



Keyboard layout



Active functions in integer modes



Active operations in alpha mode. **→** and **( )** are for addressing only (see below). Labels printed in italics will insert the respective characters,

## ADDRESSING REGISTERS AND VARIABLES

1	User input	ASTO, ARCL, AVIEW, <b>RCL</b> , <b>STO</b> , <b>VIEW</b> , or <b>x&lt;</b> , <b>SF</b> , <b>CF</b> , <b>F?</b> , <b>x= ?</b> etc.			
	Display	<b>OP _</b> (e.g. <b>RCL _</b> )			
2	User input <sup>1</sup>	<b>ENTER↑</b>	<b>→</b>	Register number ( <b>0 0</b> ... <b>9 9</b> )	<b>()</b>
	Display	<b>OP "_</b>  Alpha mode is set.	<b>OP s_</b>  Alpha mode is set.	<b>OP nn</b> e.g. <b>x&lt;&gt; 15</b>	<b>OP ( _)</b>
3	User input	Variable name <sup>2</sup> + <b>ENTER↑</b>	<b>X</b> , <b>Y</b> , <b>Z</b> , <b>T</b> , or <b>L</b>	<b>→</b>	Register number ( <b>0 0</b> ... <b>9 9</b> )
	Display	<b>OP "name"</b> e.g. <b>x="ST4?</b>	<b>OP s x</b> e.g. <b>ST0 sZ</b>	<b>OP (s_)</b> Alpha mode is set.	<b>OP ( nn)</b> e.g. <b>RCL(03)</b>
4		Compare <b>x</b> with the content of variable <b>ST4</b> (with ST4 keyed in).	Store <b>x</b> in stack level <b>z</b> .	<b>X</b> , <b>Y</b> , <b>Z</b> , <b>T</b> , or <b>L</b>	Recall the content of the register where register <b>3</b> points to.
	Display	Show the content of the register where <b>LASTx</b> points to.		<b>OP (s x)</b> e.g. <b>VIEW(sL</b>	

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

<sup>2</sup> A variable name (or label) may consist of up to 3 alphanumeric characters. **ENTER↑** is needed if less than 3 characters are entered, only.

**ADDRESSING LABELS**

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

<sup>3</sup> **SOLVE** and **INTEG** will be displayed as SLV and INT, respectively.

<sup>4</sup> If only one single character was given as label, it will be taken as local label, and displayed like GTO p .