

# Entering numbers

536262\_PixelRule.tiff ↵

885040\_paste.tiff ↵

Type in digits and a decimal point with the keyboard or click on Calcuette numeric pad to enter numbers. The value entered so far is shown in the display register.

821456\_PixelRule.tiff ↵

765825\_CheckMark.tiff ↵ Clear an erroneous input by clicking on  
once.  
paste.tiff ↵

3695\_CheckMark.tiff ↵ A second click on  
663387\_paste.tiff ↵ will also  
erase the accumulated value.

1PixelRule.tiff ↵

## See also

;Fixing.rtf; ↵ Fixing the display

;Memory.rtf; ↵ Using the memory register