

Keyboard layout



Active functions in integer modes

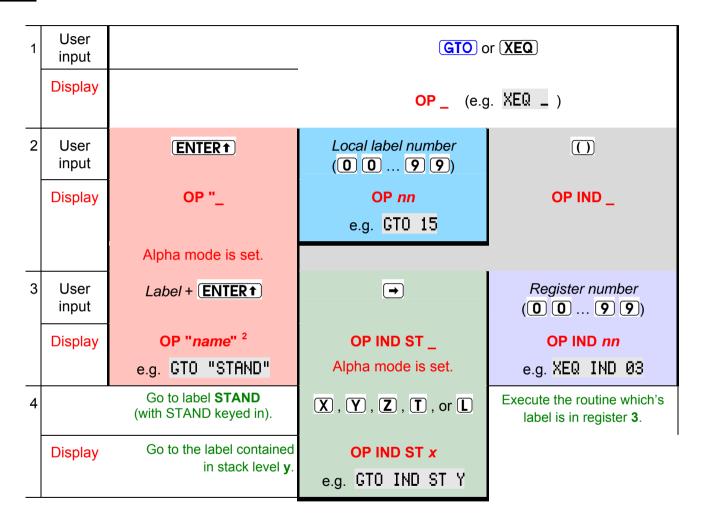
ADDRESSING REGISTERS AND VARIABLES

1	User input	ASTO, ARCL, AVIEW, (RCL), (STO), (VIEW), or (x2)			
	Display		OP _ (e.g. RCL _)		
2	User input 1	ENTER+	→	Register number (0 0 9 9)	
	Display	OP "_	OP ST_	OP <i>nn</i> e.g. x<> 15	OP IND _
		Alpha mode is set.	Alpha mode is set.		
3	User input	Variable name + ENTER ↑	X , Y , Z , T , or L	→	Register number (0099)
	Display	OP "name"	OP ST x	OP IND ST_	OP IND nn
		e.g. X<> "STAT4"	e.g. STO ST Z	Alpha mode is set.	e.g. <mark>RCL_IND_03</mark>
4		Swap x with the content of variable STAT4 (with STAT4 keyed in).	Store x in stack level z .	X , Y , Z , T , or L	Recall the content of the register where register 3 points to.
	Display		Show the content of the register where LASTx points to.	OP IND ST x e.g. VIEW IND ST L	

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 $^{^{1}}$ For **RCL** and **STO**, an arithmetic operator (+, -, ×, /) may precede step 2.

ADDRESSING LABELS



 $^{2}\,$ If only one single character was given as label, it will be taken as local label, and displayed like $\,$ GTO p .