

# RLM-11CX Keyboard Reference

Key	Code	Description
<b>[ 0 ]</b>	0	Number digits for entering a number into the stack-X. Also ends key sequence started by <b>[STO]</b> , <b>[RCL]</b> , <b>[LBL]</b> , <b>[FIX]</b> , <b>[SCI]</b> , <b>[ENG]</b> , <b>[SF]</b> , <b>[CF]</b> , <b>[FS?]</b> , <b>[GTO]</b> or <b>[GSB]</b> .
<b>[f] [x!]</b>	42, 0	Calculates the factorial of the displayed number.
<b>[g][x̄]</b>	43, 0	Calculate the Arithmetic Mean of the 'x' and 'y' samples and place the result in stack-X and stack-Y respectively.
<b>[ 1 ]</b>	1	Number digits for entering a number into the stack-X. Also ends key sequence started by <b>[STO]</b> , <b>[RCL]</b> , <b>[LBL]</b> , <b>[FIX]</b> , <b>[SCI]</b> , <b>[ENG]</b> , <b>[SF]</b> , <b>[CF]</b> , <b>[FS?]</b> , <b>[GTO]</b> or <b>[GSB]</b> .
<b>[f] [Py,x]</b>	42, 1	Calculates the permutations of stack-X elements chosen from a total of stack-Y elements; $y! \div (Y - X)! \rightarrow$ stack-X.
<b>[g] [Cy,x]</b>	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.
<b>[ 2 ]</b>	2	Number digits for entering a number into the stack-X. Also ends key sequence started by <b>[STO]</b> , <b>[RCL]</b> , <b>[LBL]</b> , <b>[FIX]</b> , <b>[SCI]</b> , <b>[ENG]</b> , <b>[SF]</b> , <b>[CF]</b> , <b>[FS?]</b> , <b>[GTO]</b> or <b>[GSB]</b> .
<b>[f] [→H.MS]</b>	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.
<b>[g] [→H]</b>	43, 2	Convert the stack-X number from 'H.MMSSdd' form to fractional hours.
<b>[ 3 ]</b>	3	Number digits for entering a number into the stack-X. Also ends key sequence started by <b>[STO]</b> , <b>[RCL]</b> , <b>[LBL]</b> , <b>[FIX]</b> , <b>[SCI]</b> , <b>[ENG]</b> , <b>[SF]</b> , <b>[CF]</b> , <b>[FS?]</b> , <b>[GTO]</b> or <b>[GSB]</b> .
<b>[f] [→RAD]</b>	42, 3	Convert the stack-X value from Degrees to Radians regardless of the current angular mode.
<b>[g] [→DEG]</b>	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 <b>Set Flag</b> 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 <b>Clear Flag</b> 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 <b>is Set Flag?</b> 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 <b>Degrees</b> (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 <b>Radians</b> (0-2 $\pi$ ).
[ 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 <b>Gradians</b> (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 <b>stack-X</b> ≤ <b>stack-Y</b> execute next line, otherwise skip it.
[g] [X<0]	43,10	Used in program execution only. If <b>stack-X</b> < <b>0</b> 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 <b>A</b> .
[g] [x <sup>2</sup> ]	43,11	Calculates and display the square of stack-X.
[ e <sup>x</sup> ]	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>B</b> .
[g] [LN]	43,12	Calculates and display the natural logarithm of stack-X.

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

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

Key	Code	Description
<b>[EEX]</b>	26	Entry in the number exponent edition mode.
<b>[f] [→R]</b>	42,26	Convert a polar coordinate (stack-X = radius; stack-Y = Angle) to orthogonal coordinates (stack-X, stack-Y).
<b>[g] [→P]</b>	43,26	Convert a orthogonal coordinate (stack-X, stack-Y) to polar coordinate (radius in stack-X, angle in stack-Y).
<b>[ - ]</b>	30	Calculates and displays stack-Y minus by stack-X. Also continues key sequences started by <b>[STO]</b> or <b>[RCL]</b> .
<b>[f] [X≠Y]</b>	42,30	Used in program execution only. If <b>stack-X ≠ stack-Y</b> execute next line, otherwise skip it.
<b>[g] [X≠0]</b>	43,30	Used in program execution only. If <b>stack-X ≠ 0</b> execute next line, otherwise skip it.
<b>[R/S]</b>	31	In RUN mode, stop or run the program at current program counter. In PRGM mode, insert the 'R/S' command.
<b>[f] [PSE]</b>	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.
<b>[g] [P/R]</b>	—	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.
<b>[GSB]</b>	32...	Initiates the sequence for calling subroutine label ( <b>[A]</b> to <b>[E]</b> , <b>[0]</b> to <b>[9]</b> , <b>[·]</b> or <b>[I]</b> ).
<b>[f] clear [Σ]</b>	42,32	Clear all the stack registers, the summation storage registers 0 to 5, the <b>[RAN#]</b> seed, and the statistic data list.
<b>[g] [RTN]</b>	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.
<b>[R↓]</b>	33	Roll the stack down (T→Z, Z→Y, Y→X and X→T).
<b>[f] clear [PRGM]</b>	—	In RUN mode, sets the program counter to '000'. In PRGM mode, clears the program memory.
<b>[g] [R↑]</b>	43,33	Roll the stack up (X→Y, Y→Z, Z→T and T→X).

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

Key	Code	Description
<b>[STO]</b>	44...	Initiates the sequence for store stack-X value in a register ([0] to [9], [·], [÷], [x], [-], [+] or [I]).
<b>[f] [FRAC]</b>	42,44	Returns the fractional part of the stack-X value.
<b>[g] [INT]</b>	43,44	Returns the integer part of the stack-X value.
<b>[RCL]</b>	45...	Initiates the sequence for recalling a register ([0] to [9], [·], [÷], [x], [-], [+] or [I]).
<b>[f] [USER]</b>	—	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.
<b>[g] [MEM]</b>	—	Show the number of storage registers available and the number of free program lines remaining.
<b>[.]</b>	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.
<b>[f] [ŷ,r]</b>	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 <sup>2</sup> ) in stack-Y.
<b>[g] [s]</b>	43,48	Calculate the standard deviation of the 'x' and 'y' samples and place the result in stack-X and stack-Y respectively.
<b>[Σ+]</b>	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.
<b>[f] [L.R.]</b>	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.
<b>[g] [Σ-]</b>	43,49	Subtracts the stack-X and stack-Y values to the summation registers and form the statistic data list.