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  Clears all memory locations (0)
CLMEM  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