

RedCrab

The Calculator

User Manual

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RedCrab The Calculator

Version 3.10

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We are not liable for any error in software or manual. Usage at your own risk.

System requirement

Minimum Pentium P4 and 250MB RAM.

Operating system: Microsoft Windows.

The following fonts: ***Courier New*** and ***Symbol*** must be installed in your system.

These fonts belonged to Microsoft *Windows systems.

No installation of the software is required. You can just copy the software to your system and starts the programs.

Calculation range: $1.7e\ 308$ to $5e-324$

Accuracy: 18 digits

Display: 15 digits

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RedCrab – The Calculator

RedCrab is a scientific calculator with a full screen editor. Mathematical expressions are not entered here in a single command line, but writing in any editor position similar to a sheet of paper.

The handling of the basic functions is just like a conventional calculator. There is no training required. Whoever can operate a pocket calculator can also use RedCrab without studying the manual. This guide describes fundamentally the advanced features which a normal calculator does not possess.

1.0 Mathematical Expressions

1.1 Basics

You can write your formula basically at any editor position. Any expression may occupied any number of rows and columns. It not allowed to split a expression and continue in the next row.

Wrong: $z = 12+14+15+20$
 $+5+10$

Correct: $z = 12+14+15+20+5+10$

Correct: $X = 12+14+15+20$
 $Z = X+5+10$

RedCrab accepts different formats at the input of mathematical expressions:

a) $17 + 4$

b) $X = 17 + 4$

c) $17 + 4 =$

d) $X = 17 + 4 =$

Result is displayed below, depending on the format used. Input in the editor will be displayed in black letters. The output of the calculator is printed in blue.

a) $17 + 4$
 21

b) $X = 17 + 4$
 $X = 21$

c) $17 + 4 = 21$

d) $X = 17 + 4 = 21$

You can write several mathematical expressions on one work sheet. The expressions result displays only if terminated with equal sign.

Example 1:

$$a+b = 108$$

$$a=27+9 = 36$$

$$8*4 = 32$$

$$b=12*6 = 72$$

Example 2:

$$a+b = 108$$

$$a=27+9$$

$$8*4 = 32$$

$$b=12*6$$

If no expression is terminated with an equal sign, the first result will be displayed below the bottom expression.

Example:

$a+b$

$a=27+9$

$b=12*6$

108

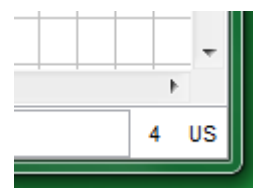
Several mathematical expressions can be written per row. Between each mathematical expression, there must either a minimum number at blank columns (defined in *Menu Options.Column Space*) or a colon must be set.

Example 1:

			a	=	3	:	b	=	a	+	7								

Example 2:

			a	+	7						b	=	a	+	7				



The minimum distance displayed at bottom right corner, next to the keyboard setting. In example 2 the minimum distance is set to 4 columns.

An equal sign behind a formula is always assigned to the previous formula, even if the distance to the formula is greater than the column space setting. In the example right, the distance of the equal sign is up to eight columns, although the minimum distance is only four columns.

$C1 = \frac{1}{2\pi f_H Z\sqrt{2}}$	$= 5.024 \cdot 10^{-6}$
$L1 = \frac{Z\sqrt{2}}{2\pi f_H}$	$= 643.1 \cdot 10^{-6}$
$C2 = C1$	$= 5.024 \cdot 10^{-6}$
$L2 = L1$	$= 643.1 \cdot 10^{-6}$
$C3 = \frac{1}{2\pi f_L Z\sqrt{2}}$	$= 17.58 \cdot 10^{-6}$

Close proximity can caused unexpected errors. For error localization RedCrab marked the cell where an error is detected with a blue frame. It also marks the incorrect formula with a red frame. In the example below, an invalid assignment is signaled. The red box shows, however, that two formulas were joined because the distance is too close. The setting in this example is 4 columns, the distance between the formulas is only 2 columns.

$Q_s = \frac{2\pi f_o L}{R}$	$L = 2.5 \cdot 10^{-3}$
------------------------------	-------------------------

1.2 Simple Addition

1. Enter the expression $17 + 4$
2. For result press $\langle Ctrl + Enter \rangle$

The $\langle Ctrl + Enter \rangle$ key starts RedCrab and displays the result. Alternative click the function panels *Enter* button.

The display shows:

$17 + 4$

21

The result is displayed below the expression, beginning in the same column. Results are always displayed in blue.

1.4 Assignment of Values

1. Enter the expression $17 + 4 + X$
2. Enter the assignment $X = 43$
3. For result press $\langle Ctrl + Enter \rangle$

RedCrab displays the result: 64

The display shows:

1 7+4+X

X=43

64

The assignment can be entered at any position below the expression

1.5 Equation

The same expression as above, however as an equation.

1. Enter the equation $Z = 17 + 4 + X$
2. Enter the assignment $X = 43$
3. Press $\langle Ctrl + enter \rangle$ to display the result

The display shows:

Z=1 7+4+X

X=43

Z=64

1.6 Exponent

The expression: $c = a^2 + 4^2$.

1. Enter the expression: $c = a$ <Ctrl + 2> + 4 <Ctrl + 2>
2. Press <Ctrl + Enter> to display result.

The keys <Ctrl + 2> write the exponent 2. With the keys <Ctrl + 3> you can write the exponent 3. For use of any other values for exponents, press the <Ctrl+6> keys to enter the *Super* mode. Then enter the exponent value. Press <Enter> to leave super mode.

The display shows:

$$c=a^2+4^2$$

$$c=16+a2$$

The example above includes no assignment for a , so RedCrab can only eliminate the exponent of 4. The following example shows the assignment and its solution.

The display shows:

$$c=a^2+4^2$$

$$a=3$$

$$c=25$$

1.7 Subscript and Implied Multiplication

Enter the formula: $X_L = \omega L$

1. Press the following keys : X <Ctrl + _> L <Enter> = <Ctrl + W> L
2. Enter the assignment $\omega=2\pi f$; press the keys : <Ctrl + W> = 2 <Ctrl + P> f
3. Enter the assignment $f = 2200$
4. Enter the assignment $L=0.8 \cdot 10^{-3}$; press the keys : L = 0.8 10 <Ctrl + 6> - 3 <Enter>
5. Press the keys <Ctrl + Enter>

With the keys <Ctrl + underscore> you can switch *Subscript* on / off.
Alternative use <Enter> to leave *Subscript* region.

The *Ctrl* key shifts the letters to the alternative font. The example above shows that the keys <Ctrl + P> displayed the Hellenic letter Pi (π).

The display shows:

$$X_L = \omega L$$

$$\omega = 2 \pi f$$

$$f = 2200$$

$$L = 0.8 \cdot 10^{-3}$$

$$X_L = 11.1$$

The example above show three important features of RedCrab: the subscript mode, the implied multiplication and assignment of a formula to a variable ($\omega=2\pi f$).

Implied multiplication means you do not need to include the multiplication operator

Example: RedCrab interprets $X_L = \omega L$ as $X_L = \omega * L$

RedCrab interprets a sequence of letters, for example, *ab*, as different variable. Exclude subscript letters, for example X_L . Subscript letters always belong to the variable on the left.

Example:

$$abc : a * b * c$$

$$3ab : 3 * a * b$$

$$2X_L = 2 * X_L$$

$$R_1 R_2 = R_1 * R_2$$

Use the Escape mode if you want a sequence of letters for a single variable.
Read more about the Escape mode in the description below.

1.8 Fraction and Square Root

Enter a formula with a fraction and a square root.

1. Enter the fraction line and the numerator : $f = \text{<Ctrl + /> <Enter> 1 <Enter>}$
2. Enter the denominator : $2 \text{ <Ctrl + P> <Ctrl + 1> LC}$
3. Assignment L : $L=0.8 \text{ } 10 \text{ <Ctrl + 6> - 3}$
4. Assignment C: $C=4.7 \text{ } 10 \text{ <Ctrl + 6> - 6}$
5. Press <Ctrl + Enter> for result.

The display shows:

$$f = \frac{1}{2\pi\sqrt{LC}}$$

$$L = 0.8 \text{ } 10^{-3}$$

$$C = 4.7 \text{ } 10^{-6}$$

$$f = 2.596 \text{ } 10^3$$

To write a fraction line press < Ctrl + / > (forward slash) key. Read more information below about fractions in the description.

The keys <Ctrl + 1> write a root symbol at the cursor position, and then mark the range which should be below the root. Click the root symbol and the editor draw the root line above the marked range. Read more information about square roots in the description below.

1.9 Hexadecimal Input

The RedCrab editor accepts input of hexadecimal numbers up to 13 digits. The hexadecimal number must mark with a dollar symbol before it. The use of small or capital letters are allowed.

Example:

\$1F2A or 1f2a

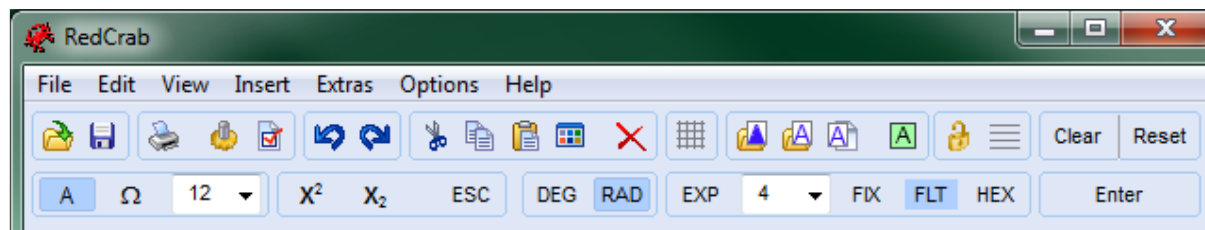
You can use a hexadecimal number in any position of a formula like decimal numbers. Between the hexadecimal number and the following number or variable must be a space or operator symbol.

Example:

Correct: \$1F2A*X or \$1F2A X

Wrong: \$1F2AX => generate an error message.

2.0 The Toolbox



Picture 3.1

2.1 Fonts

The editor used the *New Courier* and *Symbol* fonts. They are usually included with Windows operating system. *New Courier* is the default font. The *Symbol* font includes *Hellenic* letters and special symbols.

You can toggle between the fonts by mouse click on the $\langle a \rangle$ and $\langle \pi \square \rangle$ buttons, left on the toolbar, or press $\langle \text{Ctrl} + .(\text{dot}) \rangle$ keys. The button of the activated font is displayed in blue.

Usually the *New Courier* font is in use. Alternative font is generally needed for certain *Hellenic* letter. Without switching the font you can type in single letter of the alternative font by pressing the $\langle \text{Ctrl} \rangle$ key. Example: press $\langle \text{Ctrl} + P \rangle$ to write the character π or $\langle \text{Ctrl} + L \rangle$ to write the letter λ . Conversely, if the *Symbol* font is switched on, press *Ctrl* key to use *New Courier* font.

2.2 Font Size

Next to the Font buttons the toolbox show the font size. You can change the font size with use of the combo button at the right or write the new font size in the box. The maximal font size is 512.

2.3 Superscript

Use Superscript to write an exponent. Toggle the Superscript mode per mouse click on the toolbox $\langle a^x \rangle$ button. With the keyboard you can toggle with $\langle \text{Ctrl}+6 \rangle$ or $\langle \text{Shift}+\wedge \rangle$, the $\langle \text{Enter} \rangle$ key leave the Superscript mode.

Following additions were made in Version 1.33:

- Superscript mode can be enabled / disabled using the function key $\langle \text{F3} \rangle$.
- Superscript mode disabled if you enter a non alpha numeric sign .Same thing if you select cells.
- If Superscript is activated when the cursor is on a character, the character under the cursor changed from normal letters in superscript.
- Similarly, the character can be reseted by superscript in normal font. The superscript mode is not enabled in this case, only the sign is changed.
- As described above you can change selected cells to superscript or reset.

2.4 Subscript

Toggle Subscript mode per mouse click on the toolbox $\langle a_x \rangle$ button. The *underscore_* key and $\langle \text{Ctrl}+_ \text{ (underscore)} \rangle$ toggles *Subscript* too. The $\langle \text{Enter} \rangle$ key leaves the Subscript mode.

Following additions were made in Version 1.33:

- Subscript mode can be enabled / disabled using the function key $\langle \text{F4} \rangle$.
- Subscript mode disabled if you entering a non alpha numeric sign. Same thing if you select cells.
- If Subscript is activated when the cursor is on a character, the character under the cursor changed from normal letters in subscript.
- Similarly, the character can be reseted by subscript in normal font. The subscript mode is not enabled in this case, only the sign is changed.

- As described above you can change selected cells to subscript or reset.

2.6 Escape

A mouse click on the *<Esc>* button toggles the Escape mode. You can leave the Escape mode with the *<Enter>* key. If the editor is in Escape and Superscript mode the *<Enter>* key leaves Escape mode only.

Read below the description about Escape mode.

2.7 DEG / RAD

The *<DEG>* and *<RAD>* buttons select the input to a trigonometric function.

<DEG>: input must be in degrees.

<RAD>: input must be in radians.

The selected button is displayed in blue.

2.8 Exponent - EXP

If the *<EXP>* button switched on (displayed blue), the calculator write the result as power of ten.

2.9 Decimal Digits

Next to the *<EXP>* button you can change the number of decimal digits in your result. To change the decimal digits click the up/down button right or change the number in the display. RedCrab stores different number of digits for fix- and floating point results

2.10 Fix- / Floating point results

Choose between fix- and floating point results with mouse click on the *< FIX >* / *< FLT >* buttons.

- *FIX* : fix point
- *FLT* : floating point

2.11 Hexadecimal Output

Press the *<HEX>* button to show results as hexadecimal number. RedCrab can display hex numbers up to 13 digits. Any numbers more than 13 digits will be displayed as error message.

Left hand zeros of positive numbers will not be displayed. Only one left hand *<F>* by negative numbers will be displayed with a Minus symbol.

Example:

Decimal: -2 => Hexadecimal Result \$FFFFFFFFFFFFFFE

Displayed as: \$FE

2.12 Clear

The *Clear* button prepares the *Clear* function. Simply press *<Enter>* to execute the *Clear* function. It's equal to the *<F6>* key. *Clear* clears the screen, the main memory and the undo memory.

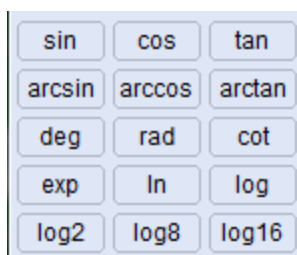
2.13 Reset

Reset clear all calculators output (displayed in blue). It don't change the user input. It's equal to the *<F7>* key.

2.14 Enter

Enter start the calculator and display the result. It's equal to the <F8> and <Ctrl+Enter> keys.

3.0 Function Panel



The following part describes the *Function* panel buttons. Alternative you can use the keyboard to execute the panel functions. If you are not using the *Function* panel, you can switch this off under the *View* menu.

Read the description about Escape mode below.

3.5 Mathematical Functions (Function Panel)

sin()	sine
cos()	cosine
tan()	tangent
arcsin()	inverse sine
arccos()	inverse cosine
arctan()	inverse tangent
deg()	convert radian in degrees
rad()	convert degrees in radians
cot()	cotangent
exp()	exponent to Euler's constant : 2.7182818284590452...
ln()	natural logarithms to base e (2,7182818284590452...)
log()	logarithms base 10
log2()	logarithms base 2
log8()	logarithms base 8
log16()	logarithms base 16

Extended Functions

e	Euler's constant : 2.7182818284590452...
π	constant PI: 3.1415....
ld()	logarithms base 2
lg()	logarithms base 10 (equal to log)
log10()	logarithms base 10 (equal to log)

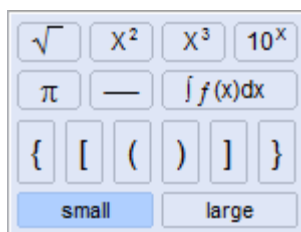
3.6 Operators

RedCrab uses the operators below:

+	Addition
-	Subtraction
*	Multiplication
/	Division

DIV	Integer number division without remainder.
MOD	Returns the remainder of the division of integer numbers


4.0 Symbol Panel





The *Symbol* Panel contained symbols, you can write with the keyboard too. But problem may arise by any non English keyboard or language. For more information about the keyboard read below the description about keyboard configuration.





This button writes the *Root* symbol to the cursor position. It's equivalent to `< Ctrl + I >` key. For more information read paragraph 7.6 Root.

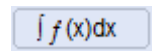
 This button writes exponent $< 2 >$ to the cursor position. It is equivalent to $< Ctrl + 2 >$ keys.

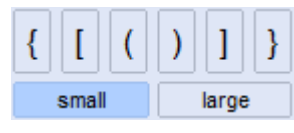
 This button writes exponent $< 3 >$ to the cursor position. It is equivalent to $< Ctrl + 3 >$ keys.

 This button writes the symbols $< *10 >$ to the cursor position and switched in the *Super* mode to input the exponent.

 This button writes the π – symbol to the cursor position. It is equivalent to $< Ctrl + p >$ keys.

 This button writes a *Fraction* line to the cursor position. It is equivalent to $< Ctrl + / >$ keys.

 This button writes the symbols of an *Integral* function to the cursor position. It is equivalent to $< Ctrl + 4 >$ keys.

 This button writes different brackets to the cursor position. Dependant on selection (small or large), brackets will be displayed either in normal font size or triple row size.

Details can be found under paragraph 5.0 Keyboard

The *Symbol* panel contains extra large brackets which are not included in *ANSI* fonts. The following list shows the key codes for the English US keyboard:

- Ctrl + '9' (Left round bracket
- Ctrl + '0') Right round bracket
- Ctrl + '[' [Left square bracket
- Ctrl + ']'] Right square bracket
- Ctrl + Shift + '[' { Left curly bracket
- Ctrl + Shift + ']' } Right curly bracket

4.5 Programmer Panel

Div	Mod	Hex
And	Or	Xor
Shl	Shr	Not
Incl	Excl	Trunc

The following part describes the *Programmer* panel buttons. Alternative you can use the keyboard to execute the panel functions. Read the description about Escape mode below. If you are not using the *Programmer* panel, you can switch this off under the *View* menu.

The following Programmer functions and operators perform manipulation on integer operands. If the operands real type numbers, the values are rounded toward zero.

4.51 DIV

The **DIV** operator returns the result of an integer number division without remainder. If floating point numbers are entered, the **DIV** operator cuts off all digits after the decimal point before executing the division **DIV**.

Example:

```
11    DIV 3    = 3
11.2  DIV 3.9  = 3
```

4.52 MOD

The **MOD** operator returns the remainder of the division of two integer numbers. If floating point numbers are entered, the **MOD** operator cuts off all digits after the decimal point before executing the division **MOD**.

Example:

```
11    MOD 3    = 2
11.7  MOD 3.9  = 2
```

4.53 HEX

This button writes the <\$> symbol for hexadecimal input to cursor position. More information can be found under paragraph 1.9 Hexadecimal Input.

4.54 AND

The logical AND operator performs bitwise AND manipulation on integer operands

Example: $Z = X \text{ AND } Y$

4.55 OR

The logical OR operator performs bitwise OR manipulation on integer operands.

Example: $Z = X \text{ OR } Y$

4.56 XOR

The logical XOR operator performs bitwise XOR manipulation on integer operands.

Example: $Z = X \text{ XOR } Y$

4.57 SHL

The SHL operator performs bitwise shift left manipulation on integer operands.

Example: $Z = X \text{ SHL } Y$

The operations $X \text{ SHL } Y$ shift the value of x to the left by y bits.

4.58 SHR

The SHR operator performs bitwise shift right manipulation on integer operands.

Example: $Z = X \text{ SHR } Y$

The operations $X \text{ SHR } Y$ shift the value of x to the right by y bits.

4.59 NOT

The logical NOT function performs bitwise negation on integer operands.

Example: $Z = \text{NOT}(X)$

4.60 INCL

The INCL operator adds a bit to the integer operands.

Example: $Z = X \text{ INCL } Y$

In the example above INCL sets the bit number Y in operand X

Example: $8 \text{ INCL } 3 = 12$

4.61 EXCL

The EXCL operator excludes a bit from an integer operands.

Example: $Z = X \text{ EXCL } Y$

In the example above EXCL clears the bit number Y in operand X

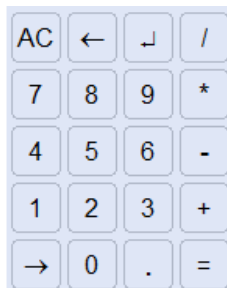
Example: $15 \text{ EXCL } 4 = 7$

4.62 TRUNC

The Trunc function truncates a real-type value to an integer-type value. The values are rounded toward zero.

Example: $\text{TRUNC}(123.67) = 123$

4.8 Number Panel



The following part describes the *Number* panel buttons. Alternative you can use the keyboard to execute the panel functions.

If you are not using the *Number* panel, you can switch this off under the *View* menu.



Clears the actual row at cursor position. If the mathematical expression consist several rows, these will be deleted.



Backspace.



Linefeed-Return: moves the cursor to the first column at the next free row.



Space.

All other number and operator buttons function as shown.

5.0 Keyboard

The keyboard inputs in the following description correspond to the English keyboard and Windows regional and language option English-US. When using a non-English keyboard or language, some functions are acquired with other key combinations. This concern most of the <Ctrl> key functions. In the attachment of this manual you will find pictures about key codes of different keyboards. Read the description below about keyboard configurations.

Esc	Switch to escape mode. - Exit escape mode - Exit Superscript - Exit Subscript - Moves cursor to numerator, if this position is end of fraction bar, - Moves cursor to denominator, if this position in the numerator row. - Moves cursor to end of fraction, if this position at the denominators row.	To exit escape mode: press <i>enter</i> key or bracket open
Enter		
Enter + Ctrl	Display result	Equal to the <i>Function</i> panels <i>Enter</i> button
Enter + Shift	Line feed- return : move the cursor to the first used column in the next row	
Ctrl + (Shift)	switch to alternative font	
Ctrl + .	Toggle ANSI / Symbol font	
Ctrl + ,	Toggle on / off Subscript	
Ctrl + _	Toggle on / off Subscript (equal Ctrl + ,)	
Ctrl + Shift + ,	Toggle on / off Superscript (exponent)	
Ctrl + 6	Toggle on / off Superscript (equal Ctrl + Shift + ,)	
Ctrl + 9	large round bracket open	
Ctrl + 0	large round bracket close	
Ctrl + [large square bracket open	
Ctrl +]	large square bracket close	
Ctrl + Shift + {	large curly bracket open	
Ctrl + Shift + }	large curly bracket close	
Ctrl + /	fraction line	
Ctrl + 1	root	
Ctrl + 2	Exponent 2	
Ctrl + 3	Exponent 3	

Ctrl + 4	Integral Formula
Ctrl + Shift + 4	Integral Symbol
Ctrl + 5	Function Symbol
Insert	Insert a column at cursor position
Insert + Shift	Insert a row at cursor position
Delete	Delete a column at cursor position
Delete + Shift	Delete a row at cursor position
Ctrl + Csr left	Page left
Ctrl + Csr right	Page right
Ctrl + Csr up	Scroll up
Ctrl + Csr down	Scroll down
Ctrl + Page up	Move cursor to the first row of the screen
Ctrl + Page down	Move cursor to the last row of the screen
F3	Enable or disable <i>Superscript</i> mode.
F4	Enable or disable <i>Subscript</i> mode.
F5	Clear - clear all, to demand execution confirm with enter (F8)
F6	Reset – clear the output of the calculator
F7	Refresh – redraw the screen
F8	Enter

6.0 The Menu Bar

6.01 File. Open

Click *Open* on the *File* menu. In the Navigation pane, click folder or drive that contains the file that you want to open. You can only load file that are saved with RedCrab before, with the file extension *.rec.

6.02 File.Save

If you are saving a changed file click *Save* on the *File* menu or press <Ctrl+Alt+S>.

6.03 File.SaveAs

If you are saving the file for the first time use *SaveAs* on the *File* menu, the file browser prompt for a file name.

6.04 Print a worksheet

When printing a worksheet, the size of the sheet is fit to the selected paper size. The display's character size does not affect the printout size or quality.

When printing a selected region it is printed in the same font size as above. The text will be printed on the top left of the paper.

- 6.04.1 File. Page Setup

With Page Setup you can set the margins width and paper format.

- 6.04.2 File. Printer Setup

Select the printer and the printer settings.

- 6.04.3 File. Print

Print the worksheet. You can determine by radio button if the entire worksheet or only the selected area will be printed.

6.10 Edit. Undo / Redo

You can undo and redo your action by clicking *Undo* or *Redo* on the Edit menu. You can undo and redo up to 100 actions. *Undo* and *Redo* is not possible by imported object like bitmaps.

6.11 Edit.Copy / Paste

With the *Copy* and *Paste* functions you can copy and insert data within RedCrab or from/to external programs. The *Copy* function copies the selected fields to the clipboard. Texts from/to external programs will be posted as unformatted ASCII text.

Within RedCrab the data are copied in format style. Exception: square root. With *Paste* function only the symbol of the square root is inserted. The range belonging to this field must be selected at the new position again. Hence errors can be avoided, e.g. only the sub range square of a root is copied and inserted to other position.

6.12 Edit.Paste to Box

For complex technical calculations, it may be useful to include technical drawings to mathematical formulas. With *Paste to Box* on menu *Edit* you can import images and formatted texts from external programs. The image or the formatted text is inserted into a box and can be positioned freely. Multiple images or text boxes can be inserted. The amount is limited only by resources of your computer.

To change a box position, move the mouse pointer on a box, press the left mouse button and pull with pressed mouse button the box into the desired position.

Text and Images boxes are deleted with ***Delete*** on a popup menu. Open the menu with click on right mouse button, and then choose ***Delete***.

Information about the import of images and text files can be found below under Menu *Insert*.

6.13 Text Box

To edit the text or change the size of text box, text box must be active. Activate the text box with double-click of the left mouse button. The background of the activated text box will displayed coloured and the text cursor is indicated.

To change the size of the text box, position the mouse pointer on the lower right corner of the box and drag the box with pressed right mouse button to the desired size. The area to draw the text boxes is displayed with a NW- mouse pointer. Information for editing text can be found below at Chapter text editing.

Click the right mouse button to open the text box's popup menu. The text box must be activated first

Popup Menu:

- **Word Wrap:** Word wrap on / off
- **Lock Text:** text edit is disabled.
- **Scroll Bars:** scroll bars on / off
- **Font:** open Font Dialog to change the font type, size and colour.
- **Delete Text Box:** delete the text box.

If the editing of the box and text is completed, deactivate the box with double-click on the left mouse button.

6.14 Text Editing

For editing of text the following table shows a list of keyboard instructions.

Keys	Operations
Ctrl+Tab	Tab
Ctrl+Number Pad 5	Select all
Ctrl+A	Select all
Ctrl+E	Center alignment
Ctrl+J	Justify alignment
Ctrl+R	Right alignment
Ctrl+L	Left alignment
Ctrl+C	Copy
Ctrl+V	Paste

Ctrl+X	Cut
Ctrl+Z	Undo
Ctrl+Y	Redo
Ctrl+'+'	Superscript
Ctrl+=''	Subscript
Ctrl+1	Line spacing = 1 line.
Ctrl+2	Line spacing = 2 lines.
Ctrl+5	Line spacing = 1.5 lines.
Ctrl+' (apostrophe)	Accent acute
Ctrl+` (grave)	Accent grave
Ctrl+~ (tilde)	Accent tilde
Ctrl+; (semicolon)	Accent umlaut
Ctrl+Shift+6	Accent caret (circumflex)
Ctrl+, (comma)	Accent cedilla
Ctrl+Shift+' (apostrophe)	Activate smart quotes
Backspace	Delete previous character.
Ctrl+Backspace	Delete previous word.
F16	Same as Backspace.
Ctrl+Insert	Copy
Shift+Insert	Paste
Insert	Overwrite
Ctrl+Left Arrow	Move cursor one word to the left.
Ctrl+Right Arrow	Move cursor one word to the right.
Ctrl+Left Shift	Left alignment
Ctrl+Right Shift	Right alignment
Ctrl+Up Arrow	Move to the line above.
Ctrl+Down Arrow	Move to the line below.
Ctrl+Home	Move to the beginning of the document.
Ctrl+End	Move to the end of the document.
Ctrl+Page Up	Move one page up.
Ctrl+Page Down	Move one page down.
Ctrl+Delete	Delete the next word or selected characters.
Shift+Delete	Cut the selected characters.
Alt+X	Converts the Unicode hexadecimal value preceding the insertion point to the corresponding Unicode character.
Alt+Shift+X	Converts the Unicode character preceding the insertion point to the corresponding Unicode hexadecimal value.
Alt+0xxx (Number Pad)	Inserts Unicode values if xxx is greater than 255. Inserts ASCII values if xxx is less than 256
Ctrl+Shift+A	Set all caps.
Ctrl+Shift+L	Fiddle bullet style.

6.15 Edit.Cut/Delete

With functions *Cut* and *Delete* on the Edit menu the selected range on the computing sheet is deleted. With *Cut* the range is copied in the clipboard and can be inserted in other position again.

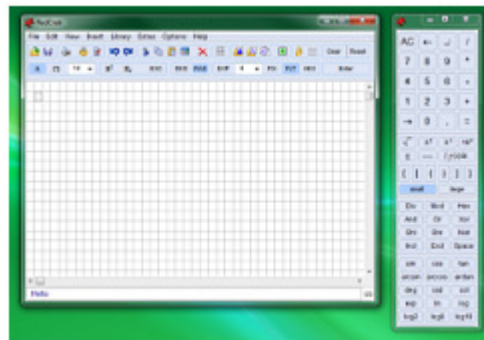
6.20 View.Grid

You can show or hide gridlines. Use *Grid* on the *View* menu to switch the grid on / off.

6.21 View.Panel Undocked

The function panel can be displayed within the main window or as new window.

This function is activated through Menu <View / Panel Undocked> or by double clicks on the function panel.



6.22 View.Scientific Panel

All functions on the *Scientific* panel can also be input with keyboard. You can switch it on / off with a click on *Scientific Panel* on the *View* menu.

6.23 View.Programmer Panel

All functions on the *Programmer* panel can also be input with keyboard. You can switch it on / off with a click on *Programmer Panel* on the *View* menu.

6.24 View.Symbol Panel

Toggle the *Symbol* panel with click on *Symbol Panel* on the *View* menu.

6.25 View.Number Panel

Switch the *Number* panel on / off with click on *Number Panel* on the *View* menu.

6.30 Insert.Bitmap File

Load a graphic file. For complex technical calculations, it may be useful to include technical drawings to mathematical formulas. Click *Bitmap File* in the *Insert* menu to open the image file browser and select the image file. RedCrab can imports photos from Jpeg files (*.jpg) and Windows Bitmap files (*. bmp). The Jpeg format is not suitable for technical drawings. It creates blurred images around edges and errors in the transparency of the images. When RedCrab saving files that includes bitmap images, RedCrab compressed images without loss and they are usually smaller than jpeg format.

Inserted image is positioned on the top left of the page. You can move it by clicking the left mouse button on the image and drag, while holding down the mouse button, the image to the desired position.

Text and Images boxes are deleted with ***Delete*** on a popup menu. Open the menu with click on right mouse button then choose ***Delete***.

Click the right mouse button to open the image box's popup menu.

Popup Menu:

- ***Transparent***: displays the image with a transparent background. This function works only if the image has a background defined and all textboxes in deactivated mode.
- ***Delete***: delete the box.

6.31 Insert.Text File

For documentation purposes, text files can be inserted in any position in text box.

To load a text file click *Text File* on menu *Insert*. It opens a file browser to select a file. Files of the type TXT (unformatted text) or RTF (Rich Text Format) can be inserted.

The text is inserted in a text box positioned on the top left corner at the calculation sheet. To move the text box, position the cursor on the text box and press the left mouse key. Then drag the box in the desired position by holding down the left mouse button. . Multiple text boxes can be inserted. The amount is limited only by resources of your computer.

Text and Images boxes are deleted with ***Delete*** on a popup menu. Open the menu with click on right mouse button then choose ***Delete***.

Text boxes are always inserted in a preset size. You can resize the box according to text size. It is possible to edit the texts in the text box. For information about resize and edit textboxes read Textbox Editing above.

6.32 Insert.New Textbox

With *New Textbox* on menu *Insert* an empty text box will be inserted. To input text the box must be activated with a double click of the left mouse button. For more information about text box editing read the capital Text Box above.

6.33 Insert.Textbox to Image

The function text *Box to Image* converts a text box into an image box. The advantage of a graphics box is:

- 1) The texts cannot be changed.

- 2) The formatted text is displayed in original format (similar to a PDF file), even if the displayed font is not installed on the user computer.

The function should only be used if it makes sense. By changing the format of the file, the file size will be larger.

! Important: This function cannot be reversed!

6.34 Insert.Show Textbox

The function *Show Text* box in the menu *Insert* displayed all text boxes with a coloured background. The function is helpful in allocating an empty text box or showing the exact positioning.

6.40 Extras.Page Lock

With *Page Lock* on the menu *Extras*, the editor's page will be blocked for additional entries. This function protects unintentional changes made. For data input the cells can be unlocked with *Unlock Cell*.

6.41 Extras.Cell Unlock

With *Unlock Cell* on menu *Extras* cells in a locked page, are unlocked for data entry. Select the cells by mouse, and then click *Unlock Cell* on menu *Extras*. The unlocked fields are marked with an underscore.

To clear the unlocked cells select the cells by mouse, then click *Unlock Cell* on menu *Extras*. The cells are locked now.

6.50 Option.Size

You can change the numbers of cells in a worksheet. Use the *Size* submenu on the menu *Option*. The size can be changed only with an empty page. Once data is input, this function is disabled.

You can choose between three sizes of worksheet:

1. 72 x 72 cells
2. 144 x 144 cells
3. 108 x 48 cells

6.51 Options.Autocalc

When *Autocalc* is enabled, the results of the mathematical expression displayed, when equal sign is entered, like conventional calculators. It only displays results that have a value, not just consist of undefined variables. Exempt from the automatic calculation are complex functions, such as integral, because the calculation may take several and would bother entering complex formulas.

6.54 Option. Keyboard

The keyboard input in this description refers to an English keyboard in the country's setting English-US. When using a non-English keyboard or language, some functions are acquired with other key combinations. This concern most of the <Ctrl> key functions. If you have problems with the assignment of the keys, click *Keyboard* in the *Options* menu. It opens with a list of alternative keyboards, which differ significantly in important features of the English keyboard. Here you select a keyboard that corresponds to your specification. Attached you will find images about key codes of the alternative keyboards and the occupancy of the *Ctrl* functions.

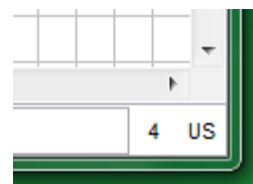
6.55 Option.Display Buffer

RedCrab works with a dual screen memory. This will scroll faster and flicker is avoided. However, this feature works only on new generation computers and

video cards. On older computers, it can lead to slower response to inputs. In this case, it is convenient to click *Display Buffer* on *Option* menu to eliminate this feature.

6.56 Option.Column Space

The menu *Column Space* opens a dialog window to set the minimum distance between two formulas in a row. The minimum value you can set is 2 columns. RedCrab displays the value in the bottom, right corner, next to the keyboard setting. You can also open the dialog window with click on the number.



6.90 Help.About RedCrab

Display the version number and license.

6.92 Help.Check for Updates

Compare the version of the program with the latest version on the RedCrab server. It displays a message if an update is available. To use this function you must have an online connection.

7.0 Work with RedCrab

7.1 Start up

After program start RedCrab display an empty page, similar to an empty sheet of paper. In its basic setting the size of the arithmetic field are 72 x 72 cells. This corresponds approx. to one 12" or DIN A4 sheet with average type-size. The size of the arithmetic field can be changed in the menu *Option / Size* to 108 x 48, or 144 x 144 cells.

! The size of the arithmetic field can be changed only with empty screen. After input this function is blocked.

RedCrab store the current size in use. So after a new start of the programmed the previous setting will be displayed.

7.2 Write a Mathematic Expression

A mathematic expression can be written at any position. It is important that enough space remains to express the result.

Between each assignment and formula, there must be at least one blank line in between, or the assignment must be marked with a colon in the first column.

Example 1:

$$x = a + b =$$
$$a = 10$$
$$b = 12$$

Example 2:

$$x = a + b =$$
$$: a = 10$$
$$: b = 12$$

The result is written to the right of the assignment after the second equal sign. If on the right is no equal sign, RedCrab displays no result.

Format in the extension mode:

x=a+12=
or x=a+12

Several different tasks or expressions can be entered. By setting the right equal sign, you can determine which results or intermediate results to be printed.

7.5 Fractions

Entering a fraction line: Press the keys `<CTRL + />` (Ctrl + Slash) and a three-character fraction bar will be displayed. By repeatedly pressing the keys the fraction bar is extended by one character forward. In general, it is sufficient if you continue entering data above and below the fracture line. When typing the numerator or denominator data, the fraction bar is automatically extended by the editor as far as it is required.

The input of data is supported here by the text editor. If you have taken the fraction line, the cursor is in the first column after the line. Press in this position `<Enter>` key, the cursor moves over the slash to the first position of the numerator. After entering the numerator, press again `<Enter>`, the cursor jump to the first position of the Denominators. After entering the data press `<Enter>` again. The cursor jump back into the column right of the fraction line.

! The fraction bar must exceed at least 1 character front and rear.

Examples:

$$\frac{123}{abc}$$
 wrong

$$\frac{123}{abc}$$
 correct

7.6 Root

Set the root character with the keys `<CTRL + I>` to the desired position. Then mark the area which is to be included under the root. Finally set the cursor on the root of character, the editor draws the root symbol over the marked area.

For one-line root calculation, the following steps apply:

1. Set root symbol with `<CTRL + I>` .
2. Enter the data
3. Holding down the Shift key and with `<Cursor-left>` key reposition to the root sign.

The editor draws the root symbol over the marked area.

For multi-line data in the root (e.g., fractions):

1. Set root symbol with `<CTRL + I>`.
2. Data entry.
3. Mark the area for the root with the mouse.
4. Click the mouse on the root symbol.

The editor draws the root symbol over the marked area.

In order to highlight the area, it is sufficient if the last column under the root is marked.

To change the area under the root, highlight, as described above, the new field and then click the cell of the root sign. The roots then marked the new area.

By double-clicking on the root symbol the root lines around the data is removed.

7.7 Escape Mode

RedCrab works as described above with implied multiplication. A sequence of letters be regarded as a single variable and be multiplied. If it is necessary for a variable or a function to use a name with more than one letter use the Escape mode. The Escape mode is activated by pressing the *ESC* key. All these characters are then interpreted as one word, until the Escape mode is switched

off. To cancel *ESC*, press *Return* or *'(*. The screen will be printed bold characters in Escape mode.

If an Escape variable follows a bracket you must set an operator before the bracket. Escape name followed by a bracket without operator is usually interpreted as a function call.

For example: correct: sin (12 + a)
 correct: six * (12 + a)
 wrong: six (12 + a)

Different Esc names must be separated by *SPACE* or operator; otherwise they are interpreted as a word

For example: correct: apple * banana
 correct: apple banana
 wrong : applebanana

7.8 Integral

For calculating the area of a curvilinear region RedCrab provides termed definite integrals. The Integral must be formatted as below:

$$\int_a^b f(x) dx$$

The input of the integral is simple. Press the <Ctrl + 4> keys and RedCrab display the complete integral formula on the screen shown above. Now you can overwrite or complete the formula as appropriate. See the example below.

$$\int_0^{90} f((\mathbf{sin}(x)/0.9)) dx$$

63.66

The names of the variables are interchangeable. For example instead of <x> you can chose <t>, which does not change the value of the integral.

In complex calculations, the function (integrand) can be outsourced and assign with a reference variable.

For example:

$$\int_0^{90} f(z) dx$$

$$z = (\sin(x) / 0.9)$$

$$63.66$$

In the example above, <z> represents the function of the integral. The allocation of <z> to the right of the equal sign must always be enclosed in brackets.

In the example above, the integration limits <a,b> > have been overwritten with values <0, 90 >.When overwriting the variables, it must be noted that as shown in the example, only one-line concept can be used (without fraction) and the term with no spaces must be written directly to the integral sign. The values of the limits of integration may alternatively be assigned outside of the integral to the variables <a> and .

For example:

$$\begin{aligned} a &= 0 \\ b &= 90 \end{aligned}$$

By default the subdivision of the calculation is in 360 units. The division can be changed by the variable <d > when assigned a different value.

For example:

$$d=1000$$

Functions assigned to keyboard:

Integral (formula): $\langle Ctrl + 4 \rangle$

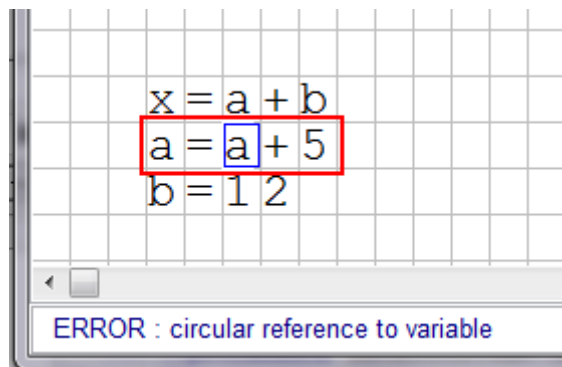
Integral symbol : $\langle Ctrl + Shift + 4 \rangle$

Function symbol : $\langle Ctrl + 5 \rangle$

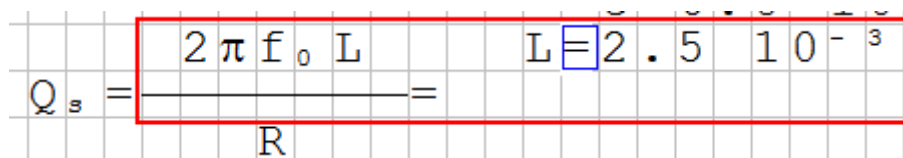
Typical accuracy by a sinus calculation: $2/d^2$

7.9 Error Messages

For error location RedCrab marks the cell in where an error is detected with a blue frame. It also marks the incorrect formula with a red frame.



The marking of the entire formula simplifies the localization of errors that cause a false positioning. In the example below, an invalid assignment is signaled. The red selected box indicates, however, that two formulas were joined because the distance is too close. In this example the adjustment of the distance (column space) is 4 columns; the distance between the formula is only 2 columns.



Attachment

Key Code Configuration

US-English

~ `	1 !	2 @ <i>x</i> ²	3 # <i>x</i> ³	4 \$ }	5 % <i>f</i>	6 ^ <i>x</i> ^y	7 &	8 *	9 ()	0) (- _ <i>x</i> ^y	+ = =	Backspace ←
Tab ⇄	Q	W	E	R	T	Y	U	I	O	P	{ [<i>x</i> ^y	}] <i>x</i> ^y	 \
Caps Lock ⇧	A	S	D	F	G	H	J	K	L	:	" "	Enter ↵	
Shift ⇧		Z	X	C	V	B	N	M	< ,	> .	? / <i>1</i> <i>2</i>	Shift ⇧	
Ctrl	Win Key	Alt							Alt	Win Key	Menu	Ctrl	

German

° <i>x</i> ^y	1 !	2 " <i>x</i> ²	3 \$ <i>x</i> ³	4 \$ }	5 % <i>f</i>	6 & <i>1</i> <i>2</i>	7 / {	8 ([9)]	0 }	=	? { }	←
⇄	Q	W	E	R	T	Z	U	I	O	P	Ü	* + ~	↵
⇩	A	S	D	F	G	H	J	K	L	Ö	Ä	' #	
⇧	> < 	Y	X	C	V	B	N	M	;	:	- _ <i>x</i> ^y	⇧	
Strg	(Win)	Alt							Alt Gr	(Win)	(Menu)	Strg	

Italian

!	1 ✓	2 X ²	3 X ³	£ ∫	5 % € f	6 &	7 / 1/2	8 (9)	=	?	^ X ^y	Backspace
Tab	Q	W	E €	R	T	Y	U	I	O	P	é { }	* }	Enter
											è []	+]	
Caps Lock	A	S	D	F	G	H	J	K	L	ç	°	\$	
										ò @	à #	ù	
Shift	>	Z	X	C	V	B	N	M	;	:	- X ^y	Shift	
	<								,	.	- X ^y		
Ctrl	Win Key	Alt								Alt Gr	Win Key	Menu	Ctrl

Brazil (Portuguese)

"	! 1 ✓	@ 2 X ²	# 3 X ³	\$ 4 ∫	% 5 €	6 -	7	8	9 (0)	- X ^y	+ ¹ / ₂	Backspace
Tab	Q	W	E	R	T	Y	U	I	O	P	ç	{ }	Enter
Caps Lock	A	S	D	F	G	H	J	K	L	Ç	^	X ^y	
Shift		Z	X	C	V	B	N	M	<	>	:	?	Shift
Ctrl	Win Key	Alt								Alt Gr	Win Key	Menu	Ctrl