



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-	The Mult. Reg. is not cleared. (***)			9 A+
	III	II	(*)				
REG 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.
- (**) The use of keys 16,13 and 9 is related to optimal handling of continued multiplications with respect to the limited size of Reg-II and of the multiplication register. The user manual contains examples.
- (***) For multiplying with a constant and adding the results with A+ and A-, use Reg-I key.
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 (not the reciprocal as stated in the user manual)