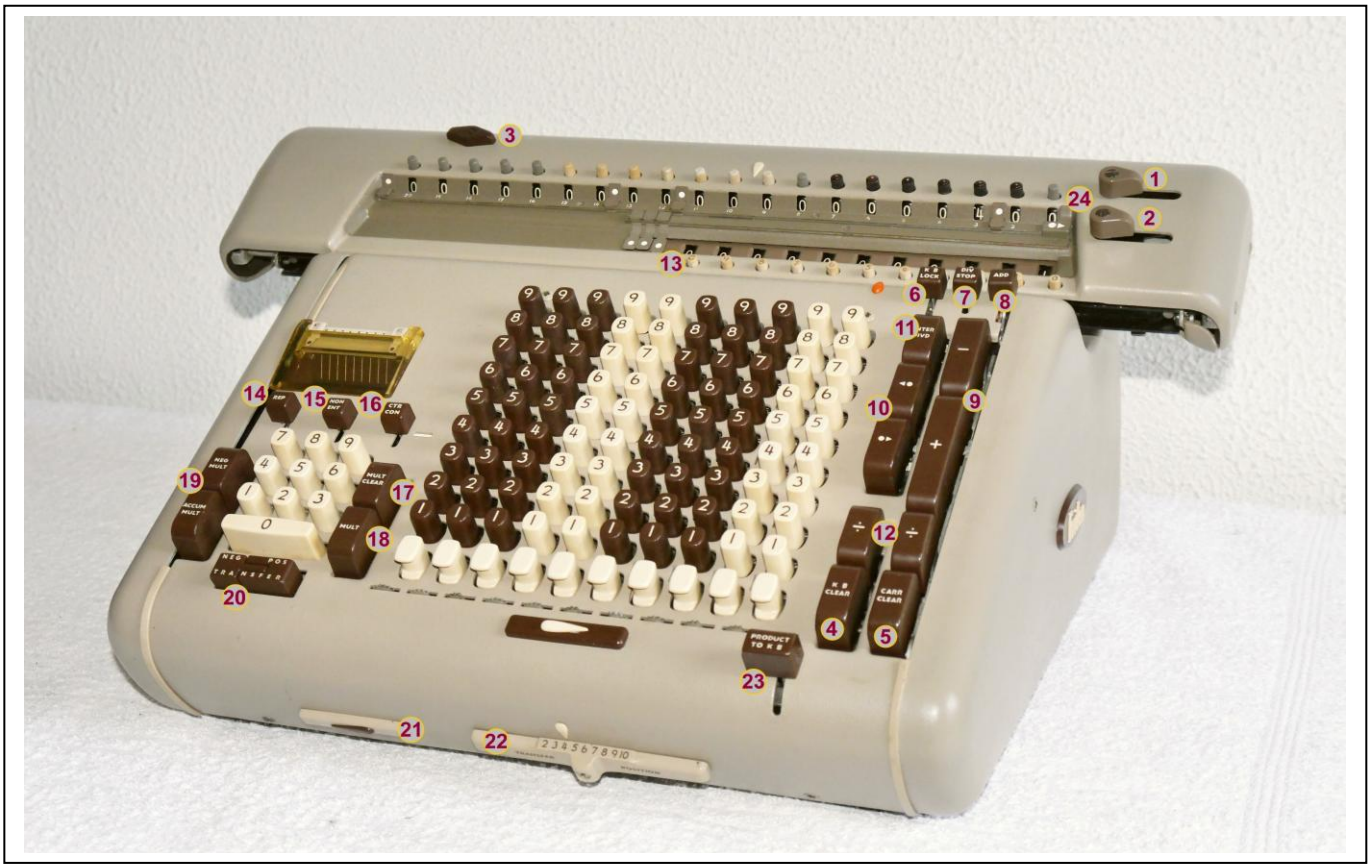

1	Upward: Locks upper register	13	Tabulator to determine the nr of digits in division
2	Upward: Locks lower register	14	Prevents automatic clearance of the multiplier reg
3	Upward: Locks left part of upper register	15	Down: Disables counting in the lower register. Set when using the counter as a totalizer (see 20)
4	Clears the keyboard *Remark: Individual columns can be locked by pulling up the white buttons below the digit keys.*	16	Up (blue): Normal counting in lower register Centre (white): Always adds to the counter Down (red): Reverses counter operation, used for square root calculation. (example in manual)
5	Clears upper and lower register if not locked	17	Clears the multiplier register
6	Down: Locks the keyboard	18	Clears upper register, then starts a multiplication
7	Up: Division emergency stop Down: Ends division at current position	19	Start a multiplication adding to or subtracting from the current lower register contents
8	Up: prevents automatic keyboard clearance	20	Use the counter as a totalizer during multiplication (*) After each multiplication a range of digits can be added or subtracted in the lower register. Pushed both adds, pushed left subtracts. (See 21&22) 15 must be set down to Non-Ent. 16 must be up. 8 must be down (KB must be empty)
9	Add and Subtract keys	21	Enables shifting key 22
10	Carriage stepwise movement	22	Relates to NegPos Transfer (20). Set to copy digits 2 up to 10 from upper to lower reg. Digit 1 cannot be copied. E.g. Position 4 copies digits 4 to 9.
11	Enter dividend for division. Use a tab stop to limit the number of digits in the answer.	23	Back Transfer of the upper register contents to the keyboard. Use a tab stop to determine the start position. If no tab stop is set the left part of the upper register is transferred. Also see (24)
12	Start dividing, positive if pushed both, negative if only the left key is pushed.	24	Fraction block-out. Digits to the right of this slide will not be transferred during Back Transfer (23).

(*) Not intended to be used during addition/subtraction. The left part of the register must be 0!