



X One function only: Clear Reg-I

x **III** **II** **A+** **A-** Clear Mult. Reg. and Reg-I

REG I Prevent clearance of Mult. Reg.

0	9	Enter digits into Reg-I as well as in the Multiplication Register				
I	II	III	Clear Reg-I (and Mult.Reg), II and III	C	Stop division	
←	→	Step Reg-I Left or Right			C	III ↓ Transfer digits 11 ... 1 of Reg-III to Reg-1 (*)
+	-	Add/Subtract Reg-I contents to Reg-III. Clear Reg-I			16	III ↓ Transfer digits 16 ... 6 of Reg-III to Reg-I (*) (**)
R+	R-	Add/Subtract without clearing Reg-I			13	III ↓ Transfer digits 13 ... 3 of Reg-III to Reg-I (*) (**)
X	Clear Reg-I			9	III ↓ Transfer digits 9 ... 1 of Reg-III to Reg-I (*) (**)	
x	Start multiplication. Add result to Reg-III. Clear Reg-I and Mult.Reg.			II ↓	Transfers Reg-II contents to Reg-I (*)	
NEG	x	The multiplication result is subtracted from Reg-III			C	A+ Add digits 9 1 out of Reg-III to Reg-II. (***)
:	Enter Dividend in Reg-III			16	A+ Add digits 14 6 out of Reg-III to Reg-II. (***)	
÷	Start the division process The result is in Reg-II (****)			13	A+ Add digits 11 3 out of Reg-III to Reg-II. (***)	
REG I	x ; A+ ; A-	If REG-I down the Mult. Reg. is not cleared. (***)		9	A+ Addition is blocked	
REG II	III ; II	If down Reg-II will count all add and subtract operations		A-	Subtracts Reg-III contents from Reg-II For details, see A+	

- (*) When Reg-I contains a number, multiplication is automatically started.
- (**) Keys 16,13 and 9 facilitate optimal handling of the limited size of Reg-II and of the multiplication register during consecutive multiplications. The user manual contains examples.
- (***) Use Reg-I key for multiplications with a constant and adding the results in Reg-II using A+ and A-. For e.g. a 3d power, use the Reg-I key in combination with the IIIv.
- (****) If the NEG key is down, the result of division is negative (In my machine not the reciprocal as stated in the user manual).