

# Using the memory register

536262\_PixelRule.tiff ↗

Calculette 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

261369\_paste.tiff ↗

memory.

821456\_PixelRule.tiff ↗

748549\_CheckMark.tiff ↗ Click on

899313\_paste.tiff ↗ or

34603\_paste.tiff ↗ to add to or subtract from the memory.

936630\_CheckMark.tiff ↗ Click on

83288\_paste.tiff ↗ to copy the

value in memory to the display.

985260\_CheckMark.tiff ↗ Click on

666685\_paste.tiff ↗ to clear the

memory contents and the indicator.

.1PixelRule.tiff ↗

## See also

;Numbers.rtf;↗ Entering numbers