Keyboard layout:

- CPX may be combined with +, -, x, /, ±, x^2, √x, 1/x, Γ, as well as (HYP) SIN, COS, TAN, LN, LG_y and their inverses
- Modes are DEG, RAD, GRAD, RC, PO, b/c, .d, 2, 8, H:M:S, FIX, SCI, ENG
- → may be combined with DEG, RAD, RC, PO, HR, H:M:S

Active operations in alpha mode. ➡ is for addressing only (see below). The basic arithmetic keys, ±, and the labels printed in *italics* will insert the respective characters.

ADDRESSING REGISTERS AND VARIABLES

1	User input	**ASTO, ARCL, AVIEW,** [RCL], [STO], [VIEW], or [x≷], [SF], [CF], [F?], [x=?] etc.			
	Display	**OP _** (e.g. RCL _)			
2	User input [1]	[ENTER↑]	[.]	*Register number* ([0] [0] … [9] [9])	[➡]
	Display	**OP "_** Alpha mode is set.	**OP s_** Alpha mode is set.	**OP *nn*** e.g. x<> 15	**OP →_**
3	User input	*Variable name* + [ENTER↑] [2]	[X] , [Y] , [Z] , [T] , or [L]	[.]	*Register number* ([0] [0] … [9] [9])
	Display	**OP "*name*"** e.g. x="ST4"?	**OP s *x*** e.g. STO sZ	**OP →s_** Alpha mode is set.	**OP → *nn*** e.g. RCL →03
4		Compare ***x*** with the content of variable **ST4** (with ST4 keyed in).	Store ***x*** in stack level **z**.	[X] , [Y] , [Z] , [T] , or [L]	Recall the content of the register where register **3** points to.
	Display		Show the content of the register where **LASTx** points to.	**OP →s *x*** e.g. VIEW →sL	

[1] For **RCL** and **STO**, an arithmetic operator (+, –, ×, / , ^) may precede step 2.

[2] A variable name may consist of up to 3 alphanumeric characters. [ENTER↑] is needed if less than 3 characters are entered, only.

ADDRESSING LABELS

1	User input	GTO or XEQ , LBL, SOLVE, INTEG [3]		
	Display	OP _ (e.g. GTO _)		
2	User input	ENTER↑	*Local label number* (0 0 … 9 9)	( )
	Display	OP "_ Alpha mode is set.	OP *nn* e.g. LBL 15	OP → _
3	User input	*Label* + ENTER↑ [4]	➡	*Register number* (0 0 … 9 9)
	Display	OP "*name*" [5] e.g. SLV"STF"	OP →s _ Alpha mode is set.	OP → *nn* e.g. XEQ →03
4		Solve the function **STF** (with STF keyed in).	X , Y , Z , T , or L	Execute the routine which's label is in register **3**.
	Display	Integrate the function which's label is in stack level **y**.	OP →s *x* e.g. INT →sY	

[3] **SOLVE** and **INTEG** will be displayed as SLV and INT, respectively. **LBL** will not allow indirect addressing.

[4] A label may consist of up to 3 alphanumeric characters. ENTER↑ is needed if less than 3 characters are entered, only.

[5] If only one single character was given as label, it will be taken as local label, and displayed like GTO p .