TRS-80®

Model 100 Portable Computer

Spectaculator®

Quick Reference

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SPECTACULATOR® QUICK REFERENCE

Entry Marker Movement

Note: Data is not erased when you move the entry marker.

	Moves entry marker to the cell on the right.
←	Moves entry marker to the cell on the left.
	Moves entry marker up to the cell in the previous row.
①	Moves entry marker down to the cell in the next row.
SHIFT)	Moves entry marker to first column of the next window.
SHIFT)	Moves entry marker to first column of the previous window.
SHIFT (A)	Moves entry marker to first row of the previous window.
SHIFT (*)	Moves entry marker to first row of

Special Keys

ENTER After typing command, number, text, or formula, computer executes command or "enters" information in worksheet.

the next window.

ENTER)	Exits input mode and returns to command mode. Exits all help screens. Displays the help list for a command menu or a specific command's help list.	DF (F7) ME (F8)	Display Formula — Displays column and/or row formula on which the marker is currently positioned. Menu — Returns you to Main Menu or allows you to start a new
BKSP	Backspaces cursor in input mode. Moves cursor left one character and erases previous character.	IR ((F1))	worksheet. Insert Row — Position entry marker on desired row to enter new data or create a blank row. Data and
ESC	In input mode, erases previous entry at current marker position, allowing you to reenter data.	*	formula previously in that row shift downward. Other formulas change to reflect insertion.
(SHIFT)(PAUSE)	Exits input mode and returns to command mode.	IC (<u>F2</u>)	Insert Column — Position entry marker on desired column to enter new data or create a blank column. Data and formula previously in that column shift to the right. Other formulas change to reflect
(TAB)	In command mode, displays next command menu at the bottom of the screen.		
Commands			insertion.
ET ((F1))	Enter Text — Position marker and enter text. Limit: 36 characters.	DR (F3)	Delete Row — Position marker on desired row to erase numbers, text, and formulas in that row. Other
EN (<u>F2</u>))	Enter Number — Position marker and enter number. Limits: 14)	formulas change to reflect deletion.
	significant digits, $1 \times 10E62$ and $1 \times 10E-64$.	DC (F4)	Delete Column — Position entry marker on desired column to erase numbers, text, and formulas in that
CW (F3)	change column width, enter		column. Other formulas change to reflect deletion.
		CR (<u>F5</u>)	Clear Row — Position entry marker on desired row to erase all calculated values in that row.
CA (<u>F4</u>)	Calculate — Computes and displays the values.		salearated values in that low.

	,				
CC (F6)	Clear Column — Position entry marker on desired column to erase all calculated values in that column.			values will be displayed, and enter formula. Operation symbols include +, -, and all symbols and functions listed below.	
MM (F1)	Move Marker — To move entry marker to specific cell, enter Row No., Column No. Press (ENTER) to move marker to Cell 1,1.		CF (F6)	Column Formula Entry — Position marker on column in which calculated values will be displayed, and enter formula. Can	
LO (F2)	Load from Tape — Current worksheet must be empty. Ready tape recorder, type filename, and			include all operation symbols and functions used in Row Formula Entry.	
	press ENTER . Worksheet appears on the screen.	4	*	Multiplication.	
			1	Division.	
SĀ (F3)	Save on Tape — Ready tape recorder, type filename (up to six characters), and press (ENTER).		()	Indicates to perform enclosed operation first.	
FR (<u>F4</u>)	Free Memory — Displays number of free bytes in memory left to enter data in worksheet.		^	Exponential symbol. Number following ^ is power used to raise number preceding ^	
LI (F5)	List to Printer — Move marker to		PI	Uses 3.1415926535898 as the value for pi.	
	first cell to be printed, select LI command, move marker to last cell to be printed, and then press (ENTER).		I	Indicates an integer calculated value. Rounds off the numbers to the left of the decimal. Type I before the formula.	
PS (F6)	Partial Save — Move marker to first cell to be saved, select PS command, move marker to last cell to be saved, and then press (ENTER).	4	, D	Indicates a decimal calculated value carried out to a maximum of 14 significant digits. Type D before the formula.	
Formula Commands, Operation Symbols,			Note: If neit	Note: If neither D nor I is given before the formula,	

Formula Commands, Operation Symbols, and Functions

RF (F5)

Row Formula Entry — Position
marker on row in which calculated

4

two decimal places.

the decimal calculated value is carried out to

Note: In the following 17 functions, type the
function's three-letter abbreviation followed
by the constant, or column or row number
enclosed in parenthesis.

SQR Takes the square root(s) of the number, or the values in the column or row following SQR.

SUM Adds the values starting from the column or row following SUM to the column or row where marker is positioned or text is entered.

SMT Gives cumulative totals plus the final computed total of the row or column following SMT.

MIN Gives the minimum value of the numbers starting from the row or column following MIN.

MAX Gives the maximum value of the numbers starting from the row or column following MIN.

AVE Gives the average value of the numbers starting from the row or column following AVE.

Note: For all trigonometric functions, worksheet values for angles must be entered in radians.

Calculated values will be in radians.

SIN Gives the sines of the values in the row or column following SIN.

Gives the cosines of the values in the row or column following COS.

TAN Gives the tangents of the values in the row or column following TAN.

ATN Gives the arctangents of the values in the row or column following ATN.

EXP Gives the "natural" antilogs of the values in the row or column following EXP.

LOG Gives the natural logarithms of the values in the row or column following LOG.

ABS Gives the absolutes of the values in the

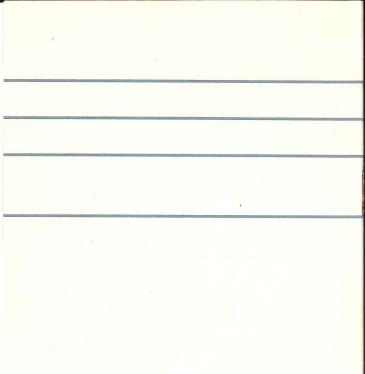
row or column following ABS.

SGN Gives $\alpha - 1$ for negative numbers, 0 for zeroes, and 1 for positive numbers in the row or column following SGN.

FIX Gives the whole number portions of the values in the row or column following FIX. (For negative numbers, truncates and does not round up to nearest whole number.)

INT Gives the whole number representations of the values in the row or column following INT. For both negative and positive numbers, gives the negrest whole number.

RND Returns a pseudo-random number between 0 and 1 for the values in the row or column following RND.



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