

RLM-11CX Keyboard Reference

Key	Code	Description
[0]	0	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO] , [RCL] , [LBL] , [FIX] , [SCI] , [ENG] , [SF] , [CF] , [FS?] , [GTO] or [GSB] .
[f] [x!]	42, 0	Calculates the factorial of the displayed number.
[g][x̄]	43, 0	Calculate the Arithmetic Mean of the 'x' and 'y' samples and place the result in stack-X and stack-Y respectively.
[1]	1	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO] , [RCL] , [LBL] , [FIX] , [SCI] , [ENG] , [SF] , [CF] , [FS?] , [GTO] or [GSB] .
[f] [Py,x]	42, 1	Calculates the permutations of stack-X elements chosen from a total of stack-Y elements; $y! \div (Y - X)! \rightarrow$ stack-X.
[g] [Cy,x]	43, 1	Calculates the combination of stack-X elements chosen from a total of stack-Y elements: $y! \div X! \div (Y - X)! \rightarrow$ stack-X.
[2]	2	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO] , [RCL] , [LBL] , [FIX] , [SCI] , [ENG] , [SF] , [CF] , [FS?] , [GTO] or [GSB] .
[f] [→H.MS]	42, 2	Converts the fractional hours in stack-X to Hour-Minutes-Second format showing in the display the result in the 'H.MMSSdd' form.
[g] [→H]	43, 2	Convert the stack-X number from 'H.MMSSdd' form to fractional hours.
[3]	3	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO] , [RCL] , [LBL] , [FIX] , [SCI] , [ENG] , [SF] , [CF] , [FS?] , [GTO] or [GSB] .
[f] [→RAD]	42, 3	Convert the stack-X value from Degrees to Radians regardless of the current angular mode.
[g] [→DEG]	43, 3	Convert the stack-X value from Radians to Degrees regardless of the current angular mode.

Key	Code	Description
[4]	4	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO], [RCL], [LBL], [FIX], [SCI], [ENG], [SF], [CF], [FS?], [GTO] or [GSB].
[f] [X \rightleftharpoons I]	42, 4	Swaps the stack-X value by the index register value and vice-versa.
[g] [SF]	43, 4	Initiates the Set Flag sequence.
[5]	5	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO], [RCL], [LBL], [FIX], [SCI], [ENG], [SF], [CF], [FS?], [GTO] or [GSB].
[f] [DSE]	42, 5	Decrement and skip if less or equal. Uses the index register in the format 'i.nnnss' and decrement 'i' by 'ss' and compare it with 'n'. If 'i' \leq 'n' the next program step is skipped, otherwise is executed.
[g] [CF]	43, 5	Initiates the Clear Flag sequence.
[6]	6	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO], [RCL], [LBL], [FIX], [SCI], [ENG], [SF], [CF], [FS?], [GTO] or [GSB].
[f] [ISG]	42, 6	Increment and skip if greater. Uses the index register in the format 'i.nnnss' and increment 'i' by 'ss' and compare it with 'n'. If 'i' > 'n' the next program step is skipped, otherwise is executed.
[g] [SF]	43, 6	Initiates the test is Set Flag? sequence.
[7]	7	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO], [RCL], [LBL], [FIX], [SCI], [ENG], [SF], [CF], [FS?], [GTO] or [GSB].
[f] [FIX]	42, 7	Initiates the Fixed decimal format sequence for displaying numbers.
[g] [DEG]	43, 7	Set the angles to be interpreted as Degrees (0-360°).

Key	Code	Description
[8]	8	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO], [RCL], [LBL], [FIX], [SCI], [ENG], [SF], [CF], [FS?], [GTO] or [GSB].
[f] [SCI]	42, 8	Initiates the Scientific format sequence for displaying numbers.
[g] [RAD]	43, 8	Set the angles to be interpreted as Radians (0-2 π).
[9]	9	Number digits for entering a number into the stack-X. Also ends key sequence started by [STO], [RCL], [LBL], [FIX], [SCI], [ENG], [SF], [CF], [FS?], [GTO] or [GSB].
[f] [ENG]	42, 9	Initiates the Engineering format sequence for displaying numbers.
[g] [GRD]	43, 9	Set the angles to be interpreted as Gradians (0-400°).
[÷]	10	Calculates and displays stack-Y divided by stack-X. Also continues key sequences started by [STO] or [RCL].
[f] [X≤Y]	42,10	Used in program execution only. If stack-X ≤ stack-Y execute next line, otherwise skip it.
[g] [X<0]	43,10	Used in program execution only. If stack-X < 0 execute next line, otherwise skip it.
[√x]	11	Calculates and display the square root of stack-X. Also finish the sequences started by [LBL], [GTO] or [GSB].
[f] [A]	32,11	Start the execution of the current program from the next line containing the label A .
[g] [x ²]	43,11	Calculates and display the square of stack-X.
[e ^x]	12	Calculates and display the natural antilogarithm of stack-X. Also finish the sequences started by [LBL], [GTO] or [GSB].
[f] [B]	32,12	Start the execution of the current program from the next line containing the label B .
[g] [LN]	43,12	Calculates and display the natural logarithm of stack-X.

Key	Code	Description
[10^x]	13	Calculates and display the common antilogarithm of stack-X. Also finish the sequences started by [LBL] , [GTO] or [GSB] .
[f] [C]	32,13	Start the execution of the current program from the next line containing the label C .
[g] [LOG]	43,13	Calculates and display the logarithm (base 10) of stack-X.
[y^x]	14	Calculates and display the stack-Y raised to stack-X. Also finish the sequences started by [LBL] , [GTO] or [GSB] .
[f] [D]	32,14	Start the execution of the current program from the next line containing the label D .
[g] [%]	43,14	Calculates the stack-X percent of the stack-Y value: $Y * X \div 100 \rightarrow \text{stack-X}$.
[1/x]	15	Calculates and display the reciprocal of stack-X. Also finish the sequences started by [LBL] , [GTO] or [GSB] .
[f] [E]	32,15	Start the execution of the current program from the next line containing the label E .
[g] [Δ%]	43,15	Calculates the percent change from stack-Y to stack-X values: $(X - Y) * 100 \div Y \rightarrow \text{stack-X}$.
[CHS]	16	Change sign of the displayed number (stack-X). If an exponent is in edition, it change the sign of the exponent.
[f] [π]	42,16	Enters the value of Pi = 3.14159265359.
[g] [ABS]	43,16	Calculates and displays the absolute value of stack-X.
[x]	20	Calculates and displays stack-Y multiplied by stack-X. Also continues key sequences started by [STO] or [RCL] .
[f] [X>Y]	42,20	Used in program execution only. If stack-X > stack-Y execute next line, otherwise skip it.
[g] [X>0]	43,20	Used in program execution only. If stack-X > 0 execute next line, otherwise skip it.

Key	Code	Description
[SST]	—	In the RUN mode, display and executes the current program line. In PRGM mode step forward through program.
[f] [LBL]	42,21...	Continues the sequence for entering labels (A to E or 0 to 9).
[g] [BST]	—	In RUN mode display and go back to previous program step. In PRGM mode, step backward through program.
[GTO]	22...	Initiates the sequence for jump to a program label ([A] to [E] , [0] to [9] , [·] or [I]).
[f] [HYP]	42,22...	Set the hyperbolic function prefix for calculating the hyperbolic SIN , COS or TAN .
[g] [HYP⁻¹]	43,22	Set the inverse hyperbolic function prefix for calculating the hyperbolic inverse SIN , COS or TAN .
[SIN]	23	Calculates and display the sine of the angle in stack-X. (if previous key was [HYP] , calculates hyp .sine) (if previous key was [HYP⁻¹] , calculates inverse hyp. sine)
[f] [X\rightleftharpoons(i)]	42,23	Swaps the stack-X value by the storage register pointed by the integer part of the index register and vice-versa.
[g] [SIN⁻¹]	43,23	Calculates and display the inverse sine of stack-X in the current angular mode (DEG, RAD or GRAD).
[COS]	24	Calculates and display the cosine of the angle in stack-X. (if previous key was [HYP] , calculates hyp .cosine) (if previous key was [HYP⁻¹] , calculates inverse hyp. cosine)
[f] [(i)]	42,24	Stores the stack-X value in the storage register pointed by the integer part of the index register.
[g] [COS⁻¹]	43,24	Calculates and display the inverse cosine of stack-X in the current angular mode (DEG, RAD or GRAD).
[TAN]	23	Calculates and display the tangent of the angle in stack-X. (if previous key was [HYP] , calculates hyp .tangent) (if previous key was [HYP⁻¹] , calculates inverse hyp. tangent)
[f] [I]	42,25	Stores the stack-X value in the index register.
[g] [TAN⁻¹]	43,25	Calculates and display the inverse tangent of stack-X in the current angular mode (DEG, RAD or GRAD).

Key	Code	Description
[EEX]	26	Entry in the number exponent edition mode.
[f] [→R]	42,26	Convert a polar coordinate (stack-X = radius; stack-Y = Angle) to orthogonal coordinates (stack-X, stack-Y).
[g] [→P]	43,26	Convert a orthogonal coordinate (stack-X, stack-Y) to polar coordinate (radius in stack-X, angle in stack-Y).
[-]	30	Calculates and displays stack-Y minus by stack-X. Also continues key sequences started by [STO] or [RCL] .
[f] [X≠Y]	42,30	Used in program execution only. If stack-X ≠ stack-Y execute next line, otherwise skip it.
[g] [X≠ 0]	43,30	Used in program execution only. If stack-X ≠ 0 execute next line, otherwise skip it.
[R/S]	31	In RUN mode, stop or run the program at current program counter. In PRGM mode, insert the 'R/S' command.
[f] [PSE]	42,31	In RUN mode has no effect. In PRGM mode, insert the 'PSE' command to pause the program execution to show the stack-X value for about a second.
[g] [P/R]	—	Toggle between RUN (program execution) and PRGM (program entry) mode. When the calculator is in program mode, the 'PRGM' indicator is shown in the display.
[GSB]	32...	Initiates the sequence for calling subroutine label ([A] to [E] , [0] to [9] , [·] or [I]).
[f] clear [Σ]	42,32	Clear all the stack registers, the summation storage registers 0 to 5, the [RAN#] seed, and the statistic data list.
[g] [RTN]	43,32	In RUN mode, set the program counter to line '000'. In PRGM mode, Insert a Return instruction to end or get back from a subroutine or end the program.
[R↓]	33	Roll the stack down (T→Z, Z→Y, Y→X and X→T).
[f] clear [PRGM]	—	In RUN mode, sets the program counter to '000'. In PRGM mode, clears the program memory.
[g] [R↑]	43,33	Roll the stack up (X→Y, Y→Z, Z→T and T→X).

Key	Code	Description
[X\rightleftharpoonsY]	34	Swaps the stack-X value by the stack-Y value and vice-versa.
[f] clear [REG]	42,34	Clears all 20 memory registers and the index register.
[g] [RND]	43,34	Returns the stack-X value rounded to the current display decimals.
[←]	—	Deletes the last digit during number entry or clears stack-X. In program mode deletes the current program line.
[f] clear [PREFIX]	—	Clears the current key sequence and display a 10 digits mantissa of the number in the stack-X.
[g] [CLX]	43,35	Clear the stack-X.
[ENTER]	36	Lift the stack and keep the stack-X value. If the previous key was [STO] then sets the random seed to stack-X value.
[f] [RAN#]	42,36	Calculates a random number in the range $0 \leq x < 1$.
[g] [LSTX]	43,36	Retrieves the Last X register to the stack-X register.
[+]	40	Calculates and displays stack-Y plus stack-X. Also continues key sequences started by [STO] or [RCL] .
[f] [X=Y]	42,40	Used in program execution only. If stack-X = stack-Y execute next line, otherwise skip it.
[g] [X=0]	43,40	Used in program execution only. If stack-X = 0 execute next line, otherwise skip it.
[OPT]	—	Open or closes the “ Options Menu ” selection view.
[g] [PREF]	—	Shows the calculator’s “ General Settings ” view.
[f] [HELP]	—	Shows the HELP view.
[f] , [g]	42-43...	Toggle keyboard functions to the alternative yellow and blue labels.

Key	Code	Description
[STO]	44...	Initiates the sequence for store stack-X value in a register ([0] to [9], [·], [÷], [x], [-], [+] or [I]).
[f] [FRAC]	42,44	Returns the fractional part of the stack-X value.
[g] [INT]	43,44	Returns the integer part of the stack-X value.
[RCL]	45...	Initiates the sequence for recalling a register ([0] to [9], [·], [÷], [x], [-], [+] or [I]).
[f] [USER]	—	Toggle the User mode ON or OFF. When the calculator is in user mode, the USER indicator is shown in the display and the functions of the first 5 top-left keys are swapped.
[g] [MEM]	—	Show the number of storage registers available and the number of free program lines remaining.
[.]	48	For entering decimal point separator in number entry. Also is a prefix key used after [RCL] or [STO] to indicate that the target storage register number is from 10 to 19.
[f] [ŷ,r]	42,48	Calculates a linear estimate of the 'y' value given a 'x' value. Returns the y-estimation in stack-X and the correlation coefficient (R ²) in stack-Y.
[g] [s]	43,48	Calculate the standard deviation of the 'x' and 'y' samples and place the result in stack-X and stack-Y respectively.
[Σ+]	49	Uses the Stack-X and Stack-Y values to calculate and store statistics of the data into storage registers 0 to 5. Also add the data pair to the statistic data list.
[f] [L.R.]	42,49	Linear regression of the 'x' and 'y' samples ($y = A \cdot x + B$). Returns the slope of the line (B) in the stack-Y and the offset (A) in stack-X.
[g] [Σ-]	43,49	Subtracts the stack-X and stack-Y values to the summation registers and form the statistic data list.