

Memory Description

The **RLM-11CX** calculator has different memory areas dedicated to different functions. The memory areas are:

Memory Area	Description
Stack Registers	X, Y, Z, T and Last-X registers to track calculations. The Last-X is a special register to keep the previous content of stack-X after an operation or function.
Storage Registers	20 General purpose registers numbered from 0 to 19.
Index register [I]	Special General purpose register which can also be used for program looping and control or inertly addressing data storage registers, branches and subroutines.
Program Memory	Stores keystroke sequences in a program for a total of up to 999 program steps or complete commands.
Program Flags	For program flow control the calculator has 10 binary flags the can be tested (more detail in the “ Programs ” topic)

Stack Registers X, Y, Z ,T and Last-X

During calculations the automatic Stack retains and returns intermediate results. The number that appears in the display is always the number in the Stack-X Register.

When a numeric function or operation is executed, a copy of the value that was in the X register is stored in the Last X register. Pressing **[g]** **[LSTX]** retrieves the Last X register to the Stack X register.

Storage Registers:

The calculator has 20 general purpose memory registers for storing (**[STO]**) or recalling (**[RCL]**) numbers involving the displayed stack-X register.

Index Register:

The index register “**I**” is one of the most powerful programming tools available in the calculator. In addition to simple storage and recall of numbers, the index register allows to perform program loops and indirect addressing (see the **Programs** and the **Index Register** topic).

Program Memory:

Up to 999 program steps can be recorded independently from the other memory registers (see the **Programs** topic).

Clearing Data:

Command	Description
[←]	Deletes the last digit during number entry or clears the stack-X. In program mode deletes the current program line.
[g] [CLx]	In running mode, clears stack-X to zero. In program mode records the CLX function.
[f] clear [Σ]	Clears the summation storage registers 0 through 5, the statistics data list and the stack.
[f] clear [PRGM]	In RUN mode, sets the program counter to '000'. In PRGM mode, clears the program memory.
[f] clear [REG]	Clears all 20 general purpose storage registers, the Index registers the statistics data list and, clears all the 10 flags.
[f] [PREFIX]	Clears the current key sequence and display the 10 digit mantissa of the number in the stack-X register.

Storage Register Operations:

- STO** “0” to “9” : Stores the displayed number in register “0” to “9”.
RCL “0” to “9” : Recalls register “0” to “9” to the X-stack register.
- STO** • “0” to “9” : Stores the displayed number in register “10” to “19”.
RCL • “0” to “9” : Recalls register “10” to “19” to the X-stack register.
- STO** + “0” to “9” : Adds the displayed number to register “0” to “9”.
RCL + “0” to “9” : Adds register “0” to “9” to the X-stack register.
- STO** - “0” to “9” : Subtracts the displayed number from register “0” to “9”.
RCL - “0” to “9” : Subtracts register “0” to “9” from the X-stack register.
- STO** x “0” to “9” : Multiplies register “0” to “9” by the displayed number.
RCL x “0” to “9” : Multiplies the displayed number by register “0” to “9”.
- STO** ÷ “0” to “9” : Divides register “0” to “9” by the displayed number.
RCL ÷ “0” to “9” : Divides the displayed number by register “0” to “9”.
- STO** y^x “0” to “9” : Rises register “0” to “9” by the displayed number.
RCL y^x “0” to “9” : Rises the displayed number by register “0” to “9”.

Note: The Storage Register operations described above can be used in the same way with most of the variables in the **OPT** menus.

Index Registers Operations:

- STO I** : Stores the displayed number in the index register.
RCL I : Recalls index register to the X-stack register.
- STO + I** : Adds the displayed number to the index register.
RCL + I : Adds index register to the X-stack register.
- STO - I** : Subtracts the displayed number from index register.
RCL - I : Subtracts index register from the X-stack register.
- STO x I** : Multiplies index register by the displayed number.
RCL x I : Multiplies the displayed number by index register.
- STO ÷ I** : Divides index register by the displayed number.
RCL ÷ I : Divides the displayed number by index register.
- STO y^x I** : Divides index register by the displayed number.
RCL y^x I : Divides the displayed number by index register.

Indirect Registers Operations:

- STO (i)** : Stores the displayed number in the register “n”.
RCL (i) : Recalls “n” register to the X-stack register.
- STO + (i)** : Adds the displayed number to the “n” register.
RCL + (i) : Adds “n” register to the X-stack register.
- STO - (i)** : Subtracts the displayed number from “n” register.
RCL - (i) : Subtracts “n” register from the X-stack register.
- STO x (i)** : Multiplies “n” register by the displayed number.
RCL x (i) : Multiplies the displayed number by “n” register.
- STO ÷ (i)** : Divides “n” register by the displayed number.
RCL ÷ (i) : Divides the displayed number by “n” register.
- STO y^x (i)** : Divides “n” register by the displayed number.
RCL y^x (i) : Divides the displayed number by “n” register.

Where “n” is the integer part of the number stored in the index register.
(“n” should be < 20)

As a special feature, the RLM-11CX calculators includes a tool to view, reset and backup the calculator’s memory. To show it, press the **OPT key and in the section “6) Utilities” touch the “Memory” button.**