

Using the memory register

536262_PixelRule.tiff ↵

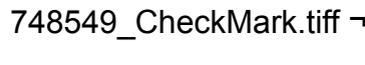
Calcuette offers one memory register. The displayed value can be added to or subtracted from this memory register and recalled later.

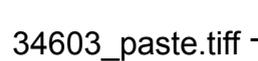
An indicator  in the top left corner signals a value in

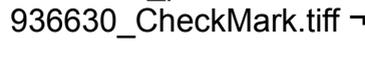
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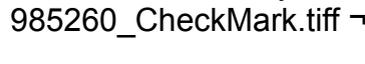
memory.

821456_PixelRule.tiff ↵

 ↵ Click on  ↵ or

 ↵ to add to or subtract from the memory.

 ↵ Click on  ↵ to copy the value in memory to the display.

 ↵ Click on  ↵ to clear the memory contents and the indicator.

.1PixelRule.tiff ↵

See also

;Numbers.rtf; ↵ Entering numbers