Graph35*
A LaTeX package to display keys and screen of (some) Casio calculators.

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Abstract

This package provides macros to display keys and menu items of some Casio calculators (including Graph25, Graph35, Graph75 and others…).

Foreword

My dear English readers, I am really sorry… I had my French colleagues in mind when I wrote this package, so, once in a while, the main documentation is written in French. The document you are reading now is only a translation, and I fear that my English translation is worse than what you would have read if I had written it directly in English. Sorry. And good luck reading this…

Contents

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*This document corresponds to `graph35` 0.1.1, dated 2018-04-18. Home page, bug requests, etc. at `http://framagit.org/spalax/graph35`.

1 Introduction

This document introduces the `graph35` package.

1.1 Licence

This work may be distributed and/or modified under the conditions of the LaTeX Project Public License, either version 1.3 of this license or (at your option) any later version.

Further information can be found in the `.dtx` file used to build the `.sty` document and the main (French) documentation, available at `http://ctan.org/pkg/graph35`.

1.2 Summary

Section 2 covers installation instruction. Macros and package options are introduced in section 3. Some software developped together with this package are

described in section 4. Appendixes A to D list available calculators, keys, menu items, and illustrates some options. This document does not include the implementation: it is available in the main (French) documentation.

2 Download and install

2.1 Gnu/Linux Distribution

If applicable, the easiest way to get `graph35` working is by installing it by your distribution package. In Debian (and Ubuntu, and surely other distributions that inherit from Debian) it is packaged in `texlive-pictures` since version `2018.20180404-1`. So you can install it by running:

```
sudo apt install texlive-pictures
```

2.2 LaTeX distribution

This package is included both in TeXLive and MiKTeX. It can be installed by their respective package managers.

2.3 Manual install

- Download the archive:

  Stable version http://mirrors.ctan.org/graphics/graph35.zip

  Development version https://framagit.org/spalax/graph35/repository/archive.zip?ref=master

- Uncompress the archive.

- Compile the package : `latex graph35.ins`

- Move the several `.sty` files in a directory that is part of the LaTeX path.

3 Usage

3.1 Supported calculators

Case and keys The macros can display case and keys of the GRAPH35 calculator only (although it can have another name in another country).

Screen This package implements screen items of models GRAPH25, GRAPH35, GRAPH75, FX-9860GII, FX-9750GII, and others.

3.2 Package options

This package has a single `color` option, which is set to `color=real` by default.

This option accepts two values: `real` and `blackandwhite`, defining the default key and case color. See next section for more details.

Moreover, this is not, strictly speaking, a package option, but it is possible, to make compilation faster, to add the following line before loading this package.

```
1    \PassOptionsToPackage{draft}{pixelart}
```

This line will disable pixelart images (mainly the `\function` macros, see part C.2). Indeed, having a lot of those macros can make compilation very long, and adding this line can make it faster[1].

3.3 Colors

3.3.1 Preset colors

You can chose the case and key colors from preset profiles, or customize them. Those preset profiles are:

real Realistic colors, but can be hard to read when printed in black and white.

blackandwhite Black and white, hight contrast, that will be easier to read when printed.

3.3.2 Color choice

There are several ways to set colors.

- Package argument `color` defines the default color to use (which can be later overloaded using option `color` of the macros). For instance, to make all drawing black and white, load the package using the following line.

```
1        \usepackage[color=blackandwhite]{graph35}
```

By default, realistic color are used (`color=real`).

- Option `color` of macros `\key` and `\calculator` can have an additional value `default`. Using this explicitly uses the default color defined while loading the package.

\setgraphcolor
- At last, default color can be redefined at any time using macro `\setgraphcolor{⟨color⟩}`. For instance, if the package was loaded with option `color=blackandwhite`, use `\setgraphcolor{real}` to use the `real` colors by default.

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[1]For instance, on my computer, adding this line to this files make compiling thirty times faster, from eight minutes to sixteen seconds.

3.3.3 Custom colors

Arbitrary colors can also be used, by defining the following colors.

graph35ACON : Key ACON AC/ON.

graph35ACONBORDER : Border of key ACON.

graph35ALPHA : Key ALPHA ALPHA.

graph35ALPHABORDER : Border of key ALPHA.

graph35SHIFT : Key SHIFT SHIFT.

graph35SHIFTBORDER : Border of key SHIFT.

graph35SCREEN : Screen pixels.

graph35SCREENBG : Screen background.

graph35CASE : Case.

graph35CASEBORDER : Case border.

graph35EXE : Key EXE EXE.

graph35EXEBORDER : Border of key EXE.

graph35NUMBER : Number keys.

graph35NUMBERBORDER : Border of number keys.

graph35KEYTEXT : Text on keys.

graph35ALPHATEXT : Text *alpha* above keys.

graph35SHIFTTEXT : Text *shift* above keys.

Those colors are color names as defined by package `xcolor`, and can be defined using macros from this package. For instance, to display ⟨key⟩, use the following code:

```
1  \colorlet{graph35KEYTEXT}{green}
2  \colorlet{graph35SHIFTTEXT}{orange}
3  \definecolor{graph35ALPHATEXT}{RGB}{0, 0, 255}
4  \definecolor{graph35NUMBER}{RGB}{200, 200, 200}
5  \colorlet{graph35NUMBERBORDER}{graph35NUMBER}
6
7  \key[shift, alpha]{7}
```

3.4 Calculators

\calculator Right now, only one model is available: GRAPH35+.
Syntax is: `\calculator[⟨color, scale⟩]{⟨model⟩}`.

- `{⟨model⟩}` The list of available models is available in appendix A (page 10).

- `[⟨color⟩]` Change calculator colors (see previous part 3.3).

- `[⟨scale⟩]` Change calculator scale. The drawing you get might not be what you expect: see part 3.7 for more information.

For instance, command `\calculator[color=real]{graph35+E}` displays a calculator ten times bigger than the following calculator (scaled down here for readability; a bigger version is displayed in appendix A, page 10).

\tikzcalculator One can include a calculator in a TikZ drawing, using command `\tikzcalculator{⟨model⟩}`. This command takes a single argument `{⟨model⟩}`, and displays a calculator around coordinates $(0; 0)$. To draw a calculator elsewhere, or with another scale, use the `scope` environment, as in the following example.

```
1  \begin{tikzpicture}
2    \begin{scope}[shift={(1, 2)}, scale=.5]
3      \tikzcalculator{graph35+E}
4    \end{scope}
5  \end{tikzpicture}
```

Anchors are defined for each keys, case borders, and screen, to be used within your TikZfigures. See appendix B for more information.
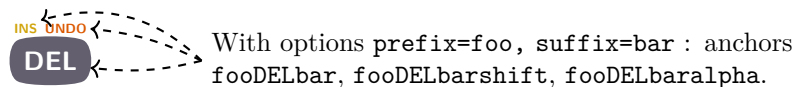
3.5 Keys

\key To draw a calculator key, use:

$$\text{\textbackslash key}[⟨\textit{color, prefix, suffix, scale, shift, alpha}⟩]\{⟨\textit{key}⟩\}.$$

For instance, `\key[color=blackandwhite]{DEL}` displays DEL while `\key[shift, alpha]{DEL}` displays DEL.
Arguments are:

- `{⟨key⟩}` Key name to display (for instance 1 for 1, and `EXE` for EXE). Key name is more or less what is displayed on it. Key names are available as a list in appendix D.1, or as a calculator with captions in figure 6.

- `[⟨color, scale⟩]` Scale and color of key. Those options have the same syntax and limitations as options of command `calculator` (see section 3.3 for colors, and 3.7 for scale).

- [⟨*shift, alpha*⟩] Those options enable or disable yellow and red text describing the key meaning when pressed after the ░SHIFT░ or ░ALPHA░ keys. By default, those texts are hidden (equivalent to `shift=false, alpha=false`) ; to enable the, use `shift=true` and `alpha=true` or `shift` and `alpha`.

- [⟨*prefix, suffix*⟩] For each key, anchors are defined, allowing references to the key in Ti*k*Z pictures (for instance, they are used to draw figure 6, page 32). By default, anchor names are `key` followed by the key name (for instance `keyDEL` for the `DEL` key). The `prefix` and `suffix` options make the anchor names customizable (as used in the following pictures). With those options, two keys can have different anchors on the same figure, making it possible to use each of those keys. Those options also define anchor names for `SHIFT` et `ALPHA` texts.

 Without options : anchors `keyDEL`, `keyDELshift`, `keyDELalpha`.

 With options `prefix=foo, suffix=bar` : anchors `fooDELbar`, `fooDELbarshift`, `fooDELbaralpha`.

The anchor names are listed in appendixes B.1 and B.2.

- Peeking at the source code, you may see that more options are used. Those options are not described here because they are not meant to be used by final users, and might change in a later version without notice.

\tikzkey   As with `\calculator` and `\tikzcalculator`, macro `\tikzkey` does the same as `\key`, excepted that it is meant to be called from within a Ti*k*Z environment. Its syntax is:

$$\text{\tikzkey[⟨\textit{options}⟩]\{⟨\textit{key}⟩\}\{⟨\textit{coordinates}⟩\}}$$

Its arguments are

- [⟨*options*⟩]: same options as macro `\key` ;

- {⟨*key*⟩}: name of the key ;

- {⟨*coordinates*⟩}: coordinates the key is drawn around.

3.6 Screen

Three macros can be used to draw parts of the screen: menu items, captions of function keys, battery level.

3.6.1 Menu

\menu   Macro `\menu{`⟨*icon*⟩`}{`⟨*shortcut*⟩`}` draws an icon from the main menu. For instance, `\menu{RUNMAT}{A}` displays ▓▓▓. Shortcut (the character at the bottom right corner of the item) is independant from the icon, because depending of the calculator model or its version, it can change.

Appendix C.1 is a list of every menu icon and shortcut.

\tikzmenu   The `\tikzmenu` macro draws a menu item in a Ti*k*Z environment. Its syntax is:

`\tikzmenu[`⟨*options*⟩`]{`⟨*icon*⟩`}{`⟨*shortcut*⟩`}{`⟨*coordinates*⟩`}`

Its arguments are:

- `{`⟨*icon*⟩`}` and `{`⟨*shortcut*⟩`}`: same meaning as the corresponding `\menu` options;

- `{`⟨*coordinates*⟩`}`: coordinates of the top-left corner of the menu item;

- `[`⟨*options*⟩`]`: some options, that are passed as-is to the `\bwpixelart` macro (from the `pixelart` package). They can be used to change the scale and color of the drawing (for instance `scale=.5, color=red`).

3.6.2 Functions

\function   The `\function{`⟨*function*⟩`}` macro displays the caption of the keys 🔘 to 🔘 (for instance ▓▓▓ or ▓▓▓). Available pixel-arts are listed in appendix C.2.

\tikzfunction   Macro `\tikzfunction[`⟨*options*⟩`]{`⟨*function*⟩`}{`⟨*coordinates*⟩`}` is the same as `\function`, but from within a Ti*k*Z environment. The `{`⟨*function*⟩`}` argument is the same as for macro `\function`; see macro `\tikzmenu` for the meaning of arguments `[`⟨*options*⟩`]` and `{`⟨*coordinates*⟩`}`.

3.6.3 Battery

\battery   Macro `\battery{`⟨*state*⟩`}` displays the state of charge of the battery (for instance ▓▓). Available pixel-arts (and arguments) are listed in appendix C.3.

\tikzbattery   Macro `\tikzbattery[`⟨*options*⟩`]{`⟨*state*⟩`}{`⟨*coordinates*⟩`}` is identical to macro `\battery`, but from within a Ti*k*Z environment. Its `{`⟨*state*⟩`}` argument is the same as for `\battery`; see macro `\tikzmenu` for the meaning of arguments `[`⟨*options*⟩`]` and `{`⟨*coordinates*⟩`}`.

3.7 Scaling

Option `scale` used to set size of calculators and keys does not change line width or border radius. The unexpected result is the following drawing of a calculator at a $^1/_{10}$ scale: the case border (green) is too big, and the screen is almost an ellipsis (among other flaws).

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There are several solutions to fix this, but none of them is perfect, which is why they are not implemented.

- Get used to those flaws. Indeed, for small scale changes, they are barely noticable.

- Embed the drawing in a `\scalebox` or `\resizebox` macro: command `\resizebox{.1}{\calculator{graph35+E}}` gives the following drawing.

- Use option `transform canvas` from the `pgf` package (for instance: `\begin{tikzpicture}[scale=.1` Line width and border radius will be correctly scaled, but the bounding box will not be changed, neither will be the coordinates (thus anchors will be useless).

At last, when including drawings in a `tikzpicture` environment using the `scale` option, do not forget to add option `tranrsform shape`, so that bounding box is also changed.

4   Binaries

A few Python3 software are maintained together with this LaTeX package. They are not distributed with it, so they have to be downloaded directly from the code repository. They are specialized enough to share this package repository, but if you were to use them for something else, good for you!

Most of those handle `.pxl` files. This is a custom file format, coding a pixel-art picture as lines of `0`s and `1`s. Each menu, battery, function icon is stored as one of those files, and converted to LaTeX code before being included in this package.

catpxl Display a `.pxl` file to the terminal.

completefunctionchars Each function icon has its readable characters associated to it (it is used in appendix C.2). This software look for function icons without such characters, and asks user for them.

enerate.keys and generate.pixelart Generate the LaTeX files generating the pixel-art and keys, from the source files in this repository.

screenshot2pixelart Parse a calculator screenshot to find new function and menu icons.
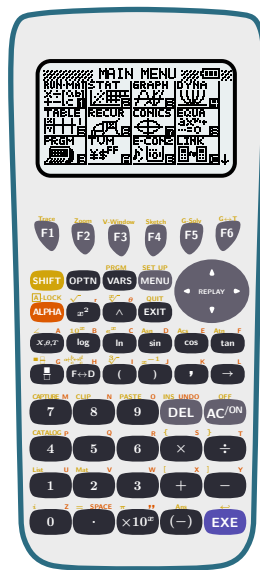
Figure 1: Calculator `graph35+E`.

A   Calculators

Here is the list of available calculators, together with their keyword (used as argument for macros `\calculator` and `\tikzcalculator`).

- `graph35+E`: figure 1.

B   Anchors

Anchors of keys, shift and alpha texts, screen, etc.

B.1   Anchors of keys

Each key defines the anchors shown in figure 2.

B.2   Anchors of key `REPLAY`

The `REPLAY` key defines some additionnal anchors, for each of its arrows. They are illustrated in figure 3.

B.3   Screen anchors

Anchors of the screen are illustrated in figure 4.

keyDELshift.north east
keyDELshift.east
keyDELshift.north
keyDELshift.south east
keyDELshift.center
keyDELshift.north west
keyDELshift.south
keyDELshift.west
keyDELshift.south west

keyDELalpha.north west
keyDELalpha.west
keyDELalpha.north
keyDELalpha.south west
keyDELalpha.center
keyDELalpha.north east
keyDELalpha.south
keyDELalpha.east
keyDELalpha.south east

INS UNDO

DEL

keyDEL.north west   keyDEL.north   keyDEL.north east

keyDEL.west   keyDEL.east

keyDEL.center

keyDEL.south west   keyDEL.south   keyDEL.south east

\key[shift, alpha]{DEL}

Figure 2: Key anchors

keyREPLAY.north west   keyREPLAY.north   keyREPLAY.north east

keyREPLAYup

keyREPLAY.center

keyREPLAY.west   REPLAY   keyREPLAY.east
keyREPLAYleft   keyREPLAYright

keyREPLAYdown

keyREPLAY.south west   keyREPLAY.south   keyREPLAY.south east

\key{REPLAY}

Figure 3: REPLAY key anchors

11
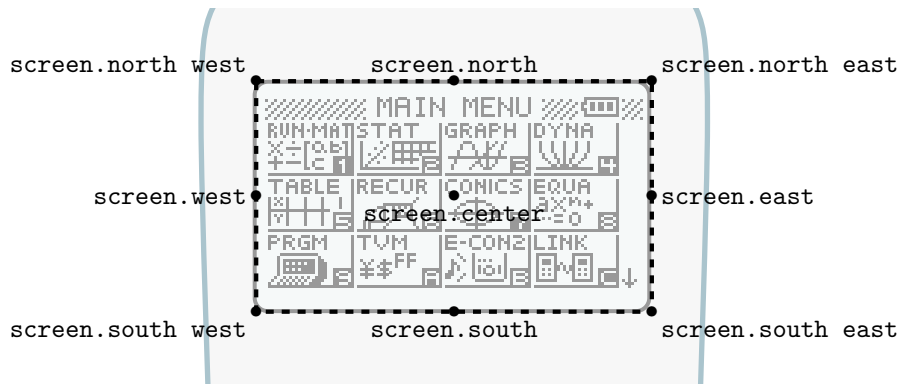
Figure 4: Screen anchors

B.4 Case anchors

Anchors of the case are illustrated in figure 5.

C Pixel art

C.1 Menu

Two special icons and shortcuts are available: `black`, which produces a black pixel-art; and `blank`, which produces nothing.

C.1.1 Icons

- \menu{black}{black}
- \menu{blank}{black}
- \menu{CONICS}{black}
- \menu{DYNA}{black}
- \menu{eACT}{black}
- \menu{ECON2}{black}
- \menu{eCON3}{black}
- \menu{EQUA}{black}
- \menu{GEOM}{black}

- \menu{GRAPH}{black}
- \menu{LINK}{black}
- \menu{MEMORY}{black}
- \menu{PRGM}{black}
- \menu{RECUR}{black}
- \menu{RUN}{black}
- \menu{RUNMAT}{black}
- \menu{SSHT}{black}
- \menu{STAT}{black}

12
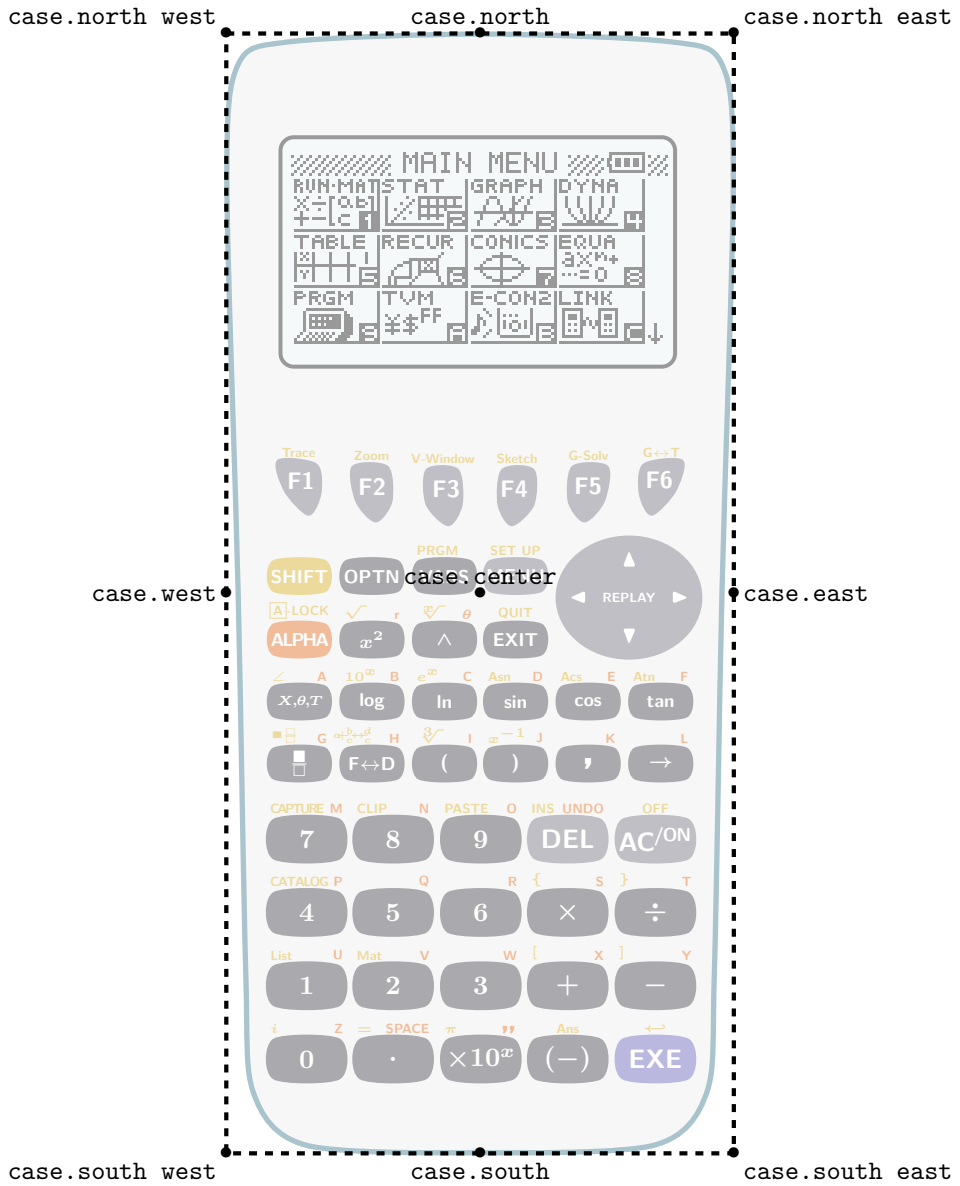
Figure 5: Case anchors

- ▨ \menu{SYSTEM}{black}
- ▨ \menu{TVM}{black}
- ▨ \menu{TABLE}{black}

C.1.2 Shortcuts

- ▪ \menu{black}{1}
- ▪ \menu{black}{B}
- ▪ \menu{black}{2}
- ▪ \menu{black}{black}
- ▪ \menu{black}{3}
- ▪ \menu{black}{blank}
- ▪ \menu{black}{4}
- ▪ \menu{black}{C}
- ▪ \menu{black}{5}
- ▪ \menu{black}{D}
- ▪ \menu{black}{6}
- ▪ \menu{black}{E}
- ▪ \menu{black}{7}
- ▪ \menu{black}{F}
- ▪ \menu{black}{8}
- ▪ \menu{black}{G}
- ▪ \menu{black}{9}
- ▪ \menu{black}{H}
- ▪ \menu{black}{A}

C.2 Functions

Available pixel arts are sorted according to the visible characters (latin letters and figures). To find the keyword corresponding to the picture you want, look at its visible characters, and find your picture in the corresponding part of this index.

For example, no character is visible on ▨ or ▨ (indeed, letters of ▨ are greek letters, not latin ones); on ▨, letters `acn` are visible; on ▨, only the letter `r` is visible; and so on.

Empty	▨ different-b	▨ GREEK
▨ battery	▨ dms	▨ greek
blank	▨ dms-b	▨ gt
▨ colon-b	▨ dollar-b	▨ gt-b
▨ contrast-b	▨ doublequote-b	▨ key
▨ degree-b	▨ doublerightarrow-b	▨ leq-b
▨ Delta-b	▨ equal-b	▨ lt
▨ different	▨ geq-b	▨ lt-b

▨ micro-b

▭ next

▭ nextb

▨ output-b

▨ percent-b

▨ period-b

▨ question-b

▨ quote-b

▭ rightarrow

▨ Sigma-b

▨ square-b

▭ style1

▭ style2

▭ style3

▭ style4

▭ style5

▭ style6

▭ style7

▨ tilde-b

1

▭ 1

10

▭ 10

100

▭ 100

1p

▭ 1P

1s

▭ 1S

1var

▭ 1VAR

▨ 1VAR-b

2

▭ 2

▨ 2-b

200

▭ 200

21

▨ 2x1

22

▨ 2x2

2p

▭ 2P

2s

▭ 2S

2var

▭ 2VAR

▨ 2VAR-b

2way

▭ 2WAY

3

▨ 3-b

31

▨ 3x1

33

▨ 3x3

38k

▨ to38k

3pin

▨ 3PIN

4

▨ 4-b

5

▨ 5-b

6

▨ 6-b

60

▭ 60

7400

▭ 7400

9850

▭ 9850

9860

▭ 9860

a

▨ a-b

a0

▭ a0

▨ a0-b

a1

▭ a1

▨ a1-b

a2

▨ a2-b

aa

⬚ Aa

ab

⬚ ab
⬚ Sab

abc

⬚ ABC

abdf

⬚ ABdf-b

abi

⬚ tcomplexalgebraic-b

abs

⬚ Abs-b

abt

⬚ ABT

abx

⬚ aplusbx
⬚ aplusbx-b
⬚ atimesbx
⬚ atimesbx-b

ac

⬚ ac
⬚ Sac

acn

⬚ Sacn-b

add

⬚ ADD
⬚ ADD-b

adf

⬚ Adf-b

adv

⬚ ADV-b

aebx

⬚ aebx
⬚ aebx-b

all

⬚ ALL
⬚ ALL-b

alway

⬚ Alway

amt

⬚ AMT-b

an

⬚ an
⬚ an-b
⬚ San
⬚ San-b

an1

⬚ an1
⬚ an1-b
⬚ an1-b2
⬚ San1-b

an2

⬚ an2
⬚ an2-b
⬚ San2-b

ancn

⬚ ancn-b

and

⬚ And-b

angl

⬚ ANGL-b

anov

⬚ ANOV

anpl

⬚ anPl-b

anst

⬚ anSt-b

apl

⬚ SaPl-b

app

⬚ APP-b

apr

⬚ APR-b
⬚ tAPR

area

⬚ AREA-b

arg

⬚ Arg-b

as

⬚ AandS-b

asgn

⬚ ASGN

aug

AUG Aug-b

auto

AUTO AUTO

Auto Auto

Auto Auto-2

AUTO Auto-b

axb

aX+b axplusb

ax+b axplusb-b

b

b b-b

b0

b0 b0-b

b1

b1 b1-b

b2

b2 b2-b

bal

BAL BAL

BAL BAL-b

bar

Bar Bar-b

base

BASE BASE

bc

b-c bc

Sbc Sbc

bcd

Bcd Bcd

bdf

Bdf Bdf-b

bin

BIN BIN-b

Bin Bin-b

binm

BINM BINM-b

bkup

BKUP BKVP-b

bn

bn bn-b

Sbn Sbn-b

bn1

bn1 bn1-b

Sbn1 Sbn1-b

bn2

bn2 bn2-b

Sbn2 Sbn2-b

bnst

bnSt bnSt-b

bond

BOND BOND-b

bot

BOT↓ BOTbottom

BOT→ BOTright

box

BOX BOX

Box Box-b

bpd

Bpd Bpd

brk

Brk Brk-b

brkn

Brkn Brkn-b

btm

BTM BTM

c

c c-b

c0

C0 C0-b

c1

C1 C1-b

c2

C2 C2-b

cabl

CABL CABL-b

calb

CALB CALB-b

calc

CALC CALC

CALC CALC-b

calib

CALIB CALIB

capa

    `CAPA` CAPA-b

capt

    `Capt` capt

    `CAPT` CAPT-b

cash

    `CASH` CASH-b

casio

    `CASIO` CASIO-b

ccd

    `Ccd` Ccd

cel

    `CEL` CEL-b

cell

    `CELL` CELL

ch1

    `CH1` CH1

char

    `CHAR` CHAR-b

chg

    `Chg` Chg-b

chi

    `CHI` CHI

    `CHI` CHI-b

    `Chi` Chi-b

chng

chng `CHNG` CHNG

close

    `Close` Close-b

clr

    `CLR` CLR

    `CLR` CLR-b

cls

    `cls` cls

    `Cls` Cls-b

cma

    `CMA` CMA-b

cmp

    `Cmp` Cmp-b

cmpd

    `CMPD` CMPD-b

cmpr

    `CMPR` CMPR-b

cn

    `Cn` cn-b

    `SCn` Scn-b

cn1

    `Cn+1` cn1-b

    `SCn+1` Scn1-b

cn2

    `Cn+2` cn2-b

    `SCn+2` Scn2-b

cnst

    `CnSt` CnSt-b

cnt

    `Cnt` cnt

cnvt

    `CNVT` CNVT-b

col

    `COL` COL

    `COL` COL-b

com

    `COM` COM-b

conj

    `Conj` Conj-b

conv

    `CONV` CONV-b

copy

    `COPY` COPY

    `COPY` COPY-b

cosh

    `cosh` cosh-b

cosh1

    `cosh` cosh1-b

cost

    `COST` COST

    `COST` COST-b

    `Cost` Cost-b

cpd

    `Cpd` Cpd

cplx

    `CPLX` CPLX-b

crcl

⬚ Crcl

⬚ Crcl-b

crnt

⬚ CRNT-b

cstm

⬚ CSTM-b

ctgy

⬚ CTGY-b

ctl

⬚ CTL-b

cuml

⬚ Cuml-b

cut

⬚ CUT

cy

⬚ CY-b

d

⬚ d-b

d2dt2

⬚ d2dt2

d2dx2

⬚ d2dx2-b

data

⬚ DATA-b

⬚ Data-b

⬚ percentDATA-b

days

⬚ DAYS-b

db

⬚ DB

ddt

⬚ ddt

ddx

⬚ ddx-b

defg

⬚ DefG-b

del

⬚ DEL

⬚ DEL-b

dela

⬚ DELA-b

dell

⬚ DELL-b

depr

⬚ DEPR-b

det

⬚ Det-b

df

⬚ df-b

diff

⬚ diff

dim

⬚ DIM-b

⬚ Dim-b

disp

⬚ DISP-b

dist

⬚ DIST-b

dld

⬚ dlminusD

⬚ dlplusD

dms

⬚ tDMS-b

do

⬚ Do-b

dot

⬚ dot-b

draw

⬚ DRAW

⬚ DRAW-b

drwc

⬚ DrwC-b

drwf

⬚ DrwF-b

drwn

⬚ DrwN-b

drwt

⬚ Drwt-b

dsz

⬚ Dsz-b

dx

Idx

Idx-b

dyna

DYNA-b

Dyna-b

e

e-b

Exa-b

edf

Edf-b

edit

EDIT

EDIT-b

eff

EFF-b

tEFF

else

Else-b

end

End-b

eng

ENGshiftleft

ENGshiftright

engy

ENGY-b

entr

ENTR-b

equa

EQUA-b

es

EtS-b

esym

ESYM-b

exam

EXAM-b

exe

EXE

exit

EXIT

EXIT-b

exp

Exp

EXP-b

Exp-b

Exp-b2

extd

Extd

f

F

F-b

F-b2

femto-b

fa

Fa-b

fab

Fab-b

fact

FACT-b

Fact-b

fast

Fast

fb

Fb-b

fcd

Fcd

file

FILE-b

fill

FILL-b

Fill-b

fline

FLine

FLine-b

fmax

FMax-b

fmin

FMin-b

for

For-b

forc

FORC-b

form

FORM FORM

FORM FORM-b

fp

FP FP

FP FP-b

fpd

Fpd Fpd

frac

Frac Frac-b

ftbl

FTbl FTbl-b

full

FULL FULL

furie

Furie Furie

fv

FV FV

FV FV-b

g

g g-b

G Giga-b

gcd

Gcd Gcd

GCD GCD-b

gcon

GCON GCON

Gcon Gcon-b

gdx

GIdx GIdx-b

geo

GEO GEO-b

gmem

GMEM GMEM-b

go

GO GO

gof

GOF GOF

goto

Goto Goto-b

gpd

Gpd Gpd

gph1

GPH1 GPH1

GPH1 GPH1-b

gph2

GPH2 GPH2

GPH2 GPH2-b

gph3

GPH3 GPH3

GPH3 GPH3-b

gplt

G·PLT GPLT

GPlt GPlt-b

grab

GRAB GRAB

grph

GRPH GRPH

GRPH GRPH-b

Grph Grph-b

gslv

GSLV GSLV-b

gtky

Gtky Gtky-b

hcd

Hcd Hcd

help

HELP HELP-b

hgeo

HGEO HGEO-b

hist

Hist Hist-b

hpd

Hpd Hpd

hyp

HYP HYP-b

hztl

Hztl Hztl

Hztl Hztl-b

i

i i-b

I% Ipercent

I% Ipercent-b

iden

iden

[Iden] Iden-b

iend

[IEnd] IEnd-b

if

[If] If-b

imp

[IMP] Imp-b

in

[IN] IN

init

[INIT] INIT

inpt

[INPT] INPT-b

input

[INPUT] INPUT

ins

[INS] INS

[INS] INS-b

int

[INT] INT

[INT] INT-b

[Int] Int-b

[Int] Intdiv-b

[SINT] SINT

[SINT] SINT-b

intg

[INTG] INTG

[Intg] Intg-b

intr

[INTR] INTR-b

inv

[Inv] Inv

[Inv] Inv-b

invb

[InvB] InvB

invc

[InvC] InvC

invf

[InvF] InvF

invg

[InvG] InvG

invh

[InvH] InvH

invn

[InvN] InvN

invp

[InvP] InvP

invt

[Invt] Invt

io

[IO] IO-b

irr

[IRR] IRR

[IRR] IRR-b

isct

[ISCT] ISCT

isz

[Isz] Isz-b

join

[Join] Join-b

jump

[JUMP] JUMP-b

k

[k] kilo-b

lang

[LANG] LANG-b

lbl

[Lbl] Lbl-b

lcm

[LCM] LCM-b

lcte

[Lcte] Lcte-b

left

[Left] Left-b

len

[Len] Len-b

leng

[LENG] LENG-b

[Leng] Leng-b

lgst

[Lgst] Lgst

[Lgst] Lgst-b

line

    Line Line

    LINE LINE-b

    Line Line-b

list

    List List

    LIST LIST-b

    List List-b

    LIST tLIST-b

lm

    L→M LtoM-b

lmem

    LMEM LMEM-b

load

    LOAD LOAD-b

log

    Log Log

    Log Log-b

logab

    logab logab-b

logic

    LOGIC LOGIC-b

lpw

    LpW LpW-b

lwr

    Lwr Lwr-b

m

    M Mega-b

    m milli-b

main

    MAIN MAIN-b

man

    Man Man

mark

    MARK MARK-b

mass

    MASS MASS-b

mat

    MAT MAT-b

    Mat Mat-b

    MAT tMAT-b

math

    MATH MATH

    Math Math

    MATH MATH-b

max

    MAX MAX

    Max Max-b

    max max-b

maxx

    maxX maxX-b

maxy

    maxY maxY-b

mean

    Mean Mean-b

med

    Med Med

    Med Med-b

mem

    Mem Mem

    MEM MEM-b

memo

    MEMO MEMO

menu

    MENU MENU-b

    Menu Menu-b

mid

    Mid Mid-b

min

    MIN MIN

    Min Min-b

    min min-b

minx

    minX minX-b

miny

    minY minY-b

mkf

    MKF MKF-b

ml

    M→L MtoL-b

mlti

    MLTI MLTI

mn

    mxn mxn-b

mod

  `MOD` MOD-b

  `Mod` Mod-b

mode

  `MODE` MODE-b

  `MODE` MODExp-b

move

  `MOVE` MOVE

mrg

  `MRG` MRG

  `Mrg` Mrg-b

ms

  `MandS` MandS-b

msa

  `MSa` MSa-b

msab

  `MSab` MSab-b

msb

  `MSb` Msb-b

mse

  `Mse` Mse-b

mv

  `MV` MV

n

  `n` n

  `n` n-b

  `n` nano-b

n1

  `n1` n1-b

n2

  `n2` n2-b

name

  `NAME` NAME-b

nan

  `Nan` Nan-b

ncd

  `Ncd` Ncd

ncr

  `nCr` nCr-b

ndis

  `NDis` NDis-b

new

  `NEW` NEW-b

next

  `Next` Next-b

nfv

  `NFV` NFV

  `NFV` NFV-b

no

  `NO` NO

none

  `None` None

  `None` None-b

norm

  `Norm` Norm

  `NORM` NORM-b

  `Norm` Norm-b

not

  `Not` Not-b

npd

  `Npd` Npd

npp

  `NPP` NPP-b

npr

  `nPr` nPr-b

npv

  `NPV` NPV

  `NPV` NPV-b

num

  `NUM` NUM-b

off

  `Off` Off

  `Off` Off-b

on

  `on` On

  `On` On-b

open

  `OPEN` OPEN-b

  `Open` Open-b

opt

  `OPT` OPT

  `OPT` OPT-b

or

`[Or]` Or-b

orig

`[ORIG]` ORIG

out

`[OUT]` OUT

p

`[P]` P

`[P]` p-b

`[P]` Peta-b

`[P]` phat-b

`[P]` pico-b

`[P]` Psnd-b

p1

`[P1]` phat1-b

p2

`[P2]` phat2-b

pa

`[Pa]` pa-b

pab

`[pab]` pab-b

parm

`[PARM]` PARM

`[Parm]` parm

`[Parm]` Parm-b

pb

`[Pb]` pb-b

pbp

`[PBP]` PBP

`[PBP]` PBP-b

pcd

`[Pcd]` Pcd

pen

`[PEN]` PEN

pgdn

`[PgDn]` PgDn

pgup

`[PgUp]` PgUp

phas

`[PHAS]` PHAS

phase

`[Phase]` Phase-b

pie

`[Pie]` Pie-b

pitch

`[Pitch]` Pitch-b

pixl

`[PIXL]` PIXL-b

plchg

`[PlChg]` PlChg

`[PlChg]` PlChg-b

ploff

`[PlOff]` PlOff

`[PlOff]` PlOff-b

plon

`[PlOn]` PlOn

`[PlOn]` PlOn-b

plot

`[Plot]` Plot

`[PLOT]` PLOT-b

`[Plot]` Plot-b

pmt

`[PMT]` PMT

`[PMT]` PMT-b

poisn

`[POISN]` POISN-b

pol

`[POL]` POL

`[Pol]` Pol-b

poly

`[POLY]` POLY-b

ppd

`[Ppd]` Ppd

prc

`[PRC]` PRC

`[PRC]` PRC-b

prd

`[PRD]` PRD

`[PRD]` PRD-b

pre

`[PRE]` PRE

pres

`[PRES]` PRES-b

prn

 `PRN` PRN

 `PRN` PRN-b

 `SPRN` SPRN

 `SPRN` SPRN-b

prob

 `PROB` PROB-b

prod

 `Prod` Prod-b

prog

 `PROG` PROG-b

 `Prog` Prog-b

proj

 `Proj` Proj

ptch

 `Ptch` Ptch-b

pts

 `PTS` PTS-b

pv

 `PV` PV

 `PV` PV-b

pwr

 `Pwr` Pwr

 `PWR` PWR-b

 `Pwr` Pwr-b

py

 `PY` PY-b

q

 `Q` Qsnd-b

q1

 `Q1` Q1-b

q3

 `Q3` Q3-b

r

 `r` r-b

 `r` r-b2

 `r` r-b3

 `r=` requal

 `r=` requal-b

 `R` Rsnd-b

 `tcomplexpolar` tcomplexpolar-b

r2

 `r2` r2-b

r38k

 `R38k` R38k-b

ran

 `Ran` Ran-b

rand

 `RAND` RAND-b

rang

 `RANG` RANG-b

rcl

 `RCL` RCL

 `RCL` RCL-b

 `Rcl` Rcl-b

rdel

 `R-DEL` RDEL

rec

 `Rec` Rec-b

recal

 `RECAL` RECAL

recr

 `RECR` RECR-b

rect

 `RECT` RECT

recv

 `RECV` RECV

 `Recv` Recv

 `Recv` Recv-b

ref

 `Ref` Ref-b

reg

 `REG` REG

 `REG` REG-b

rel

 `REL` REL-b

ren

 `REN` REN-b

rep

 `Rep` Rep-b

rept

 `REPT` REPT

reslt

 `RESLT` RESLT-b

Reslt Reslt-b

right

Right Right-b

rmdr

Rmdr Rmdr-b

rnd

RND RND

Rnd Rnd-b

rndfi

RndFi RndFi-b

rnf

RNF RNF-b

root

ROOT ROOT

rop

ROP ROP-b

rot

Rot Rot-b

row

ROW ROW

ROW ROW-b

rref

Rref Rref-b

rset

RSET RSET-b

rt

R-T RT

RTθ RTtheta-b

rtbl

RTbl RTbl-b

rtrn

Rtrn Rtrn-b

run

RUN RUN

rw

Rw+ Rwplus

rx

R-X RX-b

ry

R-Y RY-b

s38k

S38k S38k-b

save

SAVE SAVE-b

scal

scal scal-b

scat

Scat Scat-b

sd

SD SD-b

sdev

SDev SDev-b

se

se se-b

sel

SEL SEL

SEL SEL-b

sell

Sell Sell-b

sels

SELS SELS-b

send

Send Send-b

seq

SEQ SEQ-b

seq seq-b

set

SET SET-b

sfv

SFV SFV

SFV SFV-b

SFV SFV-b2

shift

Shift Shift-b

si

SI SI

SI SI-b

siml

SIML SIML-b

simp

Simp Simp-b

27

[Simp] Simp-b2

sin

[Sin] Sin

[Sin] Sin-b

sinh

[sinh] sinh-b

sinh1

[sinh] sinh1-b

size

[SIZE] SIZE-b

sktch

[SKTCH] SKTCH-b

sl

[SL] SL

smem

[SMEM] SMEM-b

smpl

[SMPL] SMPL-b

snd

[Snd] Snd

solv

[SOLV] SOLV

[SOLV] SOLV-b

solve

[Solve] Solve

solvn

[SolvN] SolvN-b

sonic

[sonic] sonic

sp

[sp] sp-b

sqr

[SQR] SQR

src

[SRC] SRC

[SRC] SRC-b

[Src] Src-b

srta

[SRTA] SRTA

[SrtA] SrtA-b

srtd

[SRTD] SRTD

[SrtD] SrtD-b

ssa

[SSa] SSa-b

ssab

[SSab] SSab-b

ssb

[SSb] SSb-b

sse

[SSe] SSe-b

stat

[STAT] STAT-b

[Stat] Stat-b

std

[STD] STD

step

[Step] Step-b

stick

[STICK] STICK-b

sto

[STO] STO-b

[Sto] Sto-b

stop

[STOP] STOP

[Stop] Stop-b

str

[STR] STR

[STR] STR-b

[Str] Str-b

strp

[STRP] STRP-b

strt

[STRT] STRT

[Strt] Strt-b

stup

[STUP] STUP-b

styl

[STYL] STYL-b

sum

[Sum] Sum-b

svas

`SVAS` SVAS-b

swap

`SWAP` SWAP

sx

`sx` sx-b

sx1

`sx1` sx1-b

sx2

`sx2` sx2-b

sy

`sy` sy-b

sybl

`SYBL` SYBL

`SYBL` SYBL-b

syd

`SYD` SYD

t

`T` T

`t` t-b

`t` t-b2

`T` Tera-b

`t.0` tsnd-b

`T.θ` Ttheta-b

tabl

`TABL` TABL

`TABL` TABL-b

`Tabl` Tabl-b

tang

`Tang` Tang

`Tang` Tang-b

tanh

`tanh` tanh-b

tanh1

`tanh1` tanh1-b

tcd

`tcd` tcd

test

`TEST` TEST-b

`Test` Test-b

text

`TEXT` TEXT

`Text` Text

`Text` Text-b

then

`Then` Then-b

time

`TIME` TIME-b

tlow

`tLow` tLow-b

tmpr

`TMPR` TMPR-b

to

`To` To-b

tool

`TOOL` TOOL-b

top

`TOP` TOP

`TOP←` TOPleft

`TOP↑` TOPtop

tpd

`tpd` tpd

tran

`TRAN` TRAN

`TRAN` TRAN-b

trig

`TRIG` TRIG

trn

`Trn` Trn-b

tup

`tUP` tUp-b

tvm

`TVM` TVM-b

type

`TYPE` TYPE-b

unit

`UNIT` UNIT-b

upr

`UPR` Upr-b

usb

`USB` USB

var

`var` var

`VAR` VAR-b

Var-b

vct

VCT-b

velo

VELO-b

ver

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vert

Vert

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vlum

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txequal

txgeq

txgt

txleq

txlt

x

X-b

x-b

X-b2

X-b3

xbar-b

xequal

xequal-b

xgeq-b

xgt-b

xhat-b

xleq-b

xlt-b

x1

x1-b

xbar1-b

x1inv

x1Inv-b

x2

Sx2-b

X2

x2

x2-b

xbar2-b

xpower2-b

x2inv

x2Inv-b

x3

X3

x3

x3-b

xpower3-b

x4

X4

x4

xpower4-b

xcal

XCAL

xfct

Xfct-b

xinv

xInv-b

xor

Xor-b

xrw

XRw

XRwplus

xt

Xt-b

xy

     `Sxy-b`

     `xy-b`

y

     `sigmay-b`

     `Sy-b`

     `tYequal`

     `tYgeq`

     `tYgt`

     `tYleq`

     `tYlt`

     `Y`

     `Y-b`

     `Y-b2`

     `ybar-b`

     `Yequal`

     `Yequal-b`

     `Ygeq-b`

     `Ygt-b`

     `yhat-b`

     `Yleq-b`

     `Ylt-b`

y1

     `y1-b`

y2

     `Sy2-b`

     `y2-b`

y3

     `y3-b`

ycal

     `YCAL`

yes

     `YES`

yfct

     `Yfct-b`

yicpt

     `YICPT`

yld

YLD

     `YLD`

     `YLD-b`

yt

     `Yt-b`

z

     `Z`

     `Z-b`

     `z-b`

zero

     `ZERO`

zlow

     `zLow-b`

zoom

     `ZOOM`

     `ZOOM-b`

zup

     `zUp-b`

C.3 Battery

List of status of battery charge.

- `\battery{empty}`
- `\battery{high}`
- `\battery{low}`
- `\battery{medium}`

D Keys

D.1 List of keys

Sorting order is arbitrary. To find them on a calculator, see figure 6.

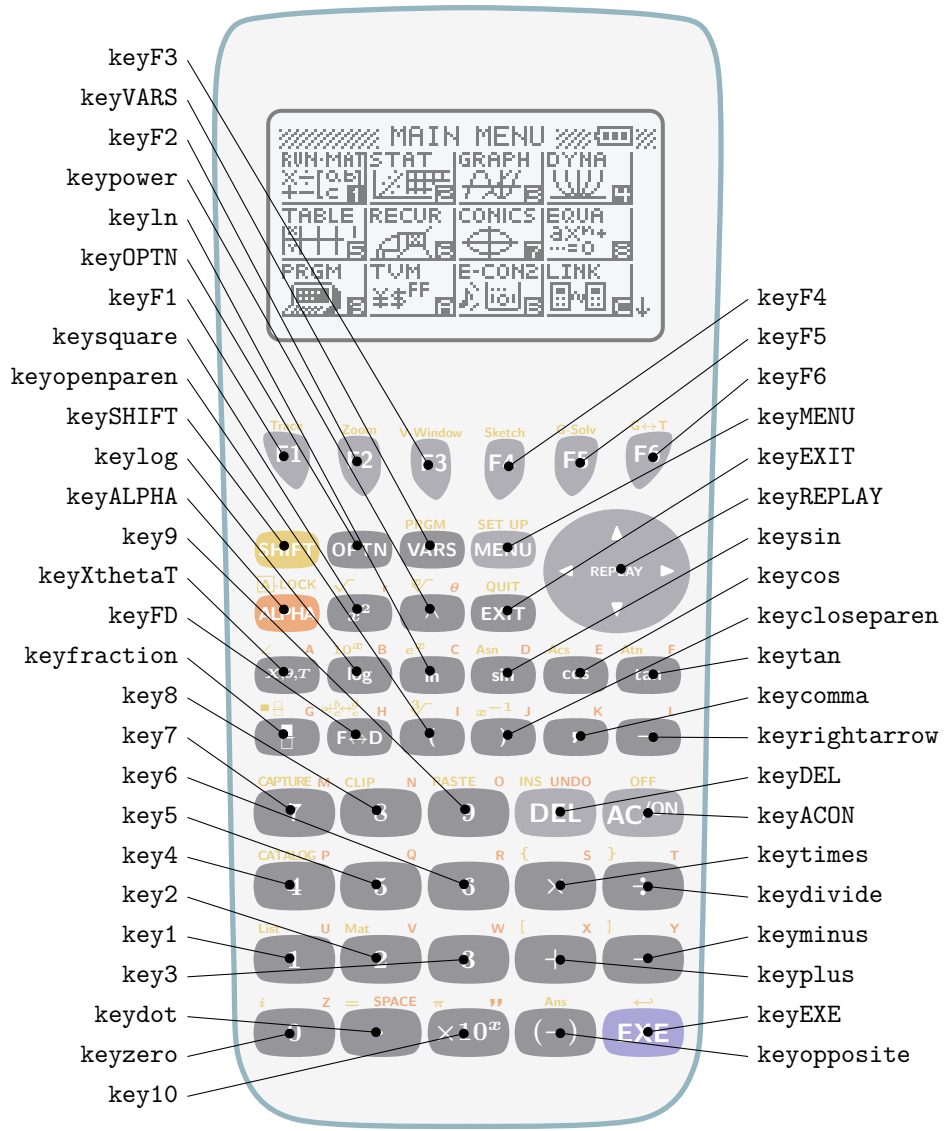Figure 6: Keywords of keys

- AC/ON \key{ACON}
- DEL \key{DEL}
- ALPHA \key{ALPHA}
- EXE \key{EXE}
- F5 \key{F5}
- F4 \key{F4}
- F1 \key{F1}
- F6 \key{F6}
- F3 \key{F3}
- F2 \key{F2}
- MENU \key{MENU}
- EXIT \key{EXIT}
- F↔D \key{FD}
- OPTN \key{OPTN}
- VARS \key{VARS}
- x,θ,T \key{XthetaT}

-) \key{closeparen}
- , \key{comma}
- cos \key{cos}
- ▪ \key{fraction}
- ln \key{ln}
- log \key{log}
- (\key{openparen}
- ∧ \key{power}
- → \key{rightarrow}
- sin \key{sin}
- x² \key{square}
- tan \key{tan}
- 1 \key{1}
- ×10ˣ \key{10}
- 2 \key{2}
- 3 \key{3}

- 4 \key{4}
- 5 \key{5}
- 6 \key{6}
- 7 \key{7}
- 8 \key{8}
- 9 \key{9}
- ÷ \key{divide}
- . \key{dot}
- − \key{minus}
- (−) \key{opposite}
- + \key{plus}
- × \key{times}
- 0 \key{zero}
- REPLAY \key{REPLAY}
- SHIFT \key{SHIFT}

List of Figures