
Calculator Card for Livescribe™ Smartpens

About the Calculator Card

The calculator card performs basic math functions, as well as many useful scientific functions. The back side of the card also provides standard Paper Replay™ and status controls. To use the calculator, tap on the printed keys with the tip of your Livescribe™ smartpen.



Basic Math Functions

The calculator displays results and accepts input of numbers up to a length of 11 characters. If a result is longer than 11 digits, the calculator displays it in exponential notation. You can tap on the  key to toggle between positive and negative numbers.

Using Basic Math Operators

Basic math operators function like a typical desk calculator. Tap a number, an operator, another number, and an equal sign to see the answer displayed.

If you tap the equal sign directly after the operator, the calculator performs the operation on the initial number that you tapped.

Example: Tap '6 x ='. The displayed result is 36.

If you tap more than one operator in a row, only the last operator is kept.

Example: Tap '6 x + 4 ='. The result is 10. The '+' replaces the 'x'.

If you tap the equal sign repeatedly in succession, it will repeat the previous calculation.

Example: Tap '3 + 4 = =' The initial result is 7. Then, 4 is added to 7 equaling 11.

Using Parentheses in Expressions

Normally the calculator respects the standard order of operations in an extended expression. However, you can use parentheses in an expression to control the sequence of execution. You can nest parentheses in order to further control of the calculation sequence. Each time you tap a close parenthesis, the calculator calculates and displays the result of the enclosed expression.

Using Clear Entry (CE) and Clear (C) Keys



Tap the  key to clear the current entry. Tap the  key to clear an entire expression, including any pending operator. Neither key clears values in memory.



Using Memory Keys

You can store numbers in the memory register. When a value is present in memory an M indicator appears. When the value in memory changes, the indicator on your smartpen display blinks. When the value in memory is zero, the memory indicator disappears.



Adds the currently displayed value to the value in the memory register.



Subtracts the currently displayed value from the value in the memory register.



Displays the value currently in the memory register.



Sets the memory value to "0".

Using Scientific Functions

The Scientific section of the calculator includes several specialized operators and functions.

Using Special Math Operators

For some scientific calculations, you only need to enter one number followed by an operator to obtain a result. These include: , , , , , , , and . When you enter a number followed by one of these keys, the result is displayed immediately. Example: To square 7, tap '7 '. The result is 49.

You can use the  key to raise a number y to the power of a number x. Example: Tap raise 2 to the power of 3, tap '2  3 ='. The result is 8.

You can use the  key to generate a random number between 0 and 1.

Using Trigonometry Functions

Trigonometric calculations such as sine, cosine, and tangent must be made in degree, radian, or gradian mode. The calculator is in degree mode by default, and returns to degree each time you turn off your smartpen.

The  key toggles between degree, radian and gradian mode. If you use a trigonometry function, or use the  key to change modes, an indicator of the current mode will appear.

NOTE: You cannot use the  key to convert a completed calculation. Use it to set the mode before beginning the calculation.

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