

NAME

ycalc - An X Window Calculator, Based on Texas Instruments TI-59

SYNOPSIS

ycalc

DESCRIPTION

Scientific calculator for X-windows, heavily influenced by TI-59.
Named ycalc to avoid confusion with xcalc.

Operation of the calculator is performed by clicking with any of the mouse buttons on the keys, or - in many cases - by using the keyboard.

Calculator key usage

0 1 2 3 4 5 6 7 8 9 . / x - + = () +/-

Do the same as on every calculator, the calculator follows standard operator precedence which can be altered using (and).

CE Clear entry, clears the last entry, ie. the X register.

CLR Clears the calculator stack.

EE Enter exponent.

2nd Makes available a second function for certain keys, these keys changes when 2nd is pressed (see 2nd function keys below).

INV Inverts the function of certain keys.

LRN Toggle between programming (LeaRN) and normal mode.

SST Single step, in programming mode step to show next program line, in normal mode execute one program line.

BST Back step, in programming mode step to show previous program line, no effect in normal mode.

GTO Goto a specific program line, not implemented yet.

RST Reset program counter to line 0.

R/S Toggle between Run and Stop of program.

A B C D E F

For entering hex digits when the calculator is in base 16 mode.

STO Stores the X register in one of memory 00-99, the next two digits entered defines the memory number.

RCL Recall one of memory 00-99 to the X register, the next two digits entered defines the memory number.

SUM Adds the X register to the contents in memory 00-99, the next two digits entered are the memory number.

Hex Places the calculator in hex (base 16) mode.

Dec Places the calculator in decimal (base 10) mode.

Bin Brings up the binary window.

x<->t
Exchange the X and T registers.

x^2 Squares the X register.

sqrt Calculates the square root of the X register.

1/x Inverts the X register.

y^x Raises Y register to X:th power.

lnx Calculates the natural logarithm of the X register.

Off Exits the calculator if pressed twice without any other key between.

About

Brings up a window with version information and short copyright and GNU license information.

2nd function keys

Rad Puts the calculator in radian mode for trigonometric functions.

Deg Puts the calculator in degree mode for trigonometric functions.

Pi Enters an approximation of PI into the x register.

Eng Puts the calculator in engineering exponent mode, ie. the exponent is a multiple of three.

CMS Clear all memories.

Exc Exchanges one of memory 00-99 with the X register, the next two digits entered defines the memory number.

Prd Multiplies the X register with one of memory 00-99, the next two digits entered defines the memory number.

sin Calculates the sine of the X register.
cos Calculates the cosine of the X register.
tan Calculates the tangent of the X register.
1st Reverts keys to the normal function.
INV Inverts the function of certain keys.
log Calculates the 10 logarithm of the X register.
CP Clear program.
Off Exits the calculator if pressed twice without any other key between.
Asc Brings up the ASCII table window.
Oct Places the calculator in octal (base 8) mode.
x! Calculates the faculty of the X register.
Cut Copies the X window global paste buffer to the X register.
Pas Copies the X register to the X window global paste buffer.
Mod The modulus operator.
DMS Brings up the memory window.

Binary window

The binary window has three rows of 32-bit binary display, three markers to right of the binary display rows and eleven buttons.

The bits of the binary display rows can set/cleared by clicking with any of the mouse buttons on it. The three markers selects, by clicking on one of them, which binary display row is the active. The active row is the one mirroring the main calculator display and the one affected by the shift, rotate and inv keys.

The three operator keys - and, or & xor - operate on row one & two and put the result in row three.

ASCII table window

The ASCII table window has a main area with the ASCII table, a four character display at the left upper corner and an off key at the upper right corner.

The display mirrors the main calculator display but is displaying it as four ASCII characters instead. By clicking with a mouse button on an ASCII table entry, its value is entered into the calculator display.

Memory window

The memory window displays the contents of twenty of the calculator memories. By clicking a mouse button on the keys, the previous twenty or the next twenty are displayed.

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LOCATION

Archive at <http://www.pobox.com/~un/ycalc.html>