

Atari Calculator Cheat Sheet

Courtesy of InverseATASCII
<http://inverseatascii.info>

Keys:

S-1 (!)	Factorial
S-2 (``)	Reset
S-3 (#)	Start Program Mode
S-4 (\$)	End Program Mode
S-5 (%)	Modulo
S-6 (&)	Logical AND
S-7 (`)	Run
S-8 (@)	Continue
S-- (-)	Change sign
S== ()	Logical OR
S-* (^)	Raise to a power
S-` ([)	Push contents of X register
S-. (])	Pop contents of X register
S-/ (?)	Print
C--	Back Step
C==	Single Step
C-+	Exchange X & Y registers
C-*	Insert Number
DEL	Clear prompt
C-CLR/S-CLR	Clear prompt, set x to 0, reset stack
RESET	Clear back to ON state (program memory and registers not cleared)

Commands:

ALP/ALGN/RPN	Set computational mode
DEG/RAD	Set angular mode
DEC/OCT/HEX	Set number base
BITSn	Set number size for octal and hex modes
FIX	Set decimal display precision (enter NOP to exit)
CLX	Clear X Reg
CLR	Clear Stack (or S-CLR / C-CLR)
CLPROG	
CLMEM	Clears all memory locations (0)
XCHGY	Exchange X and Y
STO	Stores X into location you specify
RCL	Recall location into X
LISTM	Lists memory location (first location, last location) C-1 to

pause

SUM	Adds X to memory location
XCHM	Exchange X with memory location
A/ABS	Absolute value (make positive)
CH/CHGSGN	Change sign
FR/FRAC	Fraction - keep just the fraction portion of number
INT	Integer - return integer portion of number (rounded if
needed)	
PI	Value of PI
RE/RECIP	Reciprocal (1 divided by same number)
ROU/ROUND	Round to nearest int (.5+ rounds up)
SQU/SQUARE	Compute square of number
SQ/SQRT	Compute square root of number
TRU/TRUNC	Truncate removes the fraction part of a number
PRO/PROG	Switch to programming mode
DOS	Exit to DOS (rerun to return)
PROG	Enter / Exit program mode