DMCP Help Development

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Help Navigation

Global navigation

Use F1 or F6 to exit

Use F2 to jump to element with id='Home' or to beginning of the file if it doesn't exist Use F3 to open help file from disk

Navigation keys

Press + to move one line forward

Press - to move one line backward

Press × to move one page forward

Press ÷ to move one page backward

Use arrow keys to navigate to next/previous link

ENTER to follow link

← to go back to place where was ENTER used.

Arrow keys just jump to the next page if there is no link to navigate to.

Numpad-like navigation keys

2/8 - single line down/up

3/9 - page down/up

4/6 - prev/next link (same as arrows)

5 - follow the link (same as ENTER)

7 - 'Home' - same as F2 - see above

About Help Browser

The DMCP system supports extremely lightweight implementation of HTML which covers just small fraction of the format. Almost all supported formatting is used in this help file.

If you want to write your own help file it is strongly recommended to take this help file as starting point and follow the structure of the HTML. Then check the appearance in calculator browser, whether it looks as expected.

See "Special characters available" for list of supported characters in help file.

Special characters available

This list of special characters supported in help files.
seq">HTML &xxx; sequences
d> a href="#unichars">Unicode characters

- Letters
- Letters
- Ligatures
- Greek
- Punctuation marks
- Arrows
- Symbols
- Graphics

+

HTML &xxx; sequences

| 11 | as |
|---------------|------|
| & | as & |
| > | as > |
| < | as < |
| ▼ | as ▼ |
| A | as 🛦 |
| | as ↓ |
| | as ↑ |
| ← | as ← |
| \rightarrow | as → |
| ſ | as ∫ |
| ± | as ± |
| ÷ | as ÷ |
| × | as × |

| Σ | as Σ |
|---|------|
| | |
| + | |
| + | |

Unicode characters

U+xxxx notation means Unicode character placed directly in help file.

Letters

| Ä | U+00C4 |
|---|--------|
| Å | U+00C5 |
| Æ | U+00C6 |
| Ñ | U+00D1 |
| Ö | U+00D6 |
| Ü | U+00DC |
| Е | U+1D07 |

+ +

Ligatures

| | U+FB01 |
|--|--------|
| | U+FB02 |

+ +

Greek

| Σ | U+03A3 |
|---|-------------------------|
| μ | U+03BC |
| π | U+03C0 |
| Γ | U+0393 (Transliterated) |
| θ | U+03B8 (Transliterated) |

+ +

Punctuation marks

| _ | U+2014 |
|---|--------|
| , | U+2019 |
| | U+2026 |
| ذ | U+00BF |

+ +

Arrows

| ← | U+2190 |
|---------------|--------|
| | U+2191 |
| \rightarrow | U+2192 |
| | U+2193 |
| | U+21B2 |

+ +

Symbols

| 0 | U+00B0 |
|--------------|------------------|
| × | U+00D7 |
| ÷ | U+00F7 |
| \checkmark | U+221A |
| | U+2220 or U+2221 |
| ſ | U+222B |
| ≠ | U+2260 |
| ≤ | U+2264 |
| 2 | U+2265 |
| | U+240A |
| | U+241B |

| £ | U+00A3 |
|---|--------|
| | |
| + | |
| + | |

Graphics

| | U+2592 |
|----------|--------|
| | U+25A0 |
| | U+25B6 |
| ▼ | U+25BC |
| A | U+25B2 |
| • | U+25C4 |

+

Example Doc

- Symbols used in this guide
- Fx Buttons without menu
- Stack
- Registers
- Angular Modes
- Number Formats
- Implemented Functions

```
+ +
```

Symbols used in this guide

A 123 represents a soft button or anything on the LCD A STO represents a physical button

Stack

Stack consists of 10 registers. All arithmetic operations use for arguments and results top level of

the stack as is usual for RPN machines.

Stack registers could be also accessed using RCL and STO with negative indexes -1 to -9.

Example of stack display:

[.lcd]#6: 0 # [.lcd]#5: 0 # [.lcd]#4: 0 # [.lcd]#3: 0 #

[.lcd]#2: 321232.123E-12 # [.lcd]#1: 54.344234342 #

[.lcd]#0: 123.32 #

Registers

Register area consist of **100 registers**. Registers could be accessed using RCL and STO with indexes 0 to 99.

Fx Buttons without menu

| F1 | Displays this Help |
|----|---------------------|
| F2 | |
| F3 | |
| F4 | |
| F5 | Decreases font size |
| F6 | Increases font size |

+ +

Angular Modes

Pressing MODES button cycles through angular modes

| DEG | Degrees |
|------|----------|
| RAD | Radians |
| GRAD | Gradians |

```
+
+
Current angular mode is displayed in status line. +
```

+

Number Formats

Press DISP - selection menu appears

| None | No special format |
|------|----------------------------|
| FIX | Fixed decimal places (ARG) |
| SCI | Scienti□c notation (ARG) |
| ENG | Engineering notation (ARG) |

```
+
(ARG): Takes number of fractional digits (i.e. digits after decimal
point) as argument from stack. +
+
```

Implemented functions

[1/x], [\sqrt{x}], [LOG], [LN], [x^2], [y^x], [10^x], [e^x], [STO], [RCL], [R \square], [SIN], [COS], [TAN], [%], [π], [ASIN], [ACOS], [ATAN],