	Last command in a routine. Returns control to the calling routine in program execution, i.e. moves the program pointer one step behind the most recent XEQ instruction encountered. If there is none, program execution halts.
R-CLR	  R-CLR	DECM	Interprets $x$ in the form $ss.nn$ . Clears $nn$ registers starting with number $ss$ . E.g. for $x = 34.56$ , R-CLR will clear <b>R34</b> through <b>R89</b> .
R-COPY	  R-COPY	DECM	Interprets $x$ in the form $ss.nndd$ . Takes $nn$ registers starting with number $ss$ and copies their contents to $dd$ . E.g. for $x = 7.0345678$ , <b>r07</b> , <b>r08</b> , <b>r09</b> will be moved into <b>R45</b> , <b>R46</b> , <b>R47</b> , respectively.
R-SORT	  R-SORT	DECM	Interprets $x$ in the form $ss.nn$ . Sorts the contents of $nn$ registers starting with number $ss$ . Assume $x = 49.026$ , <b>r49</b> = 1.2, <b>r50</b> = -3.4; then R-SORT returns <b>r49</b> = -3.4, <b>r50</b> = 1.2.
R-SWAP	  R-SWAP	DECM	Works like R-COPY but swaps the register contents of source and destination.
R→D		DECM	Please see the <a href="#">catalog of conversions below</a> .
<b>R↑</b>	 	$\backslash \alpha$	Rotates the stack contents one level up or down, respectively. See <a href="#">above</a> for complex rotations.
<b>R↓</b>			
<b>s</b>	 	DECM	Takes the statistical sums, calculates the sample standard deviations $s_y$ and $s_x$ and pushes them on the stack.
SB	  SB <u><math>n</math></u>	Integer	Sets the specified bit in $x$ .
SCI	  <u><math>n</math></u>	$\backslash \alpha$	Sets scientific display format.
SCIOVR	  	$\backslash \alpha$	Extension of ALL and FIX formats: numbers exceeding the range displayable in these formats will be shown in scientific format (default as in vintage HP calculators). See ENGOVR.
SEED	  SEED	DECM	Stores a seed for random number generation.



Name	Keys to press	in modes	Remarks
SERR	<b>h</b> <b>STAT</b> SERR	DECM	Works like s but pushes the standard errors $s/\sqrt{n}$ on the stack (i.e. the standard deviations of $\bar{x}$ and $y$ ).
SERRw	<b>h</b> <b>STAT</b> SERRw	DECM	Works like sw but returns the standard error $s/\sqrt{\sum y_i}$ (i.e. the standard deviation of $\bar{x}w$ ).
SETCHN	<b>h</b> <b>MODE</b> SETCHN	All	Sets some regional preferences (see <a href="#">above</a> ).
SETDAT	<b>h</b> <b>X.FCN</b> SETDAT	DECM	Sets the date for the real time clock (doesn't work with the emulator, since it takes this information from the PC clock).
SETEUR	<b>h</b> <b>MODE</b> SETEUR	All	Sets some regional preferences (see <a href="#">above</a> ).
SETIND	<b>h</b> <b>MODE</b> SETIND		
SETTIM	<b>h</b> <b>X.FCN</b> SETTIM	DECM	Sets the time for the real time clock (doesn't work with the emulator, since it takes this information from the PC clock).
SETUK	<b>h</b> <b>MODE</b> SETUK	All	Sets some regional preferences (see <a href="#">above</a> ).
SETUSA	<b>h</b> <b>MODE</b> SETUSA		
SF	<b>h</b> <b>P.FCN</b> SF <u>n</u>	$\backslash\alpha$	Sets the flag specified.
SIGN	<b>h</b> <b>X.FCN</b> SIGN	$\backslash\alpha$	Returns 1 for $x > 0$ , -1 for $x < 0$ , and 0 for $x = 0$ or non-numbers.
	<b>CPX</b> <b>X.FCN</b> SIGN	DECM	Returns the unit vector of $x + iy$ in <b>X</b> and <b>Y</b> .
SIGNMT	<b>h</b> <b>MODE</b> SIGNMT	$\backslash\alpha$	Sets sign-and-mantissa mode for integers.
SIN	<b>f</b> <b>SIN</b>	DECM	Returns the sine of the angle in <b>X</b> .
SINC	<b>h</b> <b>X.FCN</b> SINC	DECM	Returns $\frac{\sin(x)}{x}$ .
SINH	<b>f</b> <b>HYP</b> <b>SIN</b>	DECM	Returns the hyperbolic sine of $x$ .
SL	<b>h</b> <b>X.FCN</b> SL <u>n</u>	Integer	Works like <b>n</b> (up to 63) consecutive SLs on HP-16C. SL 0 executes as NOP.
SLV	<b>f</b> <b>SLV</b> <u>label</u>	DECM	Solves the equation $f(x) = 0$ , with $f(x)$ calculated by the routine specified. Two initial estimates of the root must be supplied in <b>X</b> and <b>Y</b> when calling SLV. For the rest, the user interface is as in HP-15C.

Name	Keys to press	in modes	Remarks
SLVQ	<b>h</b> <b>X.FCN</b> SLVQ	DECM	Assumes the stack containing the parameters [ <b>c</b> , <b>b</b> , <b>a</b> , ... ] of an equation $ax^2 + bx + c = 0$ , and returns its two roots $-\frac{b}{2a} \pm \sqrt{\left(\frac{b}{2a}\right)^2 - \frac{c}{a}}$ in <b>Y</b> and <b>X</b> . Then <b>Z</b> will contain what was in <b>T</b> when SLVQ was called, etc. Please note SLVQ works for real numbers only.
SR	<b>h</b> <b>X.FCN</b> SR <u><b>n</b></u>	Integer	Works like <b>n</b> consecutive SRs on HP-16C. SR 0 executes as NOP.
SSIZE4	<b>h</b> <b>MODE</b> SSIZE4	$\backslash \alpha$	Set the stack size to 4 or 8 levels, respectively. If stack size grows, the top level contents will be copied into the new levels. If the stack shrinks, previous top levels will be lost.  The same will happen if stack size is changed via STOM.
SSIZE8	<b>h</b> <b>MODE</b> SSIZE8		
SSIZE?	<b>h</b> <b>TEST</b> SSIZE?	$\backslash \alpha$	Returns the number of stack levels accessible.
<b>STO</b>	<b>STO</b> <u><b>d</b></u>	$\backslash \alpha$	See the <a href="#">addressing table above</a> for <sup>c</sup> STO.
STOM	<b>STO</b> <b>MODE</b>	$\backslash \alpha$	Sets selected modes as encoded in <b>x</b> . See the paragraph about <a href="#">indicators</a> above.
STOP	<b>R/S</b>	PRG	Stops program execution. May be used to wait for an input, for example.
STOS	<b>h</b> <b>P.FCN</b> STOS <u><b>d</b></u>	$\backslash \alpha$	Stores all stack levels in a set of 4 or 8 registers, starting at destination <b>d</b> .
<b>STO+</b>	<b>STO</b> <b>+</b> <u><b>d</b></u>	$\backslash \alpha$	Executes the specified operation on the content of address <b>d</b> and stores the result into said address.  E.g. STO–12 subtracts <b>x</b> from <b>r12</b> , and stores the result in <b>R12</b> again. STO↑ (↓) takes the maximum (minimum) of the values in <b>d</b> and <b>X</b> and stores it.  See the <a href="#">addressing table above</a> for <sup>c</sup> STO.
<b>STO–</b>	<b>STO</b> <b>–</b> <u><b>d</b></u>		
<b>STO×</b>	<b>STO</b> <b>×</b> <u><b>d</b></u>		
<b>STO/</b>	<b>STO</b> <b>/</b> <u><b>d</b></u>		
<b>STO↑</b>	<b>STO</b> <b>▲</b> <u><b>d</b></u>		
<b>STO↓</b>	<b>STO</b> <b>▼</b> <u><b>d</b></u>		
SUM	<b>h</b> <b>STAT</b> SUM	DECM	Recalls the linear sums $\Sigma y$ and $\Sigma x$ . Useful for elementary vector algebra.











Name	Keys to press	in modes	Remarks
sw	<b>h</b> <b>STAT</b> sw	DECM	Returns the standard deviation for weighted data $s_w = + \sqrt{\frac{\sum y_i \cdot \sum (y_i \cdot x_i^2) - [\sum (y_i \cdot x_i)]^2}{(\sum y_i)^2 - \sum y_i^2}}$
sxy	<b>h</b> <b>STAT</b> sxy	DECM	Returns the sample covariance for two data sets. It depends on the fit model selected. For LinF, it returns $s_{xy} = \frac{1}{n \cdot (n-1)} (n \sum x_i y_i - \sum x_i \sum y_i)$
<b>TAN</b>	<b>f</b> <b>TAN</b>	DECM	Returns the tangent of the angle in <b>X</b> .
<b>TANH</b>	<b>f</b> <b>HYP</b> <b>TAN</b>	DECM	Returns the hyperbolic tangent of $x$ .
TICKS	<b>h</b> <b>P.FCN</b> TICKS	$\backslash \alpha$	Returns the number of ticks from the real time clock at execution time.
<b>TIME</b>	<b>h</b> <b>TIME</b>	DECM, $\alpha$	Recalls the time from the real time clock at execution, displaying it in the format hh.mmssdd in 24h-mode.
$T_n$	<b>h</b> <b>X.FCN</b> $T_n$	DECM	Chebyshev's (a.k.a. Tschebyschow) polynomials of first kind $T_n(x)$ with $n$ in <b>Y</b> , solving the differential equation $(1-x^2)y'' - x \cdot y' + n^2 y = 0.$
$t(x)$ $t^{-1}(p)$	<b>h</b> <b>PROB</b> $t(x)$ etc.	DECM	Student's t distribution. $t(x)$ equals $1 - Q(t)$ in HP-21S. The degree of freedom is stored in <b>J</b> .
$U_n$	<b>h</b> <b>X.FCN</b> $U_n$	DECM	Chebyshev's polynomials of second kind $U_n(x)$ with $n$ in <b>Y</b> , solving the differential equation $(1-x^2)y'' - 3x \cdot y' + n(n+2)y = 0.$
UNSIGN	<b>h</b> <b>MODE</b> UNSIGN	$\backslash \alpha$	Sets unsigned mode for integers.
<b>VIEW</b>	<b>h</b> <b>VIEW</b> <u>s</u>	All	Displays the content of address <b>s</b> until the next key is pressed.
$W$	<b>h</b> <b>X.FCN</b> $W$	DECM	$W$ returns Lambert's $W$ for given $x \geq -1/e$ , while $W^{-1}$ returns $x$ for given $W (\geq -1)$ .
$W^{-1}$	<b>h</b> <b>X.FCN</b> $W^{-1}$		

Name	Keys to press	in modes	Remarks
Weibl	<b>h</b> <b>PROB</b> Weibl etc.	DECM	Weibull distribution with the shape parameter <b>b</b> in <b>J</b> and the characteristic lifetime <b>T</b> in <b>K</b> :  pdf: $f_w(t) = \frac{b}{T} \left(\frac{t}{T}\right)^{b-1} e^{-\left(\frac{t}{T}\right)^b}$ ,  cdf: $F_w(t) = 1 - e^{-\left(\frac{t}{T}\right)^b}$ .  The pdf equals WEIBULL( <b>x</b> ; <b>b</b> ; <b>T</b> ; <b>0</b> ) and the cdf WEIBULL( <b>x</b> ; <b>b</b> ; <b>T</b> ; <b>1</b> ) in MS Excel.  Weibl <sup>-1</sup> returns the survival time <b>t<sub>s</sub></b> for given probability <b>F<sub>w</sub></b> , <b>b</b> in <b>J</b> and <b>T</b> in <b>K</b> .
Weibl <sub>p</sub>			
Weibl <sup>-1</sup>			
WSIZE	<b>h</b> <b>MODE</b> WSIZE <b>n</b>	$\backslash\alpha$	Works like on <i>HP-16C</i> , but with the parameter following the command instead of taken from <b>X</b> . Reducing the word size truncates the values in the stack registers employed, including <b>L</b> . WSIZE 0 sets the word size to maximum, i.e. 64 bits.
WSIZE?	<b>h</b> <b>TEST</b> WSIZE?	$\backslash\alpha$	Recalls the word size set.
<b>x</b> <sup>2</sup>	<b>g</b> <b>x</b> <sup>2</sup>	$\backslash\alpha$	
<b>XEQ</b>	<b>XEQ</b> <u>label</u>  <b>B</b> , <b>C</b> , or <b>D</b> (you may need <b>f</b> for accessing these hotkeys in integer bases >10.)	PRG	Calls the respective subroutine.
		$\backslash$ PRG, $\backslash\alpha$	Executes the respective program.
		PRG	Calls the respective subroutine, so e.g. XEQ C will be inserted when <b>C</b> is pressed.
		$\backslash$ PRG, $\backslash\alpha$	Executes the respective program if defined.
XNOR	<b>h</b> <b>X.FCN</b> XNOR	$\backslash\alpha$	Works in analogy to AND.
XOR	<b>h</b> <b>XOR</b>	$\backslash\alpha$	Works in analogy to AND.
$\bar{x}$	<b>f</b> $\bar{x}$	DECM	Returns the arithmetic means, pushing $\frac{1}{n} \sum y$ and $\frac{1}{n} \sum x$ on the stack. See also <b>s</b> , <b>SERR</b> , and <b>σ</b> .
$\bar{x}_g$	<b>h</b> <b>STAT</b> $\bar{x}_g$	DECM	Returns the geometric means, pushing $\sqrt[n]{\prod y} = e^{\frac{1}{n} \sum \ln y}$ and $\sqrt[n]{\prod x}$ on the stack. See also <b>ε</b> , <b>εg</b> , and <b>εp</b> .

Name	Keys to press	in modes	Remarks
$\bar{x}w$	<b>h</b> <b>STAT</b> $\bar{x}w$	DECM	Returns the weighted arithmetic mean $\frac{\sum xy}{\sum y}$ . See also $sw$ and $SERRw$ .
$\hat{x}$	<b>h</b> <b>STAT</b> $\hat{x}$	DECM	Returns a forecast $x$ for a given $y$ (in $\mathbf{X}$ ) following the fit model chosen. See L.R. for more.
$x!$	<b>h</b> <b>!</b>	DECM	Return the factorial, equaling $\Gamma(x + 1)$ .
$x \rightarrow \alpha$	<b>g</b> <b>x</b> <b>▶</b> <b>▶</b> <b>a</b>	All	Interprets $x$ as a character code. Appends the respective character to <b>alpha</b> , similar to XTOA in HP-42S.
$x \leftrightarrow$	<b>h</b> <b>x</b> <b>↔</b> <b>r</b>	$\backslash \alpha$	Swaps the contents of $\mathbf{X}$ and $r$ . See <a href="#">above</a> for complex $x \leftrightarrow$ .
$x \leftrightarrow y$	<b>x</b> <b>↔</b> <b>y</b>	$\backslash \alpha$	Swaps $x$ and $y$ , performing $Re \leftrightarrow Im$ if a complex operation was executed immediately before. See <a href="#">above</a> for ${}^c x \leftrightarrow y$ .
$x < \dots ?$	<b>h</b> <b>TEST</b> $x < ?$ <b>a</b>	$\backslash \alpha$	<p>Compare <math>x</math> with <b>a</b>. The three dots will be replaced in the listing by <b>a</b> according to the examples given in the <a href="#">addressing table above</a>.</p> <p><math>x \approx ?</math> will be true if the <u>rounded</u> values of <math>x</math> and <b>a</b> are equal (see ROUND).</p> <p><b>CPX</b> <b>f</b> <b>x</b> <b>= ?</b> <b>a</b> and</p> <p><b>CPX</b> <b>g</b> <b>x</b> <b>≠ ?</b> <b>a</b> compare the complex number <math>x + iy</math> as explained in the <a href="#">addressing table above</a>.</p>
$x \leq \dots ?$	<b>h</b> <b>TEST</b> $x \leq ?$ <b>a</b>		
$x = \dots ?$	<b>f</b> <b>x</b> <b>= ?</b> <b>a</b>		
$x \approx \dots ?$	<b>h</b> <b>TEST</b> $x \approx ?$ <b>a</b>		
$x \neq \dots ?$	<b>g</b> <b>x</b> <b>≠ ?</b> <b>a</b>		
$x \geq \dots ?$	<b>h</b> <b>TEST</b> $x \geq ?$ <b>a</b>		
$x > \dots ?$	<b>h</b> <b>TEST</b> $x > ?$ <b>a</b>		
$y^x$	<b>f</b> <b>y</b> <b>x</b>	$\backslash \alpha$	In integer modes $x$ must be $\geq 0$ .
	<b>C</b>	$\backslash \alpha, \backslash 13, \backslash 14, \backslash 15, \backslash h$	Shortcut working as long as label C is not defined yet.
$\hat{y}$	<b>f</b> <b>y</b> <b>↑</b>	DECM	Returns a forecast $y$ (in $\mathbf{X}$ ) for a given $x$ following the fit model chosen. See L.R. for more.
Y.MD	<b>h</b> <b>MODE</b> Y.MD	$\backslash \alpha$	Sets the format for date display.
$\alpha DATE$	<b>h</b> <b>X.FCN</b> $\alpha DATE$	$\backslash integer$	Takes $x$ as a date and appends it to <b>alpha</b> in the format set. See DATE. – To append a date stamp to <b>alpha</b> , call DATE $\alpha DATE$ .

Name	Keys to press	in modes	Remarks
$\alpha$ DAY	<b>h</b> <b>X.FCN</b> $\alpha$ DAY	\integer	Takes $x$ as a date, recalls the name of the respective day and appends its first 3 letters to <i>alpha</i> .
$\alpha$ IP	<b>h</b> <b>X.FCN</b> $\alpha$ IP	All	Appends the integer part of $x$ to <i>alpha</i> , similar to AIP in HP-42S.
$\alpha$ LENG	<b>h</b> <b>X.FCN</b> $\alpha$ LENG	All	Returns the number of characters found in <i>alpha</i> , like ALENG in HP-42S.
$\alpha$ MONTH	<b>h</b> <b>X.FCN</b> $\alpha$ MONTH	\integer	Works like $\alpha$ DAY, but processing the month.
$\alpha$ OFF	<b>h</b> <b>P.FCN</b> $\alpha$ OFF	PRG & $\alpha$	Work like AOFF and AON in HP-42S, turning alpha mode off and on.
$\alpha$ ON	<b>h</b> <b>P.FCN</b> $\alpha$ ON	PRG & \alpha	
$\alpha$ RCL	<b>f</b> <b>RCL</b> <u>s</u>	$\alpha$	Interprets the content of the source $s$ as characters and appends them to <i>alpha</i> .
	<b>h</b> <b>X.FCN</b> $\alpha$ RCL <u>s</u>	\alpha	
$\alpha$ RC#	<b>h</b> <b>X.FCN</b> $\alpha$ RC# <u>s</u>	All	Takes the content of $s$ as a number, converts it to a string in the format set, and appends this to <i>alpha</i> . If e.g. $s = 1234$ and ENG 2 and RDX. are set, then $\_1.23E3$ will be appended.
$\alpha$ RL	<b>h</b> <b>X.FCN</b> $\alpha$ RL <u>n</u>	All	Rotates <i>alpha</i> by $n$ characters like AROT in HP-42S, but with $n \geq 0$ and the parameter trailing the command instead of taken from X. $\alpha$ RL 0 executes as NOP.
$\alpha$ RR	<b>h</b> <b>X.FCN</b> $\alpha$ RR <u>n</u>	All	Works like $\alpha$ RL but rotates to the right.
$\alpha$ SL	<b>h</b> <b>X.FCN</b> $\alpha$ SL <u>n</u>	All	Shifts the $n$ leftmost characters out of <i>alpha</i> , like ASHF in HP-42S. $\alpha$ SL 0 equals NOP.
$\alpha$ SR	<b>h</b> <b>X.FCN</b> $\alpha$ SR <u>n</u>	All	Works like $\alpha$ SL but takes the $n$ rightmost characters instead.
$\alpha$ STO	<b>f</b> <b>STO</b> <u>d</u>	$\alpha$	Stores the first (i.e. leftmost) 6 characters in the alpha register into destination $d$ .
	<b>h</b> <b>X.FCN</b> $\alpha$ STO <u>d</u>	\alpha	
$\alpha$ TIME	<b>h</b> <b>X.FCN</b> $\alpha$ TIME	\integer	Takes $x$ as a decimal time and appends it to <i>alpha</i> in the format $hh:mm:ss$ according to the time mode selected. See TIME. – To append a time stamp to <i>alpha</i> , call TIME $\alpha$ TIME.

Name	Keys to press	in modes	Remarks
$\alpha$ VIEW	$\alpha$ VIEW	$\backslash \alpha$	Displays <b><i>alpha</i></b> . Also contained in X.FCN. Use $\alpha$ VIEW followed by PSE for message output in programs.
$\alpha \rightarrow x$		All	Returns the character code of the leftmost character in <b><i>alpha</i></b> and deletes this character, like ATOX in HP-42S.
$\beta$	$\beta$	DECM	Returns Euler's Beta $B(x, y) = \frac{\Gamma(x) \cdot \Gamma(y)}{\Gamma(x+y)}$ with $\text{Re}(x) > 0$ , $\text{Re}(y) > 0$ . Called $\beta$ here for avoiding ambiguities. Also contained in X.FCN.
$\Gamma$	$\Gamma$	DECM	Returns $\Gamma(x)$ . This function is also contained in X.FCN. Additionally,   calls $\Gamma(x+1)$ .
$\Delta$ DAYS	$\Delta$ DAYS	DECM	Assumes <b>X</b> and <b>Y</b> containing dates in the format chosen and calculates the number of days between them. Works like in HP-12C.
$\Delta\%$		DECM	Returns $100 \cdot \frac{x-y}{y}$ like %CH in HP-42S.
$\varepsilon$	$\varepsilon$	DECM	Calculates the scattering factors (or geometric standard deviations) $\ln(\varepsilon_y) = \sqrt{\frac{\sum \ln^2(y) - 2n \cdot \ln(\bar{y}_G)}{n-1}}$ and $\ln(\varepsilon_x)$ and pushes them on the stack. $\varepsilon$ works for the geometric mean in analogy to $s$ for the arithmetic mean but <u>multiplicative</u> .
$\varepsilon_m$	$\varepsilon_m$	DECM	Like $\varepsilon$ but pushes the scattering factors of the geometric means $\varepsilon_m = \varepsilon^{\frac{1}{\sqrt{n}}}$ on the stack.
$\varepsilon_p$	$\varepsilon$	DECM	Works like $\varepsilon$ but with a denominator <b><i>n</i></b> instead of <b><i>n-1</i></b> , returning the scattering factors of the populations.
$\zeta$	$\zeta$	DECM	Returns Riemann's Zeta function for real arguments, with $\zeta(x) = \sum_{n=1}^{\infty} \frac{1}{n^x}$ for $x > 1$ and its analytical continuation for $x < 1$ : $\zeta(x) = 2^x \pi^{x-1} \sin\left(\frac{\pi}{2}x\right) \cdot \Gamma(1-x) \cdot \zeta(1-x)$ .
$\pi$		DECM	Complex version copies $\pi$ in <b>X</b> and clears <b>Y</b> .








Name	Keys to press	in modes	Remarks
$\Pi$	  <u>label</u>	DECM	Computes a product with the routine specified by <b>label</b> . Initially, <b>X</b> contains the loop control number in the format <code>cccccc.ffffii</code> and the product is set to 1. Each run through the routine specified computes a factor. At its end, this factor is multiplied with said product; the operation then decrements <code>ccccccc</code> by <code>ii</code> and runs said routine again if then <code>ccccccc &gt; fff</code> , else returns the resulting product in <b>X</b> .
$\Sigma$	  <u>label</u>	DECM	Computes a sum with the routine specified by <b>label</b> . Initially, <b>X</b> contains the loop control number in the format <code>cccccc.ffffii</code> and the sum is set to 0. Each run through the routine specified computes a summand; at its end, this is added to said sum; the operation then decrements <code>ccccccc</code> by <code>ii</code> and runs said routine again if then <code>ccccccc &gt; fff</code> , else returns the resulting sum in <b>X</b> .
$\sigma$	  $\sigma$	DECM	Works like <b>s</b> but returns the standard deviations of the populations instead.
$\Sigma \ln^2 x$	  $\Sigma \ln^2 x$ etc.	DECM	Recall the respective statistical sums. These sums are necessary for curve fitting models beyond pure linear. Calling them by name enhances readability of programs significantly.
$\Sigma \ln^2 y$			
$\Sigma \ln x$			
$\Sigma \ln xy$			
$\Sigma \ln y$			
$\Sigma x \ln y$			
$\Sigma y \ln x$			
$\sigma_w$	  $\sigma_w$	DECM	Works like <b>sw</b> but returns the standard deviation of the population instead. $\sigma_w = + \sqrt{\frac{\sum y_i (x_i - \bar{x}_w)^2}{\sum y_i}}$





















Name	Keys to press	in modes	Remarks
$\Sigma x$	<b>h</b> <b>STAT</b> $\Sigma x$ etc.	DECM	Recall the respective statistical sums. These sums are necessary for basic statistics and linear curve fitting. Calling them by name enhances readability of programs significantly.
$\Sigma x^2$			
$\Sigma x^2 y$			
$\Sigma xy$			
$\Sigma y$			
$\Sigma y^2$			
$\Sigma +$	<b>h</b> <b><math>\Sigma +</math></b>	DECM	Adds a data point to the statistical sums.
	<b>A</b>	DECM	Shortcut as long as label A is not defined yet.
$\Sigma -$	<b>h</b> <b><math>\Sigma -</math></b>	DECM	Subtracts a data point from the statistical sums.
$\varphi(x)$	<b>h</b> <b>PROB</b> $\varphi(x)$	DECM	Standard normal pdf: $\varphi(x) = \frac{1}{\sqrt{2\pi}} e^{-x^2/2}$ .
$\Phi(x)$	<b>f</b> <b><math>\Phi</math></b>	DECM	Standard normal cdf $\Phi(z) = \int_{-\infty}^z \varphi(x) dx$ , equals $1 - Q$ in <i>HP-32E</i> and $1 - Q(z)$ in <i>HP-21S</i> with $z = x$ .
$\Phi^{-1}(p)$	<b>g</b> <b><math>\Phi^{-1}</math></b>		
$\chi^2$	<b>h</b> <b>PROB</b> $\chi^2$ etc.	DECM	Chisquare distribution. The cdf $\chi^2$ (with the degrees of freedom given in <b>J</b> ) equals $1 - Q(\chi^2)$ in <i>HP-21S</i> .
$\chi^2 \text{INV}$			
$(-1)^x$	<b>h</b> <b>X.FCN</b> $(-1)^x$	$\backslash \alpha$	For $x$ not being a natural number, this function will return $\cos(\pi \cdot x)$ .
$+$	<b>+</b>	$\backslash \alpha$	Returns $y + x$ .
$-$	<b>-</b>	$\backslash \alpha$	Returns $y - x$ .
$\times$	<b><math>\times</math></b>	$\backslash \alpha$	Returns $y \cdot x$ .
$/$	<b>/</b>	$\backslash \alpha$	Returns $y / x$ .
$//$	<b>g</b> <b>//</b>	DECM	Returns $\left(\frac{1}{x} + \frac{1}{y}\right)^{-1}$ .
$+/-$	<b><math>\pm/\square</math></b>	$\backslash \alpha$	Unary minus like CHS in <i>HP-35</i> .
$\rightarrow \text{DEG}$	<b><math>\rightarrow</math></b> ( <b>g</b> ) <b>DEG</b>	DECM	Takes $x$ as an angle in the angular mode currently set and converts it to degrees. Prefix <b>g</b> may be omitted.

Name	Keys to press	in modes	Remarks
→GRAD	(  )	DECM	Like →DEG, but converts to gon or grads.
→H		DECM	Takes $x$ as hours or degrees in the format $hhhh.mmssdd$ and converts them into a decimal time or angle.
→H.MS		DECM	Takes $x$ as decimal hours or degrees and converts them into $hhhh.mmssdd$ as in vintage HPs. For calculations, use H.MS+ or H.MS– then or reconvert to decimal values before.
→POL		DECM	Assumes $X$ and $Y$ containing 2D Cartesian coordinates $(x, y)$ and converts them to the respective polar coordinates $(r, \theta)$ with the radius $r = \sqrt{x^2 + y^2}$
→RAD	(  )	DECM	Works like →DEG, but converts to radians.
→REC		DECM	Assumes $X$ and $Y$ containing 2D polar coordinates $(r, \theta)$ and converts them to the respective Cartesian coordinates $(x, y)$ .
%		DECM	Returns $\frac{x \cdot y}{100}$ , leaving $Y$ unchanged.
%MG	MG	DECM	Returns the margin <sup>17</sup> $100 \cdot \frac{x-y}{x}$ in % for a price $x$ and cost $y$ , like %MU-Price in <i>HP-17B</i> .
%MRR	MRR	DECM	Returns the mean rate of return in percent per period, i.e. $100 \cdot \left[ \left( \frac{x}{y} \right)^{\frac{1}{z}} - 1 \right]$ with $x = FV =$ future value after $z$ periods, $y = PV =$ present value. For $z = 1$ , $\Delta\%$ returns the same result easier.
%T	T	DECM	Returns $100 \cdot \frac{x}{y}$ , interpreted as % of total.
%Σ	Σ Σ	DECM	Returns $100 \cdot \frac{x}{\sum x}$ .
%+MG	+MG	DECM	Calculates a sales price $y/(1-0.01 \cdot x)$ by adding a margin of $x\%$ to the cost $y$ , as %MU-Price does in <i>HP-17B</i> .

<sup>17</sup> Margin corresponds to „Handelsspanne“ in German.










Name	Keys to press	in modes	Remarks
$\sqrt{\phantom{x}}$	 	$\backslash\alpha$	
		$\backslash\alpha, \backslash14, \backslash15, \backslash h$	Shortcut working as long as label D is not defined yet.
$\int$	  <u>label</u>	DECM	Integrates the function given in the routine specified. Lower and upper integration limits must be supplied in <b>Y</b> and <b>X</b> , respectively. Otherwise, the user interface is as in <i>HP-15C</i> .
$\infty?$	  $\infty?$	$\backslash\alpha$	Tests $x$ for infinity.

### Alphanumeric input:


















Letter or digit	Keys to press	in modes	Remarks
$^{\circ}$		DECM	Separates degrees or hours from minutes and seconds, so input format is <code>hhhh.mmssdd</code> . The user has to take care where an arbitrary real number represents such an angle or time.
0 ... 9	 ... 	$\backslash\alpha$	Standard numeric input. For integer bases <10, input of illegal digits throws an <a href="#">error message</a> .
		in addressing	Register input. See the <a href="#">tables</a> above for more.
	 ,  ,   , ...,  	$\alpha$	Appends the respective digit to <i>alpha</i> .
A ... F	 ...  (red print)	11, 12, 13, 14, 15, h	Numeric input for digits >10. See page 6 for more information.
A ... Z	 ...  (red print)	in addressing	Register input. See the <a href="#">addressing tables</a> above for the letters applicable.
		$\alpha$	Alphabetic input. See page 7 for more.
E	 (the key)	DECM	Like EEX in the older vintage calculators.
( or )	  /  	$\alpha$	Appends a left / right parenthesis to <i>alpha</i> .

Letter or digit	Keys to press	in modes	Remarks
[ / ]	Second $\frac{\Box}{\Box}$	DECM	A persistent 2 <sup>nd</sup> $\frac{\Box}{\Box}$ in input switches to fraction mode and will be interpreted as explained below. Please note you cannot enter $\frac{\Box}{\Box}$ after you entered $\frac{\Box}{\Box}$ twice – but you may delete the 2 <sup>nd</sup> dot while editing the input line.
		FRC	First $\frac{\Box}{\Box}$ is interpreted as a space, 2 <sup>nd</sup> as a fraction mark. E.g. input of $\frac{2}{3} \frac{4}{5}$ results in $2 \frac{3}{4}$ in the display. Improper fractions may be entered starting with a $\frac{\Box}{\Box}$ , e.g. $\frac{3}{2}$ .
[ , ]	$\frac{h}{f} \frac{\Box}{\Box}$ XEQ	$\alpha$	Appends a comma to <i>alpha</i> .
[ . ]	$\frac{f}{f} \frac{\Box}{\Box}$	$\alpha$	Appends a point to <i>alpha</i> .
[ . ] or [ , ]	$\frac{\Box}{\Box}$	DECM	Inserts a radix mark as selected.

## NON-PROGRAMMABLE CONTROL, CLEARING AND INFORMATION COMMANDS

Keys to press	in modes	Remarks
 / 	All	These two navigation keys will repeat with 5Hz when held down for longer than 0.5s.
	Status open	Goes to previous / next set of flags.
	Catalog open	Goes to previous / next item in this catalog.
	$\alpha$	Scrolls the display window six characters to the left / right in <i>alpha</i> if possible. If less than six characters are beyond the limits of the display window on the left / right side, the window will be positioned to the beginning / end of string. Useful for longer strings.
	Else	Acts like BST / SST in <i>HP-42S</i> .
	Input pending	Deletes the last digit or character put in.
	$\alpha$	Deletes the rightmost character in <i>alpha</i> .
	PRG	Deletes current step.
	Else	Acts like CLx.
  /  	Integer	Shifts the display window to the left / right like in <i>HP-16C</i> . Helpful while working with small bases.
 	$\alpha$	Toggles upper and lower case.

Keys to press	in modes	Remarks
<b>h</b> <b>X.FCN</b> CLALL	\PRG	Clears all registers and programs if confirmed.
<b>h</b> <b>CLP</b>	\α	Clears the current program after confirmation. This program is the one the program pointer is in.
<b>ENTER</b> ↑ ↓	Catalog open	Selects the current item like <b>XEQ</b> below.
	α	Turns alpha mode off.
<b>EXIT</b> ↓	Catalog open	Leaves the catalog without executing anything.
	Input pending	Cancels the execution of pending operations, returning to the calculator status as it was before.
	\PRG & program running	Stops the running program like <b>R/S</b> below.
	PRG	Leaves programming mode like <b>h</b> <b>P/R</b> below.
	α	Turns alpha mode off like <b>ENTER</b> ↑ above.
	Else	Does nothing.
<b>g</b> <b>OFF</b>	All	Turns calculator off.
<b>ON</b>	Calculator off	Turns calculator on.
<b>h</b> <b>P/R</b>	\α	Toggles programming mode for keyboard entry.
<b>h</b> <b>X.FCN</b> RESET	All	Executes CLALL and resets all modes to start-up default, i.e. 24h, 2COMPL, ALL, DEG, DENANY, DENMAX 9999, DECM, LinF, PROFRC, RDX., SCIOVR, SSIZE4, WSIZE 64, Y.MD.
<b>R/S</b>	\PRG, \α	Stops the running program immediately. If there is none running, runs the current program or resumes its execution starting with the current step. Compare the programmable command STOP.
<b>h</b> <b>SHOW</b>	DECM & \PRG	Shows the full mantissa until the next key is pressed.
	PRG	Displays a CRC checksum of program memory contents, allowing validation of program integrity.
<b>h</b> <b>STATUS</b>	\PRG	Shows the status of all user flags, similar to STATUS on HP-16C. See <a href="#">above</a> .
<b>h</b> <b>X.FCN</b> VERS	\PRG	Shows the firmware version and build number.
<b>XEQ</b>	Catalog open	Selects the item currently displayed and exits, executing the respective command. See <a href="#">above</a> .

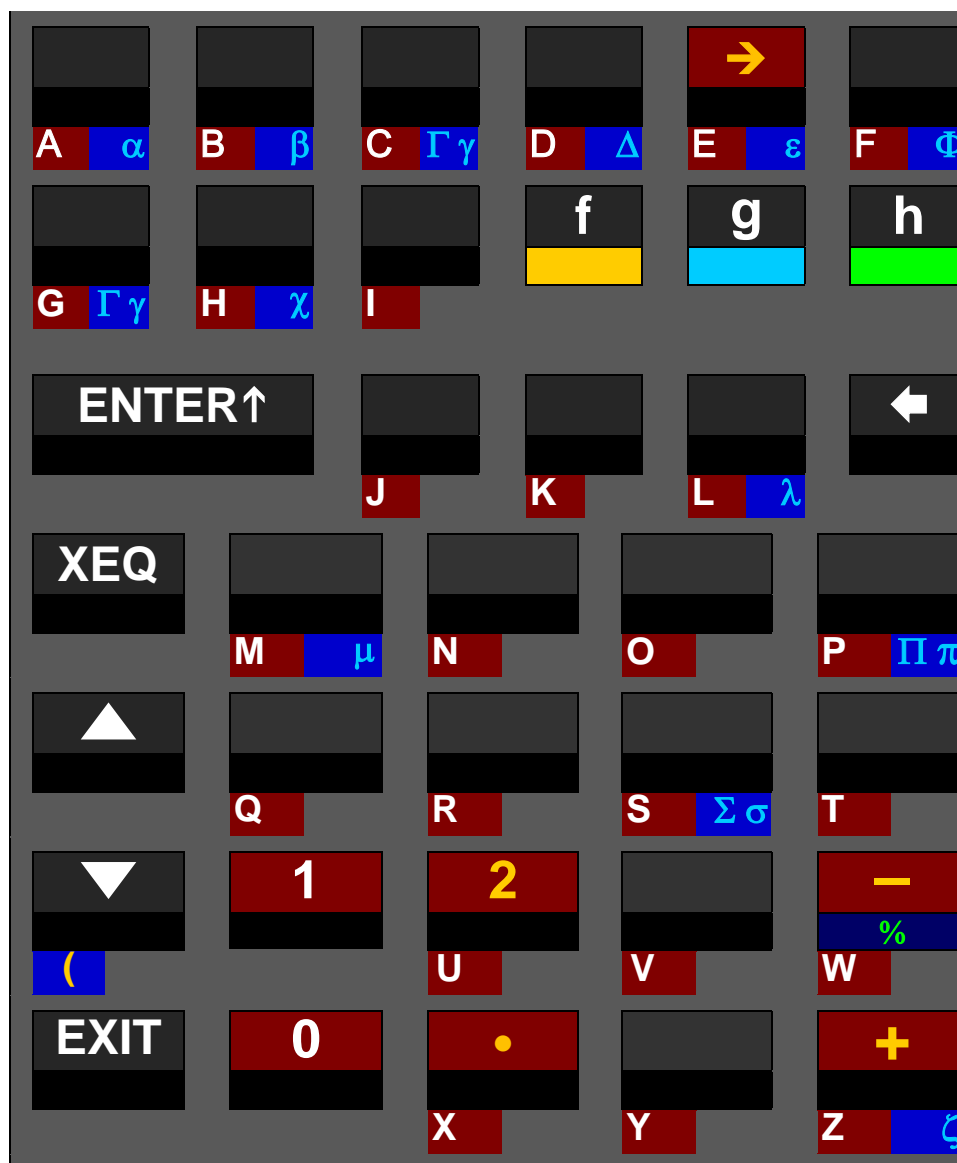
Keys to press	in modes	Remarks
 	$\backslash\alpha$	Turns on alpha mode for keyboard entry. When entering alpha constants in programs, please note there is no concatenation character – added characters are appended to <i>alpha</i> always. For starting a new string, use CL $\alpha$ first. Alpha constants will be listed like e.g. ‘Test 1’.
  	$\backslash\alpha$	<p>These commands show <math>x</math> in target integer representation until the next key is pressed. Base is kept as set. Prefix  may be omitted here.</p> <p>If used in integer bases 15 and 16, prefix  must precede the key .</p>
  		
 (  ) 		
 (  ) 		

## CATALOGS

A catalog on the WP 34S is a collection of items, e.g. operations or characters. Such catalogs may be called using the keystrokes listed below:

Keys to press	in modes	Contents of said catalog
<b>h</b> <b>CONST</b>	DECM	Constants like in HP35s. Picking a constant will push it onto the stack. See the constants listed in a <a href="#">table below</a> .
<b>CPX</b> <b>CONST</b>	DECM	This catalog contains the same constants. Picking one, however, does a complex recall here. So, if the stack was $[x, y, \dots]$ before, it will look like $[\text{constant}, 0, x, y, \dots]$ thereafter.
<b>h</b> <b>CONV</b>	DECM	Conversions as listed in a <a href="#">table below</a> .
<b>f</b> <b>CPX</b>	$\alpha$	“Complex” letters mandatory for many languages. Upper or lower case will be displayed according to the case setting (see <b>f</b> <b>↑</b> above).
<b>h</b> <b>MODE</b>	$\backslash\alpha$	Mode setting functions.
<b>h</b> <b>PROB</b>	DECM	Extra probability distributions.
<b>h</b> <b>P.FCN</b>	$\backslash\alpha$	Extra programming functions.
<b>f</b> <b>R↓</b>	$\alpha$	Subscripts.
<b>h</b> <b>R↑</b>	$\alpha$	Superscripts.
<b>h</b> <b>STAT</b>	DECM	Extra statistical functions.
<b>h</b> <b>TEST</b>	$\backslash\alpha$	All tests except the two on the keyboard.
	$\alpha$	Comparison symbols and brackets. Parentheses are called by <b>f</b> <b>(</b> and <b>g</b> <b>)</b> , respectively.
<b>h</b> <b>X.FCN</b>	DECM	Extra real functions.
	Integer	Extra integer functions.
	$\alpha$	Extra alpha functions.
<b>CPX</b> <b>X.FCN</b>	DECM	Extra complex functions.
<b>h</b> <b>./,</b>	$\alpha$	Punctuation marks and text symbols.
<b>f</b> <b>→</b>	$\alpha$	Arrows and mathematical symbols.

Opening a catalog will set alpha mode to allow for typing the first character(s) of the item wanted. A subset of the full alpha keyboard shown [above](#) is sufficient for browsing an open catalog:



Please note **f** will just call the character  $\rightarrow$  while browsing a catalog.

and browse the catalog, **ENTER** or **XEQ** select the item shown, recall or execute it and exit the catalog, while **EXIT** will just leave it without executing anything, returning to the mode as set before.

See [below](#) for some examples.

Reopening the very last catalog called, the last command selected therein is displayed for easy repetitive use. See the [table below about addressing cataloged items](#), and the next pages for detailed item lists.



## Catalog contents in detail:

Within these lists, the characters necessary to access a specific function from an arbitrary position in the respective catalog are printed bold. Where a character is printed **grey** it will be faster employing  $\nabla$  to get to this function. E.g. for addressing  $\text{Logis}^{-1}$ , press **L** **O**  $\nabla$   $\nabla$ .

A single function, e.g. CB, may be contained in more than one catalog.

The alpha catalogs are found two pages below. See also CONST and CONV in separate paragraphs further below.

MODE	PROB		STAT		TEST	P.FCN
12h	Binom	Logis	BestF	$\beta$	BC?	CF
1COMPL	Binom <sub>P</sub>	Logis <sub>P</sub>	COV	$\Gamma$	BS?	CLFLAG
24h	Binom <sup>-1</sup>	Logis <sup>-1</sup>	ExpF	$\varepsilon$	ENTRY?	CLSTK
2COMPL	Cauch	Norml	LinF	$\varepsilon_m$	EVEN?	DEC
BASE	Cauch <sub>P</sub>	Norml <sub>P</sub>	LN $\beta$	$\varepsilon_p$	FC?	DROP
DENANY	Cauch <sup>-1</sup>	Norml <sup>-1</sup>	LN $\Gamma$	$\sigma$	FC?C	DSZ
DENFAC	Expon	Poiss	LogF	$\Sigma \ln^2 x$	FC?F	FF
DENFIX	Expon <sub>P</sub>	Poiss <sub>P</sub>	n $\Sigma$	$\Sigma \ln^2 y$	FC?S	FRACT
DENMAX	Expon <sup>-1</sup>	Poiss <sup>-1</sup>	PowerF	$\Sigma \ln x$	FP?	f'(x)
DISP	F(x)	t(x)	SEED	$\Sigma \ln xy$	FS?	f''(x)
D.MY	F <sup>-1</sup> (p)	t <sup>-1</sup> (p)	SERR	$\Sigma \ln y$	FS?C	H.MS+
E3OFF	Geom	Weibl	SERRw	$\sigma w$	FS?F	H.MS-
E3ON	Geom <sub>P</sub>	Weibl <sub>P</sub>	SUM	$\Sigma x$	FS?S	INC
LZOFF	Geom <sup>-1</sup>	Weibl <sup>-1</sup>	sw	$\Sigma x^2$	INT?	ISZ
LZON	Lgnrm	$\phi(x)$	sxy	$\Sigma x^2 y$	LBL?	NOP
M.DY	Lgnrm <sub>P</sub>	$\chi^2$	$\bar{x}g$	$\Sigma x \ln y$	LEAP?	OFF
SETCHN	Lgnrm <sup>-1</sup>	$\chi^2$ INV	$\bar{x}w$	$\Sigma xy$	NaN?	PROMPT
SETEUR			$\hat{x}$	$\Sigma y$	ODD?	RCLM
SETIND				$\Sigma y^2$	PRIME?	RCLS
SETUK				$\Sigma y \ln x$	SSIZE?	RD <sub>X</sub> ,
SETUSA				% $\Sigma$	WSIZE?	RD <sub>X</sub> .
SIGNMT	UNSIGN				x < ?	R-CLR
SSIZE4	WSIZE				x ≤ ?	R-COPY
SSIZE8	Y.MD				x ≈ ?	R-SORT
					x ≥ ?	R-SWAP
					x > ?	SF
					∞?	STOM
						STOS
						TICKS
						αOFF
						αON
						αVIEW

<div> <div>X.FCN</div> varies with the mode set; it contains in ... </div>					
... alpha mode:		... decimal mode:		... integer modes:	
	AGM	$L_n\alpha$	ASR	RESET	${}^c\text{AGM}$
CLALL	ANGLE	$LN\beta$	BATT	RJ	${}^c\text{CONJ}$
CLREG	BATT	$LN\Gamma$	CB	RL	${}^c\text{CUBE}$
RESET	$B_n$	MAX	CLALL	RLC	${}^c\text{CUBERT}$
VERS	$B_n^*$	MIN	CLFLAG	RR	${}^c\text{DROP}$
$\alpha\text{DATE}$	CEIL	NAND	CLREG	RRC	${}^c e^x - 1$
$\alpha\text{DAY}$	CLALL	NOR	CUBE	SB	${}^c\text{FIB}$
$\alpha\text{IP}$	CLREG	$P_n$	CUBERT	SEED	${}^c\text{LN}1+x$
$\alpha\text{LENG}$	CUBE	$\text{RAD}\rightarrow$	DBLR	SIGN	${}^c\text{LN}\beta$
$\alpha\text{MONTH}$	CUBERT	RESET	$\text{DBL}^*$	SL	${}^c\text{LN}\Gamma$
$\alpha\text{RC}\#$	DATE	ROUNDI	$\text{DBL}/$	SR	${}^c\text{SIGN}$
$\alpha\text{RL}$	DAY	SETDAT	FB	VERS	${}^c\text{SINC}$
$\alpha\text{RR}$	DAYS+	SETTIM	FIB	XNOR	${}^c\text{W}$
$\alpha\text{SL}$	DECOMP	SIGN	GCD	$\alpha\text{IP}$	${}^c\text{W}^{-1}$
$\alpha\text{SR}$	$\text{DEG}\rightarrow$	SINC	LCM	$\alpha\text{LENG}$	${}^c\beta$
$\alpha\text{TIME}$	$\text{D}\rightarrow\text{J}$	SLVQ	LJ	$\alpha\text{RCL}$	${}^c\Gamma$
	erf	$T_n$	MASKL	$\alpha\text{RC}\#$	${}^c(-1)^x$
	erfc	TVM	MASKR	$\alpha\text{RL}$	
	$e^x - 1$	$U_n$	MAX	$\alpha\text{RR}$	
	FIB	VERS	MIN	$\alpha\text{SL}$	
	FLOOR	W	MIRROR	$\alpha\text{SR}$	
	GCD	$W^{-1}$	NAND	$\alpha\text{STO}$	
	$\text{GRAD}\rightarrow$	XNOR	nBITS	$\alpha\text{VIEW}$	
	$H_n$	$\alpha\text{DATE}$	NOR	$(-1)^x$	
	$H_{np}$	$\alpha\text{DAY}$			
	$I\beta$	$\alpha\text{IP}$			
	$I\Gamma$	$\alpha\text{LENG}$			
	JG1582	$\alpha\text{MONTH}$	$\alpha\text{SR}$	$\zeta$	
	JG1752	$\alpha\text{RCL}$	$\alpha\text{STO}$	$(-1)^x$	
	$\text{J}\rightarrow\text{D}$	$\alpha\text{RC}\#$	$\alpha\text{TIME}$	%MG	
	LCM	$\alpha\text{RL}$	$\alpha\text{VIEW}$	%MRR	
	$L_n$	$\alpha\text{RR}$	$\beta$	%T	
	$\text{LN}1+x$	$\alpha\text{SL}$	$\Gamma$	% $\Sigma$	
			$\Delta\text{DAYS}$	%+MG	

CPX				
À	À	À	à	à
Á	Á	Á	á	á
Â Ã Ä Å	Â	Â	â ã ä å	â ã ä å
Ä	Ä	Ä	ä (ä)	ä
Å	Å	Å	å	å
Ć	Ć	Ć	ć	ć
Č	Č	Č	č	č
Ç	Ç	Ç	ç	ç
È	È	È	è	è
É	É	É	é	é
Ê Ë Ì Í	Ê	Ê	ê ë ì í	ê ë ì í
Ë	Ë	Ë	ë (ë)	ë
			ħ	ħ
Ĭ	Ĭ	Ĭ	ĭ	ĭ
Í	Í	Í	í	í
Î Ï Ĵ Ķ	Î	Î	î ï ĵ ķ	î ï ĵ ķ
İ	İ	İ	ı (ı)	ı
Ñ Ñ	Ñ	Ñ	ñ ñ	ñ
Ò	Ò	Ò	ò	ò
Ó	Ó	Ó	ó	ó
Ô Õ Ö Ö	Ô	Ô	ô õ ö ö	ô õ ö ö
Ö	Ö	Ö	ö (ö)	ö
Ø	Ø	Ø	ø	ø
Ř	Ř	Ř	ř	ř
Š	Š	Š	š	š
			ß	ß
Ù	Ù	Ù	ù	ù
Ú	Ú	Ú	ú	ú
Û Ü Ü Ü	Û	Û	û ü ü ü	û ü ü ü
Ü	Ü	Ü	ü (ü)	ü
Ů	Ů	Ů	ů	ů
Ý	Ý	Ý	ý	ý
ÿ	ÿ	ÿ	ÿ	ÿ
Ž	Ž	Ž	ž	ž

Here are the contents of the alpha catalogs making the WP 34S the most versatile global calculator known. Large font is printed in left column or upper row, small font in right column or lower row. Accented letters show the same width as plain ones wherever possible.

./,
, ? : ; ' " # * @ _ ~ `
, ? : ; ' " # * @ _ ~ `
, ? : ; ' " # * @ _ ~ `

TEST
< ≤ = ~ ≥ > [ ] { }
≤ ≥ = ~ > [ ] { }
< ≤ = ~ > [ ] { }

→
→ ← ↑ ↓ ∫ ∞ ^
→ ← ↑ ↓ ∫ ∞ ^
→ ← ↑ ↓ ∫ ∞ ^

R↓ (subscripts)
0 1 2 A B c e k m n p u μ ∞
0 1 2 A B c e k m n p u μ ∞
0 1 2 A B c e k m n p u μ ∞

R↑ (superscripts)
c ° 2 x x̄ x̂ x̃ x̄ x̅ x̆ ẋ ẍ x̉ x̊ x̋ x̌ x̍ x̎ x̏ x̐ x̑ x̒ x̓ x̔ x̕ x̖ x̗ x̘ x̙ x̚ x̛ x̜ x̝ x̞ x̟ x̠ x̡ x̢ x̣ x̤ x̥ x̦ x̧ x̨ x̩ x̪ x̫ x̬ x̭ x̮ x̯ x̰ x̱ x̲ x̳ x̴ x̵ x̶ x̷ x̸ x̹ x̺ x̻ x̼ x̽ x̾ x̿ x̺ x̻ x̼ x̽ x̾ x̿
0 1 2 A B c e k m n p u μ ∞
0 1 2 A B c e k m n p u μ ∞

The letters provided in the WP 34S allow for correct writing the languages of more than 3·10<sup>9</sup> people (still only half of mankind yet), i.e.:

Afrikaans, Català, Cebuano, Český, Cymraeg, Deutsch, Eesti, English, Español, Euskara, Français, Gaeilge, Galego, Bahasa Indonesia, Italiano, Basa Jawa, Kiswahili, Kreyòl ayisyen, Magyar, Bahasa Melayu, Nederlands, Português, Quechua, Shqip, Slovenčina, Slovenščina, Basa Sunda, Suomeksi, Svenska, Tagalog, Winaray, Zhōngwén (with a little trick explained below), and almost Dansk and Norsk (sorry, no æ) as well as Hrvatski and Srpski (no đ). If you know further living languages covered, please tell us.

Mandarin Chinese (Zhōngwén) features four tones, usually transcribed like e.g. mā, má, mǎ, and mà. So you need different letters for ā and ǎ here, and for e, i, o, and u as well. With 6 pixels total character height we found no way to display these in both fonts nicely, keeping letters and accents separated for easy reading. For an unambiguous solution, we suggest using a dieresis (else not employed in Hànyǔ pīnyīn) representing the third tone here. Pinyin writers, we ask for your understanding.

## ADDRESSING CATALOG ITEMS

1	User input	<b>CONST</b> , <b>CONV</b> , <b>MODE</b> , <b>PROB</b> , <b>P.FCN</b> , <b>STAT</b> , <b>TEST</b> , or <b>X.FCN</b>	<b>CPX</b> , <b>R↓</b> , or <b>R↑</b> in alpha mode	<b>→</b> , <b>TEST</b> , or <b>./.</b> in alpha mode			
	Dot matrix display	<b>Shows 1<sup>st</sup> item in selected catalog.</b> (e.g. <b>BC?</b> in <b>P.FCN</b> ) Alpha mode is set.					
2	User input	<b>XEQ</b> , <b>▼</b> , <b>▲</b> , <b>EXIT</b> , or 1 <sup>st</sup> character (e.g. <b>F</b> )	<b>XEQ</b> , <b>▼</b> , <b>▲</b> , <b>EXIT</b> , or character (e.g. <b>O</b> )				
	Dot matrix display	<b>Shows 1<sup>st</sup> item starting with this character *)</b> (e.g. <b>FB</b> )	<b>Shows 1<sup>st</sup> item starting with this letter *)</b> (e.g. <b>Ó</b> )				
3	User input	<b>XEQ</b> , <b>▼</b> , <b>▲</b> , <b>EXIT</b> , or 2 <sup>nd</sup> character (e.g. <b>S</b> )					
	Dot matrix display	<b>Shows 1<sup>st</sup> item starting with this sequence *)</b> (e.g. <b>FS?</b> )					
4	User input	<b>XEQ</b> , <b>▼</b> , <b>▲</b> , or <b>EXIT</b> (e.g. <b>▼</b> )					
	Dot matrix display	<b>Shows next item in this catalog</b> (e.g. <b>FS?C</b> ) (e.g. <b>Ö</b> ) (e.g. <b>?</b> )					
...							
Continue browsing this way until reaching the item desired							
		(e.g. <b>FS?F</b> ).	(e.g. <b>Ü</b> ).	(e.g. <b>!</b> ).			
n	User input	<b>XEQ</b> Calculator leaves the catalog returning to the mode set before					
	Dot matrix display	... and executes or inserts the command chosen, or recalls the constant selected. <b>Result</b>	... and appends the selected character to <b>alpha</b> . <b>Contents of alpha register</b> (e.g. <b>Östl. Seite:</b> )				

\*) If a character or sequence specified is not found in this catalog then the first item following alphabetically will be shown. If there is no such item, then the last item in this catalog is displayed. You may key in even more than two characters – after 3 seconds, however, or after **▼** or **▲**, the search string will be reset and you may start with a first character again.

## CONSTANTS

Below you find the contents of the catalog CONST. Navigation works as in the catalogs mentioned before. Values of physical constants (*incl. their relative standard deviations given in parentheses below*) are from CODATA 2006, copied in August 2010. Green background denotes exact or almost exact values. The more the color turns to red, the less precise the respective constant is known<sup>18</sup>.

For the units, remember Tesla with  $1T = 1 \frac{Wb}{m^2} = 1 \frac{V \cdot s}{m^2}$ , Joule with  $1J = 1N \cdot m = 1 \frac{kg \cdot m^2}{s^2}$

and on the other hand  $1J = 1W \cdot s = 1V \cdot A \cdot s = \frac{1}{e} eV \approx 6.24 \cdot 10^6 TeV$ . Thus  $1 \frac{J}{T} = 1A \cdot m^2$ .

	Numeric value	Unit	Remarks
<b>a</b>	365.2425	<i>d</i>	Gregorian year (per definition)
<b>a<sub>0</sub></b>	5.2917720859E-11 (6.8E-10)	<i>m</i>	Bohr radius $= \frac{\alpha}{4\pi \cdot R_{\infty}}$
<b>c</b>	2.99792458E8	$\frac{m}{s}$	Vacuum speed of light (per definition)
<b>c<sub>1</sub></b>	3.74177118E-16 (5.0E-8)	$m^2 \cdot W$	First radiation constant $= 2\pi \cdot h \cdot c^2$
<b>c<sub>2</sub></b>	0.014387752 (1.7E-6)	$m \cdot K$	Second radiation constant $= \frac{hc}{k}$
<b>e</b>	1.602176487E-19 (2.5E-8)	<i>C</i>	Electron charge $= \frac{2}{K_J R_K} = \Phi_0 G_0$
<b>eE</b>	2.718281828459045...	1	Euler's e. Please note the letter <i>e</i> is used for the electron charge elsewhere in this table.
<b>F</b>	96485.3399 (2.5E-8)	$\frac{C}{mol}$	Faraday's constant $= e N_A$
<b>g</b>	9.80665	$\frac{m}{s^2}$	Standard earth acceleration (per definition)
<b>G</b>	6.67428E-11 (1.0E-4)	$\frac{m^3}{kg \cdot s^2}$	Newton's gravitation constant
<b>G<sub>o</sub></b>	7.7480917004E-5 (6.8E-10)	$\frac{1}{\Omega}$	Conductance quantum $= 2e^2/h = 2/R_K$ with the von Klitzing constant $R_K = 25812.807557 \Omega$
<b>g<sub>e</sub></b>	2.0023193043622 (7.4E-13)	1	Landé's g-factor

<sup>18</sup> The bracketed values printed here for your kind attention allow you to compute the precision of results you may obtain using these constants. The procedure to be employed is called error propagation. It is often ignored, though essential for trustworthy results – not only in science. Please turn to respective texts before you believe in 4 decimals of a calculation result based on yardstick measurements.

	Numeric value	Unit	Remarks
<b>h</b>	6.62606896E-34 (5.0E-8)	$J \cdot s$	Planck constant
$\hbar$	1.054571628E-34 (5.0E-8)		$= \hbar / 2\pi$
<b>k</b>	1.3806504E-23 (1.7E-6)	$J/K$	Boltzmann constant $= R/N_A$
$l_p$	1.616252E-35 (5.0E-5)	$m$	Planck length $= \sqrt{\hbar G / c^3} = t_p c$
<b>m<sub>e</sub></b>	9.10938215E-31 (5.0E-8)	$kg$	Electron mass
<b>m<sub>n</sub></b>	1.674927211E-27 (5.0E-8)		Neutron mass
<b>m<sub>p</sub></b>	1.672621637E-27 (5.0E-8)		Proton mass
<b>M<sub>p</sub></b>	2.17644E-8 (5.0E-5)		Planck mass $= \sqrt{\hbar c / G} \approx 22 \mu g$
<b>m<sub>u</sub></b>	1.660538782E-27 (5.0E-8)		Atomic unit mass $= 10^{-3} kg / N_A$
<b>m<sub>μ</sub></b>	1.88353103E-28 (5.6E-8)		Muon mass
<b>N<sub>A</sub></b>	6.02214179E23 (5.0E-8)	$1/mol$	Avogadro's number
<b>NaN</b>			"not a number"
<b>p<sub>o</sub></b>	101325	$Pa$	standard atmospheric pressure (per definition)
<b>q<sub>p</sub></b>	1,8755459E-18 (5.0E-5)	$As$	Planck charge $= \sqrt{4\pi\epsilon_0 \hbar c} \approx 11.7e$
<b>R</b>	8.314472 (1.7E-6)	$\frac{J}{mol \cdot K}$	Molar gas constant
<b>r<sub>e</sub></b>	2.8179402894E-15 (2.1E-9)	$m$	Classical electron radius $= \alpha^2 \cdot a_0$
<b>R<sub>∞</sub></b>	1.0973731568527E7 (6.6E-12)	$1/m$	Rydberg constant $= \alpha^2 m_e c / 2\hbar$
<b>T<sub>o</sub></b>	273.15	$K$	= 0°C, standard temperature (per definition)
<b>t<sub>p</sub></b>	5.39124E-44 (5.0E-5)	$s$	Planck time $= \sqrt{\hbar G / c^5} = \frac{l_p}{c}$
<b>T<sub>p</sub></b>	1.416785E32 (5.0E-5)	$K$	Planck temperature $= \frac{c^2}{k} \sqrt{\frac{\hbar c}{G}} = \frac{M_p c^2}{k} = \frac{E_p}{k}$
<b>V<sub>m</sub></b>	0.022413996 (1.7E-6)	$m^3/mol$	Molar volume of an ideal gas at standard conditions $= \frac{RT_0}{p_0}$

	Numeric value	Unit	Remarks
$Z_0$	376.730313461...	$\Omega$	Characteristic impedance of vacuum $= \sqrt{\frac{\mu_0}{\epsilon_0}} = \mu_0 c$
$\alpha$	7.2973525376E-3 (6.8E-10)	1	Fine-structure constant $= \frac{e^2}{4\pi\epsilon_0\hbar c} \approx \frac{1}{137}$
$\gamma_{EM}$	0.57721566490153286...	1	Euler-Mascheroni constant
$\gamma_p$	2.675222099E8 (2.6E-8)	$\frac{1}{s \cdot T}$	Proton gyromagnetic ratio $= 2\mu_p/\hbar$
$\epsilon_0$	8.854187817...E-12	$\frac{A \cdot s}{V \cdot m}$ or $F/m$	Electric constant, vacuum permittivity $= \frac{1}{\mu_0 c^2}$
$\lambda_c$	2.4263102175E-12 (1.4E-9)	$m$	Compton wavelength of the electron $= h/m_e c$
$\lambda_{cn}$	1.3195908951E-15 (1.5E-9)		Compton wavelength of the neutron $= h/m_n c$
$\lambda_{cp}$	1.3214098446E-15 (1.9E-9)		Compton wavelength of the proton $= h/m_p c$
$\mu_0$	1.2566370614...E-6	$\frac{V \cdot s}{A \cdot m}$	Magnetic constant, also known as vacuum permeability $= 4\pi \cdot 10^{-7} \frac{V \cdot s}{A \cdot m}$ (per definition)
$\mu_B$	9.27400915E-24 (2.5E-8)	$\frac{J}{T}$ or $A \cdot m^2$	Bohr's magneton $= e\hbar/2m_e$
$\mu_e$	-9.28476377E-24 (2.5E-8)		Electron magnetic moment
$\mu_n$	-9.6623641E-27 (2.4E-7)		Neutron magnetic moment
$\mu_p$	1.410606662E-26 (2.6E-8)		Proton magnetic moment
$\mu_u$	5.05078324E-27 (2.5E-8)		Nuclear magneton $= e\hbar/2m_p$
$\mu_\mu$	-4.49044786E-26 (3.6E-8)		Muon magnetic moment
$\pi$	3.141592653589793...	1	
$\sigma_B$	5.6704E-8 (7.0E-6)	$\frac{W}{m^2 K^4}$	Stefan Boltzmann constant $= \frac{2\pi^5 k^4}{15h^3 c^2}$
$\Phi$	1.61803398874989485...	1	Golden ratio $= \frac{1+\sqrt{5}}{2}$

	Numeric value	Unit	Remarks
$\Phi_0$	2.067833667E-15 (2.5E-8)	V s	Magnetic flux quantum $= \frac{h}{2e} = \frac{1}{K_J}$ with the Josephson constant $K_J = 4.83597891 \cdot 10^{14} \text{ Hz/V}$
$\infty$		1	Infinity (may the Lord of Mathematics forgive us calling this a constant)

## UNIT CONVERSIONS

These are the contents of the catalog CONV<sup>19</sup>. Navigation works as in the other catalogs. The constant  $T_0$  may be useful for conversions, too; it is found in the [catalog CONST](#). The conversion factors or divisors listed in this table for your information are user transparent in executing a conversion.

Conversion		Remarks	Class
$^{\circ}\text{C} \rightarrow ^{\circ}\text{F}$	$* 1.8 + 32$	Exactly	Temperature
$^{\circ}\text{F} \rightarrow ^{\circ}\text{C}$	$- 32 ) / 1.8$	Exactly	Temperature
$^{\circ} \rightarrow \text{G}$	$/ 0.9$	Exactly	Angle
$^{\circ} \rightarrow \text{rad}$	$* \pi / 180$	Equals D→R. Exactly	Angle
acres→ha	$* 0.4046873$	1 ha = $10^4 \text{ m}^2$	Area
ar.→dB	$10 * \lg(R)$	Amplitude ratio. Exactly	Ratio
atm→Pa	$* 1.01325\text{E}5$	Exactly	Pressure
AU→km	$* 1.495979\text{E}8$	Astronomic units	Length
bhp→W	$* 745.6999$	British horse power	Power
Btu→J	$* 1055.056$		Energy
cal→J	$* 4.1868$	Exactly	Energy
cft→l	$* 28.31685$	Cubic feet	Volume
cm→inches	$/ 2.54$	Exactly	Length
dB→ar.	$10^{R_{dB}/20}$	Amplitude ratio. Exactly	Ratio

<sup>19</sup> For most readers, many of the units appearing here may look obsolete at least. They die hard, however, in some corners of this world. For symmetry reasons, we may also add some traditional Indian and Chinese units. Anyway, this catalog provides the means to convert local to common units.



Conversion		Remarks	Class
<b>dB</b> →pr.	$10^{R_{dB}/10}$	Power ratio. Exactly	Ratio
fathom→m	* 1.8288		Length
feet→m	* 0.3048	Exactly	Length
flozUK→ml	* 28.41306	1 ml = 1 cm <sup>3</sup>	Volume
flozUS→ml	* 29.57353		Volume
galUK→ l	* 4.54609		Volume
galUS→ l	* 3.785418		Volume
G→°	* 0.9	Exactly	Angle
g→oz	/ 28.34952		Mass
G→rad	* π / 200	Exactly	Angle
g→tr.oz	/ 31.10348		Mass
ha→acres	/ 0.4046873		Area
HP <sub>e</sub> →W	* 746	Exactly	Power
inches→cm	* 2.54	Exactly	Length
inHg→Pa	* 3386.389		Pressure
J→Btu	/ 1055.056		Energy
J→cal	/ 4.1868	Exactly	Energy
J→kWh	/ 3.6E6	Exactly, since 1 h = 3600 s	Energy
kg→lb	/ 0.4535924		Mass
km→AU	/ 1.495979E8	Astronomic units	Length
km→l.y.	/ 9.460730E12	Light years	Length
km→miles	/ 1.609344	Exactly	Length
km→nmi	/ 1.852	Nautical miles, exactly	Length
km→pc	/ 3.085678E16	Parsec	Length
kWh→J	* 3.6E6	Exactly	Energy
lbf→N	* 4.448222		Force
lb→kg	* 0.4535924		Mass
l.y.→km	* 9.460730E12	Light years	Length
l →cft	/ 28.31685	Cubic feet	Volume

Conversion		Remarks	Class
<b>l → galUK</b>	/ 4.54609		Volume
<b>l → galUS</b>	/ 3.785418		Volume
<b>mbar → Pa</b>	* 100	Exactly	Pressure
<b>miles → km</b>	* 1.609344	Exactly	Length
<b>ml → flozUK</b>	/ 28.41306		Volume
<b>ml → flozUS</b>	/ 29.57353		Volume
<b>mmHg → Pa</b>	* 133.3224	1 torr = 1 mm Hg	Pressure
<b>m → fathom</b>	/ 1.8288		Length
<b>m → feet</b>	/ 0.3048	Exactly	Length
<b>m → yards</b>	/ 0.9144	Exactly	Length
<b>nmi → km</b>	* 1.852	Nautical miles, exactly	Length
<b>N → lbf</b>	/ 4.448222		Force
<b>oz → g</b>	* 28.34952		Mass
<b>Pa → atm</b>	/ 1.01325E5	Exactly	Pressure
<b>Pa → inHg</b>	/ 3386.389		Pressure
<b>Pa → mbar</b>	/ 100	Exactly	Pressure
<b>Pa → mmHg</b>	/ 133.3224		Pressure
<b>Pa → psi</b>	/ 6894.757		Pressure
<b>Pa → torr</b>	/ 133.3224		Pressure
<b>pc → km</b>	* 3.085678E16	Parsec	Length
<b>pr. → dB</b>	10 * lg(R)	Power ratio. Exactly	Ratio
<b>psi → Pa</b>	* 6894.757		Pressure
<b>PS(hp) → W</b>	* 735.4988		Power
<b>rad → °</b>	* 180 / π	Equals R → D. Exactly	Angle
<b>rad → G</b>	* 200 / π	Exactly	Angle
<b>s.tons → t</b>	* 0.9071847	1 t = 10 <sup>3</sup> kg	Mass
<b>tons → t</b>	* 1.016047		Mass
<b>torr → Pa</b>	* 133.3224	1 torr = 1 mm Hg	Pressure
<b>tr.oz → g</b>	* 31.10348		Mass

Conversion		Remarks	Class
<b>t</b> →s.tons	/ 0.9071847		Mass
<b>t</b> →tons	/ 1.016047		Mass
<b>W</b> →bhp	/ 745.6999		Power
<b>W</b> →HP <sub>e</sub>	/ 746	Exactly	Power
<b>W</b> →PS(hp)	* 735.4988		Power
<b>yards</b> →m	* 0.9144	Exactly	Length

In cases of emergency of a particular type, remember Becquerel equals Hertz, Gray is the unit for deposited or absorbed energy (  $1\text{Gy}=1\text{J/kg}$  ), and Sievert is Gray times a radiation dependant dose conversion factor for the damage caused in human bodies.

In this area also some outdated units may be found in older literature: Pour les ami(e)s de Mme. Curie,  $1\text{Ci}=3.7\cdot 10^{10}\text{Bq}=3.7\cdot 10^{10}\text{decays/s}$ . And for those admiring the very first Nobel laureate in physics, Mr. Röntgen, for finding the x-rays (ruining his hands in these experiments), the charge generated by radiation in matter was measured by the unit  $1\text{R}=2.58\cdot 10^{-4}\text{As/kg}$ . A few decades ago, Rem (i.e. Röntgen equivalent men) was measuring what Sievert does today.

## PREDEFINED GLOBAL ALPHA LABELS


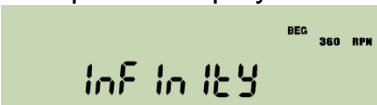
There are a few labels employed and provided for particular tasks already. They are located in XROM, thus not taking any steps from user program memory. The following global labels are used:

TVM	<p>Time Value of Money almost as known since the <i>HP-80</i>. This routine contains the equation</p> $PMT - \frac{I}{k} \cdot \left[ PV + \frac{PV + FV}{(1 + I)^n - 1} \right] = 0 \quad \text{with}$ <p> <b>PMT</b> = periodic payment = <i>r80</i>,  <b>PV</b> = present value = <i>r81</i>,  <b>FV</b> = future value = <i>r82</i>,  <b>I</b> = interest rate per period = <i>r83</i>,  <b>n</b> = number of periods = <i>r84</i>,  <b>k</b> = 1 if payment is made at the end of the period = <b>flag 80</b> clear,                = 1 + <i>I</i> if it is made at the beginning of the period = <b>flag 80</b> set.       </p> <p>Store all you know and solve for the unknown. E.g. solving for <b>PMT</b> may look like:</p> <pre>       LBL 'PMT'      ;routine is entered with a first guess in X.       SLV 'PM1'       NOP           ;this step must be included since SLV acts as a test.       RTN        LBL 'PM1'       STO 80        ;initial or previous guess       XEQ 'TVM'       RTN     </pre> <p>See SLV for more.</p>
WHO	Displays credits.
δx	Provides the step size for differentiation. See $f'(x)$ and $f''(x)$ for more information.


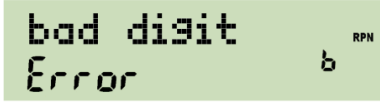

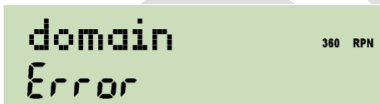


## MESSAGES




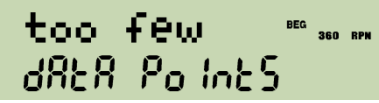


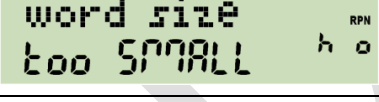
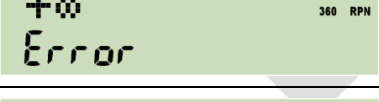
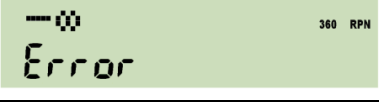

There are some commands generating messages, also in the dot matrix section of the display. Four of them, DAY, DAYS+, STATUS, and VERS, were introduced above in the [paragraph about display](#) already. Others are PROMPT,  $\alpha$ VIEW and many more alpha commands, and the test commands as mentioned [above](#).

Also two constants will return a special display when called: **NaN** and  $\infty$  will show

 or , respectively.

Furthermore, there are a number of error messages. Depending on error conditions, the following messages will be displayed in the mode(s) listed:

Message	Error Code	Mode(s)	Explanation and Examples
	2	DECM	Invalid date format or incorrect date in input, e.g. month >12, day >31 etc.
	9	Integer	Invalid digit in integer input, e.g. 2 in binary, 9 in octal, or +/- in unsigned mode.
	13	All	Caused by calling an operation in a mode where it is not defined, e.g. SIN in hexadecimal.
	1	$\alpha$	An argument exceeds the domain of the mathematical function called. May be caused by roots or logs of negative numbers (if not preceded by <b>CPX</b> ), by $0/0$ , $\text{LN}(0)$ , $\Gamma(0)$ , $\text{TAN}(90^\circ)$ and equivalents, $\text{ATANH}(x)$ for $ \text{Re}(x)  \geq 1$ , $\text{ACOSH}(x)$ for $\text{Re}(x) < 1$ , etc.
	16	$\alpha$	Similar to error 1 but a parameter specified in <b>J</b> or <b>K</b> is out of supported range for the function called. May appear e.g. if $\text{LgNrm}$ is called with $j < 0$ .
	6	All	Attempt to address an undefined label.

Message	Error Code	Mode(s)	Explanation and Examples
	8	All	<ul style="list-style-type: none"> <li>A number exceeds the valid range. Caused e.g. by specifying decimals &gt;11, word size &gt;64, negative flag numbers, integers <math>\geq 2^{64}</math>, hours or degrees &gt;9000, invalid times, denominators <math>\geq 9999</math> etc.</li> <li>A register address exceeds the valid range. May also happen in indirect addressing.</li> <li>An R-operation (e.g. R-COPY) attempts exceeding valid register numbers (0 .. 99).</li> </ul>
	7	PRG	Nested use of solve, integrate, sum or product is not allowed.
	12	All	STOS or RCLS attempt using registers that would overlap the stack. Will happen with e.g. SSIZE = 8 and STOS 94.
	15	DECM	A statistical calculation was started based on too few data points, e.g. regression or standard deviation for < 2 points.
	10	All	Keyboard input is too long for the buffer (should never happen, but who knows).
	3	All	An instruction with an undefined op-code occurred (should never happen, but who knows).
	14	Integer, \PRG	Stack or register content is too big for the word size set.
	4	\α, \PRG	<ul style="list-style-type: none"> <li>Division of a number &gt; 0 (or &lt; 0) by zero.</li> <li>Divergent sum or product or integral.</li> <li>Positive (or negative) overflow in DECM (see <a href="#">above</a>).</li> </ul>
	5		
	11	PRG	Subroutine nesting exceeds 8 levels.

Any key pressed will erase the error message displayed and execute with the stack contents present. Thus, the easiest return to the display shown before the error occurred is pressing a prefix twice.

## **APPENDIX A: SUPPORT COMMANDS**

### **How to flash your HP-20b or -30b**

You need a special cable and a PC featuring a serial interface. For further information, please turn to <http://dl.dropbox.com/u/10022608/Flashing%20a%2020b%20Calculator.pdf> edited by Tim Wessmann of HP.

### **Commands to handle the flash memory on the real calculator**

With **EXIT** held down, press one of the following keys:

- B** for Backup: This creates a copy of the RAM in flash memory. The whole RAM is saved to address 0x11F800 (relative address 0x1F800). This may be copied to your PC or loaded from it
- R** (i.e. **5**) for Restore: This restores a previously created backup.
- S** (i.e. **6**) for SAM-BA: Clears the GPNVM1 bit and turns the calculator off.  
ATTENTION: You can now only boot into SAM-BA mode! Without the SAM-BA software and the cable, you're lost!

We recommend you backup before flashing a new release! After flashing, your backup should still be present if you didn't press the ERASE button on the cable but used ON+S instead to get into SAM-BA boot mode.

### **How to transfer data between the calculator and your PC**

#### **1. From calculator to PC**

- a) Do an ON+B, then ON+S, then RESET with the cable connected.
- b) Press ON once and start SAM-BA on the PC. It should connect.
- c) Set the start address to 0x11F800 and the size to 0x800
- d) Enter a file name in the "receive" field.
- e) You can now receive the file with SAM-BA.
- f) Move it under the name wp34s.dat into your emulator directory.
- g) The emulator should accept the file. Your registers and programs will then be in place.
- h) To get your calculator back in business, start the "Boot from flash" script in SAM-BA, the same procedure you know from flashing the firmware.
- i) Power the calculator up and perform a restore with ON+R.

#### **2. From PC to calculator**

- a) Perform steps (a) to (c) from above. No need to set the size.
- b) Point SAM-BA to your wp34s.dat file from the emulator.
- c) You can now send the short file with SAM-BA.
- d) Perform steps (h) and (i) from above.

As an option, you can concatenate the flash image file calc.bin with your wp34s.dat file and send the result to the calculator as a whole.

## Internal commands

Some commands are used in internal routines exclusively and are not accessible from the keyboard. They are listed here for sake of a complete documentation. Use at your own risk:

Name	Purpose and remarks																																																																																													
BACK <i>n</i>	Jumps <i>n</i> program steps backwards ( $1 \leq n \leq 99$ ). So e.g. BACK 01 goes to the previous step. Reaching step 000 stops program execution. The BACK instruction <u>must not</u> be the last step of the program.																																																																																													
ERR <i>n</i>	Raises the error specified. See <a href="#">above</a> for the respective error codes.																																																																																													
iC <i>n</i>	<p>Internal constants, selected by the number specified:</p> <table><tr><td>0</td><td>0</td><td></td></tr><tr><td>1</td><td>1</td><td></td></tr><tr><td>2</td><td>5.01402</td><td>Kronrod only weight loop initializer (constants 5 - 14 below)</td></tr><tr><td>3</td><td>15.02903</td><td>Gauss-Kronrod weight loop initializer (constants 15 - 29 below)</td></tr><tr><td></td><td></td><td>Midpoint location is 0.5.</td></tr><tr><td>4</td><td>0.149445554002916905664936468389821</td><td>Kronrod weight for midpoint k10</td></tr><tr><td>5</td><td>0.995657163025808080735527280689003</td><td>Kronrod location of k0 and k20</td></tr><tr><td>6</td><td>0.011694638867371874278064396062192</td><td>Kronrod weight for k0 and k20</td></tr><tr><td>7</td><td>0.930157491355708226001207180059508</td><td>Kronrod location of k2 and k18</td></tr><tr><td>8</td><td>0.054755896574351996031381300244580</td><td>Kronrod weight for k2 and k18</td></tr><tr><td>9</td><td>0.780817726586416897063717578345042</td><td>Kronrod location of k4 and k16</td></tr><tr><td>10</td><td>0.093125454583697605535065465083366</td><td>Kronrod weight for k4 and k16</td></tr><tr><td>11</td><td>0.562757134668604683339000099272694</td><td>Kronrod location of k6 and k14</td></tr><tr><td>12</td><td>0.123491976262065851077958109831074</td><td>Kronrod weight for k6 and k14</td></tr><tr><td>13</td><td>0.294392862701460198131126603103866</td><td>Kronrod location of k8 and k12</td></tr><tr><td>14</td><td>0.142775938577060080797094273138717</td><td>Kronrod weight for k8 and k12</td></tr><tr><td>15</td><td>0.973906528517171720077964012084452</td><td>Location of g0, g9, k1 and k19</td></tr><tr><td>16</td><td>0.066671344308688137593568809893332</td><td>Gauss weight for g0 and g9</td></tr><tr><td>17</td><td>0.032558162307964727478818972459390</td><td>Kronrod weight for k1 and k19</td></tr><tr><td>18</td><td>0.865063366688984510732096688423493</td><td>Location of g1, g8, k3 and k17</td></tr><tr><td>19</td><td>0.149451349150580593145776339657697</td><td>Gauss weight for g1 and g8</td></tr><tr><td>20</td><td>0.075039674810919952767043140916190</td><td>Kronrod weight for k3 and k17</td></tr><tr><td>21</td><td>0.679409568299024406234327365114874</td><td>Location of g2, g7, k5 and k15</td></tr><tr><td>22</td><td>0.219086362515982043995534934228163</td><td>Gauss weight for g2 and g7</td></tr><tr><td>23</td><td>0.109387158802297641899210590325805</td><td>Kronrod weight for k5 and k15</td></tr><tr><td>24</td><td>0.433395394129247190799265943165784</td><td>Location of g3, g6, k7 and k13</td></tr><tr><td>25</td><td>0.269266719309996355091226921569469</td><td>Gauss weight for g3 and g6</td></tr><tr><td>26</td><td>0.134709217311473325928054001771707</td><td>Kronrod weight for k7 and k13</td></tr><tr><td>27</td><td>0.148874338981631210884826001129720</td><td>Location of g4, g5, k9 and k11</td></tr><tr><td>28</td><td>0.295524224714752870173892994651338</td><td>Gauss weight for g4 and g5</td></tr><tr><td>29</td><td>0.147739104901338491374841515972068</td><td>Kronrod weight for k9 and k11</td></tr></table> <p>Constants 2 .. 29 are for the 10 / 21 point Gauss-Kronrod quadrature used by the internal integration command. Locations are in the range (0, 1) which is scaled to match the interval of integration. The quadrature sums the weight times the function value at each location to estimate the integral. In Gauss-Kronrod schemes the Gauss points are common to both quadratures although the weights are different. This means two estimates of the integral can be performed without increasing the number of function evaluations which in turn allows an estimate of the error to be made. The cost for this is a reduction in the degree of polynomial function that is always integrated exactly.</p>	0	0		1	1		2	5.01402	Kronrod only weight loop initializer (constants 5 - 14 below)	3	15.02903	Gauss-Kronrod weight loop initializer (constants 15 - 29 below)			Midpoint location is 0.5.	4	0.149445554002916905664936468389821	Kronrod weight for midpoint k10	5	0.995657163025808080735527280689003	Kronrod location of k0 and k20	6	0.011694638867371874278064396062192	Kronrod weight for k0 and k20	7	0.930157491355708226001207180059508	Kronrod location of k2 and k18	8	0.054755896574351996031381300244580	Kronrod weight for k2 and k18	9	0.780817726586416897063717578345042	Kronrod location of k4 and k16	10	0.093125454583697605535065465083366	Kronrod weight for k4 and k16	11	0.562757134668604683339000099272694	Kronrod location of k6 and k14	12	0.123491976262065851077958109831074	Kronrod weight for k6 and k14	13	0.294392862701460198131126603103866	Kronrod location of k8 and k12	14	0.142775938577060080797094273138717	Kronrod weight for k8 and k12	15	0.973906528517171720077964012084452	Location of g0, g9, k1 and k19	16	0.066671344308688137593568809893332	Gauss weight for g0 and g9	17	0.032558162307964727478818972459390	Kronrod weight for k1 and k19	18	0.865063366688984510732096688423493	Location of g1, g8, k3 and k17	19	0.149451349150580593145776339657697	Gauss weight for g1 and g8	20	0.075039674810919952767043140916190	Kronrod weight for k3 and k17	21	0.679409568299024406234327365114874	Location of g2, g7, k5 and k15	22	0.219086362515982043995534934228163	Gauss weight for g2 and g7	23	0.109387158802297641899210590325805	Kronrod weight for k5 and k15	24	0.433395394129247190799265943165784	Location of g3, g6, k7 and k13	25	0.269266719309996355091226921569469	Gauss weight for g3 and g6	26	0.134709217311473325928054001771707	Kronrod weight for k7 and k13	27	0.148874338981631210884826001129720	Location of g4, g5, k9 and k11	28	0.295524224714752870173892994651338	Gauss weight for g4 and g5	29	0.147739104901338491374841515972068	Kronrod weight for k9 and k11
0	0																																																																																													
1	1																																																																																													
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7	0.930157491355708226001207180059508	Kronrod location of k2 and k18																																																																																												
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17	0.032558162307964727478818972459390	Kronrod weight for k1 and k19																																																																																												
18	0.865063366688984510732096688423493	Location of g1, g8, k3 and k17																																																																																												
19	0.149451349150580593145776339657697	Gauss weight for g1 and g8																																																																																												
20	0.075039674810919952767043140916190	Kronrod weight for k3 and k17																																																																																												
21	0.679409568299024406234327365114874	Location of g2, g7, k5 and k15																																																																																												
22	0.219086362515982043995534934228163	Gauss weight for g2 and g7																																																																																												
23	0.109387158802297641899210590325805	Kronrod weight for k5 and k15																																																																																												
24	0.433395394129247190799265943165784	Location of g3, g6, k7 and k13																																																																																												
25	0.269266719309996355091226921569469	Gauss weight for g3 and g6																																																																																												
26	0.134709217311473325928054001771707	Kronrod weight for k7 and k13																																																																																												
27	0.148874338981631210884826001129720	Location of g4, g5, k9 and k11																																																																																												
28	0.295524224714752870173892994651338	Gauss weight for g4 and g5																																																																																												
29	0.147739104901338491374841515972068	Kronrod weight for k9 and k11																																																																																												



Name	Purpose and remarks
RTN+1	Returns control to the calling routine like RTN does, but moves the program pointer to the <u>second</u> line following the most recent XEQ instruction encountered. If there is no matching XEQ, program execution halts.
SKIP <u>n</u>	Skips <u>n</u> program steps forwards ( $1 \leq n \leq 99$ ). So e.g. SKIP 02 skips over the next two steps, going e.g. from step 123 to step 126. If the skip would land beyond the end of <u>occupied</u> program memory, the same will happen as if a RTN had been encountered.
	<p>The two solver commands described below may use some hidden registers and flags. The start points of the respective register and flag blocks are passed as one argument <u>n</u>.</p> <p>Registers:</p> <ul style="list-style-type: none"> <li><u>n</u>+0 .. <u>n</u>+1: first two estimates <b>a</b> and <b>b</b> for the root</li> <li><u>n</u>+2: third estimate <b>c</b></li> <li><u>n</u>+3: function value at first estimate <b>f(a)</b></li> <li><u>n</u>+4: function value at second estimate <b>f(b)</b></li> </ul> <p>Flags:</p> <ul style="list-style-type: none"> <li><u>n</u>+0 .. <u>n</u>+7: an eight bit iteration counter</li> <li><u>n</u>+8: "bracket flag" – true if we've got an interval with <math>f(a) * f(b) &lt; 0</math></li> <li><u>n</u>+9: true if all function evaluations have been constant so far</li> </ul>
SLVI <u>n</u>	Initializes the solver. SLVI clears the iteration counter, takes <b>a</b> and <b>b</b> and calculates <b>f(a)</b> and <b>f(b)</b> , sets the last 2 flags accordingly, and produces a guess <b>c</b> . There is no stack interaction.
SLVS <u>n</u>	Solver step. Updates the internal solver state based on the last function evaluation. In particular, SLVS takes <b>a</b> , <b>b</b> , <b>c</b> , <b>f(a)</b> , and <b>f(b)</b> from the register block plus <b>f(c)</b> from <b>X</b> and updates the register values so that <b>c</b> and <b>f(c)</b> replace one of <b>a</b> and <b>f(a)</b> or <b>b</b> and <b>f(b)</b> . It also produces a new guess <b>c</b> and returns zero in <b>X</b> if the solving should continue and non-zero if not. Otherwise, the stack isn't altered.
	<p>The built in solver loop looks like this in principle, assuming <math>n = 0</math>:</p> <pre> SLVI          ; calculate <b>f(a)</b> and <b>f(b)</b> and initialize the registers and flags LBL 00 RCL 02        ; recall <b>c</b> XEQUSR        ; call the user's subroutine calculating <b>f(c)</b> x≈ 0?         ; test if the solution has converged GTO 01        ; converged, so exit the routine SLVS          ; update estimates x= 0?         ; should we continue? GTO 00        ; loop back again LBL 01 RCL 02        ; best guess so far RTN </pre> <p>The actual solver is fairly complex. A combination of quadratic interpolation and a guarded secant method is used.</p>
SPEC?	Tests if <i>x</i> is special (i.e. NaN or infinite).
XEQUSR	Calls a user subroutine (used by SLV, ∫, ∏ and Σ). The subroutine is defined by the argument to the initial command (either numeric or alpha label).

## APPENDIX B: CANDIDATES FOR FURTHER FUNCTIONS

If space allows, the following functions may be implemented easily since they are coded already. None of these are counting the catalog and function table overheads. Two bytes for a catalog entry (one for each catalog it is in) and 12-20 bytes for a function table entry (but only one of these), i.e. not terribly significant. These are all moderately useful functions.

Function name and remarks	Size	Domain
Bessel functions of first and second kinds: $J_n$ & $I_n$ : real and complex (argument and order); $Y_n$ & $K_n$ : real and complex (argument and order).  Remember: $J_n(x) = \sum_{r=0}^{\infty} \frac{(-1)^r \cdot \left(\frac{x}{2}\right)^{2r+n}}{r! \Gamma(n+r+1)}$	4470 B	$\mathbb{R}, \mathbb{C}$
Digamma function ( $\psi$ , needed for Bessel functions of second kind of integer order)	1384 B	$\mathbb{R}, \mathbb{C}$
Fused multiply and add The real version can be replaced by complex multiply. $x+y*z$ can be done via $(y, x) * (z, -1)$ at a pinch.	96 B	$\mathbb{Z}, \mathbb{R}$
Jacobi elliptic functions $S_n, C_n$ & $D_n$	1780 B	$\mathbb{R}, \mathbb{C}$
$x!!$	288 B	$\mathbb{R}, \mathbb{C}$

PRIME? also includes overflow resistant code for  $(a * b) \bmod c$  and  $(a ^ b) \bmod c$  which could also be exposed if required.

## APPENDIX C: RELEASE NOTES

	Date	Release notes
1	9.12.08	Start
1.1	15.12.08	Added the table of indicators; added NAND, NOR, XNOR, RCLWS, STOWS, //, N, SERR, SIGMA, < and >; deleted HR, INPUT, 2 flag commands, and 2 conversions; extended explanations for addressing and COMPLEX & ...; put XOR on the keyboard; corrected errors.
1.2	4.1.09	Added ASRN, CBC?, CBS?, CCB, SCB, FLOAT, MIRROR, SLN, SRN, >BIN, >DEC, >HEX, >OCT, BETA, D>R, DATE, DDAYS, D.MY, M.DY, Y.MD, CEIL, FLOOR, DSZ, ISZ, D>R, R>D, EMGAM, GSB, LNBETA, LNGAMMA, MAX, MIN, NOP, REAL, RJ, W and WINV, ZETA, %+ and %-; renamed the top left keys B, C, and D, and bottom left EXIT.
1.3	17.1.09	Added AIP, ALENG, ARCL, AROT, ASHF, ASTO, ATOX, XTOA, AVIEW, CLA, PROMPT (all taken from 42S), CAPP, FC?C, FS?C, SGMNT, and the ...# commands; renamed NBITS to BITS and STOWS to WSIZE; specified the bit commands closer; deleted the 4 carry bit operations.
1.4	10.2.09	Added CONST and a table of constants provided, D>J and J>D, LEAP?, %T, RCL and STO $\blacktriangle$ and $\blacktriangledown$ , and 2 forgotten statistics registers; deleted CHS, EMGAM, GSB, REAL and ZETA; purged and renamed the bit operations; renamed many commands.
1.5	5.3.09	Added RNDINT, CONV and its table, a memory table, the description of XEQ B, C, D to the operation index, and $a$ and $g_a$ to the table of constants; put CLSTK on a key, moved CLZ and FILL, changed the % and log labels on the keyboard, put CLALL in X.FCN; checked and cleaned alpha mode keyboard and added a temporary alpha keyboard; rearranged the alphabet to put Greek after Latin, symbols after Greek consistently; separated the input and non-programmable commands; cleaned the addressing tables.
1.6	12.8.09	Added BASE, DAYS+, DROP, DROPY, E3OFF, E3ON, FC?F, FC?S, FIB, FS?F, FS?S, GCD, LCM, SETDAT, SETTIM, SET24, SINC, TIME, VERS, $\alpha$ DAY, $\alpha$ MONTH, $\alpha$ RC#, % $\Sigma$ , as well as F-, t-, and $\chi^2$ -distributions and their inverses; reassigned DATE, modified DENMAX, FLOAT, $\alpha$ ROT, and $\alpha$ SHIFT; deleted BASE arithmetic, BIN, DEC, HEX, and OCT; updated the alpha keyboards; added flags in the memory table; included indirect addressing for comparisons; added a paragraph about the display; updated the table of indicators; corrected errors.
1.7	9.9.09	Added P.FCN and STAT catalogs, 4 more conversions, 3 more flags, Greek character access, CLFLAG, DECOMP, DENANY, DENFAC, DENFIX, I $\beta$ , I $\Gamma$ , $\alpha$ DATE, $\alpha$ RL, $\alpha$ RR, $\alpha$ SL, $\alpha$ SR, $\alpha$ TIME, 12h, 24h, fraction mode limits, normal distribution and its inverse for arbitrary $\mu$ and $\sigma$ , and Boolean operations working within FLOAT; deleted $\alpha$ ROT, $\alpha$ SHIFT, the timer, and forced radians after inverse hyperbolics; renamed WINV to $W^{-1}$ , and beta and gamma commands to Greek; added tables of catalog contents; modified label addressing; relabeled PRGM to P/R and PAUSE to PSE; swapped SHOW and PSE as well as $\Delta\%$ and % on the keyboard; relabeled Q; corrected CEIL and FLOOR; updated X.FCN and alpha commands; updated the virtual alpha keyboard.
1.8	29.10.09	Added R-CLR, R-COPY, R-SORT, R-SWAP, RCLM, STOM, alpha catalogs, 1 more constant and some more conversions, a table of error messages, as well as the binomial, Poisson, geometric, Weibull and exponential distributions and their inverses; renamed some commands; put $\sqrt{\phantom{x}}$ instead of $\pi$ on hotkey D.
1.9	14.12.09	Added two complex comparisons; swapped and changed labels in the top three rows of keys, dropped CLST; completed function descriptions in the index.
1.10	19.1.10	Added IMPFRC, PROFRC, $^{\circ}$ ENTER, $\alpha$ BEG, $\alpha$ END, and an addressing table for items in catalogs; updated temporary alpha mode, display and indicators, RCLM and STOM, alpha-commands and the message table; renamed the exponential distribution; wrote the introduction.
1.11	21.9.10	Changed keyboard layout to bring $\Pi$ and $\Sigma$ to the front, relabeled binary log, swapped the locations of $\pi$ , CLPR, and STATUS, as well as SF and FS?; created a menu TEST for the comparisons removed and the other programmable tests from P.FCN; added %MG, %+MG, %MRR, RESET, SSIZE4, SSIZE8, SSIZE?, $^{\circ}$ DROP, $^{\circ}$ FILL, $^{\circ}$ R $\downarrow$ , $^{\circ}$ R $\uparrow$ , registers J and K, a table of contents and tables for stack mechanics and addressing in complex operations; updated memory and real number addressing tables, DECOMP, $\alpha$ OFF, $\alpha$ ON, $\Pi$ , and $\Sigma$ ; renamed ROUNDI, WSIZE?, $\beta(x,y)$ , $\Gamma(x)$ and the constant $p_0$ ; deleted DROPY (use $x\leftrightarrow y$ , DROP instead), $\alpha$ APP, $\alpha$ BEG, $\alpha$ END, and the "too long error" message; deleted Josephson and von Klitzing constants (they are just the inverses of other constants included in CONST already); brought more symbols on the alpha keyboard.
1.12	22.12.10	Modified keyboard layout; added catalogs MODE and PROB; changed mode word, catalog contents and handling (XEQ instead of ENTER), as well as some non-programmable info commands; expanded IMPFRC and PROFRC; added a paragraph about the fonts provided and explained alpha catalogs in detail; added PRIME? and some conversions; deleted FRACT, OFF and ON.
1.13	3.2.11	Modified keyboard layout; modified $\alpha$ TIME, radix setting, H.MS+ and H.MS-; added EVEN?, FP?, INT?, LZOFF, LZON, ODD?, RCLS, STOS, returned FRACT; added and renamed some conversions; updated the paragraph about display; added appendices A and B; baptized the device WP 34S.

1.14	18.3.11	Added DEC and INC, renamed FLOAT to DECM; redefined $\alpha$ TIME and H.MS mode; updated appendix A; documented the annunciators BEG and = as well as underflows and overflows in H.MS; corrected some errors showing up with the emulator.
1.15	21.3.11	Modified FIX, removed ALL from MODE, updated CONV.
1.16	27.3.11	Added LBL?, $f'(x)$ , and $f''(x)$ ; modified PSE; upgraded catalog searching.
1.17	9.5.11	Modified keyboard layout for adding a fourth hotkey; added AGM, BATT, $B_n$ , $B_n^*$ , Cauch, Lgnrm, Logis and their inverses, all the pdf, COV, CUBE, CUBERT, DEG→, ENGOVR, ENTRY?, erfc, GRAD→, GTO . <i>hotkey</i> , KEY?, RAD→, SCIOVR, SERRw, SLVQ, sw, sxy, TICKS, TVM, xg, $\varepsilon$ , $\varepsilon_m$ , $\varepsilon_p$ , $\zeta$ , $\sigma w$ , $(-1)^x$ , the polynomials, four angular conversions, four Planck constants, the regional settings, global alpha labels, and three messages; renamed most cdf; changed →DEG, →RAD, →GRAD to leaving angular mode as set; altered PSE for early termination by keystroke; made D.MY default instead of Y.MD; moved degrees to radians conversions to CONV; removed $^c$ CLx, H.MS mode, %+ and %-; corrected errors.
1.18	ff	Expanded program memory; modified label addressing ( $A \neq 'A'$ ), changed ANGLE to work in real and complex domains; corrected $x \rightarrow \alpha$ .