

## 3.0 Owner's Manual



This file is part of *WP 34S*.

*WP 34S* is free software: you can redistribute it and / or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

*WP 34S* is distributed in the hope that it will be useful, but without any warranty; without even the implied warranty of merchantability or fitness for a particular purpose. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with *WP 34S*. If not, please see <http://www.gnu.org/licenses/>.

This manual contains valuable information. It was designed and written in the hope that it will be read by you. Here is, however, first aid for those getting caught in an unexpected or unwanted calculator mode while playing before reading: **H.d** (i.e. **f** + **RCL**) will bring you back to default floating point mode.

For those who don't even read this: Sorry, we can't help you.

## TABLE OF CONTENTS

Welcome .....	5
Getting Started.....	7
The User Interface .....	8
Keyboard Basics.....	8
Integer Modes and the Top Row of Keys .....	11
Keyboard Reassignment in Temporary Alpha Mode ( $\alpha_T$ ) .....	12
The Virtual Keyboard in Full Alpha Mode .....	12
Calculating .....	15
Stack Mechanics.....	15
Some Special Functions: Statistical Distributions, Probabilities etc.....	18
Memory and Addressing .....	20
Addressing Real Numbers .....	21
Advanced Calculations: Real Matrices and Vectors .....	23
More Advanced Calculations: Complex Domain .....	24
Addressing Complex Numbers .....	26
Display and Modes .....	28
Modes and Annunciators .....	28
Command and Mode Specific Output .....	30
Character Set and Fonts .....	36
Programming .....	37
Labels .....	37
Local Data .....	39
Tests.....	39
Programmed Input and Output.....	40
Flash Memory ( <i>FM</i> ) and <i>XROM</i> .....	41
Index of Operations .....	41
A - C .....	42
D - F .....	46
G - I .....	51
J - L .....	53
M - O .....	56
P - R .....	60
S - U .....	64

V - Z.....	69
$\alpha$ - $\pi$ .....	72
$\Sigma$ - the End.....	75
Alphanumeric Input.....	79
Non-programmable Control, Clearing and Information Commands.....	81
 Catalogs and Browsers.....	84
Catalog Contents in Detail .....	87
Accessing Catalog Items the Fast Way.....	90
Constants (CONST).....	91
Unit Conversions (CONV).....	95
Predefined Global Alpha Labels.....	99
 Interactive Programming.....	100
Interrupting a Program for Display of Information.....	100
Temporary Displays.....	101
Data Input.....	101
Hotkeys .....	101
Keyboard Codes .....	102
Direct Keyboard Access.....	102
 Appendix A: Setup and Communication .....	104
How to Flash Your HP 20b or 30b.....	104
Overlays – Where to Get Them and How to Make Them Yourself .....	105
Handling Flash Memory on Your WP 34S.....	105
Mapping of Memory Regions to Emulator State Files .....	106
Data Transfer Between Your WP 34S and Your PC (SAM-BA).....	106
Data Transfer Between Your WP 34S and Your PC (Serial I/O) .....	107
 Appendix B: Memory Management.....	108
Status and Configuration Data.....	108
Global Registers .....	108
Summation Registers.....	109
SRR and Program Memory.....	110
Making Room for Your Needs.....	111
Addressing and Accessing Local Data.....	111
Recursive Programming .....	112
Switching between Real and Integer.....	112

Appendix C: Messages and Error Codes.....	113
Appendix D: Internal Commands .....	116
Appendix E: Release Notes .....	119

DRAFT

## JUST IN CASE ...

... you still have your *HP-20b Business Consultant* or your *HP-30b Business Professional* sitting on your desk unchanged as produced for HP, please turn to [Appendix A](#) for some instructions how to convert it into a full fledge *WP 34S* yourself. Alternatively, if you don't want to bother with cables on your desk connecting it to your computer, with flashing the calculator firmware and attaching a sticky overlay, you may purchase e.g. a *HP-30b*-based *WP 34S* readily in the internet:

[http://www.thecalculatorstore.com/epages/eb9376.sf/en\\_GB/?ObjectPath=/Shops/eb9376/Products/%22WP34s%20Pack%22](http://www.thecalculatorstore.com/epages/eb9376.sf/en_GB/?ObjectPath=/Shops/eb9376/Products/%22WP34s%20Pack%22)

(We apologize for the small font – it allows this hyperlink fitting into one print line).

The first way may just cost your time, the second will cost you some money at the store. If you choose buying your *WP 34S* at the address mentioned, we (the developers) will get a modest fraction of the price. Both ways, however, are proven to work – it is your choice.

For the following, we assume the flashing is done and you hold a *WP 34S* in your hands.

## WELCOME

Dear user, now you have got it: your own *WP 34S*. It uses the mechanics and hardware of a *HP-20b Business Consultant* or a *HP-30b Business Professional*, so you benefit from their excellent processor speed. And with a *HP-30b* you get the famous rotate-and-click keys in addition, giving you the tactile feedback appreciated in vintage *Hewlett-Packard* calculators for decades.

On the other hand, the firmware and user interface of your *WP 34S* were thoroughly thought through and discussed by us, newly designed and written from scratch, loaded with functions, pressed into the little memory provided, and tested over and over again to give you **a fast and compact scientific calculator like you have never had before** – keystroke programmable and comfortably fitting in your shirt pocket.

The function set of your *WP 34S* is based on the famous *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 renowned programmer's calculator *HP-16C*, the fraction mode of the *HP-32SII*, probability distributions like featured by the *HP-21S*, and added **many more useful functions for mathematics, statistics, physics, engineering, programming etc.** like

- + Euler's Beta and Riemann's Zeta functions, Bernoulli and Fibonacci numbers, Lambert's W, the error function as well as Chebyshev's, Hermite's, Laguerre's and Legendre's orthogonal polynomials, and 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,

<sup>1</sup> Though the *HP-42S* was sold in 1988 already, this statement holds still. – Due to hardware restrictions, the matrix operations of the *HP-42S* cannot be supported by the *WP 34S*. Matrices are covered, however, by a package of basic commands here.

- + financial operations like mean rate of return and margin calculations,
- + 84 conversions, mainly between universal SI and old Imperial units,
- + 50 fundamental physical constants as precise as known today by national standards institutes like NIST or PTB, plus a selection of constants from mathematics, astronomy, and surveying,
- + complete Greek and extended Latin letter sets covering the languages of almost half of this planet (upper and lower case in two font sizes each).

**The WP 34S is the first RPN calculator overcoming the limits of a four-level stack –** forget worries about stack overflow in calculations. It features a choice of two stack sizes expanded by a complex LASTx register: traditional four stack levels for HP compatibility, eight levels for convenient calculations in complex domain, advanced real calculus, vector algebra in 4D, or whatever application you have in your mind. You find a full set of commands for stack handling and navigation in either size.

Furthermore, your WP 34S features up to 112 global general purpose registers, 112 global user flags, a 31 byte alpha register for message generation, up to 925 program steps in RAM, several thousand steps in flash, 16 local flags and up to 144 local registers allowing for recursive programming, and 4 programmable hotkeys for your favorite functions or routines. Memory layout is user-settable to a large extent. And you may save your work in battery-fail-safe on-board backup memory, and communicate serially with a PC.

The WP 34S is the result of a collaboration of two individuals, an Australian and a German, since 2008. 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). From its very beginning, we discussed our project in the *Museum of HP Calculators* ([www.hpmuseum.org](http://www.hpmuseum.org)), so we want to express our gratitude to all the international 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 (Germany) supporting us in bringing the WP 34S to life, starting with an emulator for v1.14, allowing widespread use and convenient testing. From v1.17 on, the software runs on the real hardware as well. A very useful assembler / disassembler is supplied by Neil Hamilton (Canada) since v1.18 – even a symbolic preprocessor was added with v2.1. Marcus did a great job presenting v2.2 at the HHC 2011 in San Diego.

We baptized our baby WP 34S in honor of one of the most powerful LED pocket calculators, the HP-34C of 1979. The WP 34S is our humble approach – with the hardware given – to a future 43S we can only dream of becoming the successor of the HP-42S once. May the WP 34S help in convincing those having access to more resources than us: covering the market of serious scientific instruments is worthwhile.

We have carefully checked everything we could think of to our best knowledge, so our hope may be justified the WP 34S is free of bugs. Anyway, we promise we will continue improving 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 got one ourselves. We did show short response times so far, and we will continue this way.

Enjoy!

*Paul Dale and Walter Bonin*

## PRINT CONVENTIONS

- Throughout this manual, standard font is Arial. Emphasis is added by underlining or bold printing. *Specific terms, names, titles or abbreviations* are printed in italics, *hyperlinks* in blue underlined italics. Bold italic letters like ***n*** are used for variables. Calculator commands – e.g. ENTER – are generally called by their names, printed in capitals in running text for easy recognition. Each and every command featured is listed in the *[Index of Operations](#)* below.
- This **[CPX]** font is taken for explicit references to calculator keys. Alphanumeric (like Hello!) and numeric displays (like 12.34) are quoted using the respective calculator fonts..
- Register addresses** are printed using bold Times New Roman capitals, while lower case italic letters of this font are employed for *register contents*. So, for example, *y* lives in stack register **Y**, **r45** in general purpose register **R45**, and *alpha* in the alpha register, respectively. Overall stack contents are quoted in the order [*x, y, z, ...*] generally.

All this holds unless stated otherwise explicitly.

## GETTING STARTED

If you know how to deal with a good old *Hewlett-Packard RPN* scientific calculator, you can start with your *WP 34S* right away. Use the following as a reference manual.

Else we recommend you get an *HP-42S Owner's Manual*. It is available at low cost on a DVD distributed by the *Museum of Hewlett-Packard Calculators* ([www.hpmuseum.org](http://www.hpmuseum.org)). There are also other sources in the internet.

Please read Part 1 of said manual as a starter. This part includes an excellent introduction to *RPN* – a very effective method for calculations. Once you got used to it you will most probably never employ a calculator featuring **=** again.

Part 2 of said manual will support you when you are heading for programming your *WP 34S* for quick and easy handling of repeated or iterative computations. Further documentation, also about the other calculators mentioned in this manual, will add valuable information – it is all readily accessible on a single DVD from said source.

Most traditional commands on your *WP 34S* will work as they did on the *HP-42S*. This little manual here is meant as a supplement presenting you all the new features. It contains the necessary information including some formulas and technical explanations but is not intended to replace textbooks about mathematics, statistics, physics, engineering, programming, or the like.

Your *WP 34S* is designed to help you in calculations and computations. It is, however, just a tool – though a very powerful one – it cannot think for you nor can it check the sense of the problem you apply it to. Gather information, think before keying in and check your results: these tasks will remain yours always.

The following text starts presenting you the user interface as it will be active in various modes, so you know where to find what you are looking for. It continues demonstrating some basic methods, the calculator memory and addressing items therein, as well as the display and indicators giving you feedback about what is going on. Then the major part of this booklet is taken by an index of all operations featured and how to access them, as well as lists of catalog contents including the constants and conversions featured. This manual closes with some special topics in the appendices, e.g. a list of messages your *WP 34S* will return if abnormal conditions prevent it from executing your command as expected.

## THE USER INTERFACE

Start exploring your *WP 34S*: Press the bottom left key to turn it on. Notice that **ON** is printed below that key. To turn it off, press **h** (notice the little **h** showing up in display), then **EXIT** (which has **OFF** printed on its lower part). Since your *WP 34S* has *Continuous Memory*, turning it off does not affect the information you have stored. To conserve battery energy, your *WP 34S* shuts down 5 minutes after you stop using it – when you turn it on again, you can resume working right where you left off.

If you turn on your *WP 34S* the very first time, you will get what you see below.

To adjust the display contrast, hold down **ON** while you press **+** or **-**.



### Keyboard Basics

Most keys of your *WP 34S* feature five functions. White print is for the *primary* functions of the respective keys, colored print for *secondary* functions: Green labels are put on the slanted lower faces of 34 keys, golden and blue labels are printed below of them on the *key plate*. Grey letters are bottom left of 26 keys.

To access a white label, just press the corresponding key (thus it is called the *primary* function). For a golden, blue, or green label, press the *prefix* **f**, **g**, or **h**, respectively, then the corresponding key. Take the key **5** for example. Pressing

- **5** will enter the digit 5 in display,
- **f 5** will calculate the arithmetic mean values of data accumulated in the statistic registers via **X**,
- **g 5** will compute the standard deviations for the same data via **s**,
- **h 5** will open a *catalog* (i.e. a set) of extra statistical functions via **STAT**. All labels printed underlined point to catalogs.
- The grey letter **R** will become relevant in *alpha mode*, i.e. for input of text.

**f**, **g**, and **h** allow for easily accessing a multiple of the 37 primary functions this hardware can take. The active prefix is indicated by **f**, **g**, or **h** in the upper half of the display for visual feedback. You may hold down **f**, **g**, or **h** if you want to call several functions in sequence showing the same color.

Any numeric input will just fill the display and is interpreted when completed, not earlier.

Time for a little example. Turn your WP 34S on again if necessary – it may have shut off automatically in the meantime. Anyway it will still show its last display



Now let us assume you want to fence a little patch of land, 40 yards long and 30 yards wide<sup>2</sup>. You have set the first corner post (A) already, and also the second (B) in a distance of 30 yards from A. Where do you place the third post (C) to be sure setting up the fence forming a proper rectangle? Simply key in<sup>3</sup>

<b>4</b> <b>0</b>	<b>40</b>
<b>ENTER↑</b>	40.      (this key separates the two numbers in input here)
<b>3</b> <b>0</b>	30
<b>→P</b>	50.      ( <b>→P</b> is reached by pressing <b>g</b> , then <b>→</b> )

So, just take a 90 yards rope, nail its one end on post A and its other end on B, fetch the loose loop and walk 40 yards away. As soon as both parts of the rope are tightly stretched, stop and place post C there. You may set the fourth post the same way.

This method works for arbitrary rectangles. As soon as you press **→P**, your WP 34S does the necessary calculations for the diagonal automatically for you. Of course it will calculate as well whatever other distances may apply in your case. You just care for the land, the rope, hammer and nails. And it will be up to you to set the posts!

In this example, pressing **→P** calls the function →POL. Most labels printed on your WP 34S correspond to functions carrying simply the same name – there are only a few cases like **→P**. Let us introduce them to you, starting top left on the keyboard:

- **A**, **B**, **C**, and **D** are named *hotkeys*, since they directly call the user programs carrying these labels. If the respective labels are not defined (yet), these keys act as **Σ+**, **1/x**, **y<sup>x</sup>**, or **Σx**, respectively.
- **HYP** is the prefix for hyperbolic functions SINH, COSH, and TANH, as **HYP<sup>-1</sup>** is for their inverses ASINH, ACOSH, and ATANH. In analogy, **SIN<sup>-1</sup>** stands for ASIN, etc.

<sup>2</sup> This manual is written for an international readership, and we very well know the SI system of units agreed on internationally and adopted by almost all countries on this planet. Despite this fact, we use Imperial units here making it easier for our US-American readers to follow. But see remark 1 at the bottom of next page.

<sup>3</sup> Generally, we shall quote just the numeric displays in the following. And we will refer to keyboard labels in this text using dark print on white like e.g. **EEX** or **T**, omitting the prefix **h** for the latter since redundant. Also starting here, a point will be used as radix mark, although significantly less visible than a comma, unless specified otherwise explicitly. By experience, the „comma people“ seem to be more capable to read radix points and interpret them correctly than vice versa.

- $\rightarrow$  trailed by **H.MS**, **H.d**, **DEG**, **RAD**, or **GRAD** will convert  $x$ , i.e. the value currently displayed, accordingly. The respective function names look like  $\rightarrow H.MS$ .  $\rightarrow$  trailed by **2**, **8**, or **16** will display  $x$  converted to an integer of the respective base until the next keystroke.  $\rightarrow$  is also used for indirect addressing generally.
- **R $\leftarrow$**  converts polar to rectangular coordinates in two dimensions (see  $\rightarrow REC$ ),  **$\rightarrow P$**  converts vice versa. So the pair **R $\leftarrow\rightarrow P$**  covers the two classic coordinate transformations.
- **CPX** is mainly used for calling complex operations. See the respective paragraph [below](#) for more.
- **a b/c** and **d/c** enter the fraction mode for proper or improper fractions, respectively (see PROFRC and IMPFRC).
- **H.MS** and **H.d** represent the classic two time modes, where **H.d** stands for decimal hours and also for floating point numbers in general (see DECM).
- **LG** returns the logarithm for base 10, **LB** does it for base 2. Note there is a general logarithm command featured as well.
- **$\alpha$**  enters *alpha mode*, while **2**, **8**, **10**, or **16** enter *integer modes* for calculating with binary, octal, decimal, or hexadecimal numbers (see next pages).
- **!** calls  $x!$  in default floating point mode. **|x|** calls ABS, and **RND** calls ROUND.
- There are three toggles: **.**/**.** for radix marks (see RDX, and RDX.), **P/R** for programming mode, and **U** for upper and lower case in alpha mode.

These are all the special labels featured. You will find a complete list of all commands provided, the keystrokes calling them, and the necessary individual explanations in the [index of operations](#) below for your reference.

Let us return to our introductory example <sup>4</sup> for two remarks:

1. There is no need to enter any units in your calculations. The example will work with e.g. meters as well. Just stay within a consistent set of units and you will get meaningful results within this set. If you want to convert results from one unit to another for any reason whatsoever, see the catalog CONV described further below.
2. Although we entered integer numbers only for both sides of our little ground, the calculation was executed in default floating point mode of your *WP 34S*. This allows for decimal fractions of e.g. yards in input and output as well. Another mode lets you enter proper fractions like e.g.  $6 \frac{1}{4}$  where you need them. Your *WP 34S* features more modes – we want to briefly introduce some of them to you (a complete survey of all modes provided is in a separate chapter further [below](#)).

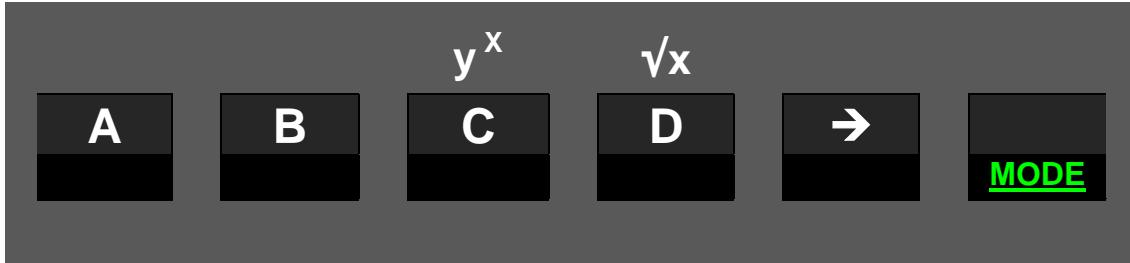
---

<sup>4</sup> In four decades of scientific pocket calculators, a wealth of funny to sophisticated application examples was created and described by different authors – more and better than we can ever invent ourselves. It is not our intention to copy them. Instead, we recommend the DVD mentioned [above](#) once again: it contains nearly all the user guides, handbooks, and manuals of vintage *Hewlett-Packard* calculators from the *HP-35* on. Be assured that almost everything described there for any scientific calculator can be done on your *WP 34S* significantly faster – and often even in a more elegant way.

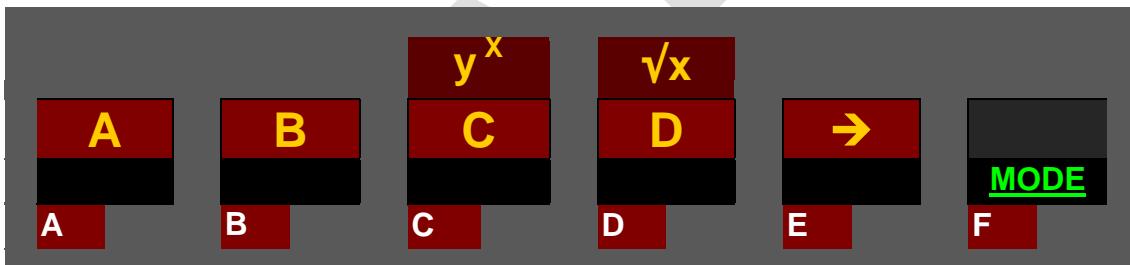
## Integer Modes and the Top Row of Keys

These modes are meant to deal with integers only – in input, output, and calculations. This is useful for computer logic and applications alike – typical applications of an *HP-16C*, for example. Your *WP 34S* allows for binary, ternary, etc. through hexadecimal integer computing (see BASE). The exact mode you are in is indicated in the display as described in detail [below](#).

In integer modes, functions like SIN make no sense for obvious reasons. Thus, for integer bases  $\leq 10$ , the top row of keys on your *WP 34S* will effectively work as shown here:



In hexadecimal integer mode (i.e. base 16), on the other hand, primary functions of these top keys will be reassigned automatically, becoming direct numeric input:



The dark red background is used to indicate changed key functionality in this figure – and this holds for following figures of this kind as well. White print will denote primary functions always (e.g. the top right key enters the digit F in hexadecimal mode immediately). What is printed white on the physical device, is called a default primary function. Wherever such a function is not primary anymore after reassignment, prefix **f** will allow for accessing it (e.g. **f D** will call **fx** here<sup>5</sup>).

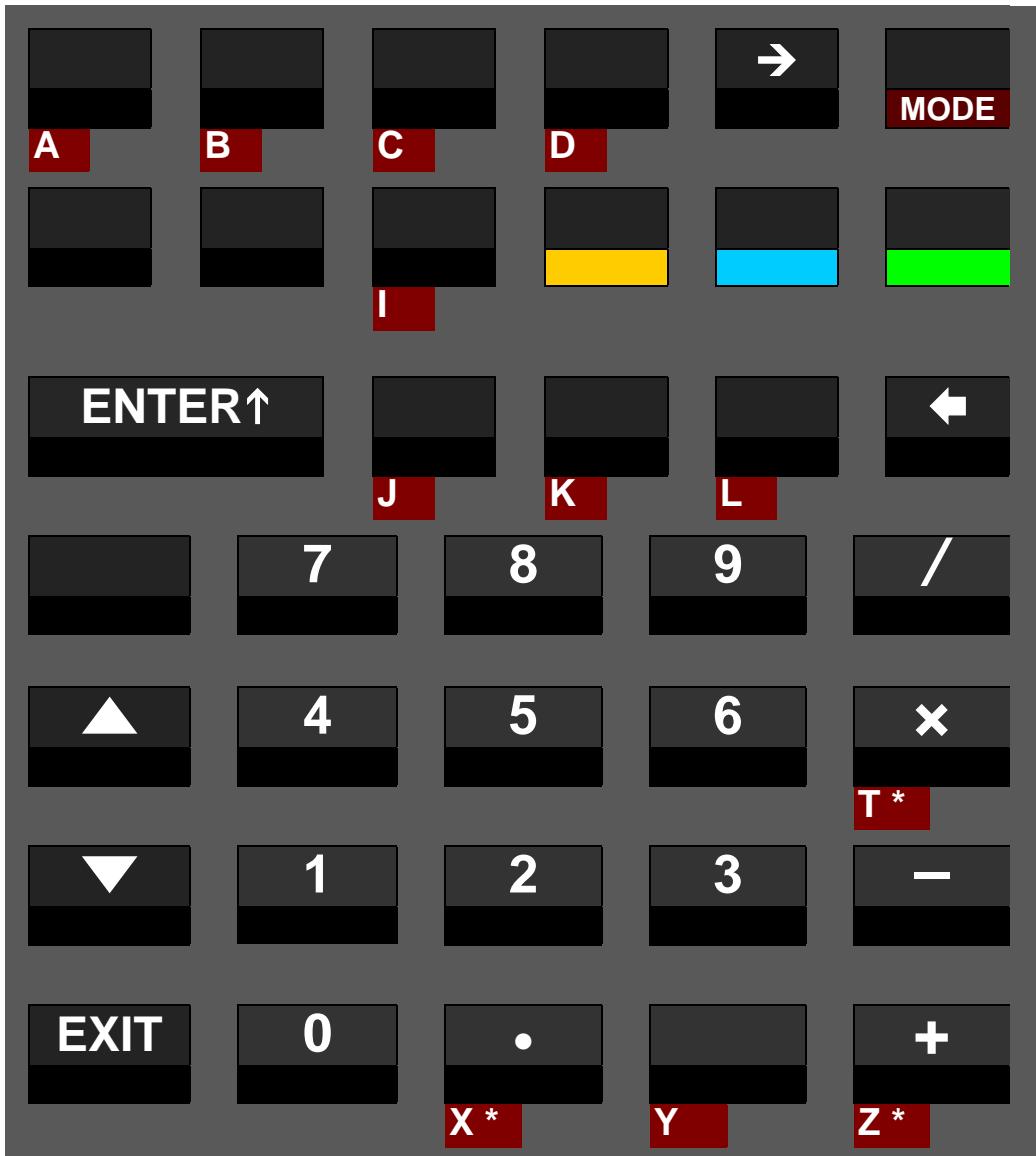
To ease operation in different modes, pressing any key (or a sequence of prefix(es) and a key) will display its present assignment in the top line for checking. Holding down the last key for >0.5 seconds, the display will fall back to NULL and no operation will be executed.

Calculating in bases 11 ... 15, those keys not needed for numeric input will work as shown in the first picture above. In any integer base, attempts to enter an illegal digit – like e.g. 4 in binary – will be blocked.

<sup>5</sup> In such cases, operations printed golden on the key plate cannot be called anymore. This means for the key **D**, for example, we cannot access **TAN** in hexadecimal mode – a loss not hurting us anyway. Reassignments are generally chosen this way.

## Keyboard Reassignment in Temporary Alpha Mode ( $\alpha_T$ )

This mode is entered during input processing in comparisons and in memory addressing, e.g. during storing, and also by two browsers, regardless of the mode set before. Examples are shown [below](#). See the respective virtual keyboard here:



Note all keys are primary in  $\alpha_T$  mode – no shift keys are needed. This allows for fast and easy input of a limited character set.

Special rules apply for T, X, and Z here – see [below](#).

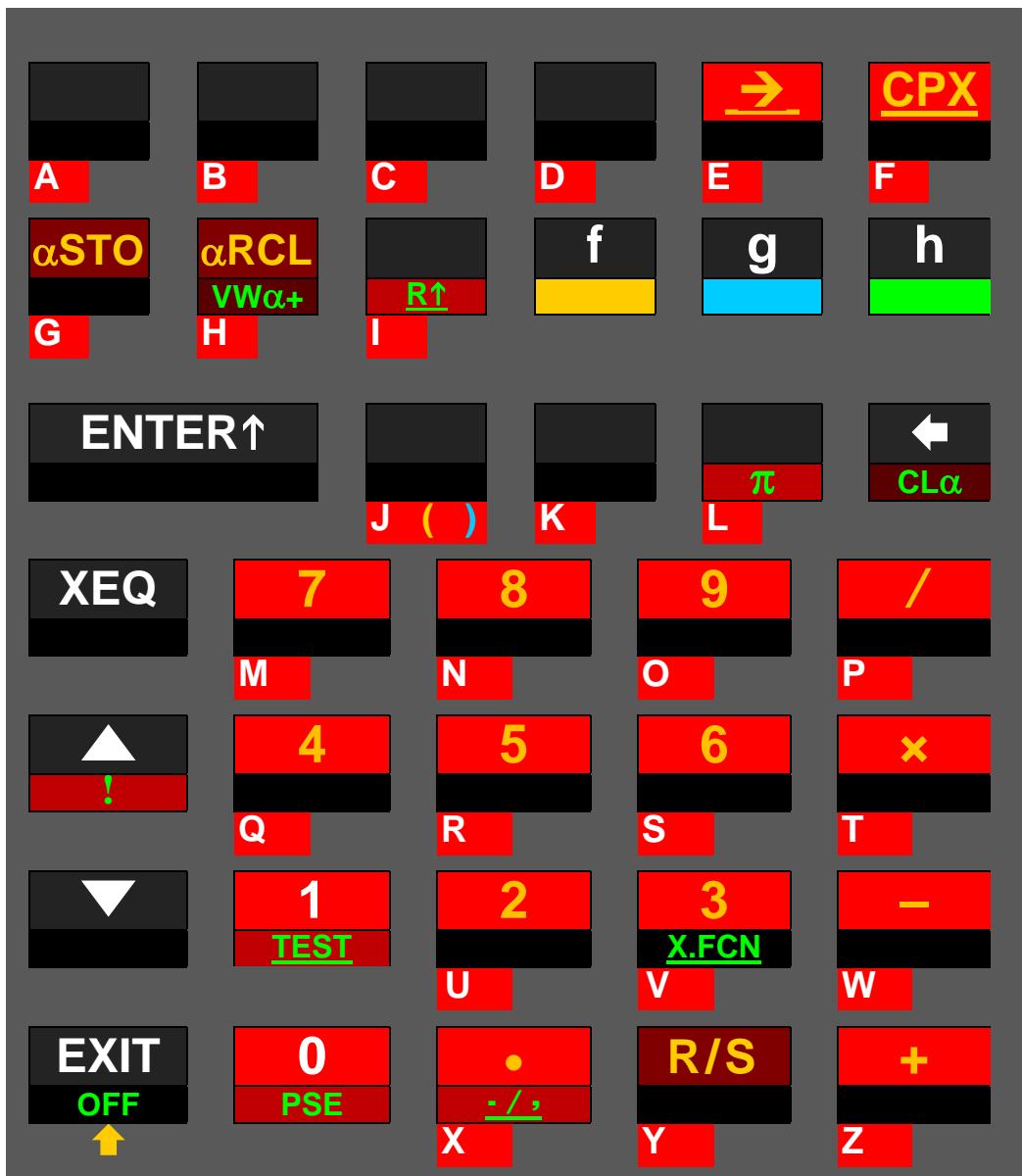
$\alpha_T$  mode will be terminated (returning to the mode set before) as soon as sufficient characters are put in for the respective step. Pending input may be canceled and  $\alpha_T$  mode left early by **EXIT**.

## The Virtual Keyboard in Full Alpha Mode

Alpha mode is designed for text entry, e.g. for prompts. In this mode, the alpha register is displayed in the upper part of the LCD, and the numeric line (kept from your last calculation) is accessible by commands only. The display may look like this:



In alpha mode, most mathematical operations are neither necessary nor applicable. So the keyboard is reassigned automatically when you enter alpha mode, as shown overleaf.



All labels printed on red **background** in this figure append corresponding characters to *alpha* directly or via alpha catalogs. Note some new catalogs appear in this mode.

Labels printed on **darker red** here changed their functionality in other ways. See the keys **STO**, **RCL**, **VIEW**, and **CLx**.

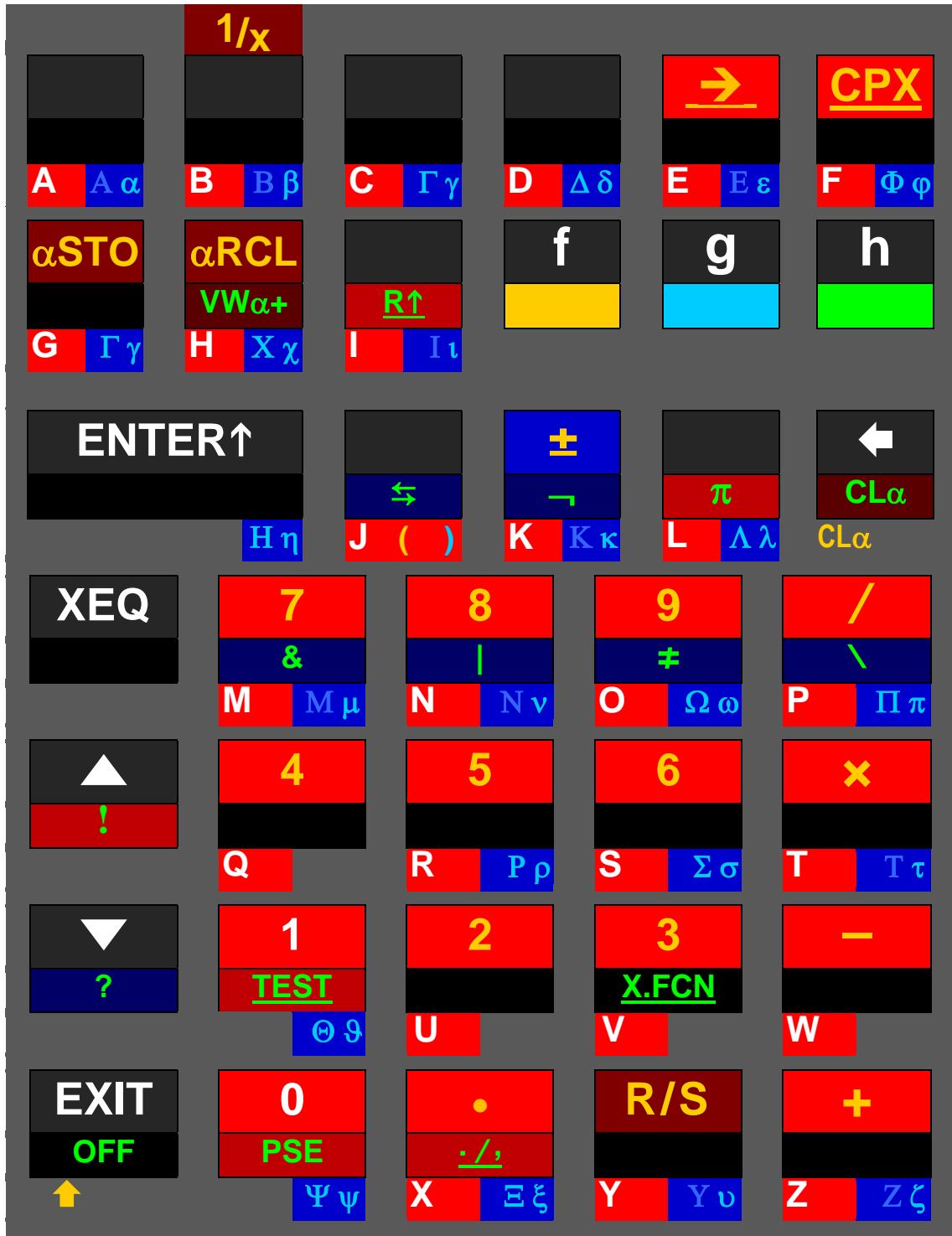
Within alpha mode, primary function of most keys becomes appending the letter printed bottom left of this key – grey on the key plate – to *alpha*.

**PSE** appends a space. When *alpha* exceeds 31 characters, the leftmost character(s) are discarded. Alpha mode starts with capital letters, and **↑** toggles upper and lower case. As in integer modes, **f** will access default primary functions wherever necessary<sup>6</sup>.

Looking at the standard labels on the keyboard, we can safely offer you even more in this mode: All labels printed on dark blue background overleaf append characters to *alpha* as well. They are related to the labels printed on your WP 34S keyboard at these locations, but deviate from them. Prefix **g** leads to homonymic Greek letters where applicable<sup>7</sup>. And **h** allows accessing logic symbols via the Boolean operations.

<sup>6</sup> The digits 0 and 1 may also be called using **f** **0** or **f** **1**, respectively.

<sup>7</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, they look like the respective Latin letters in our fonts. Greek professors, we count on your understanding.



The catalogs called by  ,  **CPX**,  **TEST**, and  feature even more characters (see [below](#)). Check the [index of operations](#) for αSTO, αRCL, VWa+, and more alpha commands.

Nevertheless we will not forget your *WP 34S* is mainly paid for working as a calculator.

## CALCULATING

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

Many real number functions provided operate on one number only. For example, key in

. 4 9      0.49

and press

$\sqrt{x}$       0.7      since  $0.7^2 = 0.49$

Generally, such functions replace  $x$  (the value displayed) by the function result  $f(x)$ .

Some of the most popular mathematical functions, however, operate on two numbers. Think of + and -, for example. Assume having an account of 1,234 \$ and taking 56.7 \$ away from it. What will remain? One easy way to solve such a task works as follows:

On a piece of paper	On your <i>WP 34S</i>
Write down the 1 <sup>st</sup> number: 1234	Key in the 1 <sup>st</sup> number: 1 2 3 4 1234
Go to next line, write down the 2 <sup>nd</sup> number: 56.7	Terminate 1 <sup>st</sup> input, key in the 2 <sup>nd</sup> number: 5 6 . 7 56.7
Subtract: 1177.3	Subtract: - 1177.3

That's the essence of *RPN*: Enter the necessary operands, then execute the requested operation.

As the paper holds your operands before you calculate manually, a place holding your operands on your *WP 34S* is required. The *stack* does that. It will also take care of intermediate results, if applicable, as your paper may do.

Think of the stack like a pile of registers (pictured on next page): bottom up, they are named **X**, **Y**, **Z**, **T** for tradition, optionally followed by **A**, **B**, **C**, and **D** on your *WP 34S*. New input is always loaded in **X**, and only  $x$  is displayed on your *WP 34S*. **ENTER↑** terminates numeric input and copies  $x$  into **Y**<sup>8</sup>, so **X** can take another input then. Having completed that second input, **-** subtracts  $x$  from  $y$  and puts the result  $f(x, y) = x - y$  in **X** for display. This method applies for almost all two-number real functions.

### Stack Mechanics

For the first time ever in a calculator, your *WP 34S* offers a choice of 4 or 8 stack levels. Thus, the fate of the stack contents depends on the particular operation executed, its domain and the stack size chosen. Real functions in a 4-level stack work as known from vintage *RPN* calculators for decades. In the larger stack of your *WP 34S*, everything works alike – just with more levels for intermediate results. Please turn overleaf for details:

<sup>8</sup> It is often said ENTER ‘pushes  $x$  on the stack’. By doing so, it also lifts the higher stack contents. See next page for details.

Level	Assumed stack contents at the beginning:	Stack contents <u>after</u> executing ... ... the stack register operations							... functions of ... one number like $x^2$		... two numbers like $/$	
		ENTER	FILL	DROP	$x \leftrightarrow y$	R↓	R↑	LASTx				
With 4 stack levels	T $t = 44.4$	33.3	11.1	44.4	44.4	11.1	33.3	33.3	44.4	44.4	44.4	
	Z $z = 33.3$	22.2	11.1	44.4	33.3	44.4	22.2	22.2	33.3	33.3	44.4	
	Y $y = 22.2$	11.1	11.1	33.3	11.1	33.3	11.1	11.1	22.2	22.2	33.3	
	X $x = 11.1$	11.1	11.1	22.2	22.2	22.2	44.4	last x	123.21	123.21	2	
With 8 stack levels	D $d = 88.8$	77.7	11.1	88.8	88.8	11.1	77.7	77.7	88.8	88.8	88.8	
	C $c = 77.7$	66.6	11.1	88.8	77.7	88.8	66.6	66.6	77.7	77.7	88.8	
	B $b = 66.6$	55.5	11.1	77.7	66.6	77.7	55.5	55.5	66.6	66.6	77.7	
	A $a = 55.5$	44.4	11.1	66.6	55.5	66.6	44.4	44.4	55.5	55.5	66.6	
	T $t = 44.4$	33.3	11.1	55.5	44.4	55.5	33.3	33.3	44.4	44.4	55.5	
	Z $z = 33.3$	22.2	11.1	44.4	33.3	44.4	22.2	22.2	33.3	33.3	44.4	
	Y $y = 22.2$	11.1	11.1	33.3	11.1	33.3	11.1	11.1	22.2	22.2	33.3	
	X $x = 11.1$	11.1	11.1	22.2	22.2	22.2	88.8	last x	123.21	123.21	2	

Please note the stack register contents will drop when a two-number function is executed. The content of the top stack level is repeated then (since there is nothing available above for dropping). You may employ this top level repetition for some nice tricks.

Using the stack, RPN makes parentheses obsolete as well. There is no operator precedence. Here is an example:

$$\frac{1 + \left| \left( \frac{30}{7} - 7.6 \times 0.8 \right)^4 - \left( 5.1 - \frac{6}{5} \right)^2 \right|^{0.3}}{\left\{ \sin \left[ \pi \left( \frac{7}{4} - \frac{5}{6} \right) \right] + 1.7 \times (6.5 + 5.9)^{3/7} \right\}^2 - 3.5}$$

7 ENTER 4 ÷ 5 ENTER 6 ÷ - π × SIN  
 6.5 ENTER 5.9 + 3 ENTER 7 ÷ y<sup>x</sup> 1.7 × +  
 $x^2$  3.5 - 1/x  
 7.6 +/- ENTER 8 × 30 ENTER 7 / + 4 y<sup>x</sup>  
 6 ENTER 5 / 5.1 - x<sup>2</sup>  
 - |x| 3 y<sup>x</sup> 1 +  
 × √x

$\sin \left[ \pi \left( \frac{7}{4} - \frac{5}{6} \right) \right]$   
 {...}  
 complete denominator  
 $(30/7 - 7.6 \times 0.8)^4$   
 $(5.1 - 6/5)^2$   
 complete numerator  
 complete result

This solution requires only four stack levels as indicated by the colors above. Note there are no ‘pending operations’ – each operation is executed individually, one at a time, allowing perfect control of each and every intermediate result.

Calculating formulas from inside out stays a wise strategy. With eight levels, however, stack overflow will hardly ever happen, even with the most advanced formulas you compute in your life as a scientist or engineer.

Error recovery even in long calculations is most easy in *RPN* since supported by LASTx: the special register **L** is loaded with  $x$  automatically every time just before a function is executed.

If you executed a wrong one-number function, just invert it. Generally, the inverses are placed next to the original operations on the keyboard. If e.g. – instead of pressing **SIN** above – you hit **COS**, just call **COS<sup>-1</sup>** to undo the error, restoring the stack exactly as it was before, then continue calculating with **SIN**.

The procedure for two-number functions requires three steps most times:

**Example:** Assume watching an attractive fellow student or collaborator you pressed **/** accidentally instead of **X** in the second last step of the example on last page. Murphy’s law! Do you have to start the calculation all over now? No, that error is easily undone by the following three steps:

**RCL L** recalling the complete numerator, the last contents of **X** before the error,

**X** undoing the erroneous operation by executing its inverse,

**RCL L** regaining the stack exactly as it was before the mistake. Now simply continue after the interrupt:

**X X** and you get the correct complete result.

More complicated functions may require more effort for error recovery <sup>9</sup>.

There are also a few three-number real functions featured by your *WP 34S* (e.g. →DATE and %MRR) replacing  $x$  by the result  $f(x, y, z)$ . Then  $t$  drops into **Y** and so on, and the content of the top stack level is repeated twice.

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

<sup>9</sup> An erroneous **YX** needs **RCL L ENTER↑ R↓ 1/x YX R↑** to restore the stack as it was before. An erroneous **LOGx** requires **RCL L ENTER↑ R↓ x<sup>2</sup>y YX R↑** instead. Operations like **II**, COMB, PERM etc. are easier recalculated than inverted.

## Some Special Functions: Statistical Distributions, Probabilities etc.

You will find a lot of statistics built in your *WP 34S*, going far beyond the Gaussian distribution. Many preprogrammed functions are implemented here for the first time in an *RPN* calculator – we packed all distributions in we always had missed. All of these functions have a few features in common:

- Discrete statistical distributions (e.g. Poisson, Binomial) are confined to integers. Whenever your *WP 34S* sums up a probability mass function (*pmf*<sup>10</sup>)  $p(n)$  to get a cumulated distribution function (*cdf*)  $F(m)$  it starts at  $n = 0$ . Thus,

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

- Whenever your *WP 34S* integrates a function, it starts at the left end of the integration interval. Thus, integrating a continuous probability density function (*pdf*)  $f(x)$  to get a *cdf*  $F(x)$  typically 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  $P$ . On its right side, however, the “error probability”  $Q = 1 - P$  is more precise: since  $P$  comes very close to 100% there, you may see 1.0000 displayed while e.g.  $P = 0.99996$  in reality.
- On your *WP 34S*, with an arbitrary *cdf* named **XYZ** you find the name **XYZ<sup>-1</sup>** for its inverse (the so-called *quantile function*) and **XYZ<sub>P</sub>** for the *pdf* or *pmf*.

This naming convention holds for **Binomial**, **Cauchy**, **Exponential**, **Fisher**, **Geometrical**, **LogNormal**, **Logistic**, **Normal**, **Poisson**, **Student**, and **Weibull** distributions. Chisquare and Standard Normal (Gaussian) distributions are named differently. Please see the [index](#) and the [catalog PROB](#).

There is also a wealth of commands for sample and population statistics in one and two dimensions featured. Please see the [index](#) and the [catalogs STAT and SUMS](#).

---

<sup>10</sup> In a nutshell, discrete statistical distributions deal with “events” governed by a known mathematical model. The *pmf* then tells the probability to observe a certain number of such events, e.g. 7. And the *cdf* tells the probability to observe up to 7 such events, but not more.

For doing statistics with continuous statistical variables – e.g. the heights of three-year-old toddlers – similar rules apply: Assume we know the applicable mathematical model. Then the respective *cdf* tells the probability for their heights being less than an arbitrary limit value, for example less than 1m. And the corresponding *pdf* tells how these heights are distributed in a sample of let's say 1000 children of this age.

**WARNING:** This is a very coarse sketch of this topic only – please turn to textbooks about statistics to learn dealing with it properly.

The terms *pmf* and *pdf* translate to German „Dichtefunktion“ or „Wahrscheinlichkeitsdichte“, *cdf* to „Verteilungsfunktion“ or „Wahrscheinlichkeitsverteilung“.

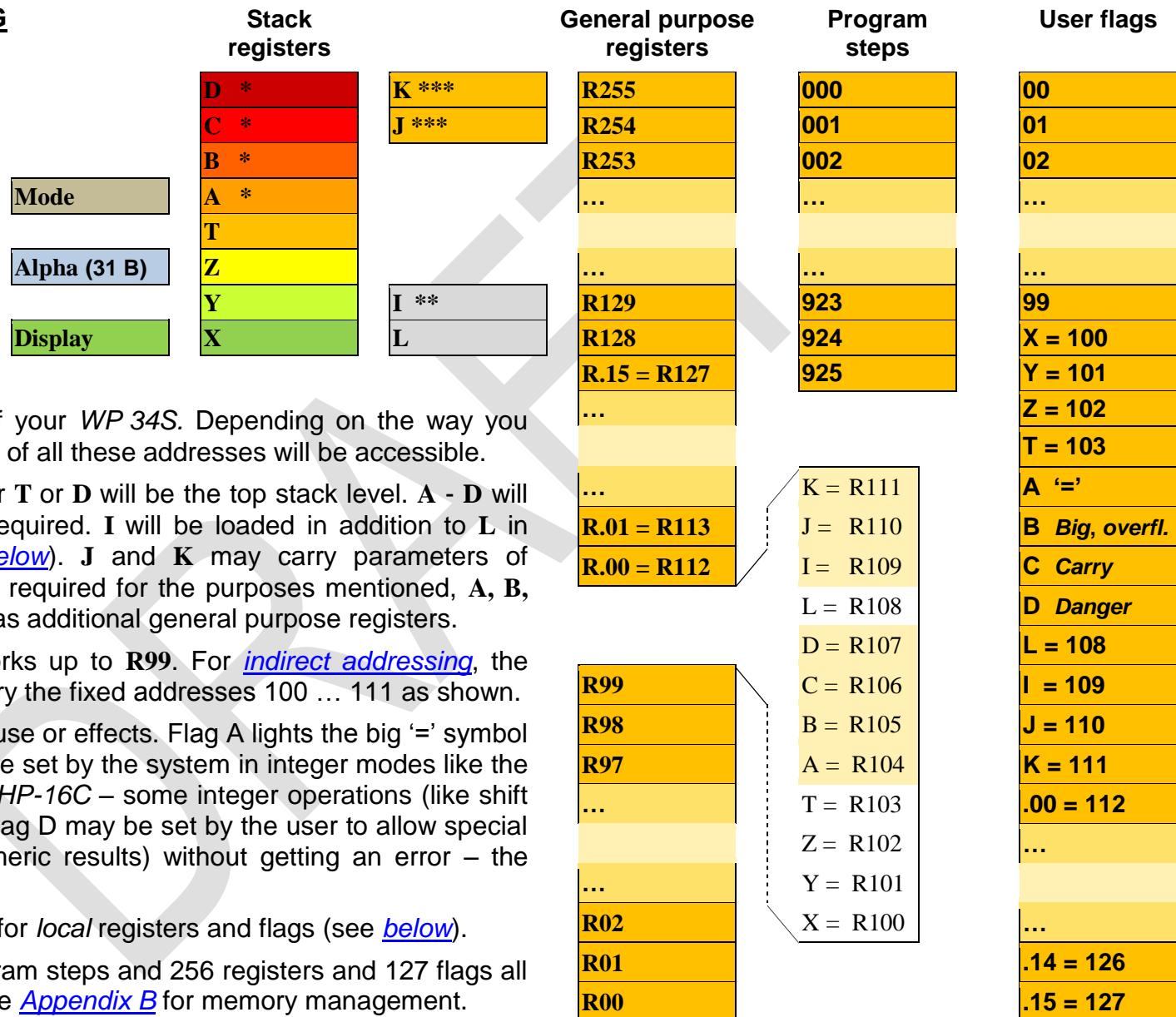
Calculating confidence limits for the “true value” based on a sample evaluation, employing a particular confidence level (e.g. 95%), you must know your objective:

- Do you want to know the upper limit, under which the “true value” will lie with a probability of 95%? Then take 0.95 as the argument of the *inverse cdf* to get said limit, and remember there is an inevitable chance of  $100\% - 95\% = 5\%$  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 chance of  $5\% / 2 = 2.5\%$  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, do not blame statistics.

We strongly recommend you turn to a good statistics textbook for more information, also about the terminology used and the particular distributions provided.

## MEMORY AND ADDRESSING



This is the **address space** of your *WP 34S*. Depending on the way you configure its memory, a subset of all these addresses will be accessible.

Offering two stack sizes, either **T** or **D** will be the top stack level. **A - D** will be allocated for the stack if required. **I** will be loaded in addition to **L** in complex calculations (see [below](#)). **J** and **K** may carry parameters of statistical distributions. Unless required for the purposes mentioned, **A, B, C, D, I, J, and K** are available as additional general purpose registers.

Direct numeric addressing works up to **R99**. For [indirect addressing](#), the lettered registers and flags carry the fixed addresses 100 ... 111 as shown.

Some user flags have special use or effects. Flag A lights the big '=' symbol in display. Flags B and C will be set by the system in integer modes like the overflow and carry bits of the *HP-16C* – some integer operations (like shift and rotate) also read flag C. Flag D may be set by the user to allow special results (infinities and non-numeric results) without getting an error – the system only reads this flag.

Addresses  $\geq 112$  may be used for *local* registers and flags (see [below](#)).

Note you will not get 926 program steps and 256 registers and 127 flags all together at the same time – see [Appendix B](#) for memory management.

## Addressing Real Numbers

1	User input  Dot matrix display	<span style="color: orange;"><b>x=?</b></span> , <span style="color: blue;"><b>x≠?</b></span> , <span style="color: green;"><b>x&lt;?</b></span> , <span style="color: green;"><b>x≤?</b></span> , <span style="color: green;"><b>x≈?</b></span> , <span style="color: green;"><b>x≥?</b></span> , or <span style="color: green;"><b>x&gt;?</b></span>  <b>OP _ ?</b> (with $\alpha_T$ mode set), e.g. <span style="color: green;"><b>x≥_?</b></span>		
2	User input  Dot matrix display	<span style="color: orange;"><b>0</b> or <b>1</b></span>  <b>OP n ?</b> e.g. <span style="color: green;"><b>x≤0?</b></span>	<i>Stack level or named register</i> <span style="color: green;"><b>Y</b></span> , <span style="color: green;"><b>Z</b></span> , ..., <span style="color: green;"><b>K</b></span>  <b>OP? x</b> e.g. <span style="color: green;"><b>x≥? Y</b></span>	<span style="color: blue;"><b>ENTER↑</b></span> <sup>11</sup> leaves $\alpha_T$ mode  <b>OP? _</b>
3	User input  Dot matrix display	Compares $x$ with the number <b>0</b> .	Compares $x$ with the number on stack level <b>Y</b> .	<i>Register number</i> <span style="color: blue;"><b>0 0</b></span> ... <span style="color: blue;"><b>9 9</b></span> , <span style="color: blue;"><b>.</b></span> <span style="color: blue;"><b>0 0</b></span> ... <span style="color: blue;"><b>.</b></span> <span style="color: blue;"><b>1 5</b></span> , if applicable  <b>OP? nn</b> e.g. <span style="color: green;"><b>x≠? 23</b></span>

See next page for more about indirect addressing.

→ opens indirect addressing

**OP?→ \_**

Compares  $x$  with the number stored in **R23**.

<sup>11</sup> You may skip this keystroke for numbers >19 or local registers. The latter start with a   – see the chapter about programming and *Appendix B* below.

1	User input  Dot matrix display	<b>RCL</b> , <b>STO</b> , <b>RCLM</b> , <b>STOM</b> , <b>RCLS</b> , <b>STOS</b> , <b>aRCL</b> , <b>aSTO</b> , <b>VIEW</b> , <b>VWa+</b> , <b>xΣ</b> , <b>DSE</b> , <b>ISG</b> , <b>DSZ</b> , <b>ISZ</b> , <b>KEY?</b> , <b>FIX</b> , <b>SCI</b> , <b>ENG</b> , <b>DISP</b> , <b>BASE</b> , bit or flag commands, etc.  <b>OP _</b> (with $\alpha_T$ mode set), e.g. <b>RCL _</b> <sup>12</sup>		
2	User input  Dot matrix display	<i>Stack level or named register</i> <b>X</b> , <b>Y</b> , <b>Z</b> , ..., <b>K</b> <sup>13</sup>  <b>OP x</b> e.g. <b>SF K</b>	<i>Number of register or flag or bit(s) or decimals</i> <sup>14</sup>  <b>OP nn</b> e.g. <b>SF 15</b>	 opens indirect addressing  <b>OP→ _</b>
3	User input  Dot matrix display	Sets flag 111.  <i>Stack level or named register</i> <b>X</b> , <b>Y</b> , <b>Z</b> , ..., <b>K</b>  <b>OP→ x</b> e.g. <b>VIEW→L</b>	<i>Register number</i> <b>00</b> ... <b>99</b> , <b>.00</b> ... <b>.15</b> , if applicable  <b>OP→ nn</b> e.g. <b>STO→45</b>	Shows the content of the register where <b>L</b> is pointing to.  Stores <b>x</b> into the location where <b>R45</b> is pointing to.

<sup>12</sup> For **RCL** and **STO**, any of **+**, **-**, **×**, **/**, **▲**, or **▼** may precede step 2, except in RCLM and STOM. **VIEW** **a** calls **aVIEW**, and **ENG** **ENTER↑** calls **ENGOVR**, while **SCI** **ENTER↑** calls **SCIOVR**. See the index of operations.

<sup>13</sup> Exceptions: RCL T, RCLx T, RCL X, RCL Z, RCL+ Z require an **ENTER↑**, e.g. **RCL** **+** **ENTER↑** **Z** for the latter. This holds for STO as well.

<sup>14</sup> Legal register numbers are 00 ... 99 and .00 ... .15 if the respective registers are allocated. Valid flag numbers are 00 ... 111 with the twelve top flags directly addressed via **X** ... **K**, and .00 ... .15 if local flags are allocated. Legal numbers of decimals are 0 ... 11, accepted integer bases are 2 ... 16, bit numbers 0 to 63, and integer word sizes up to 64 bits. For numbers <10, you may key in e.g. **5** **ENTER↑** instead of **0 5**.

Please take into account some registers may be allocated to special applications.

## Advanced Calculations: Real Matrices and Vectors

Numbers arranged in a flat grid like in a table are called *matrices* by mathematicians. If you do not know matrices, feel free to leave them aside – you can use your *WP 34S* perfectly without them.

Else please note your *WP 34S* features a set of operations for adding, multiplying, inverting and transposing matrices, as well as for manipulating rows in such matrices. In general, the respective commands are building blocks designed to provide the low level support routines for creating more useful matrix functions as keystroke programs. I.e. they represent the basic linear algebra subprograms of the *WP 34S* matrix support. There are, however, also functions featured for computing determinants as well as for solving systems of linear equations.

A matrix is represented within your *WP 34S* by its *descriptor*, formatted `bb.rrcc` with

`rr` being the number of its rows and

`cc` the number of its columns. Thus the matrix has  $rr \times cc$  elements.

These elements are stored in consecutive registers starting at base address `|bb|`.

**Example:** A descriptor 7.0203 represents a  $2 \times 3$  matrix – let us call it  $(M)$ . As you know, its six elements are arranged in two rows and three columns, and they are numbered as follows:

$$(M) = \begin{pmatrix} m_{11} & m_{12} & m_{13} \\ m_{21} & m_{22} & m_{23} \end{pmatrix}$$

The matrix descriptor tells us where we find the values of these elements:

$m_{11} = r07$  ,  $m_{12} = r08$  ,  $m_{13} = r09$  ,  $m_{21} = r10$  ,  $m_{22} = r11$  , and  $m_{23} = r12$  .

Depending on the current contents of these registers, the actual matrix may look like this:

$$(M) = \begin{pmatrix} 2.3 & 0 & 7.1 \\ 0.4 & 8.5 & 6.9 \end{pmatrix} \text{, for example.}$$

If `cc` is omitted in a descriptor, it is set to `rr` so a square matrix is assumed. E.g. a descriptor 13.04 belongs to a  $4 \times 4$  matrix with its elements stored in **R13** through **R28**. The maximum number of matrix elements is 100 – it is the number of general purpose registers available for such tasks.

Please see the [index](#) and the [catalog MATRIX](#) for all commands featured.

A *vector* may be regarded as a special case of a matrix featuring either one row or one column only. Thus, a vector descriptor looks like `bb.01cc` or `bb.rr01` .

If you just want to do vector operations in a plane, there are simple alternatives (known for long from earlier calculators) to full fledged descriptor controlled computations: enter the Cartesian components of each vector in **X** and **Y** (after converting polar components into Cartesian ones by →REC, if applicable) and choose one of the following alternative opportunities for adding or subtracting:

1. use  $\Sigma+$  or  $\Sigma-$  and recall the result via SUM, or
2. calculate in *complex domain* (see next paragraph).

Even products of two vectors can be calculated in this simple 2D model using the commands DOT or CROSS.

Turn to a good textbook covering *linear algebra* for more information.

## More Advanced Calculations: Complex Domain

Mathematicians know more complicated items than real numbers. The next step are complex numbers. If you do not know them, leave them aside – you can use your *WP 34S* perfectly without them.

Else please note your *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 in your *WP 34S*).

All functions operating on complex numbers do so in Cartesian coordinates exclusively on your *WP 34S*. Each complex number occupies two adjacent registers: the lower one for its real part and the higher one for its imaginary part. You may use →POL to convert  $x_c = x + i \cdot y$  to its polar equivalent  $x_c = r \cdot e^{i\varphi}$  any time you like – just revert this before starting a calculation..

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  $x_c = x + i \cdot y$ .
- ... 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 e.g. **<sup>C</sup>1/x**, **<sup>C</sup>ABS**, **<sup>C</sup>FP**, **<sup>C</sup>IP**, **<sup>C</sup>RND**, **<sup>C</sup>X!**, **<sup>C</sup>x<sup>2</sup>**, **<sup>C</sup>x<sup>3</sup>**, **<sup>C</sup>√x**, **<sup>C</sup>3√x**, **<sup>C</sup>+/-**, **<sup>C</sup>Γ(x)**, the logarithmic and exponential functions with bases 10, 2, and e, as well as hyperbolic and trigonometric functions and their inverses.

Two-number real functions replace  $x$  by the result **f(x, y)** as shown above. In analogy, two-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>, y<sub>c</sub>)**. 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 on next page. Such complex functions are **<sup>C</sup>LOG<sub>x</sub>**, **<sup>C</sup>y<sup>x</sup>**, **<sup>C</sup>β(x,y)**, **<sup>C</sup>//**, and the basic arithmetic operations in complex domain. Please turn to the stack diagrams on next page for further details.

Where complex operations (like **<sup>C</sup>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.

See the [index](#) for all commands supported in complex domain. Most of them are contained in the [complex X.FCN catalog](#).

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 beginning:	Stack contents <u>after</u> executing ...							... <u>complex</u> functions of	
		$c\text{ENTER}$	$c\text{FILL}$	$c\text{DROP}$	$c\text{x}\leftrightarrow y$	$c\text{R}\downarrow$	$c\text{R}\uparrow$	$c\text{LASTx}$	... one number like $c\text{x}^2$	... two numbers like $c\text{/}$
With 4 stack levels	T $\text{Im}(y_c) = \text{Im}(t_c)$		$\text{Im}(x_c)$		$y_c = t_c$	$\text{Im}(x_c)$	$x_c$	$x_c$	$y_c = t_c$	$y_c = t_c$
	Z $\text{Re}(y_c) = \text{Re}(t_c)$		$\text{Re}(x_c)$			$\text{Re}(x_c)$			$\text{Im}(x_c^2)$	$\text{Im}(y_c / x_c)$
	Y $\text{Im}(x_c)$		$\text{Im}(x_c)$		$y_c$	$\text{Im}(y_c)$	$y_c$	$last x_c$	$\text{Re}(x_c^2)$	$\text{Re}(y_c / x_c)$
	X $\text{Re}(x_c)$		$\text{Re}(x_c)$			$\text{Re}(y_c)$				
With 8 stack levels	D $\text{Im}(t_c)$		$z_c$	$x_c$	$t_c$	$t_c$	$x_c$	$z_c$	$t_c$	$t_c$
	C $\text{Re}(t_c)$		$y_c$	$x_c$	$t_c$	$z_c$	$t_c$	$y_c$	$z_c$	$t_c$
	B $\text{Im}(z_c)$			$x_c$	$t_c$	$z_c$	$x_c$	$y_c$	$z_c$	$t_c$
	A $\text{Re}(z_c)$				$z_c$	$x_c$	$z_c$	$x_c$	$z_c$	$t_c$
	T $\text{Im}(y_c)$		$x_c$	$x_c$	$z_c$	$x_c$	$z_c$	$x_c$	$y_c$	$z_c$
	Z $\text{Re}(y_c)$				$y_c$	$y_c$	$y_c$	$t_c$		$z_c$
	Y $\text{Im}(x_c)$							$last x_c$	$(x_c)^2$	$y_c / x_c$
	X $\text{Re}(x_c)$									

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.

Note you can use complex domain for 2D vector algebra as well. The operations  $c\text{ABS}$ ,  $c\text{+}$ ,  $c\text{-}$ ,  $c\text{CROSS}$ ,  $c\text{DOT}$  are waiting for you.

## Addressing Complex Numbers

1	User input  Dot matrix display		<b>CPX</b> $x=?$ or $x\neq?$	
2	User input  Dot matrix display	<b>0</b> or <b>1</b>  <b>OP n ?</b> e.g. $x=0?$	<b>OP_</b> (with $\alpha_T$ mode set) e.g. $x=_?$	<b>ENTER↑</b> <sup>15</sup> leaves $\alpha_T$ mode  <b>OP? _</b>
3	User input  Dot matrix display	Compares $x + iy$ with the real number <b>0</b> .	Compares $x + iy$ with $z + it$ .	Register number <b>00 ... 98</b> , <b>.00 ... .14</b> , if applicable  <b>OP? nn</b> e.g. $x\neq? 26$

See next page for more about indirect addressing.

Compares  $x + iy$  with  $r26 + ir27$ .

<sup>15</sup> You may skip this keystroke for numbers >19 or local registers. The latter start with a **R** – see the chapter about programming and Appendix B below.

1	User input  Dot matrix display		<b>CPX</b> <b>RCL</b> , <b>STO</b> , or <b>x</b>	
2	User input  Dot matrix display	<i>Stack level or named register</i> <b>Z</b> <sup>17</sup> , <b>A</b> , <b>C</b> , <b>L</b> , or <b>J</b>	<i>Register number</i> <b>00</b> ... <b>98</b> , <b>.00</b> ... <b>.14</b> , if applicable <sup>18</sup>	<b>OP _</b> (with $\alpha_T$ mode set) e.g. <b>FRCL _</b> <sup>16</sup>  <b>OP→_</b> opens indirect addressing.
3	User input  Dot matrix display	This is ${}^C\text{LAST}_x$ – the real part is recalled from register <b>L</b> to <b>X</b> , the imaginary part from <b>I</b> to <b>Y</b> .	<i>Stack level or named register</i> <b>X</b> , <b>Y</b> , ..., <b>K</b>	<b>OP→ x</b> e.g. <b>Fx→Z</b>  <b>OP→ nn</b> e.g. <b>FSTO→45</b>  Stores $x + iy$ into 2 consecutive registers, starting with the one where <b>r45</b> is pointing to.

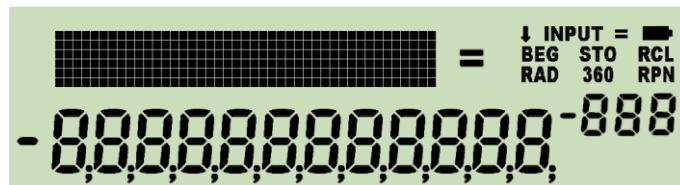
<sup>16</sup> For **RCL** and **STO**, any of **+**, **-**, **x**, or **/** may precede step 2. See the index of operations.

<sup>17</sup> Exceptions:  ${}^C\text{RCL } Z$ ,  ${}^C\text{RCL+ } Z$ ,  ${}^C\text{STO } Z$ , and  ${}^C\text{STO+ } Z$  require an **ENTER↑** preceding **Z**, e.g. **CPX STO + ENTER↑ Z** for the latter.

<sup>18</sup> You may key in e.g. **(8) ENTER↑** instead of **0 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.  
Please take into account some registers may be allocated to special applications.

## 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 on the top right side (except the big "=") are called *annunciators*, and are for indicating modes.



The dot matrix section above is used for

1. indicating 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, for status, or messages. See below for more.

If two or more requests concur for display space, the priorities are as follows:

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

## Modes and Annunciators

The *annunciators* or specific characters in the LCD indicate most modes:

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

Integer base or mode name	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	DECIM
Signaled by ... in the exponent	b	3	4	5	6	7	o	9	d	-1	-2	-3	-4	-5	h	
Set by ...	2	BASE3, ..., BASE7, 8, BASE9, 10, ..., BASE15													16	.d
Cleared by ...		any other BASE setting, FRACT, a b/c, d/c . ALL, FIX, SCI, ENG, and TIME will set DECM														

**BEG** indicates the program pointer standing at step 000 of program memory. A running program is signaled by **RCL** flashing. **RPN** is lit permanently unless a temporary message is shown. 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 shown below.

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

Some mode and display settings may be stored and recalled collectively by STOM and RCLM. These are stack depth and contrast set, complete decimal display settings, trig mode, choices for date and time display, the parameters of integer and fraction mode, curve fitting model and rounding mode selected. STOM stores this information in the register you specify. RCLM recalls the content of such a register and sets the calculator modes accordingly. Note the user is responsible for recalling valid mode data – else your WP 34S may be driven into a lockup state! See the [index of operations](#) for more information about changing modes and the individual commands employed.

Some regional formatting preferences may be set at once using shortcuts:

Command	Radix mark <sup>19</sup>	Time	Date <sup>20</sup>	JG <sup>21</sup>	Three digit separators	Remarks
<b>SETCHN</b>	RDX.	24h	Y.MD	(1949)	E3OFF	Would require separators every four digits.
<b>SETEUR</b>	RDX,	24h	D.MY	1582	E3ON	Applies also to South America.
<b>SETIND</b>	RDX.	24h	D.MY	1752	E3OFF	Would require separators every two digits over 10 <sup>5</sup> . Applies also to Pakistan and Sri Lanka.
<b>SETJPN</b>	RDX.	24h	Y.MD	(1873)	E3ON	
<b>SETUK</b>	RDX.	12h	D.MY	1752	E3ON	Applies also to Australia and New Zealand. 24h is taking over in the UK.
<b>SETUSA</b>	RDX.	12h	M.DY	1752	E3ON	

<sup>19</sup> See <http://upload.wikimedia.org/wikipedia/commons/a/a8/DecimalSeparator.svg> for a world map of radix mark use. Looks like an even score in this matter. Thus, ISO 31-0 allows either a decimal point or a comma as radix mark, and requires a narrow blank as separator of digit groups to avoid misunderstandings.

<sup>20</sup> See [http://upload.wikimedia.org/wikipedia/commons/0/05/Date\\_format\\_by\\_country.svg](http://upload.wikimedia.org/wikipedia/commons/0/05/Date_format_by_country.svg) for a world map of date formats used. ISO 8601:2004 states 24h for times, Y.MD for dates.

<sup>21</sup> This column states the year the Gregorian Calendar was introduced in the particular region, typically replacing the Julian Calendar (in East Asia, national calendars were replaced in the respective years). Your WP 34S supports both 1582 and 1752. See the index of operations.

Also the angular modes deserve a closer look: there are three of them, DEG, RAD, and GRAD<sup>22</sup>. 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:

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

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

## Command and Mode Specific Output

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

1. A few commands (like e.g. CLALL) ask for confirmation before executing. The question **Sure?** must be answered by **Y** or **N**.
2. **◀** and **▶** in DECM display the full mantissa of  $x$ , i.e. all digits present internally, and the exponent. For example, **π** **◀** returns

3141  
592653589793 000

This temporary message will vanish with the next key pressed. **◀** will just clear the message, any other key will be executed. This holds for all temporary messages.

3. **STATUS** shows the amount of free memory words in RAM and flash first, e.g.:

Free:  
516 , FL. 9999

Press **▼** and read if there are summation registers used, plus the number of global numbered registers and local registers allocated (note these are emulator displays):

---

<sup>22</sup> This is confusing in German: DEGree translates to “Grad”, while GRAD translates to “Neugrad”.

Regs: 96, Loc. 7 or Regs: I + 96, Loc. 7

Another **▼** will present the status of the first 30 user flags, shown very concisely in one display, allowing an immediate status overview after some training. For example, if flags 2, 3, 5, 7, 11, 13, 14, 17, 19, 20, 26, and X are set, and labels B and D are defined in program memory, **STATUS** **▼** **▼** will display this:

FL 00-29  
..-::--II-::-. bd

Where the mantissa is displayed usually, are three rows of horizontal bars now. Each shows the status of 10 flags. With a flag set, the respective bar is turned black. So here the top row of bars indicates flags 0 and 1 are clear, 2 and 3 set, and 4 clear. Then, a **II** separates the first five flags from the next. Following top row bars indicate flag 5 set, 6 clear, and 7 set. Next two rows show the status up to flag 29 as expected.

Pressing **▼** once will proceed to displaying flags 10 - 39 in the same format:

FL 10-39  
..-::--II-::-. bd

Another **▼** shows flags 20 - 49 etc. until 70 - 99, 80 - 99, 90 - 99. A final **▼** displays the last 12 global flags in rows of four – note flag X is shown being set as we expect:

XYZTA:D LIJK  
.. II .. bd

**▲** will browse backwards. Alternatively, pressing a digit, e.g. **5**, will display up to 30 flags starting with 10 times this digit, e.g. flags 50 – 79 here. Pressing a legal letter like **D** will display the top 12 flags. The numeric exponent always indicates the status of the four hotkeys top left on the keyboard – if all four labels are defined in programs then **All** will be shown there.

The status will be displayed this way until **EXIT** or **◀** is pressed.

- 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 **f**, **g**, and **h** are shown until they are resolved. If you pressed any of **f**, **g**, or **h** erroneously, recovery is as easy as follows:

- **f f** = NOP = **g g** = **h h** = **CPX CPX** = **→ →**
- **g f** = **h f** = **f**  
**f g** = **h g** = **g**  
**f h** = **g h** = **h**

In addressing, progress is recorded as explained in the [tables above](#) in detail. You may cancel such pending operations by **EXIT** as described [below](#).

5. In **programming mode**, the numeric display indicates the program step (000 – 925) 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.:

6. 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, and additional marks may be chosen to separate thousands.

Assume the display set to FIX 4. Key in 12345678 901 **ENTER↑**, and you will get::

or

with thousands separators on<sup>23</sup>. Without them, the number will look like this:

or

With ENG 3 and after **LN**, you get:

or

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](#)).

7. In **H.MS display mode**, output format is `hhhh°mm'ss.dd"` with the number of hours or degrees limited to 9,000. The LCD may look like this:

or

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 9,000.

<sup>23</sup> These separators may also be beneficial in fraction mode described below.

8. In **integer modes**, the mantissa section of numeric display shows the integer in **X**. Sign and first digit of the exponent indicate the base set:

Base	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Exponent starts with	b	3	4	5	6	7	o	9	d	-1	-2	-3	-4	-5	h

A **c** in the 2<sup>nd</sup> digit of the exponent signals a carry bit set, **o** in the 3<sup>rd</sup> an overflow.

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. Startup default is **2c**. These modes control the handling of negative numbers and are understood most easily with a little example:

Set your *WP 34S* to WSIZE 12, LZON (allowing to see all 12 bits in one calculator display easily), and enter 147. Then switch to 1COMPL, BASE 2. You will see:

 and – after **+/-** – 

Please forget the **'1** top right for the moment – it will be explained later here. Note the low byte of our number is displayed larger than its top four bits for easy reading. As you see, **+/-** in **1c** inverts every single bit, being equivalent to **NOT** here.

Return to the original number via **+/-** now, choose 2COMPL and you will get:

 and – after **+/-** – 

Note the negative number equals the inverse plus one in **2c**.

Now return to the original number via **+/-**, choose SIGNMT and you will see:

 and – after **+/-** – 

Negating a number just sets the top bit in **sm**, that's all.

Finally, return to the original number via **+/-**, choose UNSIGN and you will get:

 and – after **+/-** – 

Note the second number looks like in **2c**, but in addition an overflow is set here.

This needs explanation, since changing signs has no meaning in **un** per definition <sup>24</sup>, where the most significant bit adds magnitude, not sign, so the largest value represented by a 12-bit word is 4095 instead of 2047. Thus, **+/-** should be illegal here and result in no operation. Nevertheless, **+/-** was allowed and implemented in the *HP-16C*, so we follow this implementation for sake of backward compatibility.

Thus, pressing **+/-** will not suffice anymore to return to the original number here, you must also clear the overflow flag by **CF** **B** explicitly (see [above](#)).

<sup>24</sup> This is clearly stated also in the *HP-16C Computer Scientist Owner's Handbook* of April 1982 on page 30. Unfortunately, however, they did not stick to this.

As you have seen, positive numbers stay unchanged in all those modes. Just negative numbers are represented in different ways.

On the other hand, staying with a constant (e.g. -147) in one mode (e.g. **2c**) and just changing the bases is like looking through different filters on the constant bit pattern. You will notice that the displays for bases 4, 8, and 16 will look similar to those above, presenting all twelve bits to you, while in the other bases a signed mantissa will be displayed instead. See the output for bases 4 and 5, for example:

This takes into account that bases 2, 4, 8, and 16 are most convenient for bit and byte manipulations and further close-to-hardware applications. On the other hand, the bases in between will probably gain most interest in dealing with different number representations and calculating therein, where base 10 is the common reference standard.

Let us look to bigger words now: The following example shows your *WP 34S* displaying an arbitrary number in unsigned hexadecimal mode with word size 64, with or without separators:

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

The least significant byte is emphasized. Press **◀** and you will get the next bytes (note there is a 4-bit overlap with the previous display):

The last display shows the four most significant bits of this binary number. If leading zeros were turned on, there will be eight display windows (corresponding to eight bytes) here, with the four “most significant” containing only zeros.

Please note numeric input is limited to 12 digits in all integer bases.

Going through the number in steps of eight digits is a specialty of binary mode. In any other base the step size is the full display width, i.e. twelve digits without any overlap. See e.g. the most and least significant parts of the same number in base 3:

un 64 | DEG RPN  
10 12 10<sup>3</sup>

un 64 | DEG RPN  
02 120 111202<sup>3</sup>

9. **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,  $\pm$ ,  $\text{LT}$ , or  $\text{GT}$  is indicated in the exponent, respectively. This mode can handle numbers with absolute values  $< 100,000$  and  $> 0.0001$ . Maximum denominator is 9999. Underflows as well as overflows will be displayed in the format set before fraction mode was entered.

Now assume your *WP 34S* being reset. Key in -47.40625 **a b/c** and you will see:

-47 13<sup>r</sup>32 = or after **d/c** : - 15 17<sup>r</sup>32 = 25<sup>25</sup>

Squaring this improper fraction results in

230 1289<sup>r</sup> 1024 =

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

-47 36 1<sup>r</sup> 1024 =

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 **◀** or **▶** 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:

**1 2 . 3 . 4 ENTER↑** 12 3<sup>r</sup>4

**1 . 2 ENTER↑** 1 1<sup>r</sup>5

**. 1 . 2 ENTER↑** 1<sup>r</sup>2

**. 1 2 ENTER↑** 3<sup>r</sup>25 (= 0.12)

**1 . . 2 ENTER↑** 1 0<sup>r</sup>1 (= 1 1/2 !)

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

10. **VERS** generates a temporary message similar to the one shown on the title page of this manual, so you know which version of the firmware you are running on your *WP 34S*.

<sup>25</sup> Please note pure integers like 123 will be displayed as 123 0<sup>r</sup>1 or 123<sup>r</sup>1 in fraction mode, respectively, to indicate this mode.

11. Output of the function **WDAY** 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):

The display shows "Wednesday = 3" in a dot matrix font. The word "Wednesday" is in a larger font, followed by "=" and the number "3". Below the display, the status bar shows "INPUT BEG 360 RPN".

Expect similar displays after **DAYS+**. – Dates before the year 8 may be indicated differently to what they really were due to the inconsistent application of the leap year rule before this. We count on your understanding.

12. 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.:

The display shows "Answer? -4242-42" in a dot matrix font. "Answer?" is in a larger font, followed by a question mark, and then the numeric value "-4242-42". Below the display, the status bar shows "INPUT BEG 360 RPN".

Different information may be appended to **alpha**. See the commands starting with "a" in the index of operations below. E.g. **aTIME** allows creating texts like

Two side-by-side displays. The left one shows "It's 7:15pm -4242-42" and the right one shows "Um 19:15 Uhr -4242-42". Both displays show the same numeric value "-4242-42" in the numeric section and the text "It's 7:15pm" or "Um 19:15 Uhr" in the alpha section. Below each display, the status bar shows "INPUT BEG 360 RPN". A small "or" is placed between the two displays.

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

Please note **alpha** takes up to 31 characters. And your **WP 34S** features a rich set of special letters and further characters. So you may easily store a message like

Three side-by-side displays showing long alpha messages. The first displays "FOI μεσσαδα 0-398". The second displays "ΜΟΤΟΛ οξ γα 0-398". The third displays "Ιπετούν. 0-398". All three displays show the same numeric value "0-398" in the numeric section and the long alpha message in the alpha section. Below each display, the status bar shows "INPUT BEG 360 RPN".

**▲** and **▼** will browse such long messages in steps of 6 characters. **▲** will stop with the very first characters shown, **▼** stops showing the right end completely, i.e.

The display shows "ΧΟΙΠΕΤΟΥΝ. 0-398" in a dot matrix font. Only the first few characters of the long message are visible. Below the display, the status bar shows "INPUT BEG 360 RPN".

in this very special case. Continue reading the next paragraph for more information about the alpha capabilities of your **WP 34S**.

## Character Set and Fonts

You may have noticed already your **WP 34S** features a large and a small alphanumeric font for display. Both are based on Luiz Viera's (Brazil) fonts as distributed in 2004. Some letters were added and some modified for better legibility, since the dot matrix of your **WP 34S** is only 6 pixels high.

Below you see all characters directly evocable through the keyboard in alpha mode as explained [above](#):

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
ΑΒΓΔΕΖΗΙΚΑΜΝΕΩΡΤΥΦΧΨΩ  
αβγδεζηικαμνεωρτυφχψω  
0123456789 0+-×/±.!?~\&|‡

As soon as a message exceeds the visible display using the large font, your *WP 34S* will take the small font automatically to show as much as possible within the  $6 \times 43$  pixels the hardware features:

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
ΑΒΓΔΕΖΗΙΚΑΜΝΕΩΡΤΥΦΧΨΩ  
αβγδεζηικαμνεωρτυφχψω  
0123456789 0+-×/±.!?~\&|‡

Many more characters of both fonts live in the alpha catalogs. You find them [below](#).

## **PROGRAMMING**

Your *WP 34S* is a *keystroke-programmable* calculator. If this statement makes you smile with delight, this paragraph is for you. Else please turn to the *HP-42S Owner's Manual* first for an introduction into keystroke-programming, then continue reading here.

The basic building blocks within program memory are routines (or programs). Typically, a routine starts with a LBL statement and ends with RTN or END. In between, you may store any sequence of instructions (commands, operations, statements) for repeated use. Choose any operation featured – only a few commands are not programmable. The statements in your routine may use each and every register provided – there are (almost) no limits. You are the sole and undisputed master of the memory!

This freedom, however, has a price: you shall take care that your routines do not interfere in their quest for data storage space. So it is good practice keeping a list of the registers used by a particular routine, and documenting their purposes and contents for later reference.

### **Labels**

Structuring program memory and jumping around in it is eased by labels you may tag to any program steps – as known from previous programmable pocket calculators. Your *WP 34S* features a full set of alphanumeric program labels as described overleaf. Furthermore, different programs may be separated by END statements. Think of the beginning and the end of program memory containing implicit END statements.

See the next page for addressing labels.

1	User input  Dot matrix display	<b>A</b> , <b>B</b> , <b>C</b> , or <b>D</b>  <b>XEQ label</b> e.g. <b>XEQ C</b>	<b>XEQ</b> , <b>GTO</b> , <b>LBL</b> , <b>LBL?</b> , <b>SLV</b> , <b>f<sub>y</sub></b> , <b>T</b> , <b>S</b> , <b>aGTO</b> or <b>aXEQ</b>	<del>OP _</del> e.g. <del>GTO _</del>
2	User input  Dot matrix display	<b>A</b> , <b>B</b> , <b>C</b> , or <b>D</b>  <b>OP label</b> e.g. <b>Σ E</b>	<b>ENTER↑</b> sets alpha mode.  <b>OP ‘</b>	$\rightarrow$ <sup>26</sup> opens indirect addressing and sets $\alpha_T$ mode.  <b>OP →_</b>
3	User input  Dot matrix display	Sums up the function given in a routine labeled <b>B</b> .  <b>OP ‘label</b> e.g. <b>SLV‘F1μ‘</b>	<b>Alphanumeric (global) label</b> (1 to 3 characters <sup>27</sup> )  <b>OP → x</b> e.g. <b>f→T</b>	<b>Stack level or named register</b> <b>X</b> , <b>Y</b> , <b>Z</b> , ..., <b>K</b>  <b>Register number</b> <b>00 ... 99</b> , <b>.00 ... .15</b> , if applicable <sup>28</sup>  <b>OP → nn</b> e.g. <b>XEQ→44</b>

Solves the function given in the routine labeled **F1μ**  
 (keyed in as explained in footer).

Integrates the function whose label is on stack level **T**.

Executes the routine whose label is in **R44**.

Look up GTO in the [index of operations](#) for special cases applying to this command exclusively.

<sup>26</sup> Works with all these operations except **LBL**.

<sup>27</sup> The 3<sup>rd</sup> character terminates entry and closes alpha mode – shorter labels need a closing **ENTER↑**. For the example given here, press **f 2 ENTER↑ CPX 1 f EXIT g 7** and you are done. Statements including alpha labels exceeding one character decrement the number of free program steps by 2.

**WARNING:** LBL A and LBL'A' are different animals! The latter is entered in alpha mode, the first via the hotkey directly.

<sup>28</sup> Some registers may be allocated to special applications. Please check the memory table above.

When a command like e.g. XEQ **xy** is encountered, with **xy** representing one, two or three characters (like **A**, **BC**, **12**, **Tst**, **Pg3**, **x1μ**, etc.), your *WP 34S* will search this label using the following method:

1. If **xy** is purely numeric or a hotkey, it will be searched forward from the current position of the program pointer. When an END statement is reached without finding **xy**, the quest will continue right after previous END (so the search will stay in the current routine). This is the search procedure for local labels. It is as known from the *HP-41C*.
2. Else, i.e. if **xy** is an alpha label of up to three characters of arbitrary case (automatically enclosed in ' like '**'Abt'**), searching will start at program step 000 and cover the entire memory in the order *RAM*, *FM*, and *XROM*, independent of the position of the program pointer. This is the search procedure for global labels.

## Local Data

If – after some time – you have a number of different routines stored, keeping track of their memory requests may become a challenge. Most of modern programming languages take care of this problem by declaring *local variables*, i.e. memory space allocated from general data memory and accessible for the current routine only – when the routine is finished, the respective memory is released again. On the *WP 34S*, registers are for data storage – so we offer you *local registers* allocated to your routine exclusively.

**Example:** Let us assume you write a routine labeled 'P1':

1. You just enter the command LocR 5 in your routine specifying you want five local registers,
2. then you may access these registers most easily using local numbers .00 ... .04 throughout *P1*.

Now, if you call another routine *P2* from *P1*, also *P2* may contain a step LocR requesting some local registers. They will then carry local register numbers .00 etc. again, but the local register .00 of *P2* will be different from the local register .00 of *P1*, so no interference will happen. As soon as the return statement is executed, the local registers of the corresponding routine are released and given back to the heap mentioned above.

This construction allows e.g. for recursive programs, since every time such a routine is called again it will get a new set of local registers being different from the ones it got before. Nevertheless, since you remain the sole and undisputed master of the memory, proper programming and care-taking persist being your job.

See the commands LocR, LocR?, MEM?, and PopLR in the [index of operations](#) and [Appendix B](#) below for more information.

## Tests

Like the vintage keystroke-programmable calculators before, your *WP 34S* features a set of tests. The respective command names feature a trailing '?' typically. Generally, tests will work as in *HP-42S*: they will return **true** or **false** in the dot matrix if called from the keyboard; if called in a program, they will execute the next program step only if the test is true, else skip that step.

As mentioned above, programs typically end with RTN or END. In running programs, both statements work very similar and show only subtle differences:

- A RTN statement immediately after a test returning ‘false’ will be skipped – an END will not.
- SKIP and BACK may jump over RTN – they cannot pass an END.

See the [index of operations](#) below for more information. The majority of tests is contained in the [catalog TEST](#).

## Programmed Input and Output

A number of commands may be employed for controlling I/O of programs. In the index [below](#), their behavior is described if they are entered from the keyboard. Executed by a program, however, this will differ in a characteristic way.

With a program running, the display will be updated at certain instances only instead of after each operation. So where a command in manual mode shows an information until the next key is pressed, it will show it until the next display update in automatic mode. Such an update will occur with PROMPT, PSE, STOP, VIEW, VW $\alpha$ +, and  $\alpha$ VIEW only. This allows for the following operations (please note parameters are omitted here):

- Showing messages or other information for a defined time interval using the following code segment

**VIEW  
PSE**

(or simply PSE alone) for plain numeric calculated output or

**$\alpha$ VIEW (or even VW $\alpha$ +)  
PSE**

for complex alphanumeric information you composed in *alpha*.

- Asking (“prompting”) for numeric input employing

**$\alpha$ VIEW (or VW $\alpha$ +)\br/>STOP**

or simply PROMPT, the latter being identical to VW $\alpha$ + X plus STOP.

Whatever number you key in will be in X when you continue the program by pressing **R/S**. If you want it elsewhere, take care of it.

- Prompting for alphanumeric input by

**$\alpha$ ON  
PROMPT  
 $\alpha$ OFF**

Whatever you key in will be appended to *alpha* here. Again, the program will continue as soon as you pressed **R/S**.

Please see the index for more information about these commands and their parameters.

## Flash Memory (*FM*) and *XROM*

In addition to the *RAM* provided, your *WP 34S* allows you to access flash memory for voltage-fail safe storage of user programs and data. Its first section is the backup region (2kB), holding the image of the entire program memory, registers and calculator state as soon as you completed a *SAVE*. The remaining part holds programs only (several kB depending on configuration). Alphanumeric labels (see below) in *FM* can be called via XEQ like in *RAM*. This allows creating program libraries in *FM*. Use CAT to see the program labels defined already.

*FM* is ideal for backups or other long-living data, but shall not be used for repeated transient storage like in programmed loops<sup>29</sup>. Registers and standard user program memory, residing in *RAM* on the opposite, are designed for frequent data changes but will not hold data with the batteries removed. So both kinds of memory have specific advantages and disadvantages you shall take into account for optimum benefit and long lasting joy with your *WP 34S*. Find more about *FM* in [Appendix A](#) below.

Furthermore, there is a memory section called *XROM* (for “extended *ROM*”), where some additional routines live. Though written in user code, these routines are read only and thus can be called, executed, but not edited. For you, it makes no difference whether a preprogrammed routine executes in *ROM* or *XROM*.

## INDEX OF OPERATIONS

All commands available are found below with their *names* and *keystrokes* necessary. Names printed in **bold** face in this list belong to functions directly accessible on the keyboard, the other commands may be picked from [catalogs](#). The command names will show up identically in catalogs and program listings unless specified otherwise explicitly. 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 “G” at the end of the sorting order list above 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. Please refer to the manuals of the vintage calculators mentioned for additional information about traditional commands.

Functions available on your *WP 34S* for the first time ever on an *RPN* calculator got their remarks printed on **yellow background**. Operations carrying a familiar name but deviating in their functionality from said calculators are marked **light red**.

**Parameters** will be taken from the lowest stack level(s) unless mentioned explicitly in the 2<sup>nd</sup> column – then they must follow the command. If underlined, they may also be

<sup>29</sup> *FM* may not survive more than some 10,000 flashes. Thus, we made commands writing to *FM* (like *SAVE* or *PSTO*) non-programmable.

specified using indirect addressing, as shown in the [tables](#) above. Some parameters of statistical distributions must be given in registers **J** and **K** as 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 “¬” for “not”. So e.g.  $2^x$  works in all modes but alpha. All operations may also be entered in programming mode unless stated otherwise explicitly.

Name	Keys to press	in modes	Remarks
c...	<b>CPX</b> ...	DECM	Indicates an operation allowing complex input(s) and/or complex results (see <a href="#">above</a> ). The prefix <b>CPX</b> may be heading all functions whose <i>names</i> are printed in <i>italics</i> in this list. Whenever a complex operation is executed, a capital <b>C</b> in the dot matrix will remind you to look at <i>y</i> as well.
$10^x$	<b>f</b> <b>10<sup>x</sup></b>	¬α	
12h	<b>h</b> <b>MODE</b> 12h	¬α	Sets 12h time display mode: then e.g. 1:23 will become 1:23 AM, 23:45 will become 11:45 PM. This makes a difference in αTIME only.
1COMPL	<b>h</b> <b>MODE</b> 1COMPL	¬α	Sets 1's complement mode like in HP-16C.
$1/x$	<b>f</b> <b>1/x</b>	DECM	
	<b>B</b>	DECM	Shortcut working if label B is not defined.
24h	<b>h</b> <b>MODE</b> 24h	¬α	Sets 24h time display mode: then e.g. 1:23 AM will become 1:23, and 11:45 PM will become 23:45. This makes a difference in αTIME only.
2COMPL	<b>h</b> <b>MODE</b> 2COMPL	¬α	Sets 2's complement mode like in HP-16C.
$2^x$	<b>f</b> <b>2<sup>x</sup></b>	¬α	
$\sqrt[3]{x}$	<b>h</b> <b>X.FCN</b> $\sqrt[3]{x}$	¬α	
ABS	<b>f</b> <b> x </b>	¬α	Returns the absolute value.
	<b>CPX</b> <b>f</b> <b> x </b>	DECM	Returns $r = \sqrt{x^2 + y^2}$ in <b>X</b> and clears <b>Y</b> .
ACOS	<b>g</b> <b>COS<sup>-1</sup></b>	DECM	Returns $\arccos(x)$ .
ACOSH	<b>g</b> <b>HYP<sup>-1</sup></b> <b>COS</b>	DECM	Inverse hyperbolic cosine, known as <i>arcosh</i> . Note there is no need for pressing <b>f</b> here.
AGM	<b>h</b> <b>MODE</b> AGM	DECM	Returns the arithmetic-geometric mean of <i>x</i> and <i>y</i> .

Name	Keys to press in modes		Remarks
ALL	<b>h ALL <i>n</i></b>	$\neg\alpha$	ALL 00 works almost like ALL in HP-42S. For $x > 10^{13}$ , however, display will switch to SCI or ENG with the maximum number of digits necessary (see SCIOVR and ENGOVR). The same will happen if $x < 10^{-n}$ and more than 12 digits are required to show $x$ completely. <b>Example:</b> Input: Display: 700 700 ALL 03 700. 1/x 0.00 142857143 10 / 142857142857^-4
AND	<b>h AND</b>	Integer	Works bitwise as in HP-16C.
		DECIM	Works like AND in HP-28S, i.e. $x$ and $y$ are interpreted before executing this operation. 0 is “false”, any other real number is “true”.
ANGLE	<b>h X.FCN ANGLE</b>	DECIM	Returns the angle between positive x-axis and the straight line from the origin to the point $(x, y)$ , i.e. $\arctan(y/x)$ . This is a two-number function, it consumes $y$ .
ASIN	<b>g SIN<sup>-1</sup></b>	DECIM	Returns $\arcsin(x)$ .
ASINH	<b>g HYP<sup>-1</sup> SIN</b>	DECIM	Inverse hyperbolic sine, known as arsinh.
ASR	<b>h X.FCN ASR <i>n</i></b>	Integer	Works like $n$ ( $\leq 63$ ) consecutive ASR commands in HP-16C, corresponding to a division by $2^n$ . ASR 0 executes as NOP, but loads L.
ATAN	<b>g TAN<sup>-1</sup></b>	DECIM	Returns $\arctan(x)$ .
ATANH	<b>g HYP<sup>-1</sup> TAN</b>	DECIM	Inverse hyperbolic tangent, known as artanh.
BACK	<b>h P.FCN BACK <i>n</i></b>	PRG	Jumps $n$ program steps backwards ( $0 \leq n \leq 255$ ). So e.g. BACK 001 goes to the previous step. If BACK attempts to cross an END statement, an error is thrown. Reaching step 000 stops program execution. Compare SKIP.

Name	Keys to press in modes		Remarks
BASE	<b>h MODE BASE <i>n</i></b>	$\neg\alpha$	Sets the base for integer calculations, with $2 \leq n \leq 16$ . Popular bases are directly accessible on the keyboard. See <a href="#">above</a> for more information about the display in integer modes.
BASE10	<b>f 10</b>		
BASE16	<b>g 16</b>		Furthermore, BASE0 equals DECM, and BASE1 calls FRACT. See below.
BASE2	<b>f 2</b>		<b>ATTENTION:</b> Stack contents are converted when switching from integer to DECM, and are truncated vice versa. Other registers stay as they are. The results may be surprising (see <a href="#">below</a> ).
BASE8	<b>g 8</b>		
BATT	<b>h X.FCN BATT</b>	DECM	Measures the battery voltage in the range between 1.9V and 3.4V and returns this value.
		Integer	As above but returns the voltage in units of 0.1V.
BC?	<b>h TEST BC? <i>n</i></b>	Integer	Tests the specified bit in <i>x</i> .
BestF	<b>h MODE BestF</b>	DECM	Selects the best curve fit model, maximizing the correlation like BEST does in HP-42S.
Binom	<b>h PROB Binom</b>	DECM	Binomial distribution with the number of successes <b><i>g</i></b> in <b>X</b> , the probability of a success <b><i>p<sub>0</sub></i></b> in <b>J</b> and the sample size <b><i>n</i></b> in <b>K</b> . Binom <sub>P</sub> <sup>30</sup> returns
Binom <sub>P</sub>	<b>h PROB BinomP</b>		$p_B(g; n; p_0) = \binom{n}{g} \cdot p_0^g \cdot (1 - p_0)^{n-g}.$
Binom <sup>-1</sup>	<b>h PROB Binom<sup>-1</sup></b>		Binom returns $F_B(m; n; p_0) = \sum_{g=0}^m p_B(g; n; p_0)$ , with the maximum number of successes <b><i>m</i></b> in <b>X</b> . Binom <sup>-1</sup> returns <b><i>m</i></b> for given probabilities <b><i>F<sub>B</sub></i></b> in <b>X</b> and <b><i>p</i></b> in <b>J</b> with sample size <b><i>n</i></b> in <b>K</b> .
B <sub>n</sub>	<b>h X.FCN B<sub>n</sub></b>	DECM	Returns the Bernoulli number for an integer <b><i>n</i> &gt; 0</b> given in <b>X</b> : $B_n = (-1)^{n+1} n \cdot \zeta(1-n)$ . See below for $\zeta$ .
B <sub>n</sub> *	<b>h X.FCN B<sub>n</sub>*</b>	DECM	Returns the Bernoulli number according to its old definition for integer <b><i>n</i> &gt; 0</b> given in <b>X</b> : $B_n^* = \frac{2 \cdot (2n)!}{(2\pi)^{2n}} \cdot \zeta(2n)$ . See below for $\zeta$ .
BS?	<b>h TEST BS? <i>n</i></b>	Integer	Tests the specified bit in <i>x</i> .

<sup>30</sup> Binom<sub>P</sub> equals BINOMDIST(***g; n; p<sub>0</sub>; 0***) and Binom equals BINOMDIST(***m; n; p<sub>0</sub>; 1***) in MS Excel.

Name	Keys to press in modes		Remarks
Cauch	<b>h PROB Cauch</b>	DECM	Cauchy-Lorentz distribution (also known as Lorentz or Breit-Wigner distribution) with the location $x_0$ specified in <b>J</b> and the shape $\gamma$ in <b>K</b> :  $f_{Ca}(x) = \frac{1}{\pi\gamma} \cdot \frac{1}{1 + \left(\frac{x - x_0}{\gamma}\right)^2}$ , $F_{Ca}(x) = \frac{1}{2} + \frac{1}{\pi} \arctan\left(\frac{x - x_0}{\gamma}\right)$ .
Cauch <sub>P</sub>	<b>h PROB Cauch<sub>P</sub></b>		
Cauch <sup>-1</sup>	<b>h PROB Cauch<sup>-1</sup></b>		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 X.FCN CB n</b>	Integer	Clears the specified bit in $x$ .
CEIL	<b>h X.FCN CEIL</b>	DECM	Returns the smallest integer $\geq x$ .
CF	<b>g CF n</b>	$\neg\alpha$	Clears the flag specified.
CFALL	<b>h P.FCN CFALL</b>	$\neg\alpha$	Clears all user flags.
CLALL	<b>h X.FCN CLALL</b>	$\neg(\alpha, PRG)$	Clears all registers, flags, and programs in RAM if confirmed. Compare RESET.
CLP	<b>f CLP</b>	All	Clears the current program, i.e. the one the program pointer is in.
CLPALL	<b>h X.FCN CLPALL</b>	$\neg(\alpha, PRG)$	Clears all programs if confirmed.
CLREG	<b>h P.FCN CLREG</b>	$\neg\alpha$	Clears all global and local general purpose registers allocated. See also REGS and LocR. The contents of the stack as well as <b>L</b> and <b>I</b> are kept.
CLSTK	<b>0 g FILL</b>	$\neg\alpha$	Clears all stack registers currently allocated, i.e. <b>X</b> through <b>T</b> or <b>X</b> through <b>D</b> , respectively. All other register contents are kept.
	<b>h P.FCN CLSTK</b>		
CLx	<b>h CLx</b>	$\neg\alpha$	Clears register <b>X</b> only, disabling stack lift as usual.
CL $\alpha$	<b>h CLx</b>	$\alpha$	Clears the alpha register like CLA in HP-42S.
	<b>h P.FCN CL<math>\alpha</math></b>	$\neg\alpha$	
CL $\Sigma$	<b>g CL<math>\Sigma</math></b>	DECM	Clears the summation registers and releases the memory allocated for them.

Name	Keys to press in modes		Remarks
<b>COMB</b>	<b>f</b> <b>C</b> <sub>y,x</sub>	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: $C_{y,x} = \binom{y}{x} = \frac{y!}{x!(y-x)!}$
$^c\text{CONJ}$	<b>CPX</b> <b>X.FCN</b> <b>^CONJ</b>	DECM	Changes the sign of $y$ , thus returning the complex conjugate of $x_c$ .
<b>CORR</b>	<b>g</b> <b>r</b>	DECM	Returns the correlation coefficient for the current statistical data and curve fitting model.
<b>COS</b>	<b>f</b> <b>COS</b>	DECM	Returns the cosine of the angle in X.
<b>COSH</b>	<b>f</b> <b>HYP</b> <b>COS</b>	DECM	Returns the hyperbolic cosine of $x$ .
<b>COV</b>	<b>h</b> <b>STAT</b> <b>COV</b>	DECM	Returns the population covariance for two data sets. It depends on the fit model selected. For LinF, it calculates  $\text{COV}_{xy} = \frac{1}{n^2} \left( n \sum x_i y_i - \sum x_i \sum y_i \right)$ See $s_{xy}$ for the sample covariance.
$^c\text{CROSS}$	<b>CPX</b> <b>X.FCN</b> <b>^CROSS</b>	DECM	Interprets $x$ and $y$ as Cartesian components of a first vector, and $z$ and $t$ as those of a second one, and returns $[x \cdot t - y \cdot z, 0, \dots]$ , dropping two stack levels.
<b>DATE</b>	<b>h</b> <b>X.FCN</b> <b>DATE</b>	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 of HP-12C corresponds to DAYS+ in your WP 34S (see below).
<b>DATE→</b>	<b>h</b> <b>X.FCN</b> <b>DATE+</b>	DECM	Assumes $x$ containing a date in the format selected and pushes its three components on the stack.
<b>DAY</b>	<b>h</b> <b>X.FCN</b> <b>DAY</b>	DECM	Assumes $x$ containing a date in the format selected and extracts the day.
<b>DAYS+</b>	<b>h</b> <b>X.FCN</b> <b>DAYS+</b>	DECM	Works like DATE in HP-12C, adding $x$ days on a date in Y in the format selected and displaying the resulting date including the day of week in the same format as WDAY does.

Name	Keys to press in modes		Remarks
DBLR	<b>h X.FCN DBLR</b>	Integer	Double word length commands for remainder, multiplication and division like in HP-16C.
DBL ×	<b>h X.FCN DBL×</b>		
DBL /	<b>h X.FCN DBL/</b>		
DEC	<b>h P.FCN DEC r</b>	¬α	Decrements $r$ by one. Equivalent to 1 STO- $r$ , but without modifying the stack.
DECM	<b>f H.d</b>	¬α	Sets default decimal floating point mode for calculations.
DECOMP	<b>h X.FCN DECOMP</b>	DECM	Decomposes $x$ (after converting it into an improper fraction, if applicable), returning $\frac{y}{x} =$ and a stack [ <i>denominator(x)</i> , <i>numerator(x)</i> , $y$ , ...]. Reversible by division. <b>Example:</b> If $X$ contains 2.25 then DECOMP will return $x = 4$ and $y = 9$ , pushing previous content of $Y$ to $Z$ etc.
DEG	<b>g DEG</b>	DECM	Sets angular mode to degrees.
DEG→	<b>h X.FCN DEG+</b>	DECM	Takes $x$ as degrees and converts them to the angular mode currently set.
DENANY	<b>h MODE DENANY</b>	¬α	Sets default fraction format like in HP-35S, allowing maximum precision in fraction display – any denominator up to the value set by DENMAX may appear. <b>Example:</b> If DENMAX = 5 then DENANY allows denominators are 2, 3, 4, and 5.
DENFAC	<b>h MODE DENFAC</b>	¬α	Sets “factors of the maximum denominator”, i.e. all integer factors of DENMAX may appear. <b>Example:</b> If DENMAX = 12 then DENFAC allows denominators 2, 3, 4, 6, and 12.
DENFIX	<b>h MODE DENFIX</b>	¬α	Sets fixed denominator format, i.e. the one and only denominator allowed is the value set by DENMAX.
DENMAX	<b>h MODE DENMAX</b>	¬α	Works like /c in HP-35S, but the maximum denominator settable is 9,999. It will be set to this value if $x < 1$ or $x > 9,999$ at execution time. For $x = 1$ the current setting is recalled.
DET	<b>h MATRIX DET</b>	¬α	Takes a <i>descriptor</i> of a square matrix in $X$ and returns the determinant of the matrix. The matrix itself is not modified.

Name	Keys to press in modes		Remarks
DISP	<b>h MODE</b> <b>DISP</b> <b>n</b>	DECM	Changes the number of decimals shown while keeping the basic display format (FIX, SCI, ENG) as is. With ALL set, DISP will change the switchover point (see ALL).
${}^c\text{DOT}$	<b>CPX</b> <b>X.FCN</b> <b>{}^c\text{DOT}</b>	DECM	Interprets $x$ and $y$ as Cartesian components of a first vector, and $z$ and $t$ as those of a second one, and returns $[x \cdot z + y \cdot t, 0, \dots]$ , dropping two stack levels.
DROP	<b>h X.FCN</b> <b>DROP</b>	$\neg\alpha$	Drops $x$ . See <a href="#">above</a> for details and ${}^c\text{DROP}$ .
DSE	<b>f DSE</b> <b>r</b>	PRG	Given $cccccc.ffffii$ in $r$ , DSE decrements $r$ by $ii$ , skipping next program line if then $ccccccc \leq fff$ . If $r$ features no fractional part then $fff$ is 0 and $ii$ is set to 1.  Note that neither $fff$ nor $ii$ can be negative, and DSE makes only sense with $cccccc > 0$ .
DSL	<b>h P.FCN</b> <b>DSL</b> <b>r</b>	PRG	Works like DSE but skips if $ccccccc < fff$ .
DSZ	<b>h P.FCN</b> <b>DSZ</b> <b>r</b>	PRG	Decrements $r$ by 1, and skips if $ r  < 1$ thereafter. Known from the HP-16C.
D.MY	<b>h MODE</b> <b>D.MY</b>	$\neg\alpha$	Sets the format for date display.
D→J	<b>h X.FCN</b> <b>D→J</b>	DECM	Takes $x$ as a date in the format selected and converts it to a Julian day number according to JG...
D→R		DECM	See the <a href="#">catalog of conversions</a> for conversions from degrees to radians.
END	<b>h P.FCN</b> <b>END</b>	PRG	Last command in a routine and terminal for searching local labels as described above. Works like RTN in all other aspects.
E3OFF	<b>h MODE</b> <b>E3OFF</b>	$\neg\alpha$	Toggle the thousands separators for DECM (either a point or a comma depending on radix setting).
E3ON	<b>h MODE</b> <b>E3ON</b>		
ENG	<b>h ENG</b> <b>n</b>	$\neg\alpha$	Sets engineering display format.
ENGOVR	<b>h ENG</b> <b>ENTER↑</b>	$\neg\alpha$	Numbers exceeding the range displayable in ALL or FIX will be shown in engineering format. See SCIOVR.
<b>ENTER↑</b>	<b>ENTER↑</b>	$\neg\alpha$	See <a href="#">above</a> for details.

Name	Keys to press in modes		Remarks
ENTRY?	<b>h TEST</b> ENTRY?	$\neg\alpha$	Checks the entry flag. This internal flag is set if: <ul style="list-style-type: none"> <li>any character is entered in alpha mode, or</li> <li>any command is accepted for entry (be it via <b>ENTER↑</b>, a function key, or <b>R/S</b> with a partial command line).</li> </ul>
erf	<b>h X.FCN</b> erf	DECM	Returns the error function or its complementary:
erfc	<b>h X.FCN</b> erfc		$\text{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt \quad \text{and} \quad \text{erfc}(x) = 1 - \text{erf}(x)$
ERR	<b>h P.FCN</b> ERR <i>n</i>	$\neg\alpha$	Raises the error specified and clears the return stack. See <a href="#">below</a> for the respective error codes.
EVEN?	<b>h TEST</b> EVEN	$\neg\alpha$	Checks if <i>x</i> is integer and even.
<b>e<sup>x</sup></b>	<b>f e<sup>x</sup></b>	DECM	
ExpF	<b>h MODE</b> ExpF	DECM	Selects the exponential curve fit model $y = a_0 e^{a_1 x}$ .
Expon	<b>h PROB</b> Expon	DECM	Exponential distribution with the rate $\lambda$ in <b>J</b> : $f_{Ex}(x) = \lambda \cdot e^{-\lambda x}$ ,
Expon <sub>P</sub>	<b>h PROB</b> Expon <sub>P</sub>		Expon returns $F_{Ex}(x) = 1 - e^{-\lambda x}$ .
Expon <sup>-1</sup>	<b>h PROB</b> Expon <sup>-1</sup>		Expon <sup>-1</sup> returns the survival time <i>t<sub>s</sub></i> for a given probability <b>F<sub>Ex</sub></b> in <b>X</b> and rate $\lambda$ in <b>J</b> .
EXPT	<b>h X.FCN</b> EXPT	DECM	Returns the exponent <b>h</b> of the number displayed $x = m \cdot 10^h$ . Compare MANT.
<b>e<sup>x</sup> -1</b>	<b>h X.FCN</b> e <sup>x</sup> -1	DECM	Returns more accurate results for the fractional part of $e^x$ with $x \approx 0$ .
FAST	<b>h MODE</b> FAST	All	Sets the processor speed to “fast”. This is startup default and is kept for fresh batteries. Compare SLOW.
FB	<b>h X.FCN</b> FB <i>n</i>	Integer	Inverts (“flips”) the specified bit in <i>x</i> .
FC?	<b>h TEST</b> FC? <i>n</i> etc.	$\neg\alpha$	
FC?C			
FC?F			
FC?S			Tests if the flag specified is clear. Clears, flips, or sets this flag after testing, if applicable.

<sup>31</sup> The pdf corresponds to EXPONDIST(*x*;  $\lambda$ ; 0) and the cdf to EXPONDIST(*x*;  $\lambda$ ; 1) in MS Excel.

Name	Keys to press in modes		Remarks
FF	<b>h P.FCN</b> FF <i>n</i>	¬α	Flips the flag specified.
FIB	<b>h X.FCN</b> FIB	¬α	Returns the Fibonacci number $F_x$ .
<b>FILL</b>	<b>g FILL</b>	¬α	Copies $x$ to all stack levels. See details <a href="#">above</a> .
FIX	<b>h FIX</b> <i>n</i>	¬α	Sets fixed point display format.
FLASH?	<b>h TEST</b> FLASH?	¬α	Returns the number of free words in flash memory.
FLOOR	<b>h X.FCN</b> FLOOR	DECIM	Returns the largest integer $\leq x$ .
<b>FP</b>	<b>g FP</b>	DECIM	Returns the fractional part of $x$ .
FP?	<b>h TEST</b> FP?	¬α	Tests $x$ for having a nonzero fractional part.
FRACT	<b>h MODE</b> FRACT	¬α	Sets fraction mode like in HP-35S, but keeps display format as set by PROFRC or IMPFRC.
FS?	<b>h TEST</b> FS? <i>n</i> etc.	¬α	Tests if the flag specified is set. Clears, flips, or sets this flag after testing, if applicable.
FS?C			
FS?F			
FS?S			
$F_p(x)$	<b>h PROB</b> $F_p(x)$	DECIM	Fisher's F-distribution. The <a href="#">cdf</a> $F(x)$ equals $1 - Q(F)$ in HP-21S. The degrees of freedom are specified in <b>J</b> and <b>K</b> .
$F(x)$	<b>h PROB</b> $F(x)$		
$F^{-1}(p)$	<b>h PROB</b> $F^{-1}(p)$		
$f'(x)$	<b>h P.FCN</b> $f'(x)$ <i>label</i>	DECIM	Returns the first derivative of the function $f(x)$ at position $x$ . The function must be specified in a routine starting with LBL <b>label</b> . The return stack will have $y$ , $z$ , and $t$ cleared and the position $x$ in <b>L</b> .  This command will attempt to call a user routine labeled ' $\delta x$ ' to provide a fixed step size <b>dx</b> . If that routine is not defined, a step size of 0.1 is used.
$f''(x)$	<b>h P.FCN</b> $f''(x)$ <i>label</i>	DECIM	Works like $f'(x)$ but returns the second derivative of $f(x)$ .

Name	Keys to press in modes		Remarks
GCD	<b>h X.FCN GCD</b>	$\neg\alpha$	Returns the Greatest Common Divisor of $x$ and $y$ <sup>32</sup> .
$g_d$	<b>h X.FCN g_d</b>	DECM	Returns the Gudermannian function or its inverse
$g_d^{-1}$	<b>h X.FCN g_d^-1</b>		$g_d(x) = \int_0^x \frac{d\xi}{\cosh \xi}$ or $g_d^{-1}(x) = \int_0^x \frac{d\xi}{\cos \xi}$ , respectively.
Geom	<b>h PROB Geom</b>	DECM	Geometric distribution: $\text{Geom}_P$ returns $f_{Ge}(m) = p_0(1-p_0)^m$ ,
$\text{Geom}_P$	<b>h PROB Geom_P</b>		$\text{Geom}_P$ returns $F_{Ge}(m) = 1 - (1-p_0)^{m+1}$ , being 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> .
$\text{Geom}^{-1}$	<b>h PROB Geom^-1</b>		$\text{Geom}^{-1}$ returns the number of failures $f$ before 1 <sup>st</sup> success for given probabilities $F_{Ge}$ in <b>X</b> and $p_0$ in <b>J</b> .
GRAD	<b>g GRAD</b>	DECM	Sets angular mode to gon or grads.
GRAD→	<b>h X.FCN GRAD→</b>	DECM	Takes $x$ as given in gon or grads and converts them to the angular mode currently set.
GTO	<b>h GTO <i>label</i></b>	PRG	Inserts an unconditional branch to <b>label</b> .
	<b>h GTO <i>label</i></b>	$\neg\text{PRG}$ , $\neg\alpha$	Positions the program pointer to <b>label</b> .
	<b>h GTO [ ] A , B , C , or D</b>	$\neg\alpha$	... to one of these labels, if defined.
	<b>h GTO [ ] nnn</b>		Positions the program pointer ... to step <b>nnn</b> .
	<b>h GTO [ ] ▲</b>		... directly after previous END.
	<b>h GTO [ ] ▼</b>		... directly after next END.
	<b>h GTO [ ] []</b>		... to step 000 .
GTO $\alpha$	<b>h P.FCN GTO<math>\alpha</math></b>	$\neg\alpha$	Takes the first three characters of <b>alpha</b> (or less if there are less available) as a label and positions the program pointer to it.

<sup>32</sup> GCD translates to “ggT” in German.

Name	Keys to press in modes		Remarks
$H_n$	<b>h X.FCN</b> $H_n$	DECM	Hermite's polynomials for probability: $H_n(x) = (-1)^n \cdot e^{x^2/2} \cdot \frac{d^n}{dx^n} \left( e^{-x^2/2} \right)$ with $n$ in <b>Y</b> , solving the differential equation $f''(x) - 2x \cdot f'(x) + 2n \cdot f(x) = 0$ .
$H_{np}$	<b>h X.FCN</b> $H_{np}$	DECM	Hermite's polynomials for physics: $H_{np}(x) = (-1)^n \cdot e^{x^2} \cdot \frac{d^n}{dx^n} \left( e^{-x^2} \right)$ with $n$ in <b>Y</b> .
<b>H.MS</b>	<b>f 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 in the paragraph <a href="#">above</a> . Will return to the previous decimal display with the next keystroke thereafter.
<b>H.MS+</b>	<b>h X.FCN</b> $H.MS+$	DECM	Assumes <b>X</b> and <b>Y</b> containing times or degrees in the format hhmm.ssdd, and adds or subtracts them, respectively.
<b>H.MS-</b>	<b>h X.FCN</b> $H.MS-$		
<b>IBASE?</b>	<b>h TEST</b> $IBASE?$	$\neg\alpha$	Returns the integer base set (see <b>BASE</b> ).
<b>IMPFRC</b>	<b>g d/c</b>	$\neg\alpha$	Sets fraction mode allowing improper fractions in display (i.e. $5/3$ instead of $1 \frac{2}{3}$ ). Converts $x$ according to the settings by <b>DEN...</b> Absolute decimal equivalents of $x$ must not exceed 100,000. Compare <b>PROFRC</b> .
		FRC	Allows displaying improper fractions. Thus converts a proper fraction in <b>X</b> into the equivalent improper fraction, if applicable.
<b>INC</b>	<b>h P.FCN</b> $INC r$	$\neg\alpha$	Increments $r$ by one, equivalent to $1 \text{ STO+ } r$ , but without modifying the stack.
<b>INTM?</b>	<b>h TEST</b> $INTM?$	$\neg\alpha$	Tests if your <b>WP 34S</b> is in an integer mode.
<b>INT?</b>	<b>h TEST</b> $INT?$	$\neg\alpha$	Tests $x$ for being an integer, i.e. having a fractional part equal to zero. Compare <b>FP?</b> .
<b>IP</b>	<b>f IP</b>	DECM	Returns the integer part of $x$ .
<b>iRCL</b>	<b>h X.FCN</b> <b>iRCL s</b>	$\neg\alpha$	Assumes the source <b>s</b> contains integer data and recalls them as such. See <a href="#">below</a> .
<b>ISE</b>	<b>h P.FCN</b> $ISE r$	PRG	Works like <b>ISG</b> but skips if $ccccccc \geq fff$ .

Name	Keys to press in modes		Remarks
ISG	<b>g ISG r</b>	PRG	Given $cccccc.ffffii$ in $r$ , this function increments $r$ by $ii$ , skipping next program line if then $ccccccc > fff$ . If $r$ features no fractional part then $ii$ is set to 1.  Note that neither $fff$ nor $ii$ can be negative, but $cccccc$ can.
ISZ	<b>h P.FCN ISZ r</b>	PRG	Increments $r$ by one, skipping next program line if then $ r  < 1$ . Known from HP-16C.
$I\beta$	<b>h X.FCN I<math>\beta</math></b>	DECM	Returns the regularized incomplete beta function $\frac{\beta_x(x, y, z)}{\beta(y, z)} = \frac{1}{\beta(y, z)} \int_0^x t^{y-1} (1-t)^{z-1} dt$ with $\beta_x$ being the incomplete beta function and $\beta$ being Euler's beta (see below).
$I\Gamma$	<b>h X.FCN I<math>\Gamma</math></b>	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 $\Gamma(x)$ see below.
JG1582	<b>h MODE JG1582</b>	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 MODE JG1752</b>		
J→D	<b>h X.FCN J→D</b>	DECM	Takes $x$ as a Julian day number and converts it to a date according to JG... in the format selected
KEY?	<b>h TEST KEY? a</b>	¬α	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 stored in address $a$ .  Key codes reflect the rows and columns on the keyboard starting top left – so e.g. <b>A</b> corresponds to 11, <b>CPX</b> to 16, <b>STO</b> to 21, and <b>+</b> to 75.
KTP?	<b>h TEST KTP? a</b>	¬α	Assumes a key code in address $a$ . Checks this code and returns the key type: <ul style="list-style-type: none"><li>• 0 ... 9 if it corresponds to a digit <b>0</b> ... <b>9</b>,</li><li>• 10 if it corresponds to <b>.</b>, <b>EEX</b>, or <b>+/-</b>,</li><li>• 11 if it corresponds to <b>f</b>, <b>g</b>, or <b>h</b>,</li><li>• 12 if it corresponds to any other key.</li></ul> May help in user interaction with programs.

Name	Keys to press in modes		Remarks
LASTx	RCL L	$\neg\alpha$	See <a href="#">above</a> for details.
LBL	f LBL <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?	h TEST LBL? <i>label</i>	$\neg\alpha$	Tests for the existence of the label specified, anywhere in program memory. See LBL for more.
LCM	h X.FCN LCM	$\neg\alpha$	Returns the Least Common Multiple of $x$ and $y$ <sup>33</sup> .
LEAP?	h TEST LEAP?	DECM	Takes $x$ as a date in the format selected, extracts the year, and tests for a leap year.
LgNrm	h PROB LgNrm	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 returns $F_{Ln}(x) = \Phi\left(\frac{\ln x - \mu}{\sigma}\right)$ with $\Phi(z)$ denoting the standard Normal <a href="#">cdf</a> .
LgNrm <sub>P</sub>	h PROB LgNrm <sub>P</sub>		$LgNrm_P$ returns $f_{Ln}(x) = \frac{1}{x\sigma\sqrt{2\pi}} e^{-\frac{(\ln x - \mu)^2}{2\sigma^2}}$ .
LgNrm <sup>-1</sup>	h PROB LgNrm <sup>-1</sup>		LgNrm <sup>-1</sup> returns $x$ for a given probability $F_{Ln}$ in <b>X</b> , $\mu$ in <b>J</b> , and $\sigma$ in <b>K</b> . See LgNrm for more.
LINEQS	h X.FCN LINEQS	$\neg\alpha$	Takes a base register in <b>X</b> , a vector <a href="#">descriptor</a> in <b>Y</b> , and a descriptor of a square matrix in <b>Z</b> . Solves the system of linear equations $(Z) \cdot \vec{x} = \vec{y}$ and returns the filled in vector descriptor in <b>X</b> .
LinF	h MODE LinF	DECM	Selects the linear curve fit model $y = a_0 + a_1 x$ .
LJ	h X.FCN LJ	Integer	Left adjust as in HP-16C.
LN	g LN	DECM	Returns the natural logarithm of $x$ , i.e. the logarithm of $x$ for base e.
$L_n$	h X.FCN $L_n$	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 $x \cdot y'' + (1-x)y' + ny = 0$ .

<sup>33</sup> LCM translates to "kgV" in German.

Name	Keys to press in modes		Remarks
$LN1+x$	<b>h X.FCN</b> $LN1+x$	DECM	Natural logarithm of 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 X.FCN</b> $L_n\alpha$	DECM	Laguerre's generalized polynomials (compare $L_n$ above) $L_n^{(\alpha)}(x) = \frac{x^{-\alpha} e^x}{n!} \cdot \frac{d^n}{dx^n}(x^{n+\alpha} e^{-x})$ with $n$ in $\mathbb{Y}$ and $\alpha$ in $\mathbb{Z}$ .
$LN\beta$	<b>h X.FCN</b> $LN\beta$	DECM	Returns the natural logarithm of Euler's $\beta$ function. See there.
$LN\Gamma$	<b>h X.FCN</b> $LN\Gamma$	DECM	Returns the natural logarithm of $\Gamma(x)$ . See there.
LOAD	<b>h P.FCN</b> LOAD	$\neg(\alpha, PRG)$	Restores the entire backup from flash, i.e. executes LOADP, LOADR, LOADSS, LOADΣ, and returns Restored then. Compare SAVE. See the commands mentioned and <a href="#">Appendix A</a> for more.
LOADP	<b>h P.FCN</b> LOADP	$\neg(\alpha, PRG)$	Loads the complete program memory from the backup and appends it to the programs already in RAM. This will only work if there is enough space.
LOADER	<b>h P.FCN</b> LOADER	$\neg\alpha$	Recovers numbered general purpose registers from the backup (see SAVE and <a href="#">above</a> ). Lettered registers are not recalled. The number of registers copied is the minimum of the registers held in the backup and RAM at execution time.
LOADSS	<b>h P.FCN</b> LOADSS	$\neg\alpha$	Recovers the system state from the backup. See <a href="#">Appendix B</a> for more.
LOADΣ	<b>h P.FCN</b> LOADΣ	$\neg\alpha$	Recovers the summation registers from the backup. Throws an error if there are none. See <a href="#">Appendix B</a> for more.
LocR	<b>h P.FCN</b> LocR $n$	PRG	Allocates $n$ local registers (up to 144) and 16 local flags for the current program. See <a href="#">above</a> .
LocR?	<b>h TEST</b> LocR?	$\neg\alpha$	Returns the number of local registers allocated.
$LOG_{10}$	<b>g LG</b>	$\neg\alpha$	Returns the logarithm of $x$ for base 10.
$LOG_2$	<b>g LB</b>	$\neg\alpha$	Returns the logarithm of $x$ for base 2.
LogF	<b>h MODE</b> LogF	DECM	Selects the logarithmic curve fit model $y = a_0 + a_1 \ln x$ .

Name	Keys to press in modes		Remarks
Logis	<b>h PROB Logis</b>	DEC M	Logistic distribution with $\mu$ given in <b>J</b> and $s$ in <b>K</b> . Logis <sub>P</sub> returns $f_{Lg}(x) = e^{-\frac{x-\mu}{s}} / s \cdot \left(1 + e^{-\frac{x-\mu}{s}}\right)^2$ , Logis returns $F_{Lg}(x) = \left(1 + e^{-\frac{x-\mu}{s}}\right)^{-1}$ .
Logis <sub>P</sub>	<b>h PROB Logis<sub>P</sub></b>		
Logis <sup>-1</sup>	<b>h PROB Logis<sup>-1</sup></b>		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 $s$ in <b>K</b> .
<b>LOG<sub>x</sub></b>	<b>g LOG<sub>x</sub></b>	DEC M	Returns the logarithm of <b>y</b> for base <b>x</b> .
	<b>CPX g LOG<sub>x</sub></b>	DEC M	Returns the complex logarithm of <b>z + i t</b> for the complex base <b>x + i y</b> .
LZOFF	<b>h MODE LZOFF</b>	¬α	Toggles leading zeros like flag 3 does in <i>HP-16C</i> . Relevant in integer modes only.
LZON	<b>h MODE LZON</b>		
L.R.	<b>h STAT L.R.</b>	DEC M	Returns the parameters <b>a<sub>1</sub></b> and <b>a<sub>0</sub></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>a<sub>0</sub></b> is the y-intercept and <b>a<sub>1</sub></b> the slope.
MANT	<b>h X.FCN MANT</b>	DEC M	Returns the mantissa <b>m</b> of the number displayed $x = m \cdot 10^h$ . Compare EXPT.
MASKL	<b>h X.FCN MASKL</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 X.FCN MASKR n etc.</b>		
MAX	<b>h X.FCN MAX</b>	¬α	Returns the maximum of <b>x</b> and <b>y</b> .
MEM?	<b>h TEST MEM?</b>	¬α	Returns the number of free words in program memory, taking into account the local registers allocated.
MIN	<b>h X.FCN MIN</b>	¬α	Returns the minimum of <b>x</b> and <b>y</b> .
MIRROR	<b>h X.FCN MIRROR</b>	Integer	Reflects the bit pattern in <b>x</b> (e.g. 000101 becomes 101000 for word size 6).
MONTH	<b>h X.FCN MONTH</b>	DEC M	Assumes <b>x</b> containing a date in the format selected and extracts the month.

Name	Keys to press in modes		Remarks
MROW+ $\times$		DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , a destination row number in <b>Y</b> , a source row number in <b>Z</b> , and a real number in <b>T</b> . It multiples each element $m_{zi}$ by $t$ and adds it to $m_{yi}$ . The stack is unchanged. M.ROW+ $\times$ is similar to PPC M3.
MROW $\times$		DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , a row number in <b>Y</b> , and a real number in <b>Z</b> . It multiples each element $m_{yi}$ by $z$ . The stack is unchanged. M.ROW $\times$ is similar to PPC M2.
MROW $\Leftarrow$		DECM	Takes a matrix <i>descriptor</i> in <b>X</b> and two row numbers in <b>Y</b> and <b>Z</b> . It swaps the contents of rows $y$ and $z$ . The stack is unchanged. M.ROW $\Leftarrow$ is similar to PPC M1.
MSG		$\neg\alpha$	Throws the error message specified. It will vanish with the next keystroke. See <a href="#">below</a> for the respective error codes. Compare ERR.
M+ $\times$		DECM	Takes two matrix <i>descriptors</i> in <b>X</b> and <b>Y</b> , and a real number $z$ . Returns $(X) + (Y) \cdot z = (X)$ . Thus a scalar multiple of one matrix is added to another matrix. The multiply adds are done in internal high precision and results should be exactly rounded.
$M^{-1}$		DECM	Takes a <i>descriptor</i> of a square matrix in <b>X</b> and inverts the matrix in-situ. Doesn't alter the stack.
M-ALL		DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , saves it in <b>L</b> , and returns a value suitable for ISG or DSL looping in <b>X</b> . The loop processes <u>all</u> elements in the matrix. The loop index is DSL if the descriptor is negative and ISG else.
M-COL		DECM	Takes a matrix <i>descriptor</i> in <b>X</b> and a column number in <b>Y</b> . Returns a loop counter in <b>X</b> , dropping the stack. The matrix descriptor is saved in <b>L</b> . The loop processes all elements $m_{iy}$ only. The loop index is DSL if the descriptor is negative and ISG else.
M-DIAG		DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , saves it in <b>L</b> , and returns a loop counter in <b>X</b> . The loop processes all elements along the matrix diagonal, i.e. all elements $m_{ii}$ . The loop index is DSL if the descriptor is negative and ISG else.

Name	Keys to press in modes		Remarks
M-ROW	<b>h MATRIX</b> M-ROW	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> and a row number in <b>Y</b> . Returns a loop counter in <b>X</b> , dropping the stack and setting last <b>L</b> like all two-argument commands. The loop processes all elements $m_{yi}$ only. The loop index is DSL if the descriptor is negative and ISG else.
Mx	<b>h MATRIX</b> Mx	DECM	Takes two matrix <i>descriptors</i> in <b>Y</b> and <b>Z</b> and the integer part of <b>x</b> as the base address of the result. Returns $(Z) \cdot (Y) = (X)$ . All calculations are done in internal high precision. The fractional part of <b>x</b> is updated to match the resulting matrix – no overlap checking is performed.
M.COPY	<b>h MATRIX</b> M.COPY	DECM	Takes a matrix <i>descriptor</i> in <b>Y</b> and a register number in <b>X</b> . Copies the matrix into registers starting at <b>X</b> . Returns a properly formatted matrix descriptor in <b>X</b> .
M.DY	<b>h MODE</b> M.DY	$\neg\alpha$	Sets the format for date display.
M.IJ	<b>h MATRIX</b> M.IJ	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> and a register number in <b>Y</b> . Returns the column that register represents in <b>Y</b> and the row in <b>X</b> . The descriptor is saved in <b>L</b> . M.IJ is similar to <i>PPC M4</i> .
M.LU	<b>h MATRIX</b> M.LU	DECM	Takes a <i>descriptor</i> of a square matrix in <b>X</b> . Transforms the matrix into its LU decomposition. in-situ. The value in <b>X</b> is replaced by a pivot descriptor that defines the pivots that were required to calculate the decomposition. The most significant digit is the pivot for the first diagonal entry, the next most the second and so forth.
M.REG	<b>h MATRIX</b> M.REG	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , a row number in <b>Y</b> , and a column number in <b>Z</b> . The descriptor is saved in <b>L</b> . M.REG returns the register number in <b>X</b> (popping the stack twice). It is similar to <i>PPC M5</i> .
M.SQR?	<b>h TEST</b> M.SQR?	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> and tests it. Returns “true” if the matrix is square.
NAND	<b>h X.FCN</b> NAND	$\neg\alpha$	Works in analogy to AND.
NaN?	<b>h TEST</b> NaN?	$\neg\alpha$	Tests <b>x</b> for being “Not a Number”.
nBITS	<b>h X.FCN</b> nBITS	Integer	Counts bits set in <b>x</b> like #B does on <i>HP-16C</i> .
nCOL	<b>h MATRIX</b> nCOL	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , saves it in <b>L</b> , and returns the number of columns in this matrix.

Name	Keys to press in modes		Remarks
NEIGHB	<b>h X.FCN</b> NEIGHB	DECM	Returns the nearest machine-representable number to $x$ in the direction toward $y$ in the mode set <sup>34</sup> . For $x < y$ (or $x > y$ ), this is the machine successor (or predecessor) of $x$ , for $x = y$ it is $y$ .
			Integer Returns $x+1$ for $x < y$ , $y$ for $x=y$ , or $x-1$ for $x > y$ .
NEXTP	<b>h X.FCN</b> NEXTP	$\neg\alpha$	Returns the next prime number $> x$ .
NOP	<b>h P.FCN</b> NOP	PRG	“Empty” step FWIW.
NOR	<b>h X.FCN</b> NOR	$\neg\alpha$	Works in analogy to AND.
Norml	<b>h PROB</b> Norml	DECM	Normal distribution with an arbitrary mean $\mu$ given in <b>J</b> and standard deviation $\sigma$ in <b>K</b> :  Norml returns $F_N(x) = \Phi\left(\frac{x-\mu}{\sigma}\right)$ . See below for $\Phi$ .
Norml <sub>P</sub>	<b>h PROB</b> Norml <sub>P</sub>		Norml <sub>P</sub> <sup>35</sup> returns $f_N(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$ .
Norml <sup>-1</sup>	<b>h PROB</b> Norml <sup>-1</sup>		Norml <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> .
NOT	<b>h NOT</b>	Integer	Inverts bit-wise as on HP-16C.
		DECM	Returns 1 for 0, and 0 for any other input.
nROW	<b>h MATRIX</b> nROW	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> , saves it in <b>L</b> , and returns the number of rows in this matrix.
nΣ	<b>h SUMS</b> nΣ	DECM	Recalls the number of accumulated data points. Necessary for basic statistics.
ODD?	<b>h TEST</b> ODD?	$\neg\alpha$	Checks if $x$ is integer and odd.
OFF	<b>g OFF</b>	PRG	Inserts a step to turn your WP 34S off under program control.
OR	<b>h OR</b>	$\neg\alpha$	Works in analogy to AND.

<sup>34</sup> You may find NEIGHB useful investigating numeric stability. See NEIGHBOR in the HP-71 Math Pac.

<sup>35</sup> Norml<sub>P</sub> corresponds to NORMDIST( $x; \mu; \sigma; 0$ ) in MS Excel, Norml to NORMDIST( $x; \mu; \sigma; 1$ ) and Norml<sup>-1</sup> to NORMINV( $F_N; \mu; \sigma$ ).

Name	Keys to press in modes		Remarks
<b>PERM</b>	<b>g [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: $P_{y,x} = x! \cdot C_{y,x}$ , compare COMB.
$P_n$	<b>h [X.FCN] P<sub>n</sub></b>	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 $\frac{d}{dx} \left[ (1 - x^2) \cdot \frac{d}{dx} f(x) \right] + n(n+1)f(x) = 0.$
Poiss	<b>h [PROB] Poiss</b>	DECM	Poisson distribution with the number of successes $g$ in <b>X</b> , the gross error probability $p_0$ in <b>J</b> , and the sample size $n$ in <b>K</b> .
Poiss <sub>P</sub>	<b>h [PROB] Poiss<sub>P</sub></b>		$P_{\text{Poiss}_P}$ <sup>36</sup> returns $P_p(g; \lambda) = \frac{\lambda^g}{g!} e^{-\lambda}$ with $\lambda = n \cdot p_0$ .
Poiss <sup>-1</sup>	<b>h [PROB] Poiss<sup>-1</sup></b>		Poiss returns $F_p(m; \lambda) = \sum_{g=0}^m P_p(g; \lambda)$ , with the maximum number of successes $m$ in <b>X</b> . Poiss <sup>-1</sup> returns $m$ for given probabilities $F_p$ in <b>X</b> with $p_0$ in <b>J</b> and sample size $n$ in <b>K</b> .
Poisλ	<b>h [PROB] Poisλ</b>	DECM	Poisson distribution like Poiss... above with $g$ in <b>X</b> , but with the Poisson parameter $\lambda$ in <b>J</b> .
Poisλ <sub>P</sub>	<b>h [PROB] Poisλ<sub>P</sub></b>		Poisλ <sup>-1</sup> returns $m$ for a given probability $F_p$ in <b>X</b> and $\lambda$ in <b>J</b> .
Poisλ <sup>-1</sup>	<b>h [PROB] Poisλ<sup>-1</sup></b>		
PopLR	<b>h [P.FCN] PopLR</b>	PRG	Pops the local registers without returning. See LocR and RTN.
PowerF	<b>h [MODE] PowerF</b>	DECM	Selects the power curve fit model $y = a_0 x^{a_1}$ .
PRCL	<b>h [P.FCN] PRCL</b>	¬α	Copies the current program (from flash or RAM) and appends it to RAM where it can be edited then (see <a href="#">above</a> ). Allows duplicating programs in RAM. Will only work with enough space at destination.
	<b>RCL</b>	CAT open	

<sup>36</sup> Poiss<sub>P</sub> corresponds to POISSON( $g; \lambda; 0$ ) and Poiss to POISSON( $g; \lambda; 1$ ) in MS Excel.

Name	Keys to press in modes		Remarks
PRIME?	<b>h TEST PRIME?</b>	$\neg\alpha$	Checks if the absolute value of the integer part of $x$ is a prime. The method is believed to work for integers up to 9E18.
PROFRC	<b>f a b/c</b>	DECIM	Sets fraction mode like in HP-35S, allowing only proper fractions or mixed numbers in display. Converts $x$ according to the settings by DEN... Absolute decimal equivalents of $x$ must not exceed 100,000. Compare IMPFRC.
		FRC	Allows displaying only proper fractions. Thus converts an improper fraction in <b>X</b> , if applicable, e.g. $5/3$ into $1 \frac{2}{3}$ .
PROMPT	<b>h P.FCN PROMPT</b>	PRG	Displays <i>alpha</i> and stops program execution (equaling $\alpha$ VIEW followed by STOP). See <a href="#">above</a> for more.
PSE	<b>h PSE n</b>	PRG	Refreshes the display and pauses program execution for $n$ ticks, with $0 \leq n \leq 99$ . The pause will be terminated early as soon as a key is pressed.
PSTO	<b>h P.FCN PSTO</b>	$\neg(\alpha, PRG)$	Copies the current program from RAM and appends it to flash library. The program must feature at least one LBL statement with an alphanumeric label (preferably at its beginning). If a program with the same label exists in the library already it will be deleted first. Alphanumeric labels present in flash may be browsed by CAT (see <a href="#">below</a> ) and called by XEQ.
PUTK	<b>h P.FCN PUTK a</b>	$\neg\alpha$	Assumes a key code in address $a$ . Stops program execution, takes said code and puts it in the keyboard buffer resulting in immediate execution of the corresponding call. <b>R/S</b> is required to resume program execution. May help in user interaction with programs.
RAD	<b>g RAD</b>	DECIM	Sets angular mode to radians.
RAD→	<b>h X.FCN RAD→</b>	DECIM	Takes $x$ as radians and converts them to the angular mode currently set.
RAN#	<b>f RAN#</b>	DECIM	Returns a random number between 0 and 1 like RAN in HP-42S.
		Integer	Returns a random bit pattern for the word size set.
RCL	<b>RCL s</b>	$\neg\alpha$	See the <a href="#">addressing table above</a> for ${}^cRCL$ .

Name	Keys to press in modes		Remarks
RCLM	<b>RCL</b> <b>MODE</b> <b>s</b>	$\neg\alpha$	Recalls mode settings stored via STOM as described <a href="#">above</a> . Also contained in MODE.
RCLS	<b>h</b> <b>P.FCN</b> <b>RCLS</b> <b>s</b>	$\neg\alpha$	Recalls 4 or 8 values from a set of registers starting at address <b>s</b> , and pushes them on the stack. This is the converse command of STOS.
<b>RCL+</b>	<b>RCL</b> <b>+</b> <b>s</b>	$\neg\alpha$	Recalls the content of the source <b>s</b> , executes the specified operation on it and pushes the result on the stack.
<b>RCL-</b>	<b>RCL</b> <b>-</b> <b>s</b>		E.g. RCL-12 subtracts <b>r12</b> from <b>x</b> and displays the result (acting like <b>RCL</b> 12 <b>[ ]</b> , but without losing a stack level). In analogy, <b>RCL-12</b> subtracts <b>r12</b> from <b>x</b> and <b>r13</b> from <b>y</b> .
<b>RCLx</b>	<b>RCL</b> <b>x</b> <b>s</b>		See the <a href="#">addressing table above</a> for <b><sup>c</sup>RCL</b> .
<b>RCL/</b>	<b>RCL</b> <b>/</b> <b>s</b>		
<b>RCL↑</b>	<b>RCL</b> <b>▲</b> <b>s</b>	$\neg\alpha$	<b>RCL↑</b> ( <b>↓</b> ) recalls the maximum (minimum) of the values in <b>s</b> and <b>X</b> .
<b>RCL↓</b>	<b>RCL</b> <b>▼</b> <b>s</b>	$\neg\alpha$	
<b>RDX,</b>	<b>h</b> <b>MODE</b> <b>RDX,</b>	$\neg\alpha$	Sets the decimal mark to a comma.
<b>RDX.</b>	<b>h</b> <b>./.</b>	DECM	Toggles the radix mark.
	<b>h</b> <b>MODE</b> <b>RDX.</b>	$\neg\alpha$	Sets the decimal mark to a point.
REALM?	<b>h</b> <b>TEST</b> <b>REALM?</b>	$\neg\alpha$	Tests if your <b>WP 34S</b> is in real mode.
RECV	<b>h</b> <b>P.FCN</b> <b>RECV</b>	$\neg\alpha$	Prepares your <b>WP 34S</b> for receiving data via serial I/O. See SEND... and <a href="#">Appendix A</a> for more.
REGS	<b>h</b> <b>MODE</b> <b>REGS</b> <b>n</b>	$\neg\alpha$	Specifies the number of global general purpose registers accessible. With REGS 100 you get the default state ( <b>R00 – R99</b> ), REGS 0 leaves not even a single such register for use.
REGS?	<b>h</b> <b>TEST</b> <b>REGS?</b>	$\neg\alpha$	Returns the number of global general purpose registers allocated (0 ... 100).
RESET	<b>h</b> <b>X.FCN</b> <b>RESET</b>	$\neg(\alpha, PRG)$	After confirmation, executes CLALL and resets all modes to start-up default, i.e. 24h, 2COMPL, ALL 00, DBLOFF, DEG, DENANY, DENMAX 9999, D.MY, E3ON, LinF, LocR 0, PROFRC, RDX., REGS 100, SCIOVR, SEPON, SSIZE4, WSIZE 64, and finally DECM. See these commands for more information.
RJ	<b>h</b> <b>X.FCN</b> <b>RJ</b>	Integer	Right adjusts, in analogy to LJ on <b>HP-16C</b> .

Name	Keys to press in modes		Remarks														
RL	<b>h X.FCN</b> RL <i>n</i>	Integer	Works like <i>n</i> consecutive RLs / RLCs on HP-16C. For RL, $1 \leq n \leq 63$ . For RLC, $1 \leq n \leq 64$ . RL 0 and RLC 0 execute as NOP.														
RLC	<b>h X.FCN</b> RLC <i>n</i>																
RM	<b>h MODE</b> RM	$\neg\alpha$	<p>Sets floating point rounding mode. This is only used when converting from the high precision internal format to packed real numbers. It will <u>not</u> alter the display nor change the behavior of ROUND. The following modes are supported:</p> <table> <tr><td>0: round half even:</td><td><math>\frac{1}{2} = 0.5</math> rounds to next even number (default).</td></tr> <tr><td>1: round half up:</td><td>0.5 rounds up ("businessman's rounding").</td></tr> <tr><td>2: round half down:</td><td>0.5 rounds down.</td></tr> <tr><td>3: round up:</td><td>away from 0.</td></tr> <tr><td>4: round down:</td><td>towards 0 (truncates).</td></tr> <tr><td>5: ceiling:</td><td>rounds towards <math>+\infty</math>.</td></tr> <tr><td>6: floor:</td><td>rounds towards <math>-\infty</math>.</td></tr> </table>	0: round half even:	$\frac{1}{2} = 0.5$ rounds to next even number (default).	1: round half up:	0.5 rounds up ("businessman's rounding").	2: round half down:	0.5 rounds down.	3: round up:	away from 0.	4: round down:	towards 0 (truncates).	5: ceiling:	rounds towards $+\infty$ .	6: floor:	rounds towards $-\infty$ .
0: round half even:	$\frac{1}{2} = 0.5$ rounds to next even number (default).																
1: round half up:	0.5 rounds up ("businessman's rounding").																
2: round half down:	0.5 rounds down.																
3: round up:	away from 0.																
4: round down:	towards 0 (truncates).																
5: ceiling:	rounds towards $+\infty$ .																
6: floor:	rounds towards $-\infty$ .																
RM?	<b>h TEST</b> RM?	$\neg\alpha$	Returns the floating point rounding mode set. See RM for more.														
RMDR	<b>h RMDR</b>	$\neg\alpha$	Equals RMD on HP-16C.														
ROUND	<b>g RND</b>	DECIM	Rounds <i>x</i> ... display format like RND in HP-42S.														
		FRC	Rounds <i>x</i> using the current ... denominator like RND in HP-35S fraction mode.														
ROUNDI	<b>h X.FCN</b> ROUNDI	DECIM	Rounds <i>x</i> to next integer. $\frac{1}{2}$ rounds to 1.														
RR	<b>h X.FCN</b> RR <i>n</i>	Integer	Works like <i>n</i> consecutive RRs / RRCs on HP-16C. See RL / RLC for more.														
RRC	<b>h X.FCN</b> RRC <i>n</i>																
RSD	<b>h X.FCN</b> RSD <i>d</i>	DECIM	Rounds <i>x</i> to <i>d</i> significant digits, taking the RM setting into account.														
RTN	<b>g RTN</b>	PRG	Last command in a routine. Pops the local data (like PopLR) and returns control to the calling routine in program execution, i.e. moves the program pointer one step behind the last XEQ instruction executed. If there was none, program execution halts and the program pointer is set to step 000.														
RTN+1	<b>h P.FCN</b> RTN+1	PRG	Works like RTN, but moves the program pointer to the <u>second</u> line following the most recent XEQ instruction encountered. Halts if there is none.														

Name	Keys to press in modes		Remarks
R-CLR		DECM	Interprets $x$ in the form $sss.nn$ . Clears $nn$ registers starting with number $sss$ . <b>Example:</b> For $x = 34.56$ , R-CLR will clear <b>R34</b> through <b>R89</b> .
R-COPY		DECM	Interprets $x$ in the form $sss.nnnnn$ . Takes $nn$ registers starting with number $sss$ and copies their contents to $ddd$ etc. <b>Example:</b> For $x = 7.03045678, r07, r08, r09$ will be copied into <b>R45, R46, R47</b> , respectively. For $x < 0$ , R-COPY will take $nn$ registers from flash memory instead, starting with register number $ sss $ there. Destination will be in RAM always.
R-SORT		DECM	Interprets $x$ in the form $sss.nn$ . Sorts the contents of $nn$ registers starting with number $sss$ . <b>Example:</b> Assume $x = 49.036, r49 = 1.2, r50 = -3.4$ , and $r51 = 0$ ; then R-SORT will return $r49 = -3.4, r50 = 0$ , and $r51 = 1.2$ .
R-SWAP		DECM	Works like R-COPY but <u>swaps</u> the contents of source and destination registers.
R→D		DECM	See the <a href="#">catalog of conversions</a> for conversions of radians to degrees.
R↑		¬α	Rotates the stack contents one level up or down, respectively. See <a href="#">above</a> for details.
R↓			
s		DECM	Takes the statistical sums accumulated, calculates the sample standard deviations $s_y$ and $s_x$ and pushes them on the stack.
SAVE		¬(α, PRG)	Saves user program space, registers and system state to flash memory, returns <b>Saved</b> then. Recall your backup by LOAD. See <a href="#">Appendix A</a> for more.
SB		Integer	Sets the specified bit in $x$ .
SCI		¬α	Sets scientific display format.
SCIOVR		¬α	Numbers exceeding the range displayable in ALL or FIX will be shown in scientific format (default as in vintage HP calculators). Compare ENGOVR.
SDL		DECM	Shifts digits left by $n$ decimal positions, equivalent to multiplying $x$ by $10^n$ .

Name	Keys to press in modes		Remarks
SDR	<b>h X.FCN SDR <i>n</i></b>	DECM	Shifts digits right by <i>n</i> decimal positions, equivalent to dividing <i>x</i> through $10^n$ .
SEED	<b>h STAT SEED</b>	DECM	Stores a seed for random number generation.
SENDA	<b>h P.FCN SENDA</b> etc.	¬α	Commands for serial I/O: SENDA sends all RAM data, SENDP the program memory, SENDR the global general purpose registers, and SENDΣ the summation registers, respectively, to the device connected. See RECV and <a href="#">Appendix A</a> for more.
SENDP			
SENDR			
SENDΣ			
SEPOFF	<b>h MODE SEPOFF</b>	¬α	Toggle the digit group separators for integers. Points or commas will be displayed every ... ... four digits in bases 2 and 4, ... two digits in base 16, ... three digits in all other integer bases.
SEPON	<b>h ./</b>	Integer	
	<b>h MODE SEPON</b>	¬α	
SERR	<b>h STAT SERR</b>	DECM	Works like s but pushes the standard errors $s/\sqrt{n}$ (the standard deviations of $\bar{x}$ and $\bar{y}$ ) on the stack.
SERR <sub>w</sub>	<b>h STAT SERR...</b>	DECM	Works like $s_w$ but returns the standard error $s/\sqrt{\sum y_i}$ (i.e. the standard deviation of $\bar{X}_w$ ).
SETCHN	<b>h MODE SETCHN</b>	¬α	Sets some regional preferences (see <a href="#">above</a> ).
SETDAT	<b>h MODE SETDAT</b>	DECM	Sets the date for the real time clock (doesn't work with the emulator, since the emulator takes this information from the PC clock).
SETEUR	<b>h MODE</b> SETEUR etc.	¬α	Set some regional preferences (see <a href="#">above</a> ).
SETIND			
SETJPN			
SETTIM	<b>h MODE SETTIM</b>	DECM	Sets the time for the real time clock (doesn't work with the emulator, since the emulator takes this information from the PC clock).
SETUK	<b>h MODE</b> SETUK etc.	¬α	Set some regional preferences (see <a href="#">above</a> ).
SETUSA			
SF	<b>f SF <i>n</i></b>	¬α	Sets the flag specified.

Name	Keys to press in modes		Remarks
SIGN	<b>h X.FCN</b> SIGN	¬α	Returns 1 for $x > 0$ , -1 for $x < 0$ , and 0 for $x = 0$ or non-numbers.
	<b>CPX X.FCN</b> SIGN	DECM	Returns the unit vector of $x + iy$ in <b>X</b> and <b>Y</b> .
SIGNMT	<b>h MODE</b> SIGNMT	¬α	Sets sign-and-mantissa mode for integers.
SIN	<b>f SIN</b>	DECM	Returns the sine of the angle in <b>X</b> .
SINC	<b>h X.FCN</b> SINC	DECM	Returns $\frac{\sin(x)}{x}$ .
SINH	<b>f HYP SIN</b>	DECM	Returns the hyperbolic sine of $x$ .
SKIP	<b>h P.FCN</b> SKIP <i>n</i>	PRG	Skips <i>n</i> program steps forwards ( $0 \leq n \leq 255$ ). So e.g. SKIP 02 skips over the next two steps, going e.g. from step 123 to step 126. If SKIP attempts to cross an END statement, an error is thrown. Compare BACK.
SL	<b>h X.FCN</b> SL <i>n</i>	Integer	Works like <i>n</i> (up to 63) consecutive SLs on HP-16C. SL 0 executes as NOP.
SLOW	<b>h MODE</b> SLOW	All	Sets the processor speed to "slow". This is also automatically entered for low battery voltage. Compare FAST.
SLV	<b>f SLV</b> <i>label</i>	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 the HP-15C. This also means SLV acts as a test, so the next program step will be skipped if SLV failed to find a root. Please refer to the <i>HP-15C Owner's Handbook</i> , Section 13 and Appendix D, for more information about automatic root finding.

Name	Keys to press in modes		Remarks
SLVQ	<b>h X.FCN</b> SLVQ	DECM	<p>Solves the quadratic equation <math>ax^2 + bx + c = 0</math>, with its real parameters on the stack [<b>c</b>, <b>b</b>, <b>a</b>, ...], and tests the result.</p> <ul style="list-style-type: none"> <li>If <math>r := b^2 - 4ac \geq 0</math>, SLVQ returns <math>-\frac{b \pm \sqrt{r}}{2a}</math> in <b>Y</b> and <b>X</b>. In a program, the step after SLVQ will be executed.</li> <li>Else, SLVQ returns the real part of the first complex root in <b>X</b> and its imaginary part in <b>Y</b> (the 2<sup>nd</sup> root is the conjugate of the first – see CONJ). If run directly from the keyboard, the complex indicator is lit then – in a program, the step after SLVQ is skipped.</li> </ul> <p>In either case, <b>r</b> is returned in <b>Z</b>. Higher stack levels are kept unchanged. <b>L</b> contains <b>c</b>.</p>
SMODE?	<b>h TEST</b> SMODE?	$\neg\alpha$	Returns the integer sign mode set, i.e. 2 (meaning “true”) for 2’s complement, 1 (“true” again) for 1’s complement, 0 (i.e. “false”) for unsigned, or -1 (i.e. “true”) for sign and mantissa mode.
SPEC?	<b>h TEST</b> SPEC?	$\neg\alpha$	True if <b>x</b> is special, i.e. infinity or NaN.
SR	<b>h X.FCN</b> SR <b>n</b>	Integer	Works like <b>n</b> consecutive SRs on HP-16C. SR 0 executes as NOP.
sRCL	<b>h X.FCN</b> sRCL <b>s</b>	$\neg\alpha$	Assumes the source <b>s</b> contains single precision real data and recalls them as such. See <a href="#">below</a> .
SSIZE4	<b>h MODE</b> SSIZE4	$\neg\alpha$	Set the stack size to 4 or 8 levels, respectively. See <a href="#">above</a> . Please note register contents will remain unchanged in this operation. The same will happen if stack size is changed by any other operation.
SSIZE8	<b>h MODE</b> SSIZE8		
SSIZE?	<b>h TEST</b> SSIZE?	$\neg\alpha$	Returns the number of stack levels accessible.
STO	<b>STO</b> <b>d</b>	$\neg\alpha$	See the <a href="#">addressing table above</a> for <sup>c</sup> STO.
STOM	<b>STO</b> <b>MODE</b> <b>s</b>	$\neg\alpha$	Stores mode settings for later use as described <a href="#">above</a> . Take RCLM to recall them. STOM is also contained in MODE.
STOP	<b>R/S</b>	PRG	Stops program execution. May be used to wait for an input, for example.
STOPW	<b>h X.FCN</b> STOPW	-PRG	Stopwatch application. Works only with the quartz installed (or on the emulator).

Name	Keys to press in modes		Remarks
STOS	<b>h P.FCN</b> <b>STOS d</b>	$\neg\alpha$	Stores all stack levels in a set of 4 or 8 registers, starting at destination <b>d</b> . See RCLS.
STO+	<b>STO + d</b>	$\neg\alpha$	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> like the sequence <b>RCL 12 x&gt;y – STO 12</b> would do, but without touching the stack at all.
STO–	<b>STO – d</b>		
STO $\times$	<b>STO <math>\times</math> d</b>		
STO/	<b>STO <math>\div</math> d</b>		See the <a href="#">addressing table above</a> for <sup>c</sup> STO.
STO $\uparrow$	<b>STO <math>\blacktriangle</math> d</b>	$\neg\alpha$	STO $\uparrow$ ( $\downarrow$ ) takes the maximum (minimum) of the values in <b>d</b> and <b>X</b> and stores it.
STO $\downarrow$	<b>STO <math>\blacktriangledown</math> d</b>		
SUM	<b>h STAT SUM</b>	DECIM	Recalls the linear sums <b><math>\Sigma y</math></b> and <b><math>\Sigma x</math></b> . Useful for elementary vector algebra in 2D.
$s_w$	<b>h STAT <math>s_w</math></b>	DECIM	Returns the standard deviation for weighted data with the weights entered in <b>y</b> via <b><math>\Sigma +</math></b> :  $s_w = \sqrt{\frac{\sum y_i \cdot \sum(y_i \cdot x_i^2) - [\sum(y_i \cdot x_i)]^2}{(\sum y_i)^2 - \sum y_i^2}}$ .
$s_{xy}$	<b>h STAT <math>s_{xy}</math></b>	DECIM	Returns the sample covariance for two data sets. It depends on the fit model selected. For LinF, it returns  $s_{xy} = \frac{n \sum x_i y_i - \sum x_i \sum y_i}{n \cdot (n-1)}$ . See COV for the population covariance.
TAN	<b>f TAN</b>	DECIM	Returns the tangent of the angle in <b>X</b> .
TANH	<b>f HYP TAN</b>	DECIM	Returns the hyperbolic tangent of <b>x</b> .
TICKS	<b>h P.FCN TICKS</b>	$\neg\alpha$	Returns the number of ticks from the real time clock at execution time. With the quartz built in, 1 tick = 0.1 s. Without, it may be 10% more or less. So the quartz is an inevitable prerequisite for the clock being useful in medium to long range.
TIME	<b>h X.FCN TIME</b>	DECIM, $\alpha$	Recalls the time from the real time clock at execution, displaying it in the format <b>hh.mmssdd</b> in 24h-mode. Chose FIX 6 for best results.
$T_n$	<b>h X.FCN <math>T_n</math></b>	DECIM	Chebychev's (a. k. a. Čebyšev, Tschebyschow, Tschebyscheff) polynomials of first kind <b><math>T_n(x)</math></b> with <b>n</b> in <b>Y</b> , solving the differential equation  $(1-x^2)y''-x \cdot y'+n^2y=0$ .

Name	Keys to press in modes		Remarks
TOP?	<b>h TEST TOP?</b>	PRG	Executes the next step only if TOP? is called in a program that isn't a subroutine, i.e. if the program running flag is set and the subroutine return stack pointer is clear.
TRANSPI	<b>h MATRIX TRANSPI</b>	DECM	Takes a matrix <i>descriptor</i> in <b>X</b> and returns the descriptor of its transpose. The transpose is done in-situ and does not require any additional registers or storage.
$t_p(x)$	<b>h PROB <math>t_p(x)</math></b>	DECM	Student's t distribution. $t(x)$ equals $1 - Q(t)$ in the HP-21S. The degrees of freedom are stored in <b>J</b> . $t_p(x)$ denotes the respective <i>pdf</i> .
$t(x)$	<b>h PROB <math>t(x)</math></b>		
$t^{-1}(p)$	<b>h PROB <math>t^{-1}(x)</math></b>		
$t \leftrightarrow$	<b>h P.FCN <math>t \leftrightarrow r</math></b>	$\neg\alpha$	Swaps <i>t</i> and the contents of address <i>r</i> , in analogy to $x \leftrightarrow$ .
ULP	<b>h X.FCN ULP</b>	$\neg\alpha$	Returns 1 times the smallest power of ten which can be added to <i>x</i> or subtracted from <i>x</i> to actually change the value of <i>x</i> in the machine in the mode set. Thus, in integer mode, 1 is returned.
$U_n$	<b>h X.FCN <math>U_n</math></b>	DECM	Chebychev's polynomials of second kind $U_n(x)$ with <i>n</i> in <b>Y</b> , solving the differential equation $(1-x^2)y''-3x \cdot y'+n(n+2)y=0.$
UNSIGN	<b>h MODE UNSIGN</b>	$\neg\alpha$	Sets unsigned mode for integers.
VERS	<b>h X.FCN VERS</b>	$\neg\text{PRG}$	Shows your firmware version and build number.
VIEW	<b>h VIEW s</b>	$\neg\alpha$	Displays the content of address <i>s</i> until the next key is pressed. See <a href="#">above</a> for more.
VW $\alpha+$	<b>h VIEW s</b>	$\alpha$	Displays the alpha register in the top line plus the content of address <i>s</i> in the bottom line until the next key is pressed. See <a href="#">above</a> for more.
	<b>h P.FCN VW<math>\alpha+</math></b>	$\neg\alpha$	
WHO	<b>h X.FCN WHO</b>	$\neg\alpha$	Displays credits to the brave men who made the project work.
WDAY	<b>h X.FCN WDAY</b>	DECM	Takes <i>x</i> 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).
$W_p$	<b>h X.FCN <math>W_p</math></b>	DECM	$W_p$ returns the principal branch of Lambert's W for given $x \geq -1/e$ . $W_m$ returns the negative branch.
$W_m$	<b>h X.FCN <math>W_m</math></b>		

Name	Keys to press in modes		Remarks
$W^{-1}$	<b>h X.FCN</b> $W^{-1}$	DECM	Returns $x$ for given $W_p$ ( $\geq -1$ ). See there.
Weibl	<b>h PROB</b> Weibl	DECM	Weibull distribution with the shape parameter $b$ in <b>J</b> and the characteristic lifetime $T$ in <b>K</b> :  Weibl <sub>P</sub> <sup>37</sup> returns $f_w(t) = \frac{b}{T} \left(\frac{t}{T}\right)^{b-1} e^{-\left(\frac{t}{T}\right)^b}$ , Weibl returns $F_w(t) = 1 - e^{-\left(\frac{t}{T}\right)^b}$ .
Weibl <sub>P</sub>	<b>h PROB</b> Weibl		
Weibl <sup>-1</sup>	<b>h PROB</b> Weibl <sup>-1</sup>		Weibl <sup>-1</sup> returns the survival time $t_s$ for given probability $F_w$ , $b$ in <b>J</b> and $T$ in <b>K</b> .
WSIZE	<b>h MODE</b> WSIZE <i>n</i>	¬α	Works like on HP-16C, 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 TEST</b> WSIZE?	¬α	Recalls the word size set.
$x^2$	<b>g</b> $x^2$	¬α	
$x^3$	<b>h X.FCN</b> $x^3$	¬α	
XEQ	<b>XEQ</b> <i>label</i>	PRG	Calls the respective subroutine.
		¬PRG, ¬α	Executes the respective program.
XEQ	<b>A</b> , <b>B</b> , <b>C</b> , or <b>D</b> (you may need <b>f</b> for reaching these hotkeys in integer bases >10.)	PRG	Calls the respective subroutine, so e.g. XEQ C will be inserted when <b>C</b> is pressed.
		¬PRG, ¬α	Executes the respective program if defined.
XEQ $\alpha$	<b>h P.FCN</b> XEQ $\alpha$	¬α	Takes the first three characters of <i>alpha</i> (or less if there are less) as a label and calls or executes the respective routine.
XNOR	<b>h X.FCN</b> XNOR	¬α	Works in analogy to AND.
XOR	<b>h XOR</b>	¬α	Works in analogy to AND.
$\bar{x}$	<b>f</b> $\bar{x}$	DECM	Pushes $\bar{y} = \frac{1}{n} \sum y$ and $\bar{x} = \frac{1}{n} \sum x$ on the stack. See also <b>s</b> , <b>SERR</b> , and <b>σ</b> .

<sup>37</sup> The pdf equals WEIBULL( $x; b; T; 0$ ) and the cdf WEIBULL( $x; b; T; 1$ ) in MS Excel.

Name	Keys to press in modes		Remarks
$\bar{x}_g$	<b>h</b> <b>STAT</b> <b>3</b>	DECM	Returns the geometric means, pushing $\bar{y}_g = \sqrt[n]{\prod y} = e^{\frac{1}{n} \sum \ln y}$ and $\bar{x}_g = \sqrt[n]{\prod x}$ on the stack. See also $\varepsilon$ , $\varepsilon_m$ , and $\varepsilon_p$ .
$\bar{x}_w$	<b>h</b> <b>STAT</b> <b>5</b>	DECM	Returns the arithmetic mean $\frac{\sum xy}{\sum y}$ for weighted data with the weights entered in $y$ via $\Sigma+$ . See also $s_w$ and $SERR_w$ .
$\hat{x}$	<b>h</b> <b>STAT</b> <b>8</b>	DECM	Returns a forecast $x$ for a given $y$ (in $X$ ) acc. to the fit model chosen. See L.R. for more.
$\sqrt[x]{y}$	<b>h</b> <b>X.FCN</b> <b>8</b>	$\neg\alpha$	
$x!$	<b>h</b> <b>!</b>	DECM	Returns the factorial for integer input. Generally, returns $\Gamma(x + 1)$ .
$x \rightarrow \alpha$	<b>h</b> <b>X.FCN</b> <b>x+α</b>	All	Interprets $x$ as character code. Appends the respective character to <i>alpha</i> , similar to XTOA in HP-42S.
$x \leftrightarrow$	<b>h</b> <b>x↔</b> <b>r</b>	$\neg\alpha$	Swaps $x$ and the contents of address $r$ , in analogy to $x \leftrightarrow y$ . See <a href="#">above</a> for ${}^c x \leftrightarrow$ . Listings will look like $x \leftrightarrow J$ , $x \leftrightarrow 12$ , $x \leftrightarrow +12$ , and the like.
$x \leftrightarrow Y$	<b>x↔y</b>	$\neg\alpha$	Swaps $x$ and $y$ , performing $\text{Re} \leftrightarrow \text{Im}$ if a complex operation was executed immediately before. See <a href="#">above</a> for ${}^c x \leftrightarrow y$ .
$x < ?$	<b>h</b> <b>TEST</b> <b>x&lt;?</b> <b>a</b>	$\neg\alpha$	Compare $x$ with $a$ . E.g. <b>h</b> <b>TEST</b> <b>x&lt;?</b> <b>K</b> will compare $x$ with $k$ , and will be listed as $x < ? K$ in a program. See the examples given in the <a href="#">addressing table above</a> for more.
$x \leq ?$	<b>h</b> <b>TEST</b> <b>x≤?</b> <b>a</b>		$x \approx ?$ will be true if the <u>rounded</u> values of $x$ and $a$ are equal (see ROUND).
$x = ?$	<b>f</b> <b>x = ?</b> <b>a</b>		<b>CPX</b> <b>f</b> <b>x = ?</b> <b>a</b> and <b>CPX</b> <b>g</b> <b>x ≠ ?</b> <b>a</b> compare the complex number $x + iy$ as explained in the <a href="#">addressing table above</a> .
$x = +0 ?$	<b>h</b> <b>TEST</b> <b>x=+0?</b>		The signed tests $x = +0 ?$ and $x = -0 ?$ are meant for integer modes 1COMPL and SIGNMT, and for DECM if flag D is set. Then, e.g. 0 divided by -7 will display -0.
$x = -0 ?$	<b>h</b> <b>TEST</b> <b>x=-0?</b>		
$x \approx ?$	<b>h</b> <b>TEST</b> <b>x≈?</b> <b>a</b>		
$x \neq ?$	<b>g</b> <b>x ≠ ?</b> <b>a</b>		
$x \geq ?$	<b>h</b> <b>TEST</b> <b>x≥?</b> <b>a</b>		
$x > ?$	<b>h</b> <b>TEST</b> <b>x&gt;?</b> <b>a</b>		
YEAR	<b>h</b> <b>X.FCN</b> <b>YEAR</b>	DECM	Assumes $x$ containing a date in the format selected and extracts the year.

Name	Keys to press in modes		Remarks
$y^x$		$\neg\alpha$	In integer modes $x$ must be $\geq 0$ .
		$\neg(\alpha, 13, 14, 15, h)$	Shortcut working if label C is not defined.
$\hat{y}$		DECM	Returns a forecast $\hat{y}$ (in X) for a given $x$ following the fit model chosen. See L.R. for more.
Y.MD		$\neg\alpha$	Sets the format for date display.
$y \leftrightarrow$		$\neg\alpha$	Swaps $y$ and the contents of address $r$ , in analogy to $x \leftrightarrow$ .
$z \leftrightarrow$		$\neg\alpha$	Swaps $z$ and the contents of address $r$ , in analogy to $x \leftrightarrow$ .
$\alpha$ DATE		$\neg$ integer	Takes $x$ as a date and appends it to $\alpha$ lpha in the format set. See DATE. To append a date stamp to $\alpha$ lpha, call DATE $\alpha$ DATE.
$\alpha$ DAY		$\neg$ integer	Takes $x$ as a date, recalls the name of the respective day and appends its first 3 letters to $\alpha$ lpha.
$\alpha$ GTO		$\neg\alpha$	Interprets $rnn$ as character code. Takes the first three characters of the converted code (or less if there is only less) as an alpha label and positions the program pointer to it.
$\alpha$ IP		All	Appends the integer part of $x$ to $\alpha$ lpha, similar to AIP in HP-42S.
$\alpha$ LENG		All	Returns the number of characters found in $\alpha$ lpha, like ALENG in HP-42S.
$\alpha$ MONTH		$\neg$ integer	Takes $x$ as a date, recalls the name of the respective month and appends its first 3 letters to $\alpha$ lpha.
$\alpha$ OFF		PRG & $\alpha$	Work like AOFF and AON in HP-42S, turning alpha mode off and on.
$\alpha$ ON		PRG & $\neg\alpha$	
$\alpha$ RCL		$\alpha$	Interprets the content of the source $s$ as characters and appends them to $\alpha$ lpha.
		$\neg\alpha$	

Name	Keys to press	in modes	Remarks
$\alpha RC\#$	<b>h X.FCN</b> $\alpha RC\# s$	All	Interprets the content of the source $s$ as a number, converts it to a string in the format set, and appends this to $\alpha$ . If e.g. $s = 1234$ and ENG 2 and RDX. are set, then $_1.23E3$ will be appended.
$\alpha RL$	<b>h X.FCN</b> $\alpha RL n$	All	Rotates $\alpha$ 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 X.FCN</b> $\alpha RR n$	All	Works like $\alpha RL$ but rotates to the right.
$\alpha SL$	<b>h X.FCN</b> $\alpha SL n$	All	Shifts the $n$ leftmost characters out of $\alpha$ , like ASHF in HP-42S. $\alpha SL 0$ equals NOP.
$\alpha SR$	<b>h X.FCN</b> $\alpha SR n$	All	Works like $\alpha SL$ but takes the $n$ rightmost characters instead.
$\alpha STO$	<b>f STO d</b>	$\alpha$	Stores the first (i.e. leftmost) 6 characters in the alpha register into destination $d$ .
	<b>h X.FCN</b> $\alpha STO d$	$\neg\alpha$	
$\alpha TIME$	<b>h X.FCN</b> $\alpha TIME$	$\neg\text{integer}$	Takes $x$ as a decimal time and appends it to $\alpha$ in the format hh:mm:ss according to the time mode selected. See TIME. – To append a time stamp to $\alpha$ , call TIME $\alpha TIME$ .
$\alpha VIEW$	<b>h VIEW</b> $\alpha$	All	Displays $\alpha$ in the top line and - - - in the bottom line until the next key is pressed. See <a href="#">above</a> for more. Note <b>f</b> may be omitted in the first path to $\alpha VIEW$
	<b>h P.FCN</b> $\alpha VIEW$	$\neg\alpha$	
	<b>h X.FCN</b> $\alpha VIEW$	All	
$\alpha XEQ$	<b>h P.FCN</b> $\alpha XEQ nn$	$\neg\alpha$	Interprets $rnn$ as character code. Interprets the first three characters (or less if there are only less) of the converted code as an alpha label and calls or executes the respective routine.
$\alpha \rightarrow x$	<b>h X.FCN</b> $\alpha \rightarrow x$	All	Returns the character code of the leftmost character in $\alpha$ and deletes this character, like ATOX in HP-42S.
$\beta$	<b>h X.FCN</b> $\beta$	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.
$\Gamma$	<b>h X.FCN</b> $\Gamma$	DECM	Returns $\Gamma(x)$ . Additionally, <b>h !</b> calls $\Gamma(x+1)$ .

Name	Keys to press in modes		Remarks
$\Delta\text{DAYS}$		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 <i>HP-12C</i> .
$\Delta\%$		DECM	Returns $100 \cdot \frac{x - y}{y}$ like %CH in <i>HP-42S</i> .
$\varepsilon$		DECM	Calculates the scattering factors (or geometric standard deviations) for lognormally distributed data $\ln(\varepsilon_y) = \sqrt{\frac{\sum \ln^2(y) - 2n \cdot \ln(\bar{y}_G)}{n-1}}$ and $\ln(\varepsilon_x)$ and pushes them on the stack. This $\varepsilon$ works for the geometric mean $\bar{x}g$ in analogy to $s$ for the arithmetic mean $\bar{x}$ but <u>multiplicative</u> .
$\varepsilon_m$		DECM	Works like $\varepsilon$ but pushes the scattering factors of the geometric means $\varepsilon_m = \varepsilon^{\sqrt[n]{-}}$ on the stack.
$\varepsilon_p$		DECM	Works like $\varepsilon$ but with a denominator $n$ instead of $n-1$ , returning the scattering factors of the populations.
$\zeta$		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> .
$\Pi$		DECM	Computes a product with the routine specified by <b>label</b> . Initially, <b>X</b> contains the loop control number in the format <b>cccccc.ffffii</b> 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 <b>ccccccc</b> by <b>ii</b> and runs said routine again if then <b>ccccccc ≥ fff</b> , else returns the resulting product in <b>X</b> .

Name	Keys to press in modes		Remarks
$\Sigma$		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 summand 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 ≥ ffff</code> , else returns the resulting sum in <b>X</b> .
$\sigma$		DECM	Works like <code>s</code> but returns the standard deviations of the populations instead.
$\Sigma \ln^2 x$		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. <b>ATTENTION:</b> Depending on input data, some of these sums may become not numeric.
$\Sigma \ln^2 y$			
$\Sigma \ln x$			
$\Sigma \ln xy$			
$\Sigma \ln y$			
$\Sigma x \ln y$			
$\Sigma y \ln x$			
$\sigma_w$		DECM	Works like <code>sw</code> but returns the standard deviation of the population instead. $\sigma_w = +\sqrt{\frac{\sum y_i(x_i - \bar{x}_w)^2}{\sum y_i}}$
$\Sigma x$		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.
$\Sigma x^2$			
$\Sigma x^2 y$			
$\Sigma x y$			
$\Sigma y$			
$\Sigma y^2$			
$\Sigma+$		DECM	Adds a data point to the statistical sums.
		DECM	Shortcut working if label A is not defined.
$\Sigma-$		DECM	Subtracts a data point from the statistical sums.
$\varphi(x)$		DECM	Standard normal <a href="#">pdf</a> : $\varphi(x) = \frac{1}{\sqrt{2\pi}} e^{-x^2/2}$ .

Name	Keys to press in modes		Remarks
$\Phi(x)$		DECM	Standard normal $cdf \Phi(z) = \int_{-\infty}^z \phi(x)dx$ , equals $1 - Q$ in HP-32E and $1 - Q(z)$ in HP-21S with $z = x$ .
$\Phi^{-1}(p)$			
$\chi^2$		DECM	Chisquare distribution. The $cdf \chi^2$ (with the degrees of freedom given in J) equals $1 - Q(\chi^2)$ in HP-21S.
$\chi^2\text{INV}$		DECM	
$\chi^2_P$			
$(-1)^x$		$\neg\alpha$	For $x$ not being a natural number, this function will return $\cos(\pi \cdot x)$ .
$+$		$\neg\alpha$	Returns $y + x$ .
$+$		DECM	Returns $[x + z, y + t, \dots]$ . May be employed for adding 2D vectors as well.
$-$		$\neg\alpha$	Returns $y - x$ .
$-$		DECM	Returns $[x - z, y - t, \dots]$ . May be used for subtracting 2D vectors as well.
$\times$		$\neg\alpha$	Returns $y \cdot x$ .
$\times$		DECM	Returns $[x \cdot z - y \cdot t, x \cdot t + z \cdot y, \dots]$ . Look for CROSS or DOT for multiplying 2D vectors.
$/$		$\neg\alpha$	Returns $y / x$ .
$/$		DECM	Returns $[\frac{x \cdot z + y \cdot t}{z^2 + t^2}, \frac{z \cdot y - x \cdot t}{z^2 + t^2}, \dots]$ .
$+/-$		$\neg\alpha$	Unary minus like CHS in HP-35.
$\rightarrow\text{DATE}$		DECM	Assumes the three components of a date on the stack in proper order for the date format selected and converts them to a single date in $x$ . Thus inverts DATE $\rightarrow$ .
$\rightarrow\text{DEG}$		DECM	Takes $x$ as an angle in the angular mode currently set and converts it to degrees. Prefix  may be omitted.
$\rightarrow\text{GRAD}$		DECM	Like $\rightarrow\text{DEG}$ , but converts to gon or grads.
$\rightarrow\text{H}$		DECM	Takes $x$ as hours or degrees in the format $hhhh.mmssdd$ and converts them into a decimal time or angle.

Name	Keys to press in modes		Remarks
→H.MS	→ f 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	g →P	DECM	Assumes <b>X</b> and <b>Y</b> containing 2D Cartesian coordinates $(x, y)$ of a point or such components of a vector and converts them to the respective polar coordinates or components $(r, \theta)$ with the radius $r = \sqrt{x^2 + y^2}$
→RAD	→ RAD	DECM	Works like →DEG, but converts to radians.
→REC	f R↔	DECM	Assumes <b>X</b> and <b>Y</b> containing 2D polar coordinates $(r, \theta)$ of a point or such components of a vector and converts them to the respective Cartesian coordinates or components $(x, y)$ .
	↔ h P.FCN	¬α	Shuffles the contents of the bottom four stack levels. Examples: $\#XXXZ$ works like ENTER↑, $\#YZTX$ works like R↓, $\#ZTXY$ works like ${}^C x \leftrightarrow y$ , but also $\#ZZZX$ is possible. Play! But remember it will not affect higher levels in an 8-level stack.
%	f %	DECM	Returns $\frac{x \cdot y}{100}$ , leaving <b>Y</b> unchanged.
%MG	h X.FCN %MG	DECM	Returns the margin <sup>38</sup> $100 \cdot \frac{x - y}{x}$ in % for a price $x$ and cost $y$ , like %MU-Price in HP-17B.
%MRR	h X.FCN %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 $x$ = future value after $z$ periods, $y$ = present value. For $z = 1$ , Δ% returns the same result easier.
%T	h X.FCN %T	DECM	Returns $100 \cdot \frac{x}{y}$ , interpreted as % of total.
%Σ	h X.FCN %Σ	DECM	Returns $100 \cdot \frac{x}{\sum x}$ .
	h STAT %Σ		

<sup>38</sup> Margin translates to „Handelsspanne“ in German.

Name	Keys to press in modes		Remarks
%+MG	<b>h X.FCN %+MG</b>	DECM	Calculates a sales price by adding a margin of $x\%$ to the cost $y$ , as %MU-Price does in <i>HP-17B</i> . Formula: $\frac{y}{1 - \frac{x}{100}}$
$\sqrt{\phantom{x}}$	<b>f <math>\sqrt{x}</math></b>	$\neg\alpha$	
	<b>D</b>	$\neg(\alpha, 14, 15, h)$	Shortcut working if label D is not defined.
$\int$	<b>g <math>\int_y^x</math> label</b>	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> . Please refer to the <i>HP-15C Owner's Handbook</i> , Section 14 and Appendix E, for more information about automatic integration and some caveats.
$\infty?$	<b>h TEST <math>\infty?</math></b>	$\neg\alpha$	Tests $x$ for infinity.
//	<b>g //</b>	DECM	Returns $\left(\frac{1}{x} + \frac{1}{y}\right)^{-1}$ , being very useful in electrical engineering especially.
#	<b>h CONST # n</b>	$\neg\alpha$	Inserts a short integer $n$ in a single program step ( $0 \leq n \leq 255$ ), thus saving up to two steps and an ENTER.

## Alphanumeric Input

Character	Keys to press	in modes	Remarks
-	<b>h PSE</b>	$\alpha$	Appends a blank space to <i>alpha</i> .
.	<b>.</b>	DECM	Separates degrees or hours from minutes and seconds, so input format is hhhh.mmssdd. The user has to take care where an arbitrary real number represents such an angle or time.
0 ... 9	<b>0 ... 9</b>	$\neg\alpha$	Standard numeric input. For integer bases <10, input of illegal digits is blocked. Please note you cannot enter more than 12 digits in the mantissa.
		in addressing	Register input. See the <a href="#">tables</a> above for the number ranges.
	<b>0, 1, f 2, ..., f 9</b>	$\alpha$	Appends the respective digit to <i>alpha</i> .
A ... F	<b>A ... F</b> (grey print)	11, 12, 13, 14, 15, h	Numeric input for digits >10. See <a href="#">above</a> for more information.
A ... Z	<b>A ... Z</b> (grey print)	in addressing	Register input. See the <a href="#">tables</a> above for the letters applicable.
		$\alpha$	Appends the respective Latin letter to <i>alpha</i> . Use <b>f</b> <b>↑</b> to toggle cases.
E	<b>EEX</b>	DECM & $\neg$ FRACT	Works like <b>E</b> in the Pioneers.
i	<b>CPX</b> <b>.</b>	DECM & $\neg$ FRACT	Enters complex number <i>i</i> , i.e. <i>x</i> =0 and <i>y</i> =1.
A ... $\Omega$	<b>g A ... g O</b> (grey print)	$\alpha$	Appends the respective Greek letter to <i>alpha</i> . <b>f</b> <b>↑</b> will toggle cases. See <a href="#">above</a> for more.
(	<b>f</b> <b>◀</b>	$\alpha$	Appends the respective symbol to <i>alpha</i> .
)	<b>g</b> <b>▶</b>		
+	<b>f</b> <b>+</b>		
-	<b>f</b> <b>-</b>		
x	<b>f</b> <b>x</b>		

Character	Keys to press in modes		Remarks
/	Second $\Box$	DECM	A persistent 2 <sup>nd</sup> $\Box$ in input switches to fraction mode. It will be interpreted as explained below. Please note you cannot enter <b>EEX</b> after you entered $\Box$ twice – but you may delete the 2 <sup>nd</sup> dot while editing the input line.
		FRC	First $\Box$ is interpreted as a space, 2 <sup>nd</sup> as a fraction mark. E.g. input of <b>2</b> $\Box$ <b>3</b> $\Box$ <b>4</b> results in $2 \frac{3}{4}$ in the display. Improper fractions may be entered starting with a $\Box$ , e.g. $\Box$ <b>3</b> $\Box$ <b>2</b> .
	<b>f</b> <b>/</b>	$\alpha$	Appends a slash to <i>alpha</i> .
$\pm$	<b>f</b> <b>+/-</b>	$\alpha$	Appends the respective symbol to <i>alpha</i> .
,	<b>h</b> <b>./. XEQ</b>		
.	<b>f</b> $\Box$		
‘’ or ‘’	$\Box$	DECM	Inserts a radix mark as selected.
!	<b>h</b> <b>!</b>	$\alpha$	Appends the respective symbol to <i>alpha</i> .
?	<b>h</b> <b>?</b>		
$\Leftarrow$	<b>h</b> <b>x<math>\Leftarrow</math></b>		
$\neq$	<b>h</b> <b>XOR</b>		
&	<b>h</b> <b>AND</b>		
\	<b>h</b> <b>/</b>		
	<b>h</b> <b>OR</b>		

## Non-programmable Control, Clearing and Information Commands

Keys to press	in modes	Remarks
	In CONV	Inverts the current conversion (see <a href="#">below</a> ).
	Asking for confirmation	Denies the question <i>Sure?</i> – with N for ‘no’. Any other input except <b>R/S</b> = Y will be ignored.
39	Catalog or browser open	Leaves the catalog or browser like <b>EXIT</b> below.
	Command input pending	Deletes the last digit or character put in. If there is none yet, cancels the pending command like <b>EXIT</b> below.
	$\alpha$	Deletes the rightmost character in <i>alpha</i> .
	PRG	Deletes current program step.
	Else	Acts like CLx.
/  40	Status display open	Goes to previous / next status window. This means going to the previous / next set of flags typically. See <a href="#">above</a> .
	Catalog or browser open	Goes to previous / next item therein.
	$\alpha$	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 this 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> . I.e. browses programs in PRG. Out of PRG, SST will also execute the respective program step.
/	Integer & $\neg$ PRG	Shifts the display window to the left / right like in <i>HP-16C</i> . Helpful while working with small bases.
	DECM & $\neg$ PRG	Shows the full mantissa until the next key is pressed. See <a href="#">above</a> . Compare the command SHOW in previous calculators.
	$\alpha$	Toggles upper and lower case (indicated by .

<sup>39</sup> The mode conditions specified here will be checked top down for this command at execution time:

If there is a catalog or browser open, it will be left without executing anything;  
else if there is pending command input, the last digit / character entered for it will be deleted;  
else if alpha mode is set, the last character of *alpha* will be deleted;  
else if your *WP 34S* is in programming mode, the current step will be deleted;  
else CLx will be executed. Period.

This method holds for all commands listed here using this symbolic.

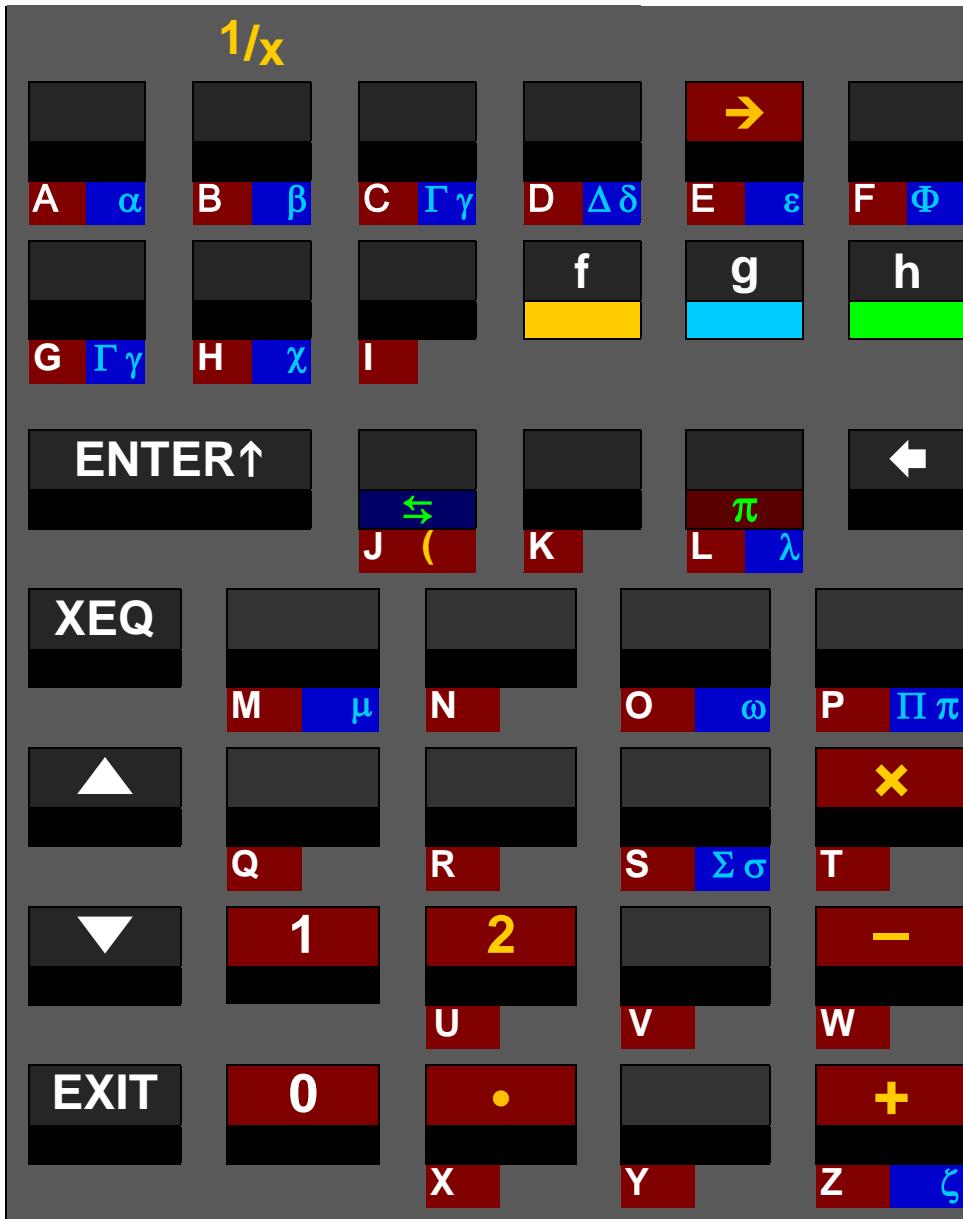
<sup>40</sup> These two navigation keys will repeat with 5Hz when held down for longer than 0.5s. Out of PRG, however, SST will not repeat.

Keys to press	in modes	Remarks
<b>[ENTER↑]</b>	Catalog open	Selects the current item like <b>[XEQ]</b> below.
	CAT open	Goes to the first routine carrying the label displayed (see <a href="#">below</a> ).
	$\alpha$	Leaves alpha mode.
	Else	Acts like the command ENTER described above.
<b>[EXIT]</b>	Catalog or browser open	Leaves the catalog or browser without executing anything.
	Command input pending	Cancels the execution of pending operations, returning to the calculator status as it was before.
	Program running	Stops the running program like <b>[R/S]</b> . See below.
	PRG	Leaves programming mode like <b>[P/R]</b> . See below.
	$\alpha$	Leaves alpha mode like <b>[ENTER↑]</b> . See above.
	Else	Does nothing.
<b>[h OFF]</b>	$\neg$ PRG	Turns your <i>WP 34S</i> off.
	PRG	Enters the command OFF as described above.
<b>[ON]</b>	Calculator off	Turns your <i>WP 34S</i> on.
	Else	There are several <b>[ON]</b> -key combinations available. Most important are <b>[ON]</b> + <b>[+]</b> or <b>[−]</b> adjusting display contrast. Further combinations are found in the appendices.
<b>[h P/R]</b>	$\neg\alpha$	Toggles programming mode (PRG).
<b>[R/S]</b>	Asking for confirmation	Confirms the question <b>Sure?</b> – with Y for ‘yes’. Any other input except <b>[8]</b> = N will be ignored.
	CAT open, $\neg$ PRG	Runs the program whose label is displayed (compare <b>[XEQ]</b> below and see further <a href="#">below</a> ).
	Program running	Stops program execution immediately. <b>Stopped</b> will be shown until the next keystroke. Press <b>[R/S]</b> again to resume execution.
	$\neg$ PRG, $\neg\alpha$	Runs the current program or resumes its execution starting with the current step.
	$\alpha$	Appends an ‘Y’ to <i>alpha</i> .
	PRG	Enters the command STOP described above.

Keys to press	in modes	Remarks
<b>XEQ</b>	Catalog open	Selects the item currently displayed and exits, executing the respective command. See <a href="#">below</a> .
	CAT open	In PRG, inserts a program step XEQ <i>label</i> referring to the label displayed. Else runs the first program carrying that label (see <a href="#">below</a> ).
	Else	Acts like the command XEQ described above.
<b>→ f 2</b> <b>→ 8</b> <b>→ 16</b>	DECM	Shows <i>x</i> as an integer to base 2, 8, or 16, respectively. Returns to the base set with the next keystroke. Prefix <b>g</b> may be omitted here.
<b>f α</b>	¬PRG, ¬α	Turns on alpha mode for keyboard entry.
	PRG & ¬α	Turns on alpha mode for direct entry of alpha constants in programs. Your WP 34S will display $\alpha'$ in the top line. Now enter the characters you want to append to <i>alpha</i> . For starting a new string, use CL $\alpha$ first. Alpha constants will be listed in groups of three as long as applicable.  <b>Example:</b> Entering <b>f α T f ↑ e s t h PSE 1 h ↓ f α</b> will result in 3 program steps stored: $\alpha' T \alpha' s'$ $\alpha' t \alpha' 1$ $\alpha' ?$ and Test 1? appended to <i>alpha</i> in program execution.
	α	Leaves alpha mode like <b>ENTER↑</b> . See above.

## CATALOGS AND BROWSERS

A catalog on your *WP 34S* is a set of items, e.g. operations or characters. 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 catalog browsing:



**f B** ( = **1/x** ) allows for reverting conversions in CONV easily as described [below](#).

**f →** just calls the character '→' while browsing a catalog.

**▲** and **▼** will browse the open catalog.

**ENTER↑** or **XEQ** select the item displayed, recall or execute it, and exit the catalog.

**EXIT** or **◀** leave the catalog without executing anything, i.e. they cancel the catalog call.

See [below](#) for some examples.

In addition, you may switch catalogs easily by just calling a new one accessible in current mode directly from the catalog you are browsing – no need for **EXIT**ing this first.

Reopening the very last catalog called, the last command selected therein is displayed for easy repetitive use. A single function may be contained in more than one catalog.

Additionally, there are some **browsers** allowing to check memory, flags, program labels and registers (i.e. **CAT**, **SHOW**, **STATUS**, and **SUMS**). They behave like catalogs in many aspects, e.g. **▲**, **▼**, **EXIT**, and **◀** work in all browsers as in catalogs. **SHOW** and **STATUS** operate in [αT mode](#), however. And some special keys and special rules may apply in browsers as explained in the following.

The catalogs and browsers your WP 34S features are listed below, formatted like the [index](#) above:

Keys to press	in modes	Contents and special remarks
<b>h CAT</b>	¬α	<p>Defined alphanumeric labels.</p> <p>▲ and ▼ browse the global labels, while the location of the respective label is indicated in the lower line (r R<sup>PP</sup>, L, b for the library in flash memory, or buP for the backup region). Duplicate labels will show the primary address in addition, e.g. <code>CALLS 0 12</code> when found a second time in RAM, or e.g. <code>CALLS L, b</code> when found a second time elsewhere.</p> <p><b>ENTER↑</b> goes to the alpha label displayed, while <b>XEQ</b> executes it. Both keystrokes will perform a label search as described <a href="#">above</a>. Labels in XROM cannot be accessed by <b>ENTER↑</b>.</p> <p><b>RCL</b> executes PRCL for the program displayed.</p> <p><b>R/S</b> starts the current program, i.e. the one whose label is just displayed, <u>without</u> performing a label search first.</p> <p>□ goes to the first alpha label in XROM.</p>
<b>h CONST</b>	DECM	Constants like in the HP-35s, but more. See them listed <a href="#">below</a> . Picking a constant will recall it. <b>CPX CONST</b> will open the same catalog, but do a complex recall instead. So, if the stack looked like [x, y, ...] before, it will contain [ <b>constant</b> , 0, x, y, ...] after picking a constant.
<b>h CONV</b>	DECM	Conversions as listed in a <a href="#">table below</a> .
<b>f CPX</b>	α	'Complex' letters mandatory for many languages (see <a href="#">below</a> ). Case may be toggled here (see <b>f ↑</b> <a href="#">above</a> ).
<b>h MATRIX</b>	DECM	Matrix operations library.
<b>h MODE</b>	¬α	Mode setting functions.
<b>h PROB</b>	DECM	Probability distributions beyond standard normal.
<b>h P.FCN</b>	¬α	Extra programming and I/O functions.
<b>h R↑</b>	α	Superscripts and subscripts (see <a href="#">below</a> ).

Keys to press	in modes	Contents and special remarks	
<b>g SHOW</b>	¬α	<p>Browses all allocated stack and general purpose registers as well as their contents, starting with <b>X</b>.</p> <p>▲ goes up the stack, continues with the other lettered registers, then with <b>R00</b>, <b>R01</b>, etc.</p> <p>▼ browses the registers going down from the highest allocated numbered register (<b>R99</b> in startup default) to <b>R00</b> if applicable, then continues with <b>K</b>, <b>J</b>, etc.</p> <p>□ turns to local registers if applicable, starting with <b>R.00</b>. ▲ and ▼ browse local registers up and down until another □ returns to X. Local register addresses may exceed .15 here!</p> <p>Input of any legal letter jumps to the corresponding register, as does any legal two-digit number (see <a href="#">above</a>).</p> <p><b>ENTER↑</b> or <b>RCL</b> recall the register displayed. In programming mode, they enter a corresponding step RCL ...</p> <p>In your <i>WP 34S</i>, ▶ and ▷ do what SHOW did in vintage calculators – please see above.</p>	
<b>h STAT</b>	DECM	Extra statistical functions.	
<b>h STATUS</b>	¬α	Shows the memory status and browses the status of all user flags, similar to STATUS on <i>HP-16C</i> . See <a href="#">above</a> for a detailed description.	
<b>h SUMS</b>	DECM	All summation registers and their contents.	
<b>h TEST</b>	¬α	All tests except the two on the keyboard (see next page).	
	α	Comparison symbols and brackets, except □ and ▢ (see <a href="#">below</a> ).	
<b>h X.FCN</b>	DECM	Extra real functions.	These three catalogs are merged in mode PRG to ease programming.
	Integer	Extra integer functions.	
	α	Extra alpha functions.	
<b>CPX X.FCN</b>	DECM	Extra complex functions.	
<b>h ./. ,</b>	α	Punctuation marks and text symbols (see <a href="#">below</a> ).	
<b>f →</b>	α	Arrows and mathematical symbols (see <a href="#">below</a> ).	

See the next pages for detailed item lists of the various catalogs. Within each catalog, items are sorted alphabetically (see [above](#) for the sorting order). You may access particular items fast and easily by typing the first characters of their names – see [below](#) for some examples and constraints.

## Catalog Contents in Detail

MATRIX	MODE	PROB	P.FCN	STAT	SUMS	TEST
DET	12h	Binom	BACK	COV	$n\Sigma$	BC?
LINEQS	1COMPL	$\text{Binom}_P$	CFALL	L.R.	$\Sigma \ln^2 x$	BS?
MROW+ $x$	24h	$\text{Binom}^{-1}$	CLREG	SEED	$\Sigma \ln^2 y$	CNVG?
MROW $x$	2COMPL	Cauch	CLSTK	SERR	$\Sigma \ln x$	DBL?
MROW $\Leftarrow$	BASE	...	CL $\alpha$	SERR <sub>w</sub>	$\Sigma \ln xy$	ENTRY?
M+ $x$	BestF	Expon	DEC	SUM	$\Sigma \ln y$	EVEN?
M $^{-1}$	DENANY	...	DROP	$s_w$	$\Sigma x$	FC?
M-ALL	DENFAC	$F_P(x)$	DSL	$s_{xy}$	$\Sigma x^2$	FC?C
M-COL	DENFIX	$F(x)$	DSZ	$\bar{x}g$	$\Sigma x^2 y$	FC?F
M-DIAG	DENMAX	$F^{-1}(p)$	END	$\bar{x}_w$	$\Sigma x \ln y$	FC?S
M-ROW	DISP	Geom	ERR	$\hat{x}$	$\Sigma xy$	FLASH?
Mx	D.MY	...	FF	$\varepsilon$	$\Sigma y$	FP?
M.COPY	E3OFF	Lgnrm	f'(x)	$\varepsilon_m$	$\Sigma y^2$	FS?
M.IJ	E3ON	...	f''(x)	$\varepsilon_p$	$\Sigma y \ln x$	FS?C
M.LU	ExpF	Logis	GTO $\alpha$	$\sigma$		FS?F
M.REG	FAST	...	INC	$\sigma_w$		FS?S
nCOL	FRACT	Norml	ISE	$\% \Sigma$		IBASE?
nROW	JG1582	...	ISZ			INTM?
TRANSP	JG1752	Poiss	LOAD			INT?
	LinF	...	LOADP			KEY?
	LogF	Pois $\lambda$	LOADR			KTP?
	LZOFF	...	LOADSS			LBL?
	LZON	$t_P(x)$	LOAD $\Sigma$			LEAP?
	M.DY	$t(x)$	LocR			LocR?
	PowerF	$t^{-1}(p)$	MSG			MEM?
	RCLM	Weibl	NOP			M.SQR?
	RDX,	...	PopLR			NaN?
	RDX.	$\phi(x)$	PRCL	SEND $\Sigma$		ODD?
	REGS	$\chi^2$	PROMPT	SKIP		PRIME?
	RM	$\chi^2$ INV	PSTO	STOS		REALM?
	SEPOFF	$\chi^2_p$	PUTK	TICKS		REGS?
	SEPON		RCLS	$t \Leftarrow$		RM?
	SETCHN		RECV	$VW\alpha +$		SMODE?
	SETDAT		RTN+1	$XEQ\alpha$		SPEC?
	SETEUR		R-CLR	$y \Leftarrow$	$x < ?$	SSIZE?
	SETIND		R-COPY	$z \Leftarrow$	$x \leq ?$	TOP?
	SETJPN	SSIZE4	R-SORT	$\alpha GTO$	$x = +0?$	WSIZE?
	SETTIM	SSIZE8	R-SWAP	$\alpha OFF$	$x = -0?$	
	SETUK	STOM	SAVE	$\alpha ON$	$x \approx ?$	
	SETUSA	UNSIGN	SENDA	$\alpha VIEW$	$x \geq ?$	
	SIGNMT	WSIZE	SENDP	$\alpha XEQ$	$x > ?$	
	SLOW	Y.MD	SENDR	$\Leftarrow$	$\infty ?$	

**X.FCN** varies with the mode set, except in programming<sup>41</sup>. It contains in ...

... alpha mode:	... decimal mode:			... integer modes:		CPX <b>X.FCN</b>
	$\sqrt[3]{x}$	J→D	$W_m$			
VERS	AGM	LCM	$W_p$	ASR	RL	$c\sqrt[3]{x}$
$x \rightarrow \alpha$	ANGLE	$L_n$	$W^{-1}$	BATT	RLC	$c^A GM$
$\alpha DATE$	BATT	$LN1+x$	XNOR	CB	RR	$c^A CONJ$
$\alpha DAY$	$B_n$	$L_n \alpha$	$x^3$	CLALL	RRC	$c^A CROSS$
$\alpha IP$	$B_n^*$	$LN\beta$	$x \rightarrow \alpha$	CLPALL	SB	$c^A DOT$
$\alpha LENG$	CLALL	$LN\Gamma$	$\sqrt[x]{y}$	DBLR	SEED	$c^A DROP$
$\alpha MONTH$	CLPALL	MANT	YEAR	DBL*	SIGN	$c^A e^x - 1$
$\alpha RC\#$	CEIL	MAX	$\alpha DATE$	DBL/	SL	$c^A FIB$
$\alpha RL$	DATE	MIN	$\alpha DAY$	DROP	SR	$c^A g_d$
$\alpha RR$	DATE→	MONTH	$\alpha IP$	FB	sRCL	$c^A g_d^{-1}$
$\alpha SL$	DAY	NAND	$\alpha LENG$	FIB	ULP	$c^A LN1+x$
$\alpha SR$	DAYS+	NEIGHB	$\alpha MONTH$	GCD	VERS	$c^A LN\beta$
$\alpha TIME$	DECOMP	NEXTP	$\alpha RCL$	LCM	$x^3$	$c^A LN\Gamma$
$\alpha \rightarrow x$	DEG→	NOR	$\alpha RC\#$	LJ	XNOR	$c^A SIGN$
	DROP	$P_n$	$\alpha RL$	MASKL	$x \rightarrow \alpha$	$c^A SINC$
	D→J	RAD→	$\alpha RR$	MASKR	$\sqrt[x]{y}$	$c^A W_p$
	erf	RESET	$\alpha SL$	MAX	$\alpha IP$	$c^A W^{-1}$
	erfc	ROUNDI	$\alpha SR$	MIN	$\alpha LENG$	$c^A x^3$
	EXPT	RSD	$\alpha STO$	MIRROR	$\alpha RCL$	$c^A x \sqrt[y]{y}$
	$e^x - 1$	SDL	$\alpha TIME$	NAND	$\alpha RC\#$	$c^A \beta$
	FIB	SDR	$\alpha \rightarrow x$	nBITS	$\alpha RL$	$c^A \Gamma$
	FLOOR	SIGN	$\beta$	NEIGHB	$\alpha RR$	$c^A (-1)^x$
	GCD	SINC	$\Gamma$	NEXTP	$\alpha SL$	
	$g_d$	SLVQ	$\Delta DAYS$	NOR	$\alpha SR$	
	$g_d^{-1}$	sRCL	$\zeta$	RESET	$\alpha STO$	
	GRAD→	STOPW	$(-1)^x$	RJ	$\alpha \rightarrow x$	
	$H_n$	TIME	→DATE			
	$H_{np}$	$T_n$	%MG			
	H.MS+	ULP	%MRR			
	H.MS-	$U_n$	%T			
	iRCL	VERS	%Σ			
	Iβ	WDAY	%+MG			
	IF	WHO				

<sup>41</sup> In programming mode, these three contents will be merged. CLALL, CLPALL, and RESET, however, will be excluded then.

À	À	à	à	à
Á	Á	á	á	á
ÂÃÄÄ	ÂÃÄÄ	âãää	â (ä)	â (ä)
Ä	Ä	ä	ä	ä
Æ	Æ	æ	æ	æ
Å	Å	å	å	å
Ć	Ć	ć	ć	ć
҆	҆	ć	ć	ć
҇	҇	ć	ć	ć
Đ	Đ	đ	đ	đ
È	È	è	è	è
É	É	é	é	é
ÊĒĚ	ÊĒĚ	êěěě	ê (ě)	ê (ě)
Ē	Ē	ē	ē	ē
Í	Í	í	í	í
Í	Í	í	í	í
ÎÏÏ	ÎÏÏ	îïï	î (í)	î (í)
Ï	Ï	í	í	í
Ñ᷑	Ñ᷑	ñ᷑	ñ᷑	ñ᷑
Ò	Ò	ò	ò	ò
Ó	Ó	ó	ó	ó
ÔӦӦ	ÔӦӦ	ôӦӦ	ô (ö)	ô (ö)
Ӯ	Ӯ	ö	ö	ö
Ø	Ø	ø	ø	ø
Ŕ	Ŕ	ŕ	ŕ	ŕ
Š	Š	š	š	š
Ù	Ù	ù	ù	ù
Ú	Ú	ú	ú	ú
ӻӻӻ	ӻӻӻ	ûӻӻӻ	û (ü)	û (ü)
ӻ	ӻ	ü	ü	ü
ӻ	ӻ	ü	ü	ü
Ý	Ý	ý	ý	ý
ӺӺӺ	ӺӺӺ	ŷӺӺӺ	ŷ / ÿ	ŷ / ÿ
Ӻ	Ӻ	ÿ	ÿ	ÿ
Ӻ	Ӻ	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. Small font is printed on grey background on this page. The catalog **CPX** is listed left. Accented letters are as wide as plain ones wherever possible.

.	/															
,	:	;	‘	’	*	@	_	~	%	\$	€	£	¥	⌚	⊕	#
,	:	;	‘	’	*	@	_	~	%	\$	€	£	¥	⌚	⊕	#
,	:	;	‘	’	*	@	_	~	%	\$	€	£	¥	⌚	⊕	#

TEST	→
< ≤ = ≈ ≥ > [ ] { }	→ ← ↑ ↓ √ ∫ ∞ ^ ⇲
< ≤ = ≈ ≥ > [ ] { }	÷ + × † ÷ ∫ ∫ ∞ ^ ⇲
< ≤ = ≈ ≥ > [ ] { }	÷ + × † ÷ ∫ ∫ ∞ ^ ⇲

R↑
0 ° 1 2 2 3 A B c d e k m n p u w x x Y μ -1 ∞
0 ° 1 2 2 3 A B c d e k m n p u w x x Y μ -1 ∞
0 ° 1 2 2 3 A B c d e k m n p u w x x Y μ -1 ∞

The letters provided in your *WP 34S* allow for correct writing the languages of more than  $3 \cdot 10^9$  people using Greek or variants of Latin letters (still only half of mankind yet), i.e. the following languages:

Afrikaans, Català, Cebuano, Česky, Cymraeg, Dansk, Deutsch, Eesti, English, Español, Euskara, Français, Gaeilge, Galego, Ελληνικά, Hrvatski, Bahasa Indonesia, Italiano, Basa Jawa, Kiswahili, Kreyòl ayisyen, Magyar, Bahasa Melayu, Nederlands, Norsk, Português, Quechua, Shqip, Slovenčina, Slovenskina, Srpski, Basa Sunda, Suomeksi, Svenska, Tagalog, Winaray, and Zhōng-wén (with a little trick explained below). 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 we need different letters for á and ä here, and for e, i, o, and u as well. With six 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 Hán yǔ pīnyīn) representing the third tone here. Pinyin writers, we ask for your understanding.

## Accessing Catalog Items the Fast Way

Each and every catalog may be browsed by just using the cursors as explained [above](#). You may reach your target significantly faster, however, taking advantage of the alphabetical method demonstrated in the left columns of the table below:

1 User input	<b>CONST</b> , <b>CONV</b> , <b>MATRIX</b> , <b>MODE</b> , <b>PROB</b> , <b>P.FCN</b> , <b>STAT</b> , <b>TEST</b> , <b>SUMS</b> , or <b>X.FCN</b>	<b>CPX</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>TEST</b> )      (e.g. <b>ä</b> in <b>CPX</b> )      (e.g. <b>ä</b> in <b>./.</b> )		
2 User input	1 <sup>st</sup> character of command desired (e.g. <b>F</b> )	Desired basic letter (e.g. <b>U</b> )	
Dot matrix display	<b>Shows 1<sup>st</sup> item starting with this character *</b> (e.g. <b>FC?</b> ) <b>Shows 1<sup>st</sup> item starting with this letter *</b> (e.g. <b>Ü</b> )		
3 User input	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>F3?</b> )		
... Continue browsing with <b>▼</b> until reaching the item desired			
	(e.g. <b>F3?C</b> ).	(e.g. <b>Ü</b> ).	(e.g. <b>E</b> ).
n User input	<b>XEQ</b> or <b>ENTER↑</b>		
	Your WP 34S leaves the catalog returning to the mode set before ... ... and executes or inserts the command chosen, or recalls the constant selected.	... and appends the selected character to <i>alpha</i> .	
Dot matrix display	<b>Result</b> (e.g. <b>True</b> )	<b>Contents of alpha register</b> (e.g. <b>3 Rüben à 0,25€</b> )	

\*) If a character or sequence specified is not found in this catalog then the first item following alphabetically will be shown – see the sorting sequence [above](#). 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 (CONST)

Your WP 34S contains a rich set of constants. Navigation works as explained above. Names of **astronomical** and **mathematical** constants are printed on colored background below. Values of physical constants (*incl. their relative standard deviations given in parentheses below*) are from CODATA 2010, copied in July 2011, unless stated otherwise explicitly. Green background denotes exact or almost exact values. The more the color turns to red, the less precise the respective constant is known, even by the national standards institutes and the international scientific community <sup>42</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  $1J = 1W \cdot s = 1V \cdot A \cdot s$ . Thus  $1\frac{J}{T} = 1A \cdot m^2$ .

Employ the constants stored for further useful equivalences, like expressing Joules in Electron-Volts  $1A \cdot s \cdot V = \frac{1}{e}eV \approx 6.24 \cdot 10^{18} eV$ , or calculating the wavelength from the frequency of electromagnetic radiation via  $\frac{f}{c} = \lambda$ , or whatever else crosses your mind.

	Numeric value	Unit	Remarks
$\alpha$	365.242 5 (per definition)	$d$	Gregorian year
$a_0$	5.291 772 109 2E-11 (3.2E-10)	$m$	Bohr radius $a_0 = \frac{\alpha}{4\pi \cdot R_\infty}$
$a_m$	384.4E6 (1E-3)	$m$	Semi-major axis of the Moon's orbit
$a_E$	1.495 979E11 (1E-6)	$m$	Semi-major axis of the Earth's orbit. Within the uncertainty stated here, it equals 1 AU.
$c$	2.997 924 58E8 (per definition)	$m/s$	Vacuum speed of light
$c_1$	3.741 771 53E-16 (4.4E-8)	$m^2 \cdot W$	First radiation constant $c_1 = 2\pi \cdot h \cdot c^2$
$c_2$	0.014 387 770 (9.1E-7)	$m \cdot K$	Second radiation constant $c_2 = hc/k$
$e$	1.602 176 565E-19 (2.2E-8)	$C$	Electron charge $e = \frac{2}{K_J R_K} = \Phi_0 G_0$
$e_E$	2.718 281 828 459 045...	1	Euler's $e$ . Please note the letter $e$ represents the electron charge elsewhere in this table.
$F$	96 485.336 5 (2.2E-8)	$C/mol$	Faraday's constant $F = e \cdot N_A$
$F_\alpha$	2.502 907 875 095 892 8...	1	Feigenbaum's $\alpha$

<sup>42</sup> The bracketed values printed here for your kind attention allow for computing 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
$\delta_F$	4.669 201 609 102 990 6...	1	Feigenbaum's $\delta$
$g$	9.806 65 (per definition)	$m/s^2$	Standard earth acceleration
$G$	6.673 84E-11 (1.2E-4)	$m^3/kg \cdot s^2$	Newton's gravitation constant. See <b>GM</b> below for a more precise value.
$G_0$	7.748 091 734 6E-5 (3.2E-10)	$1/\Omega$	Conductance quantum $G_0 = 2e^2/h = 2/R_K$
$G_C$	0.915 965 594 177...	1	Catalan's constant
$g_e$	-2.002 319 304 361 53 (2.6E-13)	1	Landé's electron g-factor
$GM$	3.986 004 418E14 (2.0E-9)	$m^3/s^2$	Newton's gravitation constant times the Earth's mass with its atmosphere included (according to WGS84, see <b>Sa</b> below).
$\hbar$	6.626 069 57E-34 (4.4E-8)	$J \cdot s$	Planck constant
$\hbar$	1.054 571 726E-34 (4.4E-8)		$= h/(2\pi)$
$k$	1.380 648 8E-23 (9.1E-7)	$J/K$	Boltzmann constant $k = R/N_A$
$K_J$	4.835 978 70E14 (2.2E-8)	$H_z/V$	Josephson constant $K_J = 2e/h$
$l_P$	1.616 199E-35 (6.0E-5)	$m$	Planck length $l_P = \sqrt{\hbar G/c^3} = t_p c$
$m_e$	9.109 382 91E-31 (4.4E-8)	$kg$	Electron mass
$M_m$	7.349E22 (5E-4)		Mass of the Moon
$m_n$	1.674 927 351E-27 (4.4E-8)		Neutron mass
$m_p$	1.672 621 777E-27 (4.4E-8)		Proton mass
$M_P$	2.176 51E-8 (6.0E-5)		Planck mass $M_P = \sqrt{\hbar c/G}$
$m_u$	1.660 538 921E-27 (4.4E-8)		Atomic unit mass $= 10^{-3} kg / N_A$
$m_u c^2$	1.492 417 954E-10 (4.4E-8)	$J$	Atomic unit mass energy equivalent
$m_\mu$	1.883 531 475E-28 (5.1E-8)	$kg$	Muon mass
$M_{\odot}$	1.989 1E30 (5E-5)		Mass of the sun
$M_E$	5.973 6E24 (5E-5)		Mass of the Earth
$N_A$	6.022 141 29E23 (4.4E-8)	$1/mol$	Avogadro's number
$NaN$	not a numeric		"not a number"
$P_0$	101 325 (per definition)	$Pa$	Standard atmospheric pressure

	Numeric value	Unit	Remarks
$q_p$	1,875 545 9E-18 (6.0E-5)	A <sub>s</sub>	Planck charge $q_p = \sqrt{4\pi\varepsilon_0\hbar c} \approx 11.7e$ . This was in CODATA 2006, but in 2010 no more.
$R$	8.314 462 1 (9.1E-7)	$\frac{J}{mol \cdot K}$	Molar gas constant
$r_e$	2.817 940 326 7E-15 (9.7E-10)	m	Classical electron radius $r_e = \alpha^2 \cdot a_0$
$R_K$	25 812.807 443 4 (3.2E-10)	$\Omega$	von Klitzing constant $R_K = h/e^2$
$R_m$	1.737 530E6 (5E-7)	m	Mean radius of the Moon
$R_\infty$	1.097 373 156 853 9E7 (5.0E-12)	$1/m$	Rydberg constant $R_\infty = \alpha^2 m_e c / (2h)$
$R_o$	6.96E8 (5E-3)	m	Mean radius of the sun
$R_E$	6.371 010E6 (5E-7)	m	Mean radius of the Earth
$S_a$	6.378 137 0E6 ( <i>per definition</i> )	m	Semi-major axis of the model WGS84 used to define the Earth's surface for GPS and other surveying purposes (please look at the site <a href="http://earth-info.nga.mil/GandG/publications/tr8350.2/tr8350_2.html">http://earth-info.nga.mil/GandG/publications/tr8350.2/tr8350_2.html</a> )
$S_b$	6.356 752 314 2E6 (1.6E-11)	m	Semi-minor axis of WGS84
$S_e^2$	6.694 379 990 14E-3 (1.5E-12)	1	First eccentricity squared of WGS84
$S_{e^2}$	6.739 496 742 28E-3 (1.5E-12)	1	Second eccentricity squared of WGS84 (it is really called $e^2$ in this article, I apologize)
$S_f^{-1}$	298.257 223 563 ( <i>per definition</i> )	1	Flattening parameter of WGS84
$T_0$	273.15 ( <i>per definition</i> )	K	= 0°C, standard temperature
$t_p$	5.391 06E-44 (6.0E-5)	s	Planck time $t_p = \sqrt{\frac{\hbar G}{c^5}} = \frac{l_p}{c}$
$T_p$	1.416 833E32 (6.0E-5)	K	Planck temperature $T_p = \frac{c^2}{k} \sqrt{\frac{\hbar c}{G}} = \frac{M_p c^2}{k} = \frac{E_p}{k}$
$V_m$	0.022 413 968 (9.1E-7)	$m^3/mol$	Molar volume of an ideal gas at standard conditions $V_m = \frac{RT_0}{p_0}$
$Z_0$	376.730 313 461...	$\Omega$	Characteristic impedance of vacuum $Z_0 = \sqrt{\frac{\mu_0}{\varepsilon_0}} = \mu_0 c$
$\alpha$	7.297 352 569 8E-3 (3.2E-10)	1	Fine-structure constant $\alpha = \frac{e^2}{4\pi\varepsilon_0\hbar c} \approx \frac{1}{137}$
$\gamma_{EM}$	0.577 215 664 901 532 86...	1	Euler-Mascheroni constant $\gamma_{EM}$

	Numeric value	Unit	Remarks
$\gamma_p$	2.675 222 005E8 (2.4E-8)	$\frac{1}{s \cdot T}$	Proton gyromagnetic ratio $\gamma_p = \frac{2\mu_p}{\hbar}$
$\epsilon_0$	8.854 187 817...E-12	$\frac{A \cdot s}{V \cdot m}$ or $F/m$	Electric constant or vacuum permittivity $\epsilon_0 = \frac{1}{\mu_0 c^2}$
$\lambda_e$	2.426 310 238 9E-12 (6.5E-10)	$m$	Compton wavelengths of the electron $\lambda_C = \frac{\hbar}{m_e c}$ , the neutron, and the proton, respectively.
$\lambda_{en}$	1.319 590 906 8E-15 (8.2E-10)		
$\lambda_{ep}$	1.321 409 856 23E-15 (7.1E-10)		
$\mu_0$	1.256 637 061 4...E-6	$\frac{V \cdot s}{A \cdot m}$	Magnetic constant, also known as vacuum permeability $\mu_0 = 4\pi \cdot 10^{-7} \frac{V \cdot s}{A \cdot m}$ (per definition).
$\mu_B$	9.274 009 68E-24 (2.2E-8)	$J/T$ or $A \cdot m^2$	Bohr's magneton $\mu_B = \frac{e\hbar}{2m_e}$
$\mu_e$	-9.284 764 30E-24 (2.2E-8)		Electron magnetic moment
$\mu_n$	-9.662 364 7E-27 (2.4E-7)		Neutron magnetic moment
$\mu_p$	1.410 606 743E-26 (2.4E-8)		Proton magnetic moment
$\mu_u$	5.050 783 53E-27 (2.2E-8)		Nuclear magneton $\mu_u = \frac{e\hbar}{2m_p}$
$\mu_\mu$	-4.490 448 07E-26 (3.4E-8)		Muon magnetic moment
$\pi$	3.141 592 653 589 793...		1
$\sigma_B$	5.670 373E-8 (3.6E-6)	$\frac{W}{m^2 K^4}$	Stefan Boltzmann constant $\sigma_B = \frac{2\pi^5 k^4}{15h^3 c^2}$
$\Phi$	1.618 033 988 749 894...	1	Golden ratio $\Phi = \frac{1+\sqrt{5}}{2}$
$\Phi_0$	2.067 833 758E-15 (2.2E-8)	$V \cdot s$	Magnetic flux quantum $\Phi_0 = \frac{\hbar}{2e} = \frac{1}{K_J}$
$\omega$	7.292 115E-5 (2E-8)	$rad/s$	Angular velocity of the Earth according to WGS84 (see <b>Sa</b> above)
$-\infty$	-1 nF, n. tY	1	May the Lord of Mathematics forgive us calling these 'constants'.
$\infty$	1 nF, n. tY		
#		1	See the very last command in the index <a href="#">above</a> .

## Unit Conversions (CONV)

CONV mainly provides the means to convert local to common units<sup>43</sup>. Navigation works as in the other catalogs. There is one specialty, however: **f B** (i.e. **1/x**) will execute the inverse of the conversion displayed and leave CONV.

**Example:** Assume the display set to FIX 3. Then keying in

**4 h CONV A** will display

**# acres → ha**

**16.19**

telling you  
4 acres equal 1.619 hectares.

Now press **f B** and you will get

**BEG 360 RPN**

**9884**

being the  
amount of acres equaling 4 hectares.

Press **h CONV** again and you see

**# acres → ha**

**4000**

confirming what was just said.

Leave CONV via **EXIT** and the display will return to 9884.

The constant **T<sub>0</sub>** may be useful for conversions of temperatures, too; it is found in [CONST](#) and is not repeated here since being only added or subtracted. The conversion constants listed below for your information are user transparent in executing a conversion – those printed on light green background in this table apply exactly.

Conversion		Remarks	Class
$^{\circ}\text{C} \rightarrow ^{\circ}\text{F}$	* 1.8 + 32		Temperature
$^{\circ}\text{F} \rightarrow ^{\circ}\text{C}$	- 32 ) / 1.8		Temperature
$^{\circ} \rightarrow \text{G}$	/ 0.9	Converts to 'grads' or 'gon'	Angle
$^{\circ} \rightarrow \text{rad}$	* $\pi / 180$	Equals D→R	Angle
acres → ha	* 0.404 687 3	1 ha = $10^4 \text{ m}^2$	Area
ar. → dB	$20\lg\left(\frac{a_1}{a_2}\right)$	Amplitude ratio	Ratio
atm → Pa	* 1.013 25E5		Pressure
AU → km	* 1.495 979E8	Astronomic units	Length
bar → Pa	* 1E5		Pressure

<sup>43</sup> For most readers, many of the units appearing in CONV may look obsolete at least. They die hard, however, in some corners of this world. All these corners have in common is English being spoken there. For symmetry reasons, we may also add some traditional Indian and Chinese units.

Conversion		Remarks	Class
Btu→J	* 1 055.056	British thermal units	Energy
cal→J	* 4.186 8		Energy
cft→l	* 28.316 85	Cubic feet	Volume
cm→inches	/ 2.54		Length
cwt→kg	* 50.802 35	(Long) hundredweight = 112 lbs	Mass
dB→ar.	$10^{R_{dB}/20}$	Amplitude ratio	Ratio
dB→pr.	$10^{R_{dB}/10}$	Power ratio	Ratio
fathom→m	* 1.828 8		Length
feet→m	* 0.304 8		Length
flozUK→ml	* 28.413 06	$1 \text{ l} = 1/1000 \text{ m}^3$	Volume
flozUS→ml	* 29.573 53		
galUK→l	* 4.546 09		
galUS→l	* 3.785418		
G→°	* 0.9	Grads or gon	Angle
g→oz	/ 28.349 52		Mass
G→rad	* $\pi / 200$		Angle
g→tr.oz	/ 31.103 48		Mass
ha→acres	/ 0.404 687 3	1 ha = 10000 m <sup>2</sup>	Area
HP <sub>e</sub> →W	* 746	Electric horse power	Power
hpUK→W	* 745.699 9	British horse power	Power
inches→cm	* 2.54		Length
inHg→Pa	* 3 386.389		Pressure
J→Btu	/ 1 055.056		Energy
J→cal	/ 4.186 8		Energy
J→kWh	/ 3.6E6		Energy
kg→cwt	/ 50.802 35	(Long) hundredweight = 112 lbs	Mass
kg→lb	/ 0.453 592 4		Mass
kg→stones	/ 6.350 293 18		Mass
kg→s.cwt	/ 45.359 24	Short hundredweight = 100 lbs	Mass

Conversion		Remarks	Class
km→AU	/ 1.495 979E8	Astronomic units	Length
km→l.y.	/ 9.460 730E12	Light years	Length
km→miles	/ 1.609 344		Length
km→nmi	/ 1.852	Nautical miles	Length
km→pc	/ 3.085 678E16	Parsec	Length
kWh→J	* 3.6E6		Energy
lbf→N	* 4.448 222		Force
lb→kg	* 0.453 592 4		Mass
l.y.→km	* 9.460 730E12	Light years	Length
l →cft	/ 28.316 85	1 l = $1/_{1000} \text{ m}^3$	Volume
l →galUK	/ 4.546 09		
l →galUS	/ 3.785 418		
miles→km	* 1.609 344		Length
ml→flozUK	/ 28.413 06	1 ml = 1 cm <sup>3</sup>	Volume
ml→flozUS	/ 29.573 53		
mmHg→Pa	* 133.322 4	1 torr = 1 mm Hg	Pressure
m→fathom	/ 1.828 8		Length
m→feet	/ 0.304 8		Length
m→yards	/ 0.914 4		Length
nmi→km	* 1.852	Nautical miles	Length
N→lbf	/ 4.448 222		Force
oz→g	* 28.349 52	Ounces	Mass
Pa→atm	/ 1.013 25E5	1 Pa = 1 N/m <sup>2</sup>	Pressure
Pa→bar	/ 1E5		Pressure
Pa→inHg	/ 3 386.389		Pressure
Pa→mmHg	/ 133.322 4		Pressure
Pa→psi	/ 6 894.757		Pressure
Pa→torr	/ 133.322 4		Pressure
pc→km	* 3.085 678E16	Parsec	Length

Conversion		Remarks	Class
pr. $\rightarrow$ dB	$10\lg\left(\frac{P_1}{P_2}\right)$	Power ratio	Ratio
psi $\rightarrow$ Pa	* 6 894.757	Pounds per square inch	Pressure
PS(hp) $\rightarrow$ W	* 735.498 8	Horse power	Power
rad $\rightarrow$ $^\circ$	* $180 / \pi$	Equals R $\rightarrow$ D	Angle
rad $\rightarrow$ G	* $200 / \pi$		Angle
stones $\rightarrow$ kg	* 6.350 293 18		Mass
s.cwt $\rightarrow$ kg	* 45.359 24	Short hundredweight = 100 lbs	Mass
s.tons $\rightarrow$ t	* 0.907 184 7	Short tons	Mass
tons $\rightarrow$ t	* 1.016 047	Imperial tons	Mass
torr $\rightarrow$ Pa	* 133.322 4	1 torr = 1 mm Hg	Pressure
tr.oz $\rightarrow$ g	* 31.103 48	Troy ounces	Mass
t $\rightarrow$ s.tons	/ 0.907 184 7	1 t = 1000 kg	Mass
t $\rightarrow$ tons	/ 1.016 047		
W $\rightarrow$ HP <sub>e</sub>	/ 746		Power
W $\rightarrow$ hpUK	/ 745.699 9		Power
W $\rightarrow$ PS(hp)	* 735.498 8		Power
yards $\rightarrow$ m	* 0.914 4		Length

You may, of course, combine conversions as you like. For example, filling your tires with a maximum pressure of 30 psi the following will help you at a gas station in Europe and beyond:

3 0 h CONV P S XEQ  
 h CONV P XEQ resulting in 2.1 bar.

Now you can set the filler and will not blow your tires.

In cases of emergency of a particular kind, remember *Becquerel* equals *Hertz*, *Gray* is the unit for deposited or absorbed energy (  $1\text{Gy} = 1\text{J/kg}$  ), and *Sievert* ( $\text{Sv}$ ) 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 amis 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

$1R = 2.58 \cdot 10^{-4} \text{ As}/\text{kg}$ . A few decades ago, *Rem* (i.e. *Röntgen equivalent men*) was measuring what *Sievert* does today.

## Predefined Global Alpha Labels

There may be labels employed and provided for particular tasks already. You find them listed in CAT when the respective routines are loaded in flash memory. Thus they will not take any steps from user program memory in RAM.

The library routines are found at <http://wp34s.svn.sourceforge.net/viewvc/wp34s/library/> as text files with extension .wp34s by convention. These include a suite of basic 3D vector operations, a TVM application, and more. You may open these files using e.g. Notepad. They are also included in the distribution ZIP file in source form (\*.wp34s) and as a precompiled library (*wp34s-lib.dat*) which is already installed in the emulator directory and is part of the *calc\_full.bin* and *calc\_xtal\_full.bin* firmware files.

## **INTERACTIVE PROGRAMMING**

This chapter deals with writing programs that interact with the user. Topics covered are the display of messages, getting input from the user, hot keys and truly interactive "real time" programs.

### **Interrupting a Program for Display of Information**

When a program is started, the display contents are replaced by the "Running Program" message. To display a number while a program is executing, use VIEW in programming and specify a register to display. Here, **X** is a valid parameter so you can present the standard top stack level contents to the user. The command formats the number to the present settings and updates the LCD to display it. This causes a small overhead so expect that your program slows down a bit with each update. This is especially true if the displays follow each other in a tight loop because the flicker avoidance logic needs to wait for a complete display refresh cycle before the next update is allowed.

Another way to show what would normally appear on the display without a program running is to use the PSE instruction specifying the time in 10ths of seconds to suspend execution. A time of zero will have the same effect as a VIEW **X** instruction. PSE following VIEW **s** will display the contents of address **s**. The display will then stay unchanged until the next VIEW or PSE instruction is executed, not only for the time specified with PSE. The next PSE or STOP will switch back to the normal display of **x**. VIEW **s** followed by STOP will display the contents of address **s** until the user presses **R/S**.

To make things clearer: VIEW immediately displays the register when encountered in program execution. When followed by PSE or STOP, the display persists. Only the next PSE or STOP (or keyboard entry after the program has halted) will revert to the normal **x** display. To make sure that STOP or PSE always display a specific information it is best to directly precede it by the respective VIEW instruction. There is no way to get the "Running Program" message back once it has been replaced by a programmed display.

Generally speaking, a message is a string of characters that is shown in the upper region of the display. The program interface to this area is via the alpha register. You need to switch to alpha mode to access most of the commands that deal with this register. The annunciator INPUT lights if alpha mode is active. The X.FCN catalogue changes in alpha mode to contain alpha commands. Displaying a message will normally start with a CL $\alpha$  instruction because most commands append their output to what is already stored. To save space, characters in program mode may be entered in groups of three by typing **@** while already in alpha mode. This saves one program step per three characters. A few special characters are not allowed in the last position for technical reasons. Single characters and grouped characters can be freely mixed. The alpha register is 31 characters wide. The display capacity is considerably smaller and depends on the width of each symbol. The display switches to a smaller font if necessary. The contents can be scrolled in interactive alpha mode as described above.

If you just want to display a text message and no number with it, use  $\alpha$ VIEW. To get to this command you must be out of alpha mode and open the P.FCN catalog. **g A** brings you to the alpha commands. The  $\alpha$ VIEW display starts at the first character of the string. The numeric portion of the LCD is replaced by three dashes. You can of course display a message together with a chosen register. Go to alpha mode and press VIEW. This will

produce the  $\text{VW}\alpha+$  command. It is meant to display alpha together with ('+') numeric data coming from any register. As with VIEW, register **X** is a legal input here. The above comments regarding PSE or STOP following any of these commands are valid here, too.

Another way to display the alpha register is to switch to alpha mode with **aON**. The main difference is that you are presented the tail of the string instead of its head. Also, a PSE is necessary to update the actual display which **aON** alone does not do. If followed by a STOP, alpha mode stays on causing user input to go to the upper display! **aOFF** returns everything to normal.

## Temporary Displays

Whenever the display does not show the actual contents of the X register in the current mode, this is considered a temporary display. To distinguish this from the normal display, the *RPN* annunciator is off during temporary displays and on otherwise. The following displays are considered temporary:

1. Any errors,
2. **aVIEW**,
3. **VW $\alpha+$  nn**,
4. **VIEW nn** where **nn** is not X,
5. **VIEW X** if encountered in a program because X may have changed before the stop,
6. H.MS display,
7. Temporary display in another base (not programmable).

Press **EXIT** or to get back to the normal display.

## Data Input

The easiest way of getting user input, apart from expecting everything on the stack, is just stopping the program with STOP, letting the user input a number and let him press **R/S** to continue execution. Without any clue what the program is asking for, this is only suitable for very simple programs. The least you want to do is present a message to the user what he is supposed to enter when the program stops. This can be done with any of the [alpha]VIEW commands followed by STOP. There is a shorthand especially made for this: PROMPT. It is a combination of  $\text{VW}\alpha+ X$  and STOP. It displays the alpha register together with the current X register and halts program execution. This is good for entering a lengthy list of parameters in a given order without much programming.

## Hotkeys

A more versatile way of doing things is using the dedicated keys A to D in the top row. If the user presses one of these keys the program executes the next subroutine or program with a label of the same name. If you have more than one program using labels A to D in RAM or in a flash region, it's necessary to move the program counter (PC) to the top of the program and stop there. A typical program structure might be the following:

```

LBL 'MYP'
CLx
 $\alpha$  'HeL'
 $\alpha$  'Lo!'
PROMPT
BACK 001
LBL A
ENTRY?
SKIP 001
XEQ 01
STO 01
RTN
LBL B
...
END

```

This sets up a message and stops. **R/S** does nothing, it simply returns to the prompt. If the user enters a number and hits A, the program starts with the ENTRY? test which is true if the user has entered fresh data. The input will be stored in register 01 and the program jumps back to the prompt. If the user has not entered any information after the last prompt, subroutine 01 will be called to compute a new value which is then stored and displayed. This is the way the TVM application is implemented.

## Keyboard Codes

Sometimes, the four hotkeys might not suffice. There is, however, an easy way to extend the number of directly callable subroutines: shorthand addressing of numeric labels using keyboard codes as defined at right. Each key gets a code simply given by its row and column on the keyboard.

Whenever you are asked for the entry of a two-digit label, any of the keys highlighted green in this picture may be used for direct input. The label will then be replaced by the row/column code of the respective key. Keys not available this way (since they have another fixed meaning in this context) may still be used for a short address by pressing **f** before. Only **f** itself cannot be used for shorthand addressing.

<b>A</b> 11	<b>B</b> 12	<b>C</b> 13	<b>D</b> 14	$\rightarrow$ 15	<b>CPX</b> 16
<b>STO</b> 21	<b>RCL</b> 22	<b>R↓</b> 23	<b>f</b> 24	<b>g</b> 25	<b>h</b> 26
<b>ENTER↑</b> 31	<b>x<math>\gtrless</math>y</b> 32	<b>+/-</b> 33	<b>EEX</b> 34	$\leftarrow$ 35	
<b>XEQ</b> 41	<b>7</b> 42	<b>8</b> 43	<b>9</b> 44	<b>/</b> 45	
<b>▲</b> 51	<b>4</b> 52	<b>5</b> 53	<b>6</b> 54	<b>x</b> 55	
<b>▼</b> 61	<b>1</b> 62	<b>2</b> 63	<b>3</b> 64	<b>-</b> 65	
<b>EXIT</b> 71	<b>0</b> 72	<b>.</b> 73	<b>R/S</b> 74	<b>+</b> 75	

If, for example, you want to associate a program with the key **STO**, just put the label 21 at the beginning of the routine, then it can be called via **XEQ STO** by the user conveniently.

## Direct Keyboard Access

The same codes are returned by the KEY? command which allows true "real time" response to user input from the keyboard. KEY? takes a register argument (X is allowed but does not lift the stack) and stores the key most recently pressed during program execution in the specified register. R/S and EXIT cannot be queried, they stop program

execution immediately. The keyboard is active during execution but it is of course desirable to show a message and suspend the program with the PSE command while waiting for user input. PSE is interrupted by a key press, so you can simply use a PSE 99 statement in a loop to wait for input. KEY? acts as a conditional at the same time so a typical user input loop will look like this:

```
LBL 'USR'  
CLx  
α 'KEY'  
α ?  
LBL 00  
αVIEW  
PSE 99  
KEY? 00  
GTO 00  
LBL?→00  
XEQ→00  
GTO 00
```

This code fragment prompts for a key and stores it in **R00**. The line directly after KEY? is executed when no key was pressed. The statement KEY? is only executed every 9.9 seconds if the user does not press any key. If he does, the pause is terminated immediately, KEY? is executed, finds the key code and stores it in **R00**. LBL→00 checks if a label corresponding to the key code has been defined and executes it if found. Instead of the dumb waiting loop, the program can do some computations and update the display before the next call to PSE and KEY? – think of e.g. a lunar landing game.

To be even more versatile, the instruction KTP? *nn* is designed to return the key type of a row / column code in register *nn*: 0 to 9 for the respective digits; 10 for **.**, **±**, and **EEX**; 11 for **f**, **g**, and **h**; and 12 for the other keys. An invalid code in the target register throws an "Invalid Range Error".

If you decide not to handle the key in your program you may feed it back to the main processing loop of the calculator with the PUTK *nn* command. It will cause the program to halt, and the key will be handled as if pressed after the stop. This is especially useful if you want to allow numeric input while waiting for some special keys like the arrows. This allows writing a vector or matrix editor in user code. After execution of the PUTK command you are responsible for letting the program continue its work by pressing **R/S** or a hotkey.

## **APPENDIX A: SETUP AND COMMUNICATION**

### **How to Flash Your HP 20b or 30b**

You may do the flashing yourself. Then you need your calculator, a special connecting cable, and specific software on your PC or Mac. A PC featuring an hardware serial port and running Windows XP is beneficial. **Please read this paragraph completely before actually starting the procedure.**

- You will get the necessary software – the SAM-BA In-system Programmer – here for free:

[http://www.atmel.com/dyn/products/tools\\_card.asp?tool\\_id=3883](http://www.atmel.com/dyn/products/tools_card.asp?tool_id=3883)

Install it as explained by Atmel.

- You will get the cable from Gene Wright.

- The specific file you will need to transmit to your calculator to make it your WP 34S is called calc.bin and is included in the zipped package you can download from here:

<http://sourceforge.net/projects/wp34s/files/>

Alternatively, you may download calc.bin alone from

<http://wp34s.svn.sourceforge.net/viewvc/wp34s/trunk/realbuild/>

Now, having got these three (SAM-BA, the cable, and calc.bin), please turn to the file <http://dl.dropbox.com/u/10022608/Flashing%20a%2020b%20Calculator.pdf> (edited by Tim Wessmann and Gene Wright). Read it thoroughly for information about connecting and flashing.

**ATTENTION:** If your PC does not feature an hardware serial interface, you will need an USB-to-serial converter to connect the special cable to your PC. Following our experience, converters containing FTDI chips will work – others may not. Such a converter is offered e.g. here: <http://commerce.hpcalc.org/usbserial.php>

On other operating systems than XP flashing may work or not (definitively not on Windows 2000 or earlier). Please check.

On Windows 7 load MS Windows Virtual PC and Windows XP Mode, then work therein.

Then proceed as described in *Flashing a 20b Unit* in said file, steps 1 to 3 only.

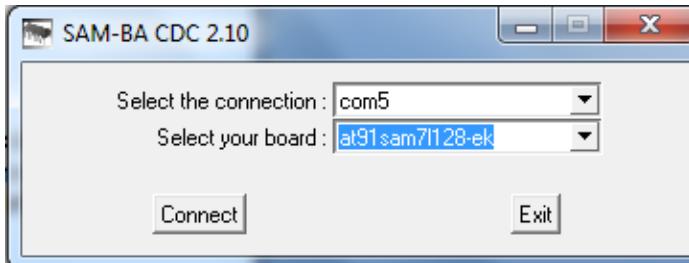
**ATTENTION:** Flashing your HP 20b or 30b will erase the HP firmware in step 3, meaning your business calculator will be gone then. The firmware will be replaced with the WP 34S file completely! After this flash is finished, you will have a *WP 34S RPN Scientific* – i.e. your calculator will react as documented in this very manual.

This also means your device will not do anything useful for you between step 3 and 13. It may even look dead – it is not, be assured, at least it will just be draining your batteries (see below)! If you (have to) interrupt the flashing process at any time in this interval for any reason whatsoever, don't worry: simply start again. You may, however, not get any feedback displayed in step 3 anymore. That does not matter, just stick to the procedure.

As long as the cable is connected to your calculator, it will draw a considerable current from the calculator batteries. If you happen to hang anywhere in the flashing process, also the processor is left running at full speed. So chances are high your coin cells will be drained while you are trying to find out what is going wrong. Thus it is wise to disconnect the cable from your calculator when you will not need the cable for the next couple of minutes. For repeated

flashing, an external 3V DC supply may pay very fast. Take care to connect '+' to the outer and '-' to the inner contact. The following will work with a good 3V supply only.

Having completed step 3 of said file, call your SAM-BA for step 4. It may take a long time to start up (some sixty seconds), so be patient. When it launches (step 5), a window pops up:



Choose the correct connection (take the port you put your cable in – it may differ from what is printed here). Select the board built in your calculator (i.e. AT91SAM7L128-EK as shown). Press [Connect] then. This was step 6.

In step 7, put in the address of `calc.bin` on your PC. Then continue according to steps 8 to 13. Not reaching step 7 may be due to low supply voltage on your calculator (see above).

## Overlays – Where to Get Them and How to Make Them Yourself

After flashing successfully, a keyboard overlay is very helpful for further work since most labels deviate from the ones used on said business calculators. You may get fine adhesive vinyl overlays from Eric Rechlin.

If those are not available for any reason whatsoever, preliminary paper overlays are most easily made of a file contained in <http://wp34s.svn.sourceforge.net/viewvc/wp34s/artwork/> carrying the word "overlay" in its name. There are various ways to use it. E.g. on a PC with MS Word installed, open a new Word file, <insert> <graphics> <from file>, and select the desired file. Then format the picture setting its width to 68mm, and print that page. Cut it out, span it over your WP 34S using some transparent adhesive tape, and you are done.

You may – if you know how to handle a sharp pointed knife carefully – also cut along the thin white lines on the left, top, and right side of each key. Thereafter, attach the base paper to the key plate and each key will peek through its little door. When you stick the end of each such door or flap to the respective key then, your paper cover will come pretty close to a professional overlay already.

## Handling Flash Memory on Your WP 34S

Flash memory is very useful for backups as explained [above](#). Alternatively to the commands SAVE and LOAD contained in X.FCN (see the [index of operations](#)), you may use another approach. Hold down **[ON]** (i.e. **[EXIT]**) and press one of the following keys:

**[STO]** for backup: Creates a copy of the RAM in flash memory like SAVE does.

**[RCL]** for restore: Restores the most recent backup like LOAD does.

**[6] (i.e. **S**)** for SAM-BA: Clears the GPNVM1 bit and turns the calculator off. Will work in debug mode only (see [below](#)) to prevent accidental access to this possibly dangerous feature.

**ATTENTION:** You can now only boot in SAM-BA boot mode! Without the SAM-BA software and the cable mentioned above, you are lost!

These key combinations have to be pressed twice in a row without releasing **[ON]** to be executed.

We recommend doing a SAVE or **[ON] + [STO]** before flashing a new release! After flashing, your backup will still be available – if you didn't accidentally press the ERASE button on the cable but used **[ON] + [6]** instead to get into SAM-BA boot mode.

Further flash memory operations are LOADR, LOADST, LOADΣ, PRCL, and PSTO. See the [index](#).

## Mapping of Memory Regions to Emulator State Files

Region		State file	Remarks
Backup	<b>buP</b>	wp34s-backup.dat	Is created by SAVE.
Flash	<b>L, b</b>	wp34s-lib.dat	Is written whenever a flash command is executed.
RAM	<b>rRm</b>	wp34s.dat	Backup of the emulator RAM area (registers, state, and programs) – this file is written only when exiting the emulator.

All files are only read into memory at emulator startup.

## Data Transfer Between Your WP 34S and Your PC (SAM-BA)

This method is superseded by the one using serial I/O commands – see next paragraph. It is still interesting enough to leave it here as a reference. It needs Atmel's original SAM\_BA.exe program. For regular flashing of the firmware, MySamba from the flashtools directory on SF is recommended.

The entire *RAM* is saved to address `0x11F800` (relative address `0x1F800`) by SAVE or its equivalent **[ON] + [STO]**. This content can be copied to your PC or loaded from it if the special interface cable mentioned above is connected. Then, the transfer is performed as follows:

1. From calculator to PC:
  - a. Press **[ON] + [STO]**,  
then **[ON] + [D]** (see below),  
then **[ON] + [S]**.
  - b. Press **[ON]** once again and start SAM-BA on the PC. Both devices should connect.
  - c. Set the start address to `0x11F800` and the size to `0x800`.
  - d. Enter a file name of your choice in the receive field. You can now receive the file with SAM-BA.
  - e. Move it into your emulator directory (where `wp34sgui.exe` is stored) under the name `wp34s.dat`.
  - f. The emulator should accept the file. Your registers and programs will then be in place.
  - g. To get your calculator back in business, start the "Boot from flash" script in SAM-BA – the same procedure you might know from flashing the firmware with this tool..
  - h. Reset and press **[ON]** to power up. The *RAM* is automatically restored from the backup.
2. From PC to calculator:
  - a. Execute steps 1.a + b.
  - b. Set the start address to `0x11F800`.

- c. Point SAM-BA to your `wp34s.dat` file from the emulator.
- d. You can now send the short file with SAM-BA.
- e. Execute steps 1.g + h.

## Data Transfer Between Your WP 34S and Your PC (Serial I/O)

You will need the special interface cable mentioned above once again, or a [modified 20b or 30b](#) as described elsewhere. Said special cable draws current from the batteries of your calculator; it shall thus be disconnected from your WP 34S as soon as not needed anymore.

Both the emulator and the calculator can talk to each other with the same cable used for programming. In the emulator directory a text file `wp34s.ini` must be placed that contains the name of the port such as COM2:

The new Qt based emulators for Windows and MacOS contain a setup option for the serial interface. They will eventually replace the current Windows emulator completely. With a proper cable it is even possible to transfer data between two calculators with the same set of commands.

The following commands allow for sending programs, registers or all *RAM*. They are found in the P.FCN catalog.

On the receiving device, start the command RECV. It will display `Wait...`.

On the sender you have four choices:

1. SENDP will send the current program. After successful termination, the receiver will display `Program .`
2. SENDR will send the global numbered registers. The receiver will display `Registers` after successful termination.
3. SENDA will send the complete two kilobytes of non-volatile *RAM*. The receiver will display `All RAM` after successful termination.

The commands for sending and receiving feature a fixed timeout of some 10 seconds for setting up the connection. After an interval of inactivity of said length, an "I/O Error" is thrown indicating no communication has occurred. If such an error appears in the middle of a transmission, try again.

On a device without the crystal installed, you may get said error because of the baud rate setting may be a bit too far off. To determine the speed, use the loop

```
CLx
INC X
BACK 001
```

and let it run for 30 seconds. The expected result at nominal speed is around 191,000. The I/O commands accept a correction factor in percent in **X**. Try with 95 if your device is a bit too slow or 105 if it is a bit too fast. Values between 80 and 120 are accepted – all other are ignored. On the emulator or with the crystal installed, **x** is ignored.

The little "=" annunciator is lit while the serial port is in use. **EXIT** can be used to abort the communication.

## **APPENDIX B: MEMORY MANAGEMENT**

This chapter discusses how the available memory is divided in program area, local and global data. The two kilobytes (or 1024 words) of non-volatile *RAM* are divided in four distinct sectors:

1. Status and configuration data
2. Global registers, i.e. general purpose registers and stack
3. Registers used for cumulative statistics (optional)
4. Subroutine return stack (*SRR*) and program memory.

These sectors are ordered top down. This chapter covers the variable boundaries between them.

A complete copy of the nonvolatile *RAM* can be written to flash memory using *SAVE* (or *ON+STO*). See [Appendix A](#) for more information about the handling of flash memory.

### **Status and Configuration Data**

This sector of 88 bytes is fixed at the very top of available memory and is completely user transparent. Thus it is not covered here besides saying it contains 42 bytes of status and modes data, the alpha register, and 14 bytes holding the 112 global user flags.

### **Global Registers**

Global registers are placed near the end of available memory. In startup default memory layout, the numbered registers **R00** to **R99** precede the stack and special registers **X**, **Y**, **Z**, **T**, **A**, **B**, **C**, **D**, **L**, **I**, **J**, and **K** as shown [above](#). This totals to 112 global registers, which is the maximum available. Their number can be reduced down to 12 using *REGS* (see [above](#)). *REGS?* will return an integer between 0 and 100 corresponding to the number of global numbered registers currently allocated.

*REGS* controls the lower boundary of the global register sector (abbreviated *LBG* in the following). Reducing the number of registers will pull up the *LBG* to higher absolute addresses; increasing their number will push it down. The memory contents are moved accordingly, thus preserving the data in the surviving registers. Contents of deallocated registers are lost, newly added registers are cleared. The lettered registers do not move.

**Example:** Please see the global register sector at startup default in the left three columns of the following memory table. The next two sets of two columns show what happens after subsequent execution of *REGS 96* and *REGS 98*. The registers are loaded with arbitrary values here to allow tracing them easily. The *LBG* is indicated by a red line.

Absolute address	Default startup memory allocation		After executing REGS 96		Then after executing REGS 98	
	Contents	Relative register address	Contents	Relative register address	Contents	Relative register address
X+11	$k = 40.7$	R111 = K	40.7	K = R111	40.7	K = R111
...	...	...	...	...	...	...
X+2	$z = 4.5$	R102 = Z	4.5	Z = R102	4.5	Z = R102
X+1	$y = -33.8$	R101 = Y	-33.8	Y = R101	-33.8	Y = R101
X	$x = 123.0$	R100 = X	123.0	X = R100	123.0	X = R100
X-1	$r99 = -13.6$	R99	23.1	R95	0.0	R97
X-2	$r98 = 67.9$	R98	6.4	R94	0.0	R96
X-3	$r97 = -45.2$	R97	4.8	R93	23.1	R95
X-4	$r96 = 9.7$	R96	...	R92	6.4	R94
X-5	$r95 = 23.1$	R95	...	R91	4.8	R93
X-6	$r94 = 6.4$	R94	...	R90	...	R92
X-7	$r93 = 4.8$	R93	...	R89	...	R91
...	...	...	...	...	...	...
X-94	...	R06	5.7	R02	...	R04
X-95	...	R05	-2.4	R01	81.3	R03
X-96	...	R04	1.1	R00	5.7	R02
X-97	$r03 = 81.3$	R03			-2.4	R01
X-98	$r02 = 5.7$	R02			1.1	R00
X-99	$r01 = -2.4$	R01				
X-100	$r00 = 1.1$	R00				
...						

Please note the absolute addresses of **R00** up to **Rn-1** change after REGS **n** whenever **n** is changed, while their contents are copied.

In indirect addressing, zero in the index register points to **R00** always. Index values exceeding the maximum set by REGS will throw an “out of range” error, unless they fall between 100 and 111 – where the lettered registers live.

The two sectors following in lower memory (summation registers and SRR) are tied to the *LBG* – they will be copied whenever it moves. This allows to execute REGS in the middle of a subroutine without disrupting the program.

## Summation Registers

The memory needed for cumulative statistics is allocated separately – these data are no longer held in global general purpose registers. This allows for higher internal precision and prevents destroying these data manually by chance. The only way to update statistical data is via  $\Sigma+$  and  $\Sigma-$ . The accumulated data are evaluated and recalled by dedicated commands, they are not accessible by STO or RCL.

The first invocation of  $\Sigma+$  allocates 70 words for the 14 summation registers<sup>44</sup>. They are inserted between *LBG* and *SRR*, pushing the latter down in memory. Depending on the competing requirements for program and data space, it may be necessary to make room first (see [below](#)).

After CLΣ, CLALL, or RESET, the memory allocated for the summation registers is released again. All pointers are automatically adjusted so this allocation or deallocation will not disrupt a running program. Recall commands like e.g. Σxy or SUM will return zero if no data are allocated, other statistical operations will throw an error if not enough data are present.

**ATTENTION:** The summation data will be cleared automatically when a long program is loaded (from flash or via the serial interface) and after that load the registers would no longer fit in memory. You can avoid this by reducing the amount of numbered registers using REGS before the load attempt. This will (hopefully) move the summation data out of the way.

## SRR and Program Memory

Both share the remaining space at lowest memory addresses.

The **SRR** is used for return addresses and local data. Its upper boundary is given by the *LBG* or the lowest summation register if applicable. There is no command to set the size of the *SRR* – it fills all the space down to the top program step currently stored. When new program steps are entered, the *SRR* is reset, not only to make room but because any stored address may become invalid by changing the program.

Local data are pushed on the *SRR*. Thus they cannot overwrite global data, enhancing the flexibility of programs significantly. LocR *n* allocates *n* local registers and a fixed amount of 16 local flags. It does so by pushing a frame on the *SRR* containing a marker, a flag word, and the registers requested (0 to 144). The marker contains the frame size in words, depending on the precision mode set (see [below](#)). A pointer to this frame in memory is initialized. If the pointer is zero, no local registers exist. Newly allocated registers are cleared.

Calling LocR again in the same subroutine will adjust the number of local registers. This requires data copying since these registers are allocated from low to high addresses and the *SRR* grows in the opposite direction. LocR? will return the number of local registers currently allocated in the routine you are in.

See [below](#) for addressing local data, and for an example of recursive programming. The *SRR* must be large enough to hold these data, however, so you may have to make room first – see next paragraph.

Below of the *SRR*, **program memory** holds the program steps stored. A typical program step takes just one word. Multi byte labels and multi character alpha strings take two words each. The total size of program memory depends on the number of global and local registers allocated (see next paragraph).

---

<sup>44</sup> Herein, 2 words are employed for  $\Sigma n$ ,  $4 \times 8$  words for  $\Sigma x^2$ ,  $\Sigma y^2$ ,  $\Sigma xy$ , and  $\Sigma x^2y$ , and  $9 \times 4$  words for the other sums. If memory allocation for these 70 words fails, an error will be thrown.

## Making Room for Your Needs

The 12 special (lettered) registers are always allocated. The *SRR* has a minimum size of six words or levels. Everything else is user distributable within the 980 words left for sections 2 to 4, so:

$$980 = r + s + p \text{ with}$$

$r$  = number of words allocated for global registers. These are 4 per standard register. There are at least 12 and max. 112 of them. So  $r$  varies between 48 and 896 (this maximum is explained [below](#)). Startup default is 448.

$s$  = words allocated for summation registers (70 if they are used, startup default is 0).

$p$  = number of words available for program steps and *SRR*. One step is taken by the inevitable final END statement already, 6 words are the minimum size of the *SRR*. So STATUS will show you a maximum of 931 free words in *RAM*, meaning up to 925 free program steps. Startup default is 532 steps. Subroutine nesting and local registers expand the *SRR*, thus reducing the program space available.

If, for instance, you need to do statistics and also use 20 global numbered registers, there will be space for 775 program steps maximum.

You have several options for increasing the free space where you need it:

1. Reduce the number of global numbered registers allocated. One register less allows for four additional program steps typically.
2. Move programs to flash memory and clear the respective steps in *RAM*. Four cleared program steps allow for one additional register typically.
3. Release the summation registers when you do not need them anymore. This space may be distributed to up to 70 additional program steps, up to 17 additional registers, or a mix.

Which solution serves you best depends on your application. You may of course combine different options. Use [STATUS](#) to monitor the free space available and the amount of global numbered registers allocated.

## Addressing and Accessing Local Data

Global data take relative addresses from 0 to 111 as described [above](#). So, relative addresses of local data begin with 112 and may go up to 255 if 144 local registers are allocated. The first 16 local registers and all local flags may be also directly addressed using a dot heading the number – the arguments go from .00 to .15, corresponding to relative addresses from 112 to 127<sup>45</sup>. Any registers beyond are only indirectly addressable. This scheme allows for indirectly addressing

- a global register via a global index register (e.g. STO→23 with  $r23 < 112$ ),
- a global register via a local index register (e.g. STO→.15 with  $r.15 < 112$ ),
- a local register via a global index register (e.g. STO→47 with  $r47 \geq 112$ ), and
- a local register via a local index register (e.g. STO→.06 with  $r.06 \geq 112$ ).

**Subroutine calls:** XEQ – executed in a program – just pushes the return address on the *SRR* before it branches to the target. The subroutine called will keep having access to the caller's local data as long as it does not execute LocR itself. As soon as it does, the pointer to the local data is newly set, and the subroutine called cannot access the caller's local data anymore.

<sup>45</sup> Only arguments up to 127 are storables in an op-code, hence the limit.

RTN or PopLR – executed in a program – check if the current *SRR* pointer points to a local frame (as explained [above](#)). If true then the pointer is moved above that frame, and the *SRR* is searched from this point upwards for another local frame. If such a frame is found then its pointer is stored, else the pointer to the active local frame is cleared. RTN will branch to the return address found while PopLR will just continue execution. So the – until then – current local frame is dropped and the next higher (older) frame reactivated if existent.

Manually executing RTN, starting a new program with XEQ, or program editing will clear the *SRR* and remove all local data by clearing the pointer. Thus, all contents of local registers and flags are lost then!

## Recursive Programming

Using local registers allows for creating a subroutine that calls itself recursively. Each invocation deals with its local data only. Of course the *RPN* stack is global so be careful not to corrupt it.

Here is a recursive implementation of the factorial (example for demonstration only, since this routine will neither set LastX correctly nor will it work for input greater than some hundred):

```
LBL 'FAC'
IP
x>1?
SKIP 002
1
RTN
LocR 001
STO .00
DEC X
XEQ 'FAC'
RCLx .00
RTN
```

Assume  $x=4$  when you call FAC. Then it will allocate 1 local register (**R.00**) and store 4 therein. After decrementing  $x$ , FAC will call itself. Then  $\text{FAC}_2$  will allocate 1 local register (**R.00<sub>2</sub>**) and store 3 therein. After decrementing  $x$ , FAC will call itself again. Then  $\text{FAC}_3$  will allocate 1 local register (**R.00<sub>3</sub>**) and store 2 therein. After decrementing  $x$ , FAC will call itself once more. Then  $\text{FAC}_4$  will return to  $\text{FAC}_3$  with  $x=1$ . This  $x$  will be multiplied by  $r.00_3$  there, returning to  $\text{FAC}_2$  with  $x=2$ . This  $x$  will be multiplied by  $r.00_2$  there, returning to FAC with  $x=6$ , where it will be multiplied by  $r.00$  and will become 24 finally.

## Switching between Real and Integer

Your WP 34S starts in standard real mode (DECM) when you get it new. You may use it for integer computations as well, as shown above many times. Going from DECM to any integer mode, the values on stack will be truncated to integers. Going from integer mode to DECM, the integer stack contents will be converted to decimal. All other memory contents will stay as they were!

See the fate of some register contents undergoing subsequent mode switches in the following examples. The registers J, K, R00, and R01 will be checked by recalling their contents to X:

	X	Y	J	K	R00	R01
Contents at start e.g.	11	202	3003	40004	500005	6000006
Then after WSIZE 32, BASE 10	1 <sup>d</sup>	20 <sup>d</sup>	3075 <sup>d</sup>	40964 <sup>d</sup>	512005 <sup>d</sup>	6291462 <sup>d</sup>
Recall the registers by sRCL			300 <sup>d</sup>	4000 <sup>d</sup>	50000 <sup>d</sup>	600000 <sup>d</sup>
567 STO J, -9 STO 00	-9 <sup>d</sup>	567 <sup>d</sup>	567 <sup>d</sup>	4000 <sup>d</sup>	-9 <sup>d</sup>	600000 <sup>d</sup>
DECM	-90	5670	5.7 <sup>-396</sup>	40004	30 <sup>-389</sup>	6000006
Recall the registers by iRCL			5670	409640	-90	62914620

## APPENDIX C: MESSAGES AND ERROR CODES

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, αVIEW and many more alpha commands, and the test commands as mentioned [above](#). Also two [constants](#) will return a special message when called.

Furthermore, there are a number of error messages. Depending on error conditions, the following messages will be displayed in the mode(s) listed<sup>46</sup>:

Message	Error code	Mode(s)	Explanation and examples
<b>Bad time or date</b> <small>BEG RPN</small>	2	DECM	Invalid date format or incorrect date or time in input, e.g. month >12, day >31 etc.
<b>Bad digit Error</b> <small>BEG</small>	9	Integer	Invalid digit in integer input, e.g. 2 in binary, 9 in octal, or +/- in unsigned mode. Will be displayed as long as the respective key is pressed.
<b>Bad mode Error</b> <small>BEG RPN</small>	13	All	Caused by calling an operation in a mode where it is not defined.
<b>Domain Error</b> <small>360 RPN</small>	1	¬α	An argument exceeds the domain of the mathematical function called. May be caused by roots of negative numbers or logs of $x \leq 0$ (both if not preceded by <b>(CPX)</b> ), by 0 / 0, $\Gamma(0)$ , $\tan(90^\circ)$ and equivalents, by $\text{atanh}(x)$ for $ \text{Re}(x)  \geq 1$ , by $\text{acosh}(x)$ for $\text{Re}(x) < 1$ , etc.
<b>Flash is Full</b> <small>BEG RPN</small>	23	All	No more space in flash memory. Delete a program from flash.
<b>Illegal Operation</b> <small>BEG</small>	7	All	Self-explanatory.
<b>Invalid data</b> <small>BEG 360 RPN</small>	18	All	Set when there is a checksum error either in flash or as part of a serial download. It is also set if a flash segment is otherwise not usable.
<b>Invalid Parameter</b> <small>BEG 360 RPN</small>	16	¬α	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 <b>LgNrm</b> is called with $j < 0$ .
<b>I/O Error</b> <small>BEG 360 RPN</small>	17	¬α	Please see <a href="#">Appendix A</a> .

<sup>46</sup> Each of these messages may also be displayed using the command **ERR** in all modes. Grey background in the last column indicates errors which should never happen – but who knows?

Message	Error code	Mode(s)	Explanation and examples
<b>Matrix</b> <i>NOT SQUARE</i>	21	DECM	<ul style="list-style-type: none"> <li>A matrix isn't square when it should be.</li> <li>Matrix sizes aren't miscible.</li> </ul>
<b>No root</b> <i>Found</i>	20	DECM	The solver did not converge.
<b>No such</b> <i>Label</i>	6	All	Attempt to address an undefined label.
<b>Out of range</b> <i>Error</i>	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 or calling nonexistent locals.</li> <li>An R-operation (e.g. R.COPY) attempts exceeding valid register numbers (0 .. 99).</li> <li>A matrix <i>descriptor</i> would go beyond the registers available or a row or column index is too large.</li> </ul>
<b>RAM is</b> <i>FULL</i>	11	All	No more space in <i>RAM</i> . May be caused by attempts to write too large programs, allocate too many registers, and the like. May happen also in program execution due to too many local data dynamically allocated (see <a href="#">above</a> ).
<b>Singular</b> <i>Error</i>	22	DECM	<ul style="list-style-type: none"> <li>Attempt to use a LU decomposed matrix for solving a system of equations.</li> <li>Attempt to invert a matrix when it isn't of full rank.</li> </ul>
<b>Stack</b> <i>CLASH</i>	12	All	STOS or RCLS attempt using registers that would overlap the stack. Will happen with e.g. SSIZE = 8 and STOS 94.
<b>Too few</b> <i>data Points</i>	15	DECM	A statistical calculation was started based on too few data points, e.g. regression or standard deviation for < 2 points.
<b>Too long</b> <i>Error</i>	10	All	Keyboard input is too long for the buffer.

Message	Error code	Mode(s)	Explanation and examples
<b>Undefined OP-CODE</b> <small>BEG RPN</small>	3	All	An instruction with an undefined op-code occurred.
<b>Word size too SMALL</b> <small>BEG</small>	14	Integer, ¬PRG	Register content is too big for the word size set.
<b>Write Protected</b> <small>BEG RPN</small>	19	All	Attempt to delete or edit program lines in flash memory.
<b>+∞ Error</b> <small>360 RPN</small>	4	¬a, ¬PRG	<ul style="list-style-type: none"> <li>Division of a number <math>&gt; 0</math> (or <math>&lt; 0</math>) 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>
<b>-∞ Error</b> <small>360 RPN</small>	5	¬a, ¬PRG	

Each error message is temporary.  will erase it and allow continuation. Any other key pressed will erase it as well, but will also execute with the stack contents present. Thus, another easy and safe return to the display shown before the error occurred is pressing an arbitrary prefix twice.

## APPENDIX D: INTERNAL COMMANDS

The following operations are for advanced users. They are not documented above to avoid overloading. They ease some internal jobs, mainly in programming, but require special care and/or a deeper understanding of the respective ‘mechanics’ of the WP 34S. Use them at your own risk! They are collected in the internal catalog (**CPX** **h** **MODE**). The table below follows the rules applying for the [master index](#) above.

Name	Keys to press	in modes	Remarks
BSRB	... <b>BSRB</b> <i>n</i>	PRG	BSRB (BSRF) calls a subroutine starting <i>n</i> program steps backwards (forwards) with $0 \leq n \leq 255$ . It pushes the program counter on the return stack and executes BACK <i>n</i> (SKIP <i>n</i> ) then. The subroutine called might not start with a label. So, these two commands are most useful if you are short on local labels, but they carry the same risks as BACK and SKIP when editing programs.
BSRF	... <b>BSRF</b> <i>n</i>		
CNVG?	... <b>CNVG?</b> <i>c</i>	Integer	Tests for $x = y$ .
		DEC M	Checks for convergence by comparing <i>x</i> and <i>y</i> as determined by the lowest five bits of <i>c</i> . The very lowest two bits set the tolerance limit: 0 = 1E-14, 1 = 1E-24, 2 = 1E-32, 3 = Choose the best for the modes set, resulting in taking 0 for single precision and 2 for double precision. The next two bits determine the comparison mode: 0 = compare the real numbers <i>x</i> and <i>y</i> relatively, 1 = compare them absolutely, 2 = check the absolute difference between the complex values $x + iy$ and $z + it$ , 3 = works as 0 so far. The top bit tells how special numbers are handled: 0 = NaN and infinities are considered converged, 1 = they are not considered converged.
DBLOFF	... <b>DBLOFF</b>	¬α	Toggles double precision mode. Setting becomes effective in DECM only and is indicated by <b>D</b> in the dot matrix. See next page.
DBLON	... <b>DBLON</b>	¬α	
DBL?	... <b>DBL?</b>	¬α	Checks if double precision mode is turned on.
dRCL	... <b>dRCL</b> <i>s</i>	¬α	Assumes the source <i>s</i> contains double precision real data and recalls them as such. See next page.

**[ON] + [C]** : Tells the system a quartz crystal is installed for the real time clock. The quartz is inevitable prerequisite for the clock being useful in medium to long range (see TICKS). Its installation is a hardware modification described elsewhere.

**ATTENTION:** If this command is entered though the hardware does not contain said modification, the system will hang and can only be brought back to live with a reset or a battery pull!

**[ON] + [D]** : Enters debugging mode (use at your own risk).

## Switching between Single Precision, Double Precision and Integer

Your WP 34S starts in standard (i.e. single precision or SP) real mode per default. Switching between SP and integer modes was discussed [above](#) already. You may also use your WP 34S in double precision (DP) mode for (hopefully) more precise decimal calculations.

Each DP register will contain 16 bytes instead of eight, allowing for 34 digits instead of 16. **SHOW** (and  ) display the 16 most significant digits only in this mode, while  shows the 18 trailing digits. Please note matrix commands will not work in DP.

The following figure illustrates what happens in memory in transitions between SP and DP modes, assuming startup in SP mode with REGS 16:

Absolute address	Startup memory allocation		After executing DBLON		Then after executing DBLOFF	
	Contents	Relative register address	Contents	Relative register address	Contents	Relative register address
X+11	<b>k = 1.40E-397</b>	<b>R111 = K</b>	<b>1.40E-397</b>	<b>K = R111</b>	<b>1.40E-397</b>	<b>K = R111</b>
X+10	...	...			...	...
...	...	...	...	...	...	...
X+1	<b>y = -33.8</b>	<b>R101 = Y</b>	...	<b>C = R106</b>	<b>-33.8</b>	<b>Y = R101</b>
X	<b>x = 123.0</b>	<b>R100 = X</b>			<b>123.0</b>	<b>X = R100</b>
X-1	<b>r15 = -43.6</b>	<b>R15</b>	...	<b>B</b>	<b>0.0</b>	<b>R15</b>
X-2	<b>r14 = 167.9</b>	<b>R14</b>			<b>0.0</b>	<b>R14</b>
X-3	...	<b>R13</b>	...	<b>A</b>	<b>0.0</b>	<b>R13</b>
X-4	...	<b>R12</b>			<b>0.0</b>	<b>R12</b>
X-5	...	<b>R11</b>	...	<b>T</b>	<b>0.0</b>	<b>R11</b>
X-6	...	<b>R10</b>			<b>0.0</b>	<b>R10</b>
X-7	...	<b>R09</b>	...	<b>Z</b>	<b>0.0</b>	<b>R09</b>
X-8	...	<b>R08</b>			<b>0.0</b>	<b>R08</b>
X-9	...	<b>R07</b>	<b>-33.8</b>	<b>Y = R101</b>	<b>0.0</b>	<b>R07</b>
X-10	...	<b>R06</b>			<b>0.0</b>	<b>R06</b>
X-11	...	<b>R05</b>	<b>123.0</b>	<b>X = R100</b>	<b>0.0</b>	<b>R05</b>
X-12	<b>r04 = -12.9</b>	<b>R04</b>			<b>0.0</b>	<b>R04</b>
X-13	<b>r03 = -1234.89</b>	<b>R03</b>	<b>-1.95E184</b>	<b>R01</b>	<b>-1234.89</b>	<b>R03</b>
X-14	<b>r02 = 5.43E-396</b>	<b>R02</b>			<b>5.43E-396</b>	<b>R02</b>
X-15	<b>r01 = 6.6</b>	<b>R01</b>	<b>1.03E182</b>	<b>R00</b>	<b>6.6</b>	<b>R01</b>
X-16	<b>r00 = 0.54</b>	<b>R00</b>			<b>0.54</b>	<b>R00</b>
X-17						

Going from *SP* to *DP* mode, the contents of the twelve special registers **X ... K** are copied, cutting 48 bytes into the former *SP* numbered register sector. So the top twelve *SP* numbered registers will be lost in such a transition. All other memory contents stay where and as they were – just each relative *DP* register address covers what were two *SP* registers before. – Starting with the default memory configuration and executing DBLON then will leave you with 44 *DP* registers. Executing REGS with an argument >44 in *DP* is legal, but the sector of global numbered registers will cut into the former program sector then.

Returning from *DP* to *SP*, the lettered registers are copied again. And everything else stays where and as it was, if you used ≤44 *DP* registers – just each relative *SP* register address points to only one half of a former *DP* register; and the memory released by the shrinking special registers allows adding (or returning) twelve numbered registers on top, each containing zero now. With >44 *DP* registers, the correspondence becomes more complicated - the number of global registers will not, however, exceed 112.

The space allocated for summation registers will not change in such transitions.

For the following table, assume startup in BASE 10, WSIZE 32, REGS 16. Now see the contents of **J**, **K**, and the lowest numbered registers, checked by recalling them to X:

	<b>J</b>	<b>K</b>	<b>R00</b>	<b>R01</b>	<b>R02</b>	<b>R03</b>
Starts with e.g.	3504 <sup>d</sup>	14 <sup>d</sup>	54 <sup>d</sup>	66 <sup>d</sup>	543 <sup>d</sup>	126441 <sup>d</sup>
DECM	3432	140 <sup>-397</sup>	054	660	543 <sup>-396</sup>	- 123489
DBLON	3432	140 <sup>-397</sup>	103 <sup>182</sup>	- 195 <sup>184</sup>	n/a	n/a
Recall by sRCL	3432	140 <sup>-397</sup>	054	660	543 <sup>-396</sup>	- 123489
... and by iRCL	350400	1400	5400	6600	54300	12644100
DBLOFF	3432	140 <sup>-397</sup>	054	660	543 <sup>-396</sup>	- 123489
Recall by dRCL	Out of range	Out of range	103 <sup>182</sup>	- 195 <sup>184</sup>	n/a	n/a
DBLON	3432	140 <sup>-397</sup>	103 <sup>182</sup>	- 195 <sup>184</sup>	n/a	n/a
RCL J, STO J, RCL K, STO K, then recall by sRCL	140 <sup>-397</sup>	128 <sup>-23</sup>	054	660	543 <sup>-396</sup>	- 123489
... and by iRCL	1400	000	5400	6600	54300	12644100
DBLOFF	3432	140 <sup>-397</sup>	054	660	543 <sup>-396</sup>	- 123489

Please note iRCL and sRCL will keep working as explained [above](#).

In *DP*, displays the 16 most significant digits of the mantissa of  $x$  and its four digit exponent, and the 18 least significant digits, both as temporary messages. For example, returns here

314159  
2653589793 0 000

and

238462  
643383279503

## **APPENDIX E: 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, D DAYS, 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 ▲ and ▼, 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 $\alpha g_e$ to the table of constants; put CLSTK on a key, moved CLΣ 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, αDAY, αMONTH, αRC#, %Σ, as well as F-, t-, and $\chi^2$ -distributions and their inverses; reassigned DATE, modified DENMAX, FLOAT, αROT, and αSHIFT; 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, Iβ, IΓ, αDATE, αRL, αRR, αSL, αSR, αTIME, 12h, 24h, fraction mode limits, normal distribution and its inverse for arbitrary $\mu$ and $\sigma$ , and Boolean operations working within FLOAT; deleted αROT, αSHIFT, 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 Δ% 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 √ instead of π 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, <sup>c</sup> ENTER, αBEG, αEND, 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 Π and Σ to the front, relabeled binary log, swapped the locations of π, 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?, <sup>c</sup> DROP, <sup>c</sup> FILL, <sup>c</sup> R↓, <sup>c</sup> R↑, 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, αOFF, αON, Π, and Σ; renamed ROUND1, WSIZE?, β(x,y), Γ(x) and the constant p₀; deleted DROPY (use x↔y, DROP instead), αAPP, αBEG, αEND, 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 αTIME, 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	Started the Windows emulator. 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	<b>Modified keyboard layout</b> 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 $\rightarrow$ , ENGOVR, ENTRY?, erfc, GRAD $\rightarrow$ , GTO . hotkey, KEY?, RAD $\rightarrow$ , 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 $\rightarrow$ DEG, $\rightarrow$ RAD, $\rightarrow$ 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	5.6.11	Expanded program memory; modified label addressing ( $A \neq 'A'$ ) and fraction mode limits, changed ANGLE to work in real and complex domains, renamed MOD to RMDR, changed the keyboard layout; put BACK, ERR, SKIP, and SPEC? to the main index; added CAT and the I/O commands for flash memory, expanded R-COPY; corrected $x \rightarrow \alpha$ .
2.0	21.7.11	Entered beta test phase. Added DAY, MONTH, YEAR, FAST, SLOW, S.L, S.R, VW $\alpha$ +, flag A, ON + and -, some constants, and a paragraph about I/O; renamed old DAY to WDAY, RRCL to RCFRG, SRCL to RCFST; added an inverse conversion shortcut, stones $\leftarrow$ kg, and changed Pa $\leftarrow$ mbar to Pa $\leftarrow$ bar; modified the VIEW commands, ALL, DISP, MODE, RCLM, STOM, and X.FCN; repaired hyperlinks; corrected some errors; included flash.txt; updated the first chapters, explained stack mechanics in more detail.
2.1	3.10.11	Added serial I/O commands, DEL $P$ , DSL, EXPT, IBASE?, INTM?, ISE, KTY?, MANT, NEXTP, PUTK, REALM?, RM, RM?, SMODE?, TOP?, $\sqrt[3]{y}$ , signed tests for zero, some constants, and the paragraph about interactive programming; updated the values in CONST to CODATA 2010, also updated SLVQ, SHOW, $\Sigma$ , $\Pi$ , and the paragraphs about statistics, predefined alpha labels and memory; corrected some errors; deleted complex ANGLE, $\rightarrow$ BIN, $\rightarrow$ DEC, $\rightarrow$ HEX, and $\rightarrow$ OCT; redistributed the contents of X.FCN and P.FCN; renamed S.L and S.R to SDL and SDR; put '?' on the alpha keyboard and moved £ to P to make room for $\pi$ ; expanded Appendix A; reorganized the structure of the document; added first aid to the front page; rewrote the keyboard chapter.
2.2	1.11.11	Added MSG, $y \leftrightarrow$ , $z \leftrightarrow$ , and matrix operations, a paragraph about them and two new error messages for them, plus a footnote for DEL $P$ ; updated the introduction to statistics. With build 1990, this version is available as the last one working with the old overlays.
3.0	16.3.12	Added CLPALL, CROSS, DOT, iRCL, sRCL, END, FLASH?, $g_d$ , $g_d^{-1}$ , GTO. $\blacktriangle$ and $\blacktriangledown$ , LOAD..., LocR, LocR?, MEM?, NEIGHB, PopLR, REGS, REGS?, RSD, SEPOFF, SEPON, SETJPN, t $\leftarrow$ , ULP, $\leftarrow$ , #, as well as SUMS and MATRIX catalogs and four conversions; renamed KTY? to KTP?, CLFLAG to CFALL, CUBE to $x^3$ and CUBERT to $\sqrt[3]{x}$ ; split Lambert's W into $W_p$ and $W_m$ ; returned $\rightarrow$ BIN, $\rightarrow$ HEX, and $\rightarrow$ OCT; made PSTO and SAVE non-programmable; redefined SHOW, corrected CLREG, deleted DEL $P$ ; <b>changed keyboard layout</b> to bring MATRIX, CLP, SF, and CF to the front and to swap OFF and SHOW, removed $x \leftrightarrow \alpha$ from the key plate; modified the virtual alpha keyboard, some characters and the respective catalogs; redistributed commands in the catalogs; updated and rearranged large parts of the text; added information about browsers, local data and memory management.