

3.3 UNITS

Press <U> to see the next menu:

Convert Edit_unit

3.3A <C>onvert

Press <C> to get the following prompt:

Input value (OUT) - 5

Type the value 5 and press ENTER. The next screen appears:

Down Move one	Up cell	Right down	Left	Next	Previous	Assign_unit	Convert
		A	B	C	D	E	[ESC] - Previous menu
1	=====						
2		Units		Output/Input		Memory	
3	=====						
4		None		5.00		0.00	
5	=====						
		AA	AB	AC	AD	AE	
1		Length units	Area units	Volume units	Mass	Plane angles	
2	-----						
3		Angstrom	meter^2	Bushel (US)	Cental (UK)	Cent.minute	
4		Centimeter	milimeter^2	Bushel (UK)	Dram, av.	Cent.second	
5		Decameter	centimeter^2	centimeter^3	Grain	Degree	
6		Decimeter	decimeter^2	decimeter^3	Gram	Minute	
7		Dis. of siriu	decameter^2	Dry pint	Hund.weight.s	Rad	
8		Foot	hectometer^2	Dry quart	Hund.weight	Right angle	
9		Inch	kilometer^2	Fluid dr (US)	Hund.weight.l	revolution	
10		Hectometer	Circular inch	Fluid dr (UK)	Kilogram	Second	
11		Light year	inch^2	Fluid oz (US)	Metric ton	-----	
12		Kilometer	yard^2	Fluid oz (UK)	Microgram	Spher. angles	
13		Knot (UK)	Foot^2	Foot^3 (US)	Miligram	-----	
14		Knot (INTL.)	Acre	Foot^3 (UK)	Ounce, av.	Square degree	

Use the menu items to scroll through the units table. Before you can convert units you first need to assign a physical unit to the number in the Output/Input display.

To assign a unit, scroll to the desired unit and press <A> or highlight the <Assign_unit> title and press ENTER. The highlighted unit will appear in the unit display and will be assigned to the number in the Output/Input display. Now, scroll to any desired unit and press <C> to convert the assigned unit to the new unit.

3.3B <E>dit_unit

To edit units or define new units press <E> or highlight <Edit_unit>

and press the ENTER key. The next screen appears:

Down Up Right Left Next Previous Edit Help
 Move one cell down [ESC] - Previous menu

	A	B	C	D	E
1	=====				
2	Units		Output/Input		Memory
3	=====				
4	None		5.00		0.00
5	=====				

	AA	AB	AC	AD	AE
1	Length units	Area units	Volume units	Mass	Plane angles
2	-----				
3	Angstrom	meter^2	Bushel (US)	Cental (UK)	Cent.minute
4	Centimeter	milimeter^2	Bushel (UK)	Dram, av.	Cent.second
5	Decameter	centimeter^2	centimeter^3	Grain	Degree
6	Decimeter	decimeter^2	decimeter^3	Gram	Minute
7	Dis. of siriu	decameter^2	Dry pint	Hund.weight.s	Rad
8	Foot	hectometer^2	Dry quart	Hund.weight	Right angle
9	Inch	kilometer^2	Fluid dr (US)	Hund.weight.l	revolution
10	Hectometer	Circular inch	Fluid dr (UK)	Kilogram	Second
11	Light year	inch^2	Fluid oz (US)	Metric ton	-----
12	Kilometer	yard^2	Fluid oz (UK)	Microgram	Spher. angles
13	Knot (UK)	Foot^2	Foot^3 (US)	Miligram	-----
14	Knot (INTL.)	Acre	Foot^3 (UK)	Ounce, av.	Square degree

Use the menu to move to the unit you want to edit and press <E> or highlight the <Edit> and press the ENTER key. The next prompt appears:

Input the new unit name -

Type the new name and press ENTER or just press ENTER or ESC for no changes. The next screen will show up:

	A	B	C	D	E
1	=====				
2	Units		Output/Input		Memory
3	=====				
4	None		5.00		0.00
5	=====				

	AF
1	Length units factor
2	-----
3	
4	
5	0.00000001
6	1
7	1000
8	10
9	1.5418730000E+19
10	30.48
11	2.54
12	10000
13	9.4605300000E+17
14	100000
15	185318.1

The program is now in the Lotus EDIT mode, edit or add a unit factor and press the ENTER key or just press the ENTER key for no changes. You have to choose one unit as the unity unit and factor all the other units relative to the unity unit. When you are finished editing press ENTER to return to the previous menu.

**** WARNING ****

Since the program is in the EDIT mode the Lotus keys are operative, however the user is strongly advised to use ONLY the UP, PGUP, DOWN and PGDN keys to scroll through the lines, the program doesn't allow scrolling to the sides by hiding all the columns except the current column. Trying to unhide the columns MAY destroy the program code. For example: if by mistake you have pressed the "/" key, press ESC to exit back to the READY mode and then press F2 to enter EDIT mode, or just continue typing, or press ENTER to exit the EDIT mode.