Program Creation on RPN-67 SD

A short tutorial

In this step-by-step example, we'll create a program card of a program that calculates the cube root of the sum of the stack registers X and Y.

We'll start with a clean machine: remove any card in the card slot by swiping it right.

Enter **W/PRGM** mode, then clear the program memory:

1. Tap **`f CLx`**

2. Tap the following keys:

```
f SST A
3 h 1/x
h RTN
```

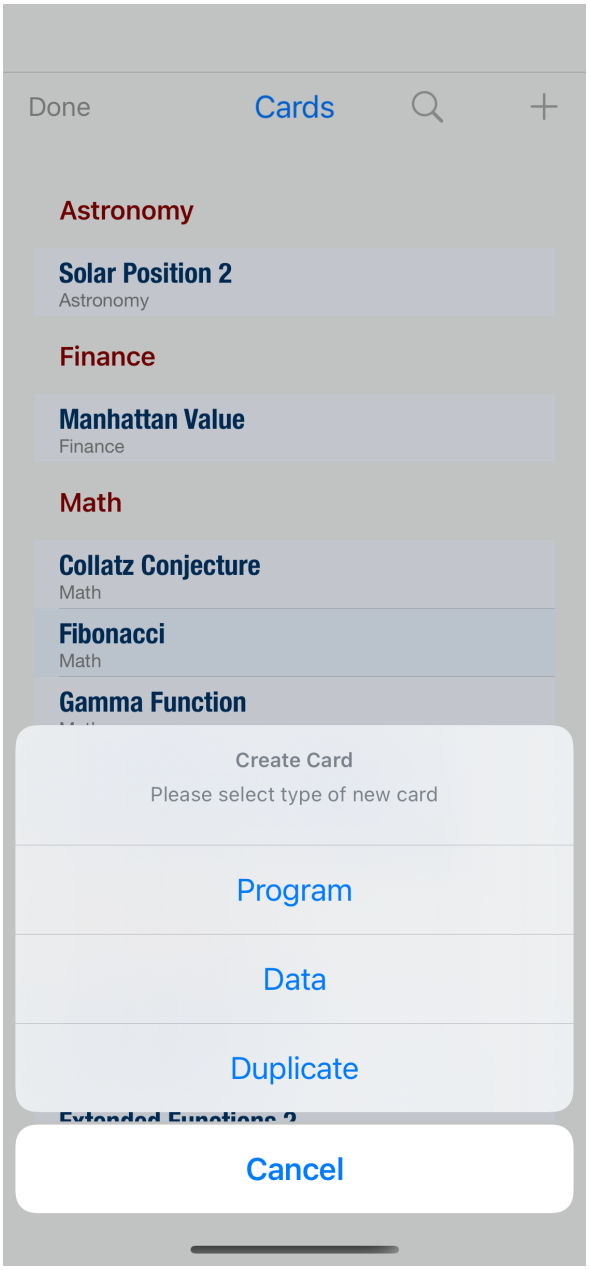
3. *(Optional)*
Tap the display, check your entries, then tap Cancel.

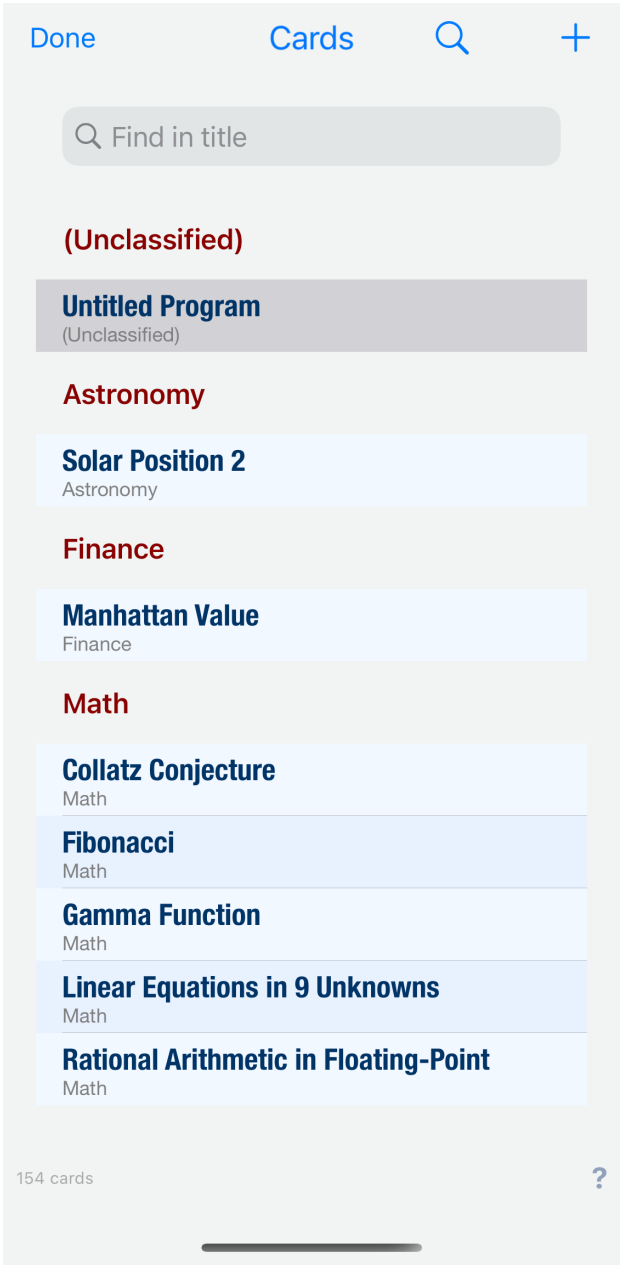
4. **Double-tap** the **display** to open the *Card Manager.*

5. Tap "**+**" to create a new card
   Tap "Program"

6. A card named *Untitled Program* appears in the category "Unclassified".

Tap **Untitled Program**:





7. Create a **title**:
    Tap the the title, change the text into **Cube Root of x+y**.

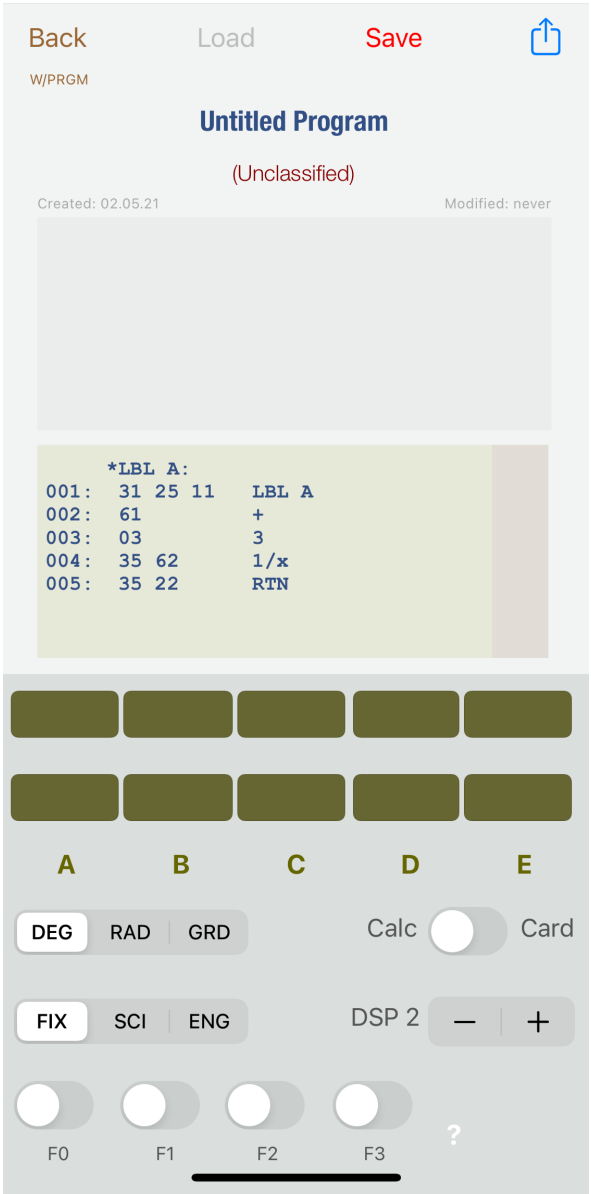
8. Define a **category**:
    Tap "(Unclassified")
    Tap "My Programs"
    Tap "Select"

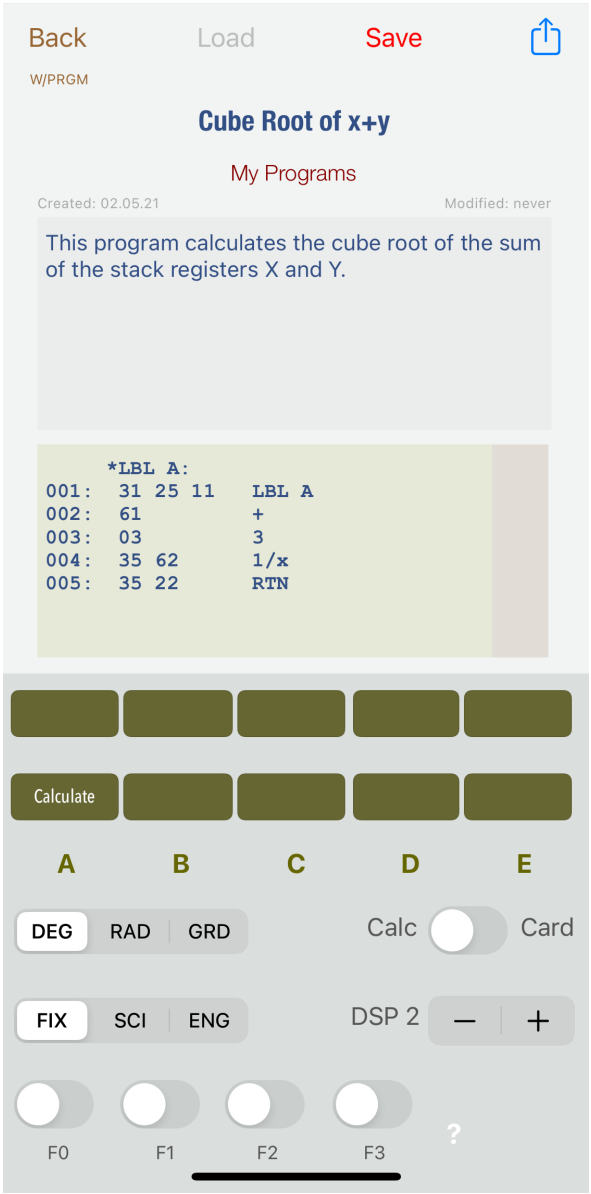
9. *(Optional)* Add a **description** in the light-gray area.

10. Click in the rectangle above the letter **A**.
    Enter *Calculate*, followed by tab or return.

11. Tap **Save** (in red) at the top *(scroll down if necessary).*

12. Tap **Load** to load the changed card into the calculator.





13. Back in the calculator view, switch to **RUN mode**.

14. Enter:
    `100 ENTER 25`
    Tap **A** to see the result: 0.33

15. This is obviously wrong. It should be 5.00.

16. **Swipe** the card **left** to see the program.

17. There's a **y^x** instruction missing after step 004.

Card Content

```
     *LBL A:
001:  31 25 11    LBL A
002:  61          +
003:  03          3
004:  35 62       1/x
005:  35 22       RTN
006:  84          R/S
```

18. **Swipe right** to return to the calculator.

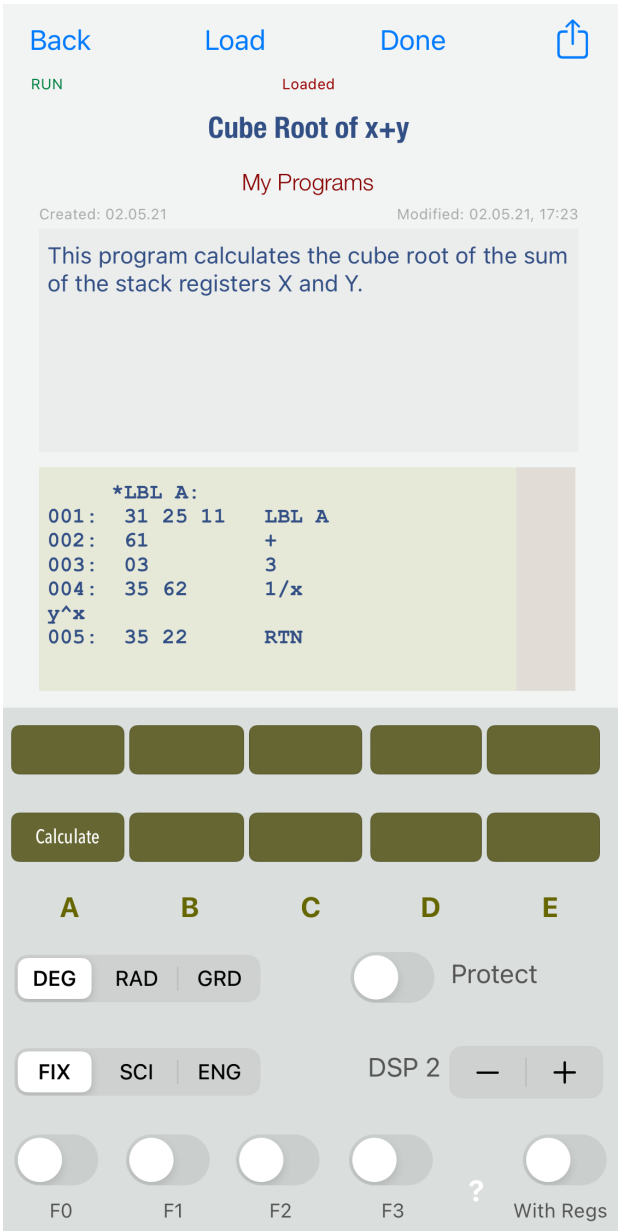
There are **two ways to fix** the program and store it on the card:

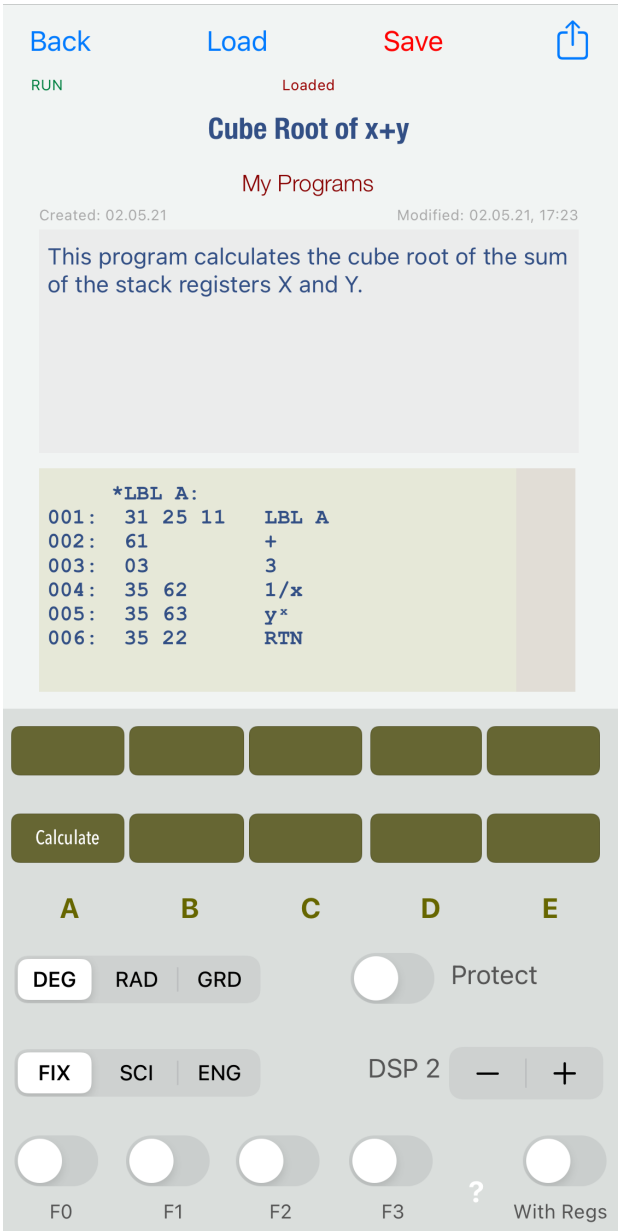
19a. In W/PRGM mode, add the missing instruction, double-tap the display, tap the program card, then "Save" and "Load".

OR (as shown below):

19b. In **RUN** mode, **double-tap** the display, then **tap** the **program card** to see the incorrect program.

Tap at the end of step 004, and hit the **return key**.
Type **y^x**, then tap in an unused area.
Tap the red **Save** button at the top.
Tap **Load**.





20. Enter:

`100 ENTER 25`

Tap **A** to see the result: 5.00, as expected

Now **remove the card** from the calculator and **clear the program** memory:

21. **Swipe** the card **right**.
    Tap "*Yes, clear memory*"

Program memory is cleared, the card disappears. The program doesn't work anymore.

22. **Double-tap** the display.

23. Locate the program card **Cubic Root of x+y** in the list.

24. Double-tap it to **load** the program.

25. Enter values x and y, then tap **A** to verify the program is loaded and working.