

RedCrab

The Calculator

User Manual

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RedCrab The Calculator

Version 4.46

This program can be used indefinitely as freeware. By purchasing a limited shareware license, additional features are enabled. This manual describes the basic features available in freeware and shareware mode.

Functions which are only available in the shareware version *RedCrab^{PLUS}* are marked in this color.

With ***RedCrab*** freeware you can load data sheet which includes shareware programs. The worksheet is free to use, but the program code is read only and file saved is disabled.

Software and manual are copyright. You can copy and pass it, but it is forbidden to change the software or the manual.

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

System requirement

Minimum Pentium P4 and 1 GB 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: 15 digits

Display: 15 digits

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Attachment Keyboards

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 advanced features which a normal calculator does not possess.

Additional Information: www.redchillicrab.com/en/redcrab/tutor.html

RedCrab is fully portable. The program can be started from external data storage source without installation. Settings can be stored as a file in the programs root directory instead in the PC' s Windows registry. If you start **RedCrab** from a USB flash drive, your settings are stored on the stick. See also the paragraph at the bottom: 6.57 **Settings to Registry**.

The shareware provides writing of your own functions in **RedCrab's** built-in programming language, writing and running **PHP** programs in **RedCrab's** integrated programming environment, provides direct access to *Microsoft Excel* and **Microsoft Access** files, input and import of data lists via text files, access to database such as **MySQL** via **TCP / IP**.

Shareware system requirements:

Service	Requirement	Remark
Microsoft Excel	-/-	Driver included in Windows
Microsoft Access	-/-	Driver included in Windows
Data files	-/-	-/-
MySQL	MySQL driver installation	Free download
Other database	Driver installation	Not tested
RedCrab Program	-/-	-/-
PHP Program	PHP installation	Free download

1.0 Mathematical Expressions

1.1 Basics

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

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

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

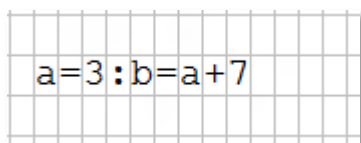
Correct: $X = 12+14+15+20$
 $Z = X+5+10$

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

Example 1: $a+b = 108$
 $a=27+9$
 $8*4 = 32$
 $b=12*6 = 72$

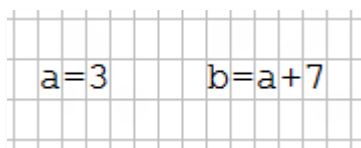
Several mathematical expressions can be written per row. Between each mathematical expression, there must either a minimum number at blank columns (defined in *Menu Options.Column Space*) or a colon must be set.

Example 1:



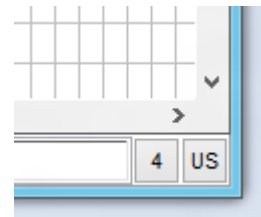
$a=3:b=a+7$

Example 2:



$a=3$ $b=a+7$

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.

Error : Expression not applicable on this position

1.2 Simple Addition

1. Enter the expression $17 + 4$
2. For result press **Ctrl+Enter**

The **Ctrl+Enter** key starts **RedCrab** and displays the result. Alternative click the function panels **Enter** button. Results are always displayed in blue.

The display shows: $17+4=21$

Variable and Values

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

RedCrab displays the result: 64

The display shows: $17+4+X=64$
 $X=43$

The assignment can be entered at any position.

1.3 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 display shows: $c=3^2+4^2=25$

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 or click the **Superscript** Button to enter the **Super** mode. Then enter the exponent value. Press **Ctrl+6** or **Enter** or click the **Superscript** Button to leave the super mode.

1.4 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 : $L = 0.8 \cdot 10$ $Ctrl+6$ - 3 $Enter$
5. Press the keys $Ctrl$ + $Enter$

With the keys $Ctrl+_$ (*underscore*) you can switch *Subscript* on / off. Alternative you can use $Enter$ to leave the *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: $X_L = \omega L = 11.06$

$$\omega = 2\pi f$$

$$f = 2200$$

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

The example above show one more features of RedCrab: the *implied multiplication*. That 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.

1.5 Fraction and Square Root

Enter a formula with a fraction and a square root.

1. Enter the fraction line and the numerator : f = **Ctrl** +/ **Enter** 1 **Enter**
2. Enter the denominator : 2 **Ctrl** + **P** **Ctrl** + **I** LC
3. Assignment L: L=0.8 10 **Ctrl** + **6** - 3
4. Assignment C: C=4.7 10 **Ctrl** + **6** - 6
5. Press **Ctrl** + **Enter** for result.

The display shows:

$$f = \frac{1}{2\pi\sqrt{LC}} = 2.6 \cdot 10^3$$
$$L = 0.8 \cdot 10^{-3}$$
$$C = 4.7 \cdot 10^{-6}$$

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

The keys **Ctrl** + **I** 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.

1.6 Hexadecimal, Octal and Binary 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

An octal number is marked with the dollar symbol and the letters *oct*. The length is limited to 20 characters.

Example: \$oct3721

A binary number is marked with the dollar symbol and the letters *bin*. The length is limited to 20 characters.

Example: \$bin110101

You can use hexadecimal, octal or binary numbers in any position of a formula like decimal numbers. Between this 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.

Results can be displayed as hexadecimal, octal or binary number in result boxes. Read below ***Result Box / Format Commands***.

1.7 Operators

RedCrab enable you to enter numbers and functions in a simple, straightforward sequence. The table below shows the order in which functions in expressions are entered and evaluated.

1	SIN(), NOT(), root... and all functions left of the argument
2	X ² , .. ,
3	join
4	*, /, DIV, MOD, AND, SHL, SHR, INCL, EXCL,
5	+, -, OR, XOR

Within a priority group, ***RedCrab*** evaluates functions from left to right. Calculations within a pair of parentheses are evaluated first.

1.8 Variable overload

You can assign different values to the same variable.

Example: $P = U \cdot I =$
 $P = U^2 / R =$

But an overloaded variable has no defined value and can't be used for further calculations or result boxes.

Overloaded constants can be reused. Example: the constant e is occupied by the *Euler* number $e = 2.7182818$. You can overload this value and use e for further calculations.

Example 1: $x=e=2.7182818$

Example 2: $e=11$
 $x=2e=22$

1.9 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 fraction line. When typing the numerator or denominator data, the fraction bar is automatically extended by the editor as far as it is required.

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

1.10 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.

1.11 Escape Mode

RedCrab works as described above with implied multiplication. A sequence of letters be regarded as a single variable and be multiplied.

Example: `c=ab` interpreted as `c=a*b`

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.

Example: `value = sum - discount`

If a bracket follows an Escape variable 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`

1.12 Data Fields

The following section describes how to work with dynamic data fields. *RedCrab* can manage multi-dimensional fields. Size and dimensions are limited by the resources of the computer only.

The handling of the fields corresponds to the simple variables. That means no special declaration of variables is required. To generate a field, a sequence of

numbers is assigned to a variable. The sequence is written in square brackets and separated by commas.

Example: $x = [1, 3, 7, 12]$

The assignment of a series shows the following example. It will be assigned to the variable x 180 indices with the values 1 to 180.

Example: $x = [1..180]$

A series is always expanded in increments of $+/- 1$. Other step sizes can multiply or divide by the field generated, or in definition of data fields you can optionally specify the increment of a range (example 2).

Example 1: $x = 5[0..4] = 0 \quad 5 \quad 10 \quad 15 \quad 20$

$x = [0..5]/5 = 0 \quad 0.2 \quad 0.4 \quad 0.6 \quad 0.8 \quad 1$

$x = 5/[1..5] = 5 \quad 2.5 \quad 1.67 \quad 1.25 \quad 1$

$x = 2[5..0] = 10 \quad 8 \quad 6 \quad 4 \quad 2 \quad 0$

Example 2: $x = [2..5:0.75] = 2 \quad 2.75 \quad 3.5 \quad 4.25 \quad 5$

Series, individual values and variables can be combined.

Example: $x = [1, 5..8, 12, 15] = 1 \quad 5 \quad 6 \quad 7 \quad 8 \quad 12 \quad 15$

Example: $a = 3$

$b = 12$

$x = [1, a..5, b] = 1 \quad 3 \quad 4 \quad 5 \quad 12$

Fields are treated as normal values in calculations and can be combined with all operators and functions. The result is a field as well.

Example: $[2, 4, 7] + 10 = 12 \quad 14 \quad 17 \quad (2+10 \quad 4+10 \quad 7+10)$

Example: $\sin([30, 60, 90]) = 0.5 \quad 0.87 \quad 1$

Example: `[12, 18, 36, 44] mod 10 = 2 8 6 4`

Example: `C = 4.6 10-6`
`f = [1200, 1600, 2000, 2600]`

$$X_c = \frac{1}{2\pi f C} = 28.2 \quad 21.2 \quad 16.9 \quad 13$$

The example above shows a list as a result, which contains four different values of f .

Individual components of a field can be accessed via the index.

Example: `x = [11..20]`
`y = x[1, 4, 6..8] = 11 14 16 17 18`

1.13 Multidimensional Fields

To generate multi-line fields, separate each row by semicolon.

Example: `x = [1, 2, 3; 4, 5, 6] =`

1	2	3
4	5	6

If rows have different length, the missing indexes are filled with zeros.

Example: `x = [1..5; 2, 4, 6; 3..9] =`

1	2	3	4	5	0	0
2	4	6	0	0	0	0
3	4	5	6	7	8	9

Fields with three rows can be written alternative with a large bracket.

Example: `x =`

1	2	3
4	5	6
7	8	9

`=`

1	2	3
4	5	6
7	8	9

This standard is generally used in matrix notation, but has no effect on the following calculations. For multiplication of matrices, refer to section below ***Mulx*** function.

By entering the data, as described above, one-and two-dimensional fields are generated. Fields with three or more dimensions can be generated computationally.

1.14 Work with Fields

Two fields can be operands of a mathematical expression when the fields are of the same type. This means they must have the same size and number of dimensions. An exception is different length in the first dimension. The excess of the longer field are ignored.

Example: $a = [2, 3, 4, 5]$
 $b = [10, 11, 12, 13]$
 $c = a + b = \begin{matrix} 12 & 14 & 16 & 18 \end{matrix} \quad (2+10 \ 3+11 \ 4+12 \ 5+13)$

Example: $a = [2, 3, 4, 5]$
 $b = [10, 11, 12, 13, 14, 15]$
 $c = a + b = \begin{matrix} 12 & 14 & 16 & 18 \end{matrix}$

Excess field length of ***b*** (14,15) is ignored.

Example: $a = [2..5; \ 20..23]$
 $b = [10..13; \ 30..33]$
 $c = a + b = \begin{matrix} 12 & 14 & 16 & 18 \\ 50 & 52 & 54 & 56 \end{matrix}$

Example: $a = [2..5; \ 20..23]$
 $b = [10..13; \ 30..33; \ 40, 44, 45, 48]$
 $c = a + b = \begin{matrix} 12 & 14 & 16 & 18 \\ 50 & 52 & 54 & 56 \end{matrix}$

In this example, the third row of ***b*** is ignored

```

Example:  a = [2..5; 20..23]
          b = [10..13; 30..33; 40,44,45,48]
          c = a + b[1,3] = 12 14 16 18
                           60 65 67 71

```

In this example, ***a*** from row 1 is added with ***b*** from row 3

In the examples above, each index of ***a*** is added with the corresponding index of ***b***. Alternatively ***RedCrab*** can calculate fields in which each index of an field ***a*** is calculated with each index of the field ***b***. The result is a multidimensional field of the size indices ***a*** times indices ***b***.

The empty brackets following ***c*** declares the result as a multidimensional field and determines the type of the following calculation.

```

Example:  a = [10,15]
          b = [2..4]
          c[] = a+b = 12 13 14 (10+2 10+3 10+4)
                     17 18 19 (15+2 15+3 15+4)

```

```

Example:  a = [3..6]
          b = [11..15]
          c[] = ab = 33 36 39 42 45
                     44 48 52 56 60
                     55 60 65 70 75
                     66 72 78 84 90

```

The next example shows to multiply a one-dimensional field by a two-dimensional field. The result is a three-dimensional field.

```

Example:  a = [3..6]
          b = [11..15]
          c[] = ab
          d[] = ac = 99 108 117 126 135
                     132 144 156 168 180
                     165 180 195 210 225
                     198 216 234 252 270

```

The display above shows the two-dimensional field of the first level. This is the field that lies behind the first row. Other fields can be accessed via index.

```

Example:  132 144 156 168 180

```

```
d[2] = 176 195 208 224 240
      220 240 260 280 300
      264 288 312 336 360
```

The following example shows reading of a single cell from a multi dimensional field. ***b*** is the value of the cell in the second row and the third column of ***a***. The apostrophe is the delimiter.

Example: `b = a [2'3]`

1.15 Field Display

The result of a data field is always displayed in result boxes. This avoids display problems if not enough space on the worksheet to display large fields.

If you have not assigned a result box to a field variable, ***RedCrab*** automatically generates a temporary result box. This temporary box is displayed with a transparent background and has a limited pop-up menu. If the result is deleted by reset, the result box is deleted too.

One-dimensional data fields are displayed as a horizontal row. With the pop-up menu item ***Vertical***, the display can be switched to a vertical list.

With a click on the pop-up menu item ***Undocked*** you can show the result box in a separate window. The function is particularly suitable for large data fields.

1.16 Constants

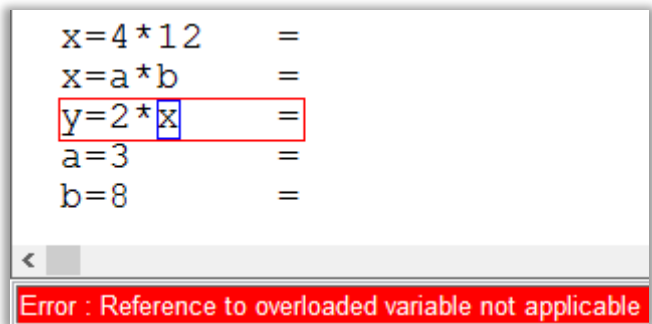
e	Eulerscher Number: 2.7182818284590452...
π	PI : 3.1415....
TRUE	1
FALSE	0
NIL	undefined

1.17 Calculate Selected Formulas

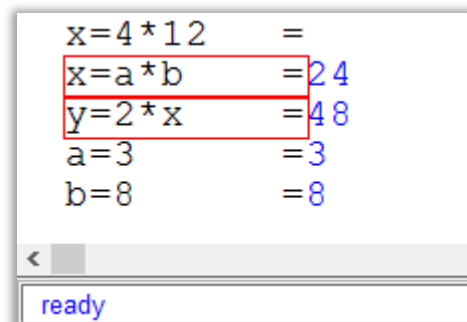
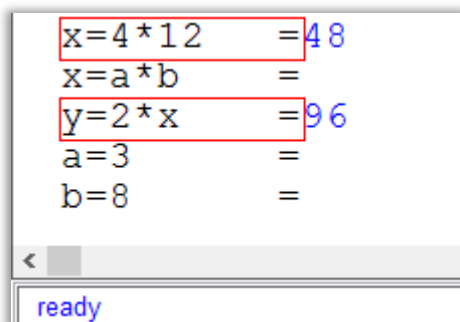
On worksheets which contain a collection of formulas, you can select one or more of them. The following calculation considers the selected formulas only. This can be useful when a worksheet contains different formulas for the same result.

Select the formulas with a click of the right mouse button. The selected formulas are marked with a red frame.

The example on the right shows an error message because the reference variable x has two different definitions.



In the examples below, the variable y is calculated with one of the values of x , controlled by the selection.



The selection is available for the imminent calculation and will be reset when the calculation terminates.

Result boxes work with selected formulas as well. When in the example above the variable x has a reference to a result box, the result box displays the result of the selected formula.

When a slider is inserted in the worksheet, the slider works only imminently after a calculation which was executed with the **Enter** key or button. After a change on the worksheet, the selection is invalid.

Tutor video: http://www.redchillicrab.com/en/redcrab/tutor/selected_range.html

1.18 Define a Function

In *RedCrab* you can define your own functions. The function definition begins with the name on the left, like a definition of a variable. The function symbol and the formal parameter list are in the middle, and the expression is on the right. To get the function symbol, press the keys **Ctrl + 5**.

Example:

$$P = f(x, y) = \sqrt{x^2 + y^2}$$

The example below shows how to call a function that returns the result of an expression. A call of a self-defined function must be marked with the function symbol left of the function name.

$$P = f(x, y) = \sqrt{x^2 + y^2}$$

$$fP(3, 4) = 5$$

$$fP(a, b) = 10$$

$$a = 6 \quad b = 8$$

The arguments can be values, variable names, another function or any expressions.

$$P = f(x, y) = \sqrt{x^2 + y^2}$$

$$fP\left(\frac{144}{a*4}, ft(4)\right) = 10$$

$$a = 6 \quad t = f(x) = 2 * x$$

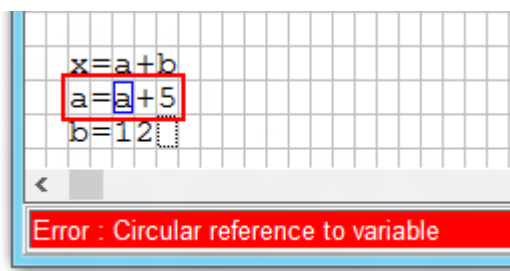
1.18.1 Scope of Function Parameters

The variables, defined as formal parameter, have own scope inside the function. They can be referenced in the function only and not outside their function. It is allowed and makes no difference, if the same names in the argument list are defined and used elsewhere in the worksheet.

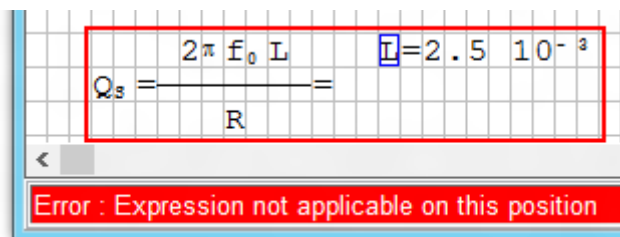
Inside the function you can use in addition to the parameter all other variables, which are defined elsewhere in the worksheet.

1.20 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.



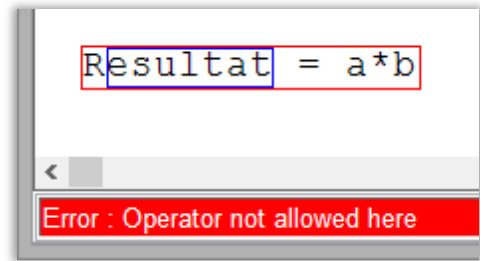
The marking of the entire formula simplifies the localization of errors that cause a false positioning. In the example below, an invalid assignment is signaled. The red selected box indicates, however, that two formulas were joined because the distance is too close. In this example the adjustment of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



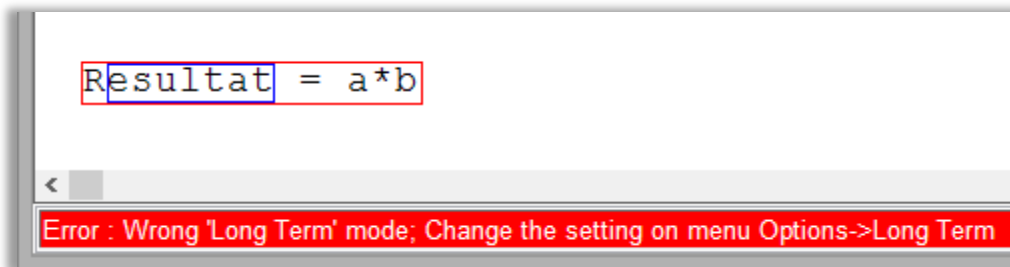
! Pay attention to the correct **Long Term** setting in the **Option** menu. An incorrect setting can cause confusing or misunderstandable error messages.

Read the description menu: *Options -> Long Term* below

Example: Regarding the implemented multiplication, in disabled *Long Term* mode, *RedCrab* interprets the expression **Resultat=a*b** as **R*e*s*u*l*t*a*t = a*b** and displays an error message like the example on the right.



As of version 4.44 the error message system is improved, it checks wrong user settings and display an error message like the example below.



A wrong user setting is not accurate to identify, if there are several errors in the worksheet.

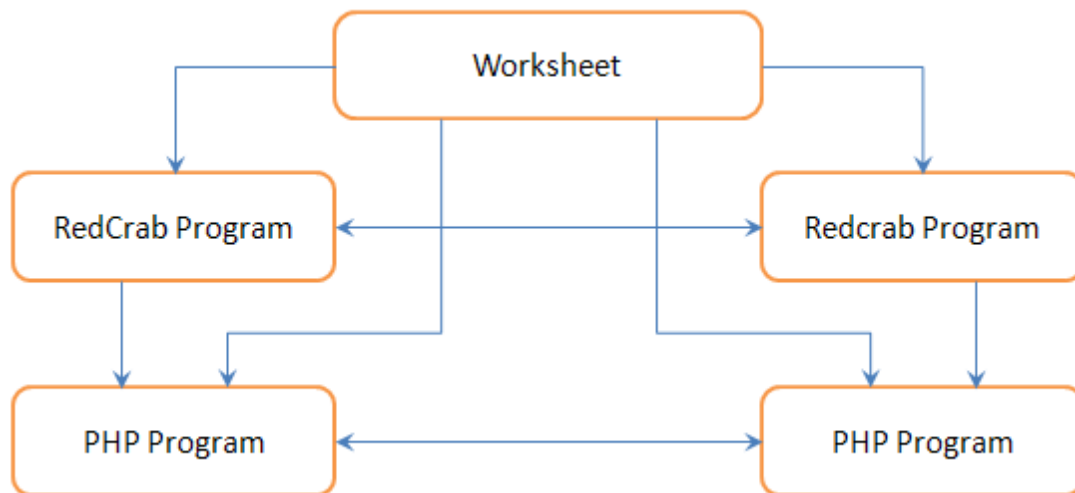
1.21 Reset Preferences

When you close RedCrab, all major settings are stored in the PCs Windows Registry. Whenever RedCrab is started, these settings are restored. You can reset the settings, when you restart RedCrab with the command line option “/d”.

1.31 Programming

RedCrab supports two variants to program your own functions. The first is an own program language, which is integrated in *RedCrab*, the *RedCrab* interpreter. The second variant is the programming language *PHP*.

Worksheet formulas have access to all functions of *RedCrab* and *PHP* programs. From *RedCrab* interpreter, you can call all functions in other *RedCrab* and *PHP* modules. *PHP* are not integrated in *RedCrab* and has only access to other *PHP* functions in his own or external modules. The following diagram shows the program hierarchy.



1.32 RedCrab Interpreter (RCI)

The *RedCrab* editor and program interpreter is integrated in *RedCrab*. The editor, depending on the configuration, displays in a tab or in a split window next to the worksheet. The interpreter has a simple command language that is easy to learn, especially for users without programming experience. The syntax of the interpreter is an extension of the worksheets syntax. That means, all the mathematical functions of the worksheet are also available in *RCI*. Likewise, the definition of variables and data fields is identical with the worksheet.

In addition, the *RCI* contains commands for programming functions, conditional branching (*If*, *Elseif*, *Else*) and loops (*While*). *RCI* programs execute when you press the *Enter* key / button to execute the statements in the worksheet.

For more information about *RCI* programming read the separate programmer manual.

1.33 PHP Script

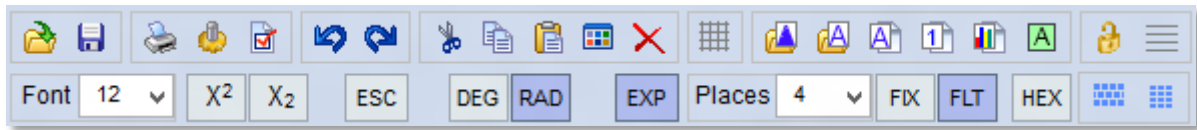
The second alternative to writing your own functions is the programming language *PHP*. A programming environment with *PHP* editor is integrated into *RedCrab*. Like RCI, the programs can be executed directly in the editor. But, *PHP* program requires the installation of an external *PHP* processor.

- For more information about the installation read *PHP Installation* below.
- For information about the *PHP* interface read the *Programmers- Manual*.

Advantages of *PHP*:

- *PHP* is the most used programming language on the Internet servers and thus has a high level of awareness.
- Simple interface: Data exchange with *RedCrab* over standard input / output (`$ _POST` / `echo`).
- Programs needs only to be stored once on any *LAN* server, and can be accessed from different workstations.
- Extensive program library: Several mathematical expansion modules are available, e.g. *GMP*, statistics, database access through *SQL*, and much more.
- The *PHP* Processor is free.

2.0 The Toolbox

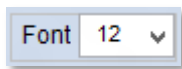


2.1 Fonts

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 type in letter of the alternative font by pressing the *Ctrl* key. Example: press *Ctrl* + *P* to write the character π or *Ctrl* + *L* to write the letter λ .

2.2 Font Size



The combo box shows the actual 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 X^2 button.

If you click the button when the cursor is on a character, the character under the cursor changed from normal letters in *superscript*. The *Superscript* mode is not enabled in this case, only the sign is changed. Similarly, the character can be reset by *superscript* in normal font.

As described above you can change selected cells to *Superscript* or reset

Alternate key functions:

- Function key **Ctrl + 6** enabled / disabled **Superscript** mode
- Function key **F3** enabled / disabled **Superscript** mode.
- The **Enter** key leaves the Superscript mode.
- **Superscript** mode disabled if you enter a non alpha numeric sign .Same thing if you select cells.

2.4 Subscript



To write name extensions in **Subscript** mode click on the toolbox **X₂** button.

If you click the button when the cursor is on a character, the character under the cursor changed from normal letters in **subscript**. The **Subscript** mode is not enabled in this case, only the sign is changed. Similarly, the character can be reset by **Subscript** in normal font.

As described above you can change selected cells to **Subscript** or reset

The **underscore_** key and **Ctrl + _ (underscore)** toggles **Subscript** too.

Alternate key functions:

- The **underscore_** key and **Ctrl + _ (underscore)** toggles **Subscript** too.
- **Subscript** mode can be enabled / disabled using the function key **F4**.
- The **Enter** key leaves the **Subscript** mode.
- **Subscript** mode disabled if you entering a non alpha numeric sign. Same thing if you select cells

2.5 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.

2.6 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.

2.7 Exponent - EXP



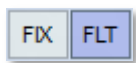
If the **EXP** button switched on (displayed blue), the calculator write the result as power of ten.

2.8 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

2.9 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

2.10 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

2.11 Clear



The **Clear** function clears the worksheet and the undo memory.

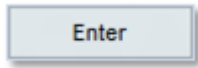
The **Clear** function clears the worksheet and the undo list, without prompting. Instead data are stored in the startup directory in a file named **redcrab.his**. If the **Clear** button was clicked by mistake, the worksheet can be restored with **Reopen** function in the **File** menu.

2.12 Reset



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

2.13 Enter

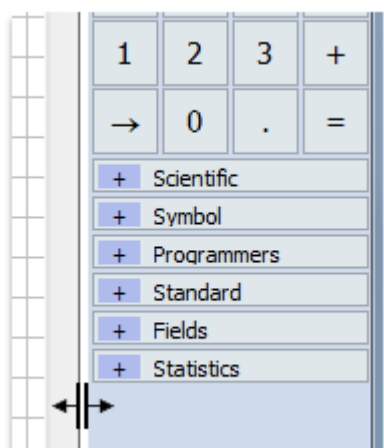


Enter start the calculator and display the result. It's equal to the *F8* and *Ctrl + Enter* keys.

3.0 Function Panel

The following section describes the function panels buttons. The panels can pop up or retract with the + or - symbols.

All the features of these panels can also be entered via the keyboard. Read the description of the *Escape* and *Long Term* mode.



- Numbers			
AC	←	↵	/
7	8	9	*
4	5	6	-
1	2	3	+
→	0	.	=
+ Scientific			
+ Symbol			
+ Programmers			
+ Standard			
+ Fields			
+ Statistics			

You can change the size of the function panels and the buttons. This improves the readability of the text for use on touch screens, depending on monitor used.

To change the width of the panel, drag and drop the splitter that separates the panel from the worksheet, to the left or right. The size of the button and the font will be automatically adjusted.

If the panel is undocked, adjust the size by turning the mouse wheel.

3.1 Number Panel

AC	←	↵	/
7	8	9	*
4	5	6	-
1	2	3	+
→	0	.	=

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



AC clears the mathematical expression at cursor position.



Backspace.



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

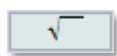
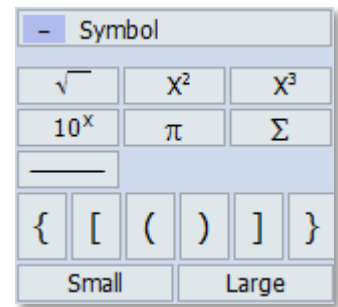


Space.

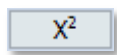
All other number and operator buttons function as shown.

3.2 Symbol Panel

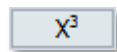
The *Symbol* Panel contained symbols, you can write with the keyboard too. But problem may arise by any non English keyboard or language. For more information about the keyboard read below the description about keyboard configuration.



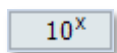
This button writes the **Root** symbol to the cursor position. It's equivalent to **Ctrl + 1** key. For more information read paragraph 7.6 Root.



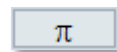
This button writes exponent **2** to the cursor position. It is equivalent to **Ctrl + 2** keys.



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



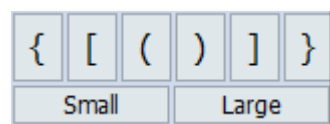
This button writes the symbols *10 to the cursor position and switched in **Super** mode to input the exponent.



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 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

3.3 Scientific Panel

The following part describes the Function panel buttons. Alternative you can use the keyboard to write the functions to the editor. Use the **ESC** or **Long Term** Mode (Menu: Option - Long Term). Read the description about Escape mode below.

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

Scientific Functions

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)

4.0 Programmer Panel

4.1	Div	4.7	Incl
4.2	Mod	4.8	Excl
4.3	And	4.9	Not
4.4	Or	4.10	Trunc
4.5	Xor	4.11	Hex
4.6	Shl, Shr		



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.

The following Programmer functions and operators (except Int, Frac and Round) perform manipulation on integer operands. If the operands real type numbers, the values are rounded toward zero.

Operator

4.1 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:

$$\begin{array}{l} 11 \quad \text{DIV} \quad 3 \quad = \quad 3 \\ 11.2 \quad \text{DIV} \quad 3.9 \quad = \quad 3 \end{array}$$

4.2 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:

$$\begin{array}{l} 11 \quad \text{MOD} \quad 3 \quad = \quad 2 \\ 11.7 \quad \text{MOD} \quad 3.9 \quad = \quad 2 \end{array}$$

4.3 And

The logical **AND** operator performs bitwise AND manipulation on integer operands

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

4.4 Or

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

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

4.5 Xor

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

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

4.6 Shl / Shr

The *SHL* or *SHR* operator shift bitwise left or right manipulation on integer operands. The value of *Y* is interpreted modulo 32. Thus for example, if *X* is 40, *X* is interpreted as **8** because **40 mod 32** is **8**.

Examples: $Z = X \text{ shl } Y$
 $9 \text{ shl } 2 = 36$

4.7 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: $8 \text{ Incl } 3 = 12$

4.8 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: $15 \text{ Excl } 4 = 7$

Functions

4.9 Not

The logical ***NOT*** function performs bitwise negation on integer operands.

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

4.10 Trunc

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

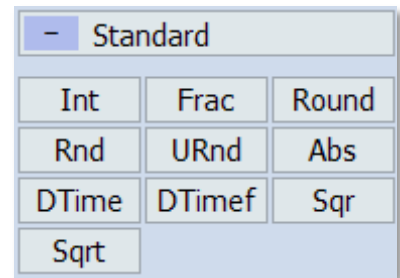
Example: $\text{Trunc}(123.67) = 123$

4.11 Hex

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

5.0 Standard Panel

5.1	Round	5.6	Abs
5.2	Int	5.7	DTime
5.3	Frac	5.8	DTimeF
5.4	Rnd	5.9	Sqr
5.5	URnd	5.10	Sqrt



5.1 Round

Round returns a value rounded to the nearest whole number.

Example: `x=Round(y)`

`Round(2.6)=3`

`Round(3.5)=4`

`Round(2.5)=2`

If *y* is exactly halfway between two whole numbers, the result is always the even number. This method of rounding is often called "Banker's rounding".

5.2 Int

Int returns the integer part of a value; that is, the value rounded toward zero.

Example: `x=Int(y)`
`x=Int(4.67)=4`

5.3 Frac

Frac returns the fractional part of an argument.

Example: `x=Frac(y)`
`x=Frac(4.67)=0.67`

5.4 Rnd

Rnd returns a random integer number within the range $0 \leq X \leq \text{Range}$.

Example: `x=Rnd(y)`

5.5 URnd

URnd fills a field with a series of random numbers between 0 and the highest argument of the field. In contrast to **Rnd**, which also can be used for fields, **URnd** returns a set of unique numbers.

Example: `a=URnd([1..5,45])`
`b=URnd([44..45])`

Both examples return a list of six different numbers between 1 and 45.

5.6 Abs

Abs returns the absolute value of numbers and fields.

Example: `x=Abs(y)`

`x=Abs(4.56) =4.56`
`x=Abs(-4.56)=4.56`

5.7 DTime

The function *DTime* returns the *DateTime* value of the given year, month, day, hour, minute and second. The argument must be a data field that includes six cells which contains the value of year, month, day, hour, minute and second.

The year must be between 1 and 9999.

Valid Month values are 1 through 12.

Valid Hour values are 0 through 23.

Valid Min and Sec values are 0 through 59.

Valid Day values are 1 through 28, 29, 30, or 31, depending on the Month value. For example, the possible Day values for month 2 (February) are 1 through 28 or 1 through 29, depending on whether or not the Year value specifies a leap year.

Example: `d = DTime ([Y,M,D,h,m,s])`

A call of *DTime* with the argument *0* returns the current date and time.

Example: `current = DTime (0)`

DateTime value format

The integral part of *DateTime* value is the number of days that have passed since 30.12.1899. The fractional part of the *DateTime* value is fraction of a 24 hour day that has elapsed. Following are some examples of values and their corresponding dates and times:

0	:	30.12.1899	12:00 am
2.75	:	01.01.1900	06:00 pm
-1.25	:	29.12.1899	06.00 pm
35065	:	01.01.1996	12:00 am

To find the fractional number of days between two dates, simply subtract the two values, unless one of the *DateTime* values is negative. Similarly, to increment a date and time value by a certain fractional number of days, add the fractional number to the date and time value if the *DateTime* value is positive. When working with negative *DateTime* values, computations must handle time portion separately. The fractional part reflects the fraction of a 24-hour day without regard to the sign of the *DateTime* value. For example, 6:00 am on

29.12.1899 is -1.25 , not $-1 + 0.25$, which would be -0.75 . There are no *DateTime* values between -1 and 0 .

5.8 DTimeF

The function *DTimeF* returns a data field that includes six cells which contains the value of year, month, day, hour, minute and second of the arguments *DateTime* value.

Example `DTimeF(d)` = 2012 4 12 14 27 18

5.9 Sqr

The *Sqr* function returns the square of the argument.

Example: `Sqr(4)` = 16

5.10 Sqrt

The result of *Sqrt* is the square root of the argument.

Example: `Sqrt(4)` = 2

6.0 Fields Panel

6.1	Join	6.13	Aver
6.2	Mulx	6.16	AddOn
6.3	Det	6.17	MulIn
6.4	Invx	6.18	MulTo
6.5	Fill	6.19	MulAd
6.6	Patt	6.30	Dim
6.10	Trans	6.31	Rows
6.11	Min, Max	6.32	Cols
6.12	Count		

- Fields		
Min	Max	Count
Join	Trans	Mulx
Aver	Det	Invx
Fill	Patt	AddOn
MulIn	MulTo	MulAd
Dim	Cols	Rows

6.1 Join

The operator **Join** connects one or two-dimensional fields with each other. The result contains the sum of the rows of the first and second operand.

Example: $a = [1..5] = \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix}$

$b = [6..10] = \begin{matrix} 6 & 7 & 8 & 9 & 10 \end{matrix}$

$c = a \text{ Join } b = \begin{matrix} 1 & 2 & 3 & 4 & 5 \\ 6 & 7 & 8 & 9 & 10 \end{matrix}$

If the fields are different lengths, the shorter field is filled with zeros.

$x = [11..18] = \begin{matrix} 11 & 12 & 13 & 14 & 15 & 16 & 17 \end{matrix}$

$d = x \text{ Join } c = \begin{matrix} 11 & 12 & 13 & 14 & 15 & 16 & 17 \\ 1 & 2 & 3 & 4 & 5 & 0 & 0 \\ 6 & 7 & 8 & 9 & 10 & 0 & 0 \end{matrix}$

6.2 Mulx

Mulx is an operator for multiplication of matrices. Multiplication of two matrices with **Mulx** is possible only if the number of columns of the left matrix is the same as the number of rows of the right matrix.

Beispiel:
$$\begin{bmatrix} 1, 2, 3 \\ 4, 5, 6 \\ 7, 8, 9 \end{bmatrix} \text{ mulx } \begin{bmatrix} 2, 4 \\ 3, 5 \\ 6, 8 \end{bmatrix} \quad \begin{bmatrix} 26 & 38 \\ 59 & 89 \\ 92 & 140 \end{bmatrix}$$

The result is a matrix whose entries are given by dot product of the corresponding row of the left operand and the corresponding column of the right operand:

$$\begin{array}{ll} (1*2 + 2*3 + 3*6) & (1*4 + 2*5 + 3*8) \\ (4*2 + 5*3 + 6*6) & (4*4 + 5*5 + 6*8) \\ (7*2 + 8*3 + 9*6) & (7*4 + 8*5 + 9*8) \end{array}$$

More Information about multiplication of matrices:

- 1) http://en.wikipedia.org/wiki/Matrix_multiplication
- 2) The description of the function **Trans**.

6.3 Det

Det returns the determinant of a 2x2 or 3x3 matrixes. More information of determinants can be found at:

<http://en.wikipedia.org/wiki/Determinant>

Example: `d=Det(A)`

6.4 Invx

Invx inverse a 2x2 or 3x3 matrix. If the matrix is not invertible, **RedCrab** displayed an error message. More information about inverted matrices can be found at:

http://en.wikipedia.org/wiki/Invertible_matrix

Example: $A1 = \text{Invx}(A)$

6.5 Fill

The result of the operator **Fill** is a data field the size of the left operand. The field contains values specified by the right operand.

Example: $x = [1..5] \text{ Fill } 8 = 8 \ 8 \ 8 \ 8 \ 8$

6.6 Patt

The result of the operator **Patt** is a data field the size of the left operand. The field contains continuous values of the right field operand.

Example: $x = [1..10] \text{ Patt } [1,1,2] = 1 \ 1 \ 2 \ 1 \ 1 \ 2 \ 1 \ 1 \ 2 \ 1$

6.10 Trans

Trans producing the transpose of a matrix A^T , which is computed by swapping columns for rows in the matrix **X**.

Example:

$$\mathbf{x} = \begin{bmatrix} 1, 2, 3 \\ 4, 5, 6 \\ 7, 8, 9 \end{bmatrix}$$

$$\text{Trans}(\mathbf{x}) = \begin{bmatrix} 1 & 4 & 7 \\ 2 & 5 & 8 \\ 3 & 6 & 9 \end{bmatrix}$$

For more information read: http://en.wikipedia.org/wiki/Matrix_transpose

6.11 Min , Max

Min (minimum) and **Max** (maximum) return the value at which the minimum or maximum value of one– or multidimensional fields.

Example:: $z = \text{Min}(\mathbf{x})$

$$\mathbf{x} = [9, 7, 2, 8, 12, 3, 5]$$

$$\text{Min}(\mathbf{x}) = 2$$

$$\text{Max}(\mathbf{x}) = 12$$

6.12 Count

Count returns the number of elements of one– or multidimensional fields.

Example: $z = \text{Count}(\mathbf{x})$

$$\mathbf{x} = [9, 7, 2, 8, 12, 3, 5]$$

$$\text{Count}(\mathbf{x}) = 7$$

6.13 Aver

The function **Aver** returns the mean values of successive elements of fields. The result is always one element smaller than the original field.

Example: $a = [1..5]^2 = 1 \ 4 \ 9 \ 16 \ 25$
 $b = \text{Aver}(a) = 2.5 \ 6.5 \ 12.5 \ 20.5$

6.16 AddOn

The function **AddOn** adds any value of a continuous series of numbers to the next value.

Example: $\text{Addon}([10, 30, 25, -10, 15]) = 10 \ 40 \ 65 \ 55 \ 70$

6.17 MulIn

The operator **MulIn** returns a data field with a logarithmic series of numbers. The number of values corresponds to the numbers of the left operand. The first number is taken from the first element of the left operand. The following values are each the product of multiplication by the right operand.

Example: $[2..8] \text{ Mulin } 2.0 = 2 \ 4 \ 8 \ 16 \ 32 \ 64 \ 128$

The left operand's first element defines the start value; the following values have no significance. They are place holders to determine the size of the field. The following example shows therefore the same result as above.

Example: $[2..-4] \text{ Mulin } 2.0 = 2 \ 4 \ 8 \ 16 \ 32 \ 64 \ 128$

Descending sequence of numbers generated by a value < 1 .

$[2..8] \text{ Mulin } 0.5 = 2.0 \ 1.0 \ 0.50 \ 0.25 \ 0.13 \ 0.06 \ 0.03$

6.18 MulTo

The operator **MulTo** returns a data field with a series of logarithmic numbers. The series begins with the first value of the left operand and is gradually multiplied by the value of the right operand till the value of the next operand is reached.

Example:

```
[1, 150] MulTo 2 = 1 2 4 8 16 32 64 128
[150, 3] MulTo 0.5 = 150 75 37.5 18.8 9.38 4.69
```

For ascending order, right operand must be $>$, for a descending order the right operand must be < 1 . Negative values and the values 0 and 1 are not allowed.

6.19 MulAd

The operator **MulAd** returns a series of numbers where each value of the left operand first multiplied by the right operand, and added to the next value.

Example:

```
x=[1..5] Fill 100 =100.00 100.00 100.00 100.00 100.00
y=x Mulad 1.1 = 110.00 231.00 364.10 510.51 671.56
```

The right operand can be a one-dimensional field.

6.30 Dim

The **Dim** function returns the number of dimensions of a multi dimensional data field.

```
Example: X = [1..4;12..15]
Dim(x) = 2
```

6.31 Rows

The function ***Rows*** returns the number of rows of a two dimensional data field.

Example: `x = [1..4;12..15]`
`r = Rows(x) = 2`

6.32 Cols

The function ***Cols*** returns the number of columns of a two dimensional data field.

Example: `x = [1..4;12..15]`
`c = Cols(x) = 4`

7.0 Statistics Panel

7.1	Sum	7.7	Vari, SVar
7.2	Prod	7.8	StDev, SStDev
7.3	Cusum	7.9	Diff
7.4	Sort, DSort	7.10	LQuart
7.5	Median	7.11	UQuart
7.6	Mean	7.12	QRan

Statistics		
Sum	Prod	Cusum
Sort	DSort	Median
Vari	StDev	Mean
SVar	SStDev	Diff
Quart1	Quart3	QRange

7.1 Sum

The function **Sum** returns the sum of the elements in fields. The function can be called by the Greek letter Σ .

Example: $z = \text{Sum}(x)$
 $x = [9, 7, 2, 8, 12, 3, 5]$
 $\text{Sum}(x) = 46$
 $\Sigma(x) = 46$

7.2 Prod

Prod returns the product of all elements of fields.

Example: $z = \text{Prod}(x)$
 $x = [9, 7, 2, 8, 12, 3, 5]$
 $\text{Prod}(x) = 181440$

7.3 Cusum

The function **CuSum** returns the calculation of a cumulative sum of one-dimensional fields.

Example: $z = \text{Cusum}(x)$
 $\text{Cusum}([2, 4, 7, 3, 9]) = -3 \ -4 \ -2 \ -4 \ 0$

For more information read : <http://en.wikipedia.org/wiki/CUSUM>

7.4 Sort, DSort

Sort sorts field elements from low to high values (sort ascending). **DSort** sorts field elements from high to low values (sort descending). Complex fields are sorted based on first row values.

Example: $z = \text{Sort}(x)$

7.5 Median

Median returns the median value of fields. In multidimensional fields the result is the median of all elements.

Example: $z = \text{Median}(x)$

7.6 Mean

The result of **Mean** is the mean value of field. In multidimensional fields the result is the mean of all elements.

Example: $z = \text{Mean}(x)$

7.7 Vari / SVari

The result of *Vari* and *SVari* is the variance of values in one-dimensional fields. Use *Vari* if the field contains all evaluated data. *SVari* is more applicable for samples.

Example: $z = \text{Vari}(x)$

For more information read: <http://en.wikipedia.org/wiki/Variance>

7.8 StDev / SStDev

StDev returns the standard deviation of values in one-dimensional fields. Use *StDev* if the field contains all evaluated data. *SStDev* is more applicable for samples.

Example: $z = \text{StDev}(x)$

For more information, read: http://en.wikipedia.org/wiki/Standard_deviation

7.9 Diff

Diff returns the difference values of successive elements of fields. *Diff* subtracts the first field element from the second, the second element from the third, etc.. The field of the difference values is always one element shorter than the original field.

Example: $z = \text{Diff}(x)$

$x = \text{Rnd}([11..20]) = 15 \ 19 \ 18 \ 2 \ 11 \ 12 \ 20$

$\text{Diff}(x) = 4 \ -1 \ -16 \ 9 \ 1 \ 8$

7.10 LQuart

LQuart returns the value of the first quartile (lower quartile) of a sorted list. In the following example in a field of 10 elements, the position of the first quartile is $(10 \times \frac{1}{4}) = 2.5$, rounded up to 3.

Example: **LQuart** ([3, 6, 7, 8, 8, 10, 13, 15, 16, 20]) = 7

7.11 UQuart

UQuart returns the value of the third quartile (upper quartile) of a sorted list. In the following example, in a field of 10 elements the position of the third quartile is $(10 \times \frac{3}{4}) = 7.5$, rounded up to 8.

Example: **UQuart** ([3, 6, 7, 8, 8, 10, 13, 15, 16, 20]) = 15

7.12 QRan

QRan results the area from the first to 3rd quartiles of a sorted list. The following example shows the result of a field with 10 elements.

Beispiel: **QRan** ([3, 6, 7, 8, 8, 10, 13, 15, 16, 20])
= 7 8 8 10 13 15

8.0 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.

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 type in letter of the alternative font by pressing the **Ctrl** key. Example: press **Ctrl+P** to write the character π or **Ctrl+L** to write the letter λ .

Esc	Switch to escape mode.	To exit escape mode: press <i>enter</i> key or bracket open
Enter	- 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.	
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 + 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			
F2	Marked/Unmarked the selected range or cursor position as remark			
F3	Enable or disable <i>Superscript</i> mode.			
F4	Enable or disable <i>Subscript</i> mode.			
F5	AC - Clears the the mathematical expression at cursor position.			
F6	Clear - clear all			
F7	Reset – clear the output of the calculator			
F8	Enter – starts the calculator			
Ctrl + A	α	A	Alpha	
Ctrl + B	β	B	Beta	
Ctrl + C	χ	X	Chi	Copies the selected area *
Ctrl + D	δ	Δ	Delta	
Ctrl + E	ε	E	Epsilon	
Ctrl + F	φ	Φ	Phi	
Ctrl + G	γ	Γ	Gamma	
Ctrl + H	η	H	Eta	
Ctrl + I	ι	I	Iota	
Ctrl + J	φ		Phi (alt.)	
Ctrl + J		θ	Theta (alt.)	
Ctrl + K	κ	K	Kappa	
Ctrl + L	λ	Λ	Lambda	
Ctrl + M	μ	M	Mu	
Ctrl + N	ν	N	Nu	
Ctrl + O	ο	O	Omicron	
Ctrl + P	π	Π	Pi	
Ctrl + Q	θ	Θ	Theta	
Ctrl + R	ρ	P	Rho	
Ctrl + S	σ	Σ	Sigma	
Ctrl + T	τ	T	Tau	
Ctrl + U	υ	Υ	Upsilon	
Ctrl + V	ϖ		Pi (alt.)	Insert text from clipboard *
Ctrl + V		ς	Sigma (alt.)	
Ctrl + W	ω	Ω	Omega	
Ctrl + X	ξ	Ξ	Xi	Cut and copies the selected area *
Ctrl + Y	ψ	Ψ	Psi	
Ctrl + Z	ζ	Z	Zeta	

*)

Ctrl + **C** copies the selected area to clipboard. **Ctrl** + **X** cuts the selected area and copies it to the clipboard. If no area is selected, the corresponding Greek letter is written.

Ctrl + **V** writes the text from the clipboard to the cursor position if, immediately before a text with **Ctrl** + **C** / **X** was copied, otherwise the corresponding Greek letter is written.

The decimal key below the numeric keypad (point / comma) produces a decimal point always, regardless of the country setting.

The Menu Bar

10.0 File Menu

10.1 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 ****.rcc***.

10.2 Reopen

Reopen function opens the last deleted file.

The ***Clear*** function clears the worksheet and the undo list, without prompting. Instead data are stored in the startup directory in a file named ***redcrab.his***. If the ***Clear*** button was clicked by mistake, the worksheet can be restored with ***Reopen*** function.

10.3 Save

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

10.4 Save As

If you are saving the file for the first time use ***Save As*** on the ***File*** menu, the file browser prompts for a file name.

10.5 New Page

New Page .RC Program

This menu opens a new editor window, to write *RedCrab* program code.

New Page .PHP Script

This menu opens a new editor window, to write *PHP* program code.

NewPage .Data Sheet

This menu opens a new editor window for data input.

10.6 Import Module

Import Module .RC Program

Load a *RedCrab* program in a tab sheet.

Import Module .PHP Script

Load a *PHP* program in a tab sheet.

Import Module .Data Sheet

Load a data file in a tab sheet.

10.6.1 Import Data Files

This section describes the way to read data into *RedCrab* from a file. Typically this data is available as a plain text file organized into columns and rows.

RedCrab can handle plain text file that contains comma, tab or space as column separator. Rows are delimited with linefeeds or semicolon.

To import a file click the *File* menus item **Import Module - Data Sheet**; this opens the file browser where you can select the file. *RedCrab* shows the loaded file in a named tab sheet. The tab sheet name is the reference to the worksheet or *RCI* program.

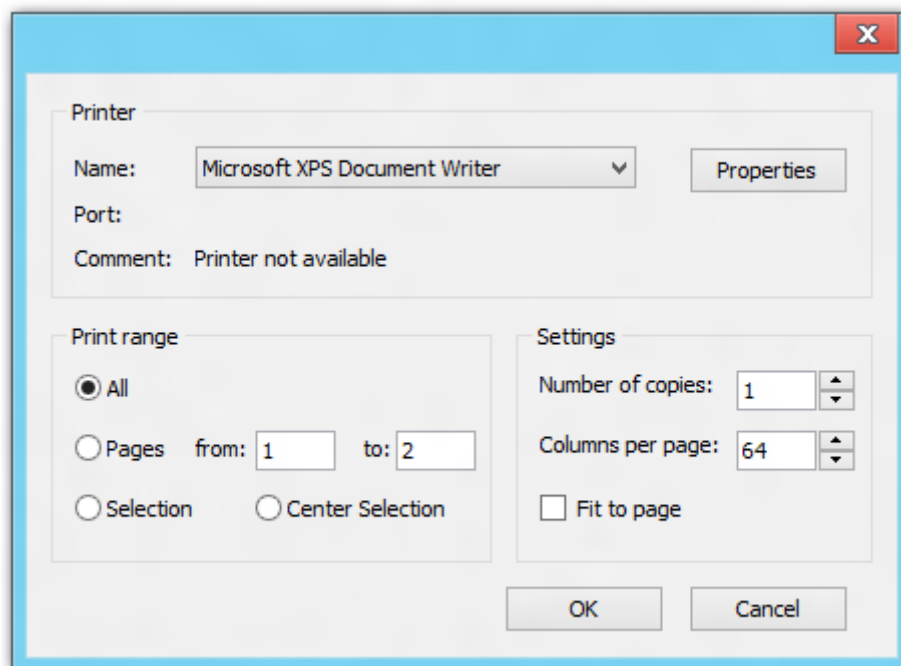
The example below shows the import of the text file *Book1.txt*. The statement `x=Book1` on the worksheet store the file as a data field in the variable x. In a *RCI* program, write `Let x=Book1.`

Book1		
1	1.42	2361
2	0.66	4134
3	1.19	11085
4	2.78	2580
5	2.8	4115
6	2.47	4978
7	2.89	4095
8	2.30	5554

For manual input of data lists, with the *File* menu *New Page - Data Sheet* you can open an empty tab sheet. Then input the data in the format which is described above.

10.7 Print a worksheet

The right picture shows the print dialog box. By default, 64 columns per page are printed. The number of rows depends on the size of the page. By entering a different value, you can increase or decrease the printer output.



With the button *All* you print the working area of the worksheet from position (1.1). If necessary, the worksheet is split into several pages. The layout of the pages is shown in the following table.

If the button **Page** is selected, individual pages can be printed.

With the button **Selection** you can print selected area of the worksheets. The print-out is positioned on the top of the page. **Center Selection** prints the selected area at the center of the page.

With the check box **Fit to page** the print-out is adjusted to the page size.

The **Columns per Page** setting is ignoring. A small selected area can so enlarged to the width or height of the page. Similarly, a print-out what normally occupied several pages are reduced to one page.

Page 1 Column 1..64 Row 1..68	Page 2 Column 65..128 Row 1..68	Page 3 Column 129..192 Row 1..68
Page 4 Column 1..64 Row 69..136	Page 5 Column 65..128 Row 69..136	Page 6 Column 129..192 Row 69..136

- 10.7.1 Page Setup

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

- 10.7.2 Printer Setup

Select the printer and the printer settings.

11.0 Edit Menu

11.1 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.

11.2 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 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.

11.3 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*.

11.3.1 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.

11.3.2 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.
Ctrl + Shift + Right Arrow	increase font size
Ctrl + Shift + Left Arrow	decrease font size

11.4 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.

12.0 View Menu

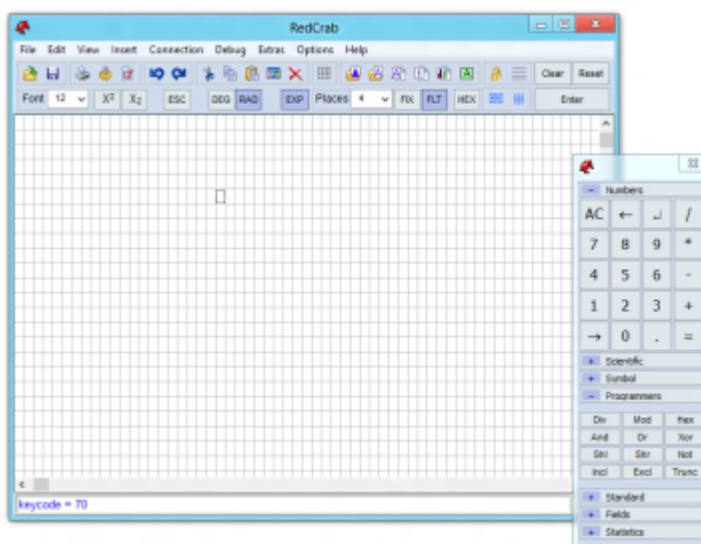
12.1 Grid

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

12.2 Undock Function Panel

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

This function is activated through Menu **Undock Function Panel** or by double clicks on the function panel.



12.3 Function Panel

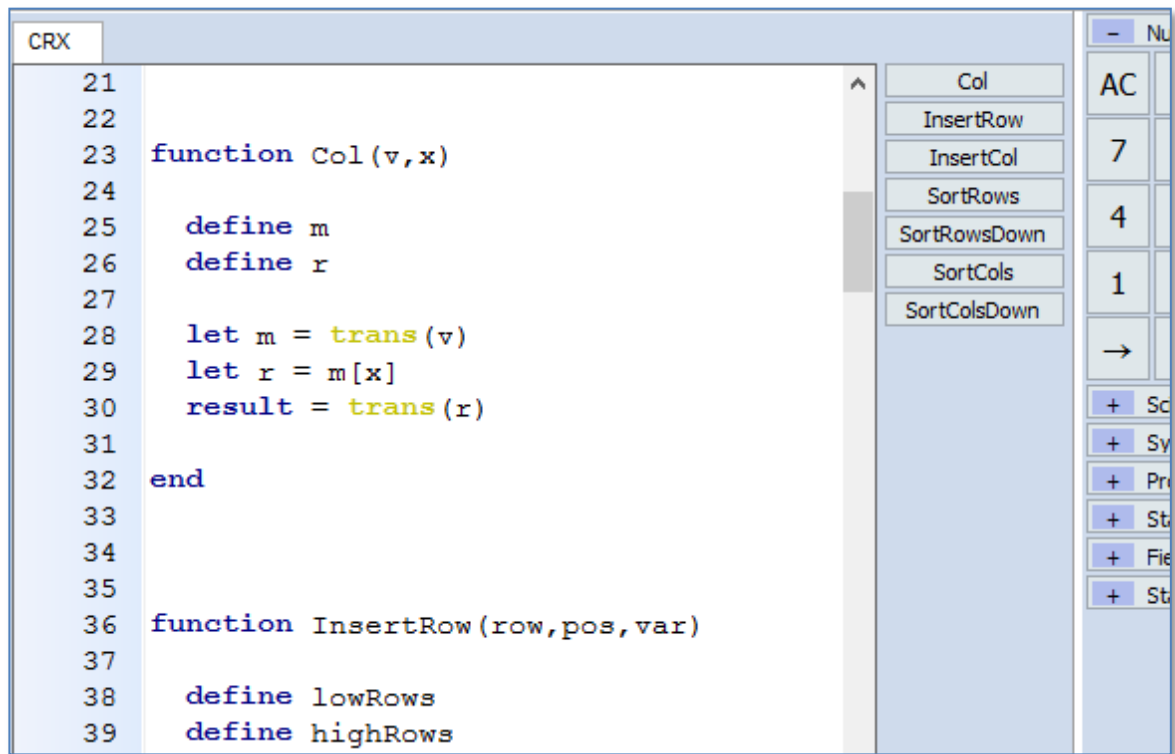
Switch the **Function Panel** on / off with click on **Function Panel** on the **View** menu

12.4 Program Panel

When the option Program Panel in menu View is switched on, **RedCrab** creates a button for any function in the program editor. A single click on the button inserts the function name in the worksheet on the actual cursor position. A double click inserts the name and the parameter list.

If the program changed, you can refresh the button list with Refresh in the popup menu. To open the popup menu, click with the right mouse button in the button area.

If the button panel too large for the window, you can move it with the left mouse button.



12.5 Virtual Keyboard

Switch the *Virtual Keyboard* on / off with click on *Virtual Keyboard* on the *View* menu.

13.0 Insert Menu

13.1 Image File

Load a graphic file. For complex technical calculations, it may be useful to include technical drawings to mathematical formulas. Click ***Image 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.

13.2 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.

13.3 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.

13.4 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!

13.5 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.

13.6 Result box

With **Result** boxes you can display formatted results of calculations on any work sheet position. Click **Result box** on the **Insert** menu to open a result box.

Example: If the result of a calculation is a distance of 3650 meters, RedCrab write: = 3650 or: = 3.65 10³ in the work sheet.

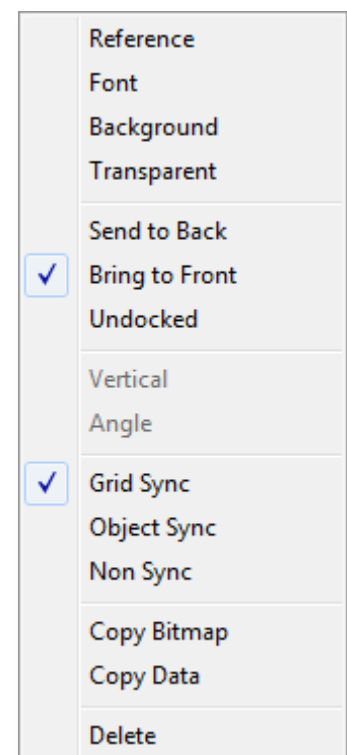
A result box can show the display format: = 3.65km.

A result box can be displayed on any position. So you can insert results directly on technical drawings. Result text can be displayed vertically, horizontally or inclined position. The size of the box is auto fitted to the size of the text.

13.6.1 Popup Menu

With click of the right mouse key you open the result box popup menu. The list below show an overview of the various functions.

- **Reference** opens the *Reference* dialog box to enter the reference variable and pre setting of the display format .
- **Font** opens the *Font* dialog box. Adjustment is dependant from the setting of the sync function (see below).
- **Background** opens a colour dialog box to choose the result box background colour.



- ***Transparent***: displays the result box with a transparent background.
- ***Send to Back***: moves the top object to other object below.
- ***Bring to Front***: ensures that a box is visible or to reorder overlapping boxes within a worksheet.
- ***Undocked***
- ***Vertical***: displays the result box content vertically.
- ***Angle***: opens a dialog box to adjust the slant of results display. It can be an angle in the range of + / - 90 degrees, adjustable in 0.1 degree increments.
- ***Grid sync***: synchronizes the box to the worksheet.
- ***Object sync***: synchronizes the box to a *Text* or *Image* box.
- ***Non sync***: size and position of the box are freely adjustable.
- ***Copy Bitmap***: copies the box image to the clipboard.
- ***Copy Data***: copies the box data to the clipboard.
- ***Delete***: deletes the box.

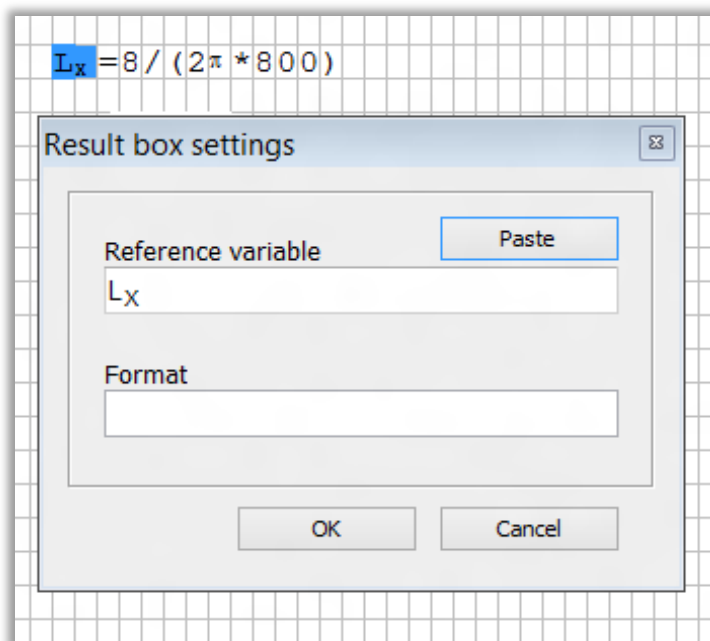
13.6.1.1 Reference und Format

The ***Reference*** popup menu opens the ***Reference*** dialog box to enter the reference variable and the display format instruction.

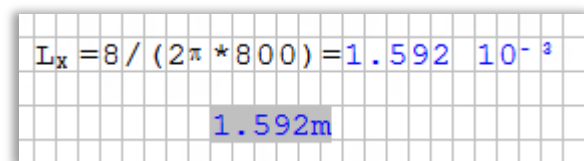
The row ***Reference variable*** show the name of the variable whose value is displayed in the box.

To determine the variable you select here the name on the worksheet. Then click the **Paste** button in the dialog box. The name is accepted and pasted to the reference row.

The name can be entered per keyboard too. The keyboard provides here **ANSI** characters only. Variable names which included Greek characters must be inserted with **Paste** button.



In the first example below the format row are empty. The Result box shows the same display format as the worksheet. But instead of the power of ten, the box displays the SI-Prefix ,m'. The result box background is displayed gray.



13.6.1.2 SI-Prefix

Result boxes used SI prefixes instead of exponents to reduce the number of zeros shown in numerical quantities before or after a decimal point. For example, an electrical current of 0.001ampere, or 10^{-3} of an ampere, is written by using the SI-prefix **m** (milli) as 1 milliamperere or 1mA. The SI prefixes are standardized by the International Bureau of Weights and Measures (IBWM). The list below shows the prefixes which RedCrab used.

	Prefix		Decimal	Short scale	Long scale
Y	yotta	10^{24}	1.000.000.000.000.000.000.000.000	Septillion	Quadrillion
Z	zetta	10^{21}	1.000.000.000.000.000.000.000.000	Sextillion	Trilliard
E	exa	10^{18}	1.000.000.000.000.000.000.000.000	Quintillion	Trillion
P	peta	10^{15}	1.000.000.000.000.000.000.000.000	Quadrillion	Billiard

T	tera	10^{12}	1.000.000.000.000	Trillion	Billion
G	giga	10^9	1.000.000.000	Billion	Milliard
M	mega	10^6	1.000.000	Million	
k	kilo	10^3	1000	Thousand	
h	hecto	10^2	100	Hundred	
-	-	-	1	One	
d	deci	10^{-1}	0,1	Tenth	
c	centi	10^{-2}	0,01	Hundredth	
m	milli	10^{-3}	0,001	Thousandth	
μ	micro	10^{-6}	0,000.001	Millionth	
n	nano	10^{-9}	0,000.000.001	Billionth	Milliardth
p	pico	10^{-12}	0,000.000.000.001	Trillionth	Billionth
f	femto	10^{-15}	0,000.000.000.000.001	Quadrillionth	Billiardth
a	atto	10^{-18}	0,000.000.000.000.000.001	Quintillionth	Trillionth
z	zepto	10^{-21}	0,000.000.000.000.000.000.001	Sextillionth	Trilliardth
y	yocto	10^{-24}	0,000.000.000.000.000.000.000.001	Septillionth	Quadrillionth

13.6.1.3 Formatting

In the **Reference** dialog box (described above) you can input control characters in the **Format** row to control and completion of the display format. For the example above among SI prefixes, the two characters, #A' are entered. The pound sign (#) is a placeholder for the result and prefix: 12m (12 million), the A stands for the unit ampere. The box shows the result: 12mA.

Before and after the pound you can insert any character. An exception is the backslash symbol (\) because it has a special function.

Examples:

Result	Formatted Text	Result Box Display
0.012		12m
0.012	#A	12mA
0.012	= # A	= 12 mA
125	US\$ #	US\$ 125
0.012	Current: #A~	Current: 12mA~

13.6.1.4 Specification of a prefix

If the result of an expression is the distance between two points, the control symbols, #m' displays the result in meters (m).

Examples:

Result: 365	Display: 365m
Result: 3600	Display: 3.6km
Result: 3650000	Display: 3.65Gm

The displayed result: 3.65Gm (Giga meter) is correct, but unusual. Therefore, in RedCrab you can preset certain prefixes. This is written in the format text after the pound, a backslash (\) followed by the preferred prefix. In this example, the issue is better suited to kilometres, so the two characters ' \k' are inserted. The format string looks like this: '# \km'.

Examples:

Result: 365	Display: 0.365km
Result: 3600	Display: 3.6km
Result: 3650000	Display: 3650km

RedCrab also has the option to select a group of prefixes or to determine an upper or lower limit. A '+' sign in front of the prefix determined the upper limit. The formatting string, '# \+km ' shows all results of 1000 or above in kilometres. Results under 1000 are displayed according to the value in meters or millimetres etc. A '-' sign in front of the prefix determined the lower limit. The two limits can also be combined. The following examples show the output at a range setting of millimetres to kilometres.

Example: Format = ,# \-m\+k m‘

Result: 3650000	Display: 3 650 km
Result: 36500	Display: 36.5 km
Result: 365	Display: 365 m
Result: 3.65	Display: 3.65 m
Result: 0.0365	Display: 36.5 mm
Result: 0.000365	Display: 0.365 mm

The ,x‘ symbol represents the base of an unit. The format string ,#\-x\+km‘ displays the result in meters or kilometres.

13.6.1.5 Format Commands

The list below shows the format commands.

\$	Result displays hexadecimal
o	Result displays octal
b	Result displays binary
^	Displays the result with exponent
0..9	Number of decimal places
###	Number of pounds after decimal point = number of fixed decimal places

Example:

Format:	,#\ \$‘	Display:	8F3.
Format:	,\$#\ \$‘	Display:	\$8F3.
Format:	,#\ o‘	Display:	173.
Format:	,#\ b‘	Display:	10110.
Format:	,#\ ^‘	Display:	1.36 10 ³
Format:	#\ ^\4	Display:	1.368 10 ³
Format:	###	Display:	1.20

Display Date and Time

DateTime values can be displayed as a formatted text string in result boxes. The format command is “\D”, with a following format string.

Example:	#\D"dd.mm.yyyy tt"	display : 14.04.2012 2:24:09 PM
	#\D"dd.mm.yyyy"	display: 14.04.2012
	#\D"dd.mmm.yyyy"	display: 14.Apr.2012
	#\D"ddd, dd.mmm.yyyy"	display: Sat, 14.Apr.2012

The format string must follow the command without space. If the format string is empty, the DateTime value is formatted as if a 'c' format specifier had been given. See the table below for information about the supported format strings.

In the following table, specifiers are given in lower case. Case is ignored in formats, except for the "am/pm" and "a/p" specifiers.

Specifier	Displays
c	Displays the date using the system <i>ShortDateFormat</i> , followed by the time using the system <i>LongTimeFormat</i> . The time is not displayed if the <i>DateTime</i> value indicates midnight precisely.
d	Displays the day as a number without a leading zero (1-31).
dd	Displays the day as a number with a leading zero (01-31).
ddd	Displays the day as an abbreviation (Sun-Sat) using the strings given by the system <i>ShortDayNames</i> .
dddd	Displays the day as a full name (Sunday-Saturday) using the strings given by the system <i>LongDayNames</i> .
dddddd	Displays the date using the format given by the system <i>ShortDateFormat</i> .
ddddddd	Displays the date using the format given by the system <i>LongDateFormat</i> .
e	Displays the year in the current period/era as a number without a leading zero (Japanese, Korean and Taiwanese locales only).
ee	Displays the year in the current period/era as a number with a leading zero (Japanese, Korean and Taiwanese locales only).
g	Displays the period/era as an abbreviation (Japanese and Taiwanese locales only).
gg	Displays the period/era as a full name. (Japanese and Taiwanese locales only).
m	Displays the month as a number without a leading zero (1-12). If the m specifier immediately follows an h or hh specifier, the minute rather than the month is displayed.
mm	Displays the month as a number with a leading zero (01-12). If the mm specifier immediately follows an h or hh specifier, the minute rather than the month is displayed.
mmm	Displays the month as an abbreviation (Jan-Dec) using the strings given by the system <i>ShortMonthNames</i> .
mmmm	Displays the month as a full name (January-December) using the strings given by the system <i>LongMonthNames</i> .
yy	Displays the year as a two-digit number (00-99).
yyyy	Displays the year as a four-digit number (0000-9999).
h	Displays the hour without a leading zero (0-23).

hh	Displays the hour with a leading zero (00-23).
n	Displays the minute without a leading zero (0-59).
nn	Displays the minute with a leading zero (00-59).
s	Displays the second without a leading zero (0-59).
ss	Displays the second with a leading zero (00-59).
z	Displays the millisecond without a leading zero (0-999).
zzz	Displays the millisecond with a leading zero (000-999).
t	Displays the time using the format given by the system <i>ShortTime</i> Format.
tt\	Displays the time using the format given by the system <i>LongTime</i> Format.
am/pm	Uses the 12-hour clock for the preceding h or hh specifier, and displays 'am' for any hour before noon, and 'pm' for any hour after noon. The am/pm specifier can use lower, upper, or mixed case, and the result is displayed accordingly.
a/p	Uses the 12-hour clock for the preceding h or hh specifier, and displays 'a' for any hour before noon, and 'p' for any hour after noon. The a/p specifier can use lower, upper, or mixed case, and the result is displayed accordingly.
ampm	Uses the 12-hour clock for the preceding h or hh specifier, and displays the contents of the system <i>TimeAMString</i> for any hour before noon, and the contents of the system <i>TimePMString</i> for any hour after noon.
'xx'	Characters enclosed in single quotes are displayed as-is, and do not affect formatting.

13.6.2 Font and Background

13.6.2.1 Font

The **Font** menu opens a dialog box to adjust font settings. If the box synchronisation is set to **Grid sync**, the **Font** menu opens a colour dialog box. You can only change the font colour. All other font settings are as on the worksheet.

In **Object sync** or **Non sync** mode, the **Font** menu opens a font dialog box. You can adjust the font name, size, style and colour.

13.6.2.2 Background

The menu ***Background*** opens a colour dialog box to choose the result box background colour.

13.6.2.3 Transparent

The menu ***Transparent*** displays the result box with a transparent background.

13.6.3 Positions

13.6.3.1 Send to Back – Bring to Front

Use ***Send to Back*** to change the order of overlapping result or image boxes. Click ***Bring to Front*** to ensure that a box is visible or to reorder overlapping boxes within a worksheet. For example if a result box is included in a technical drawing, click the ***Send to Back*** menu for the image object to move it below the result box. Fix the result box in foreground with a click on the ***Bring to Front*** menu.

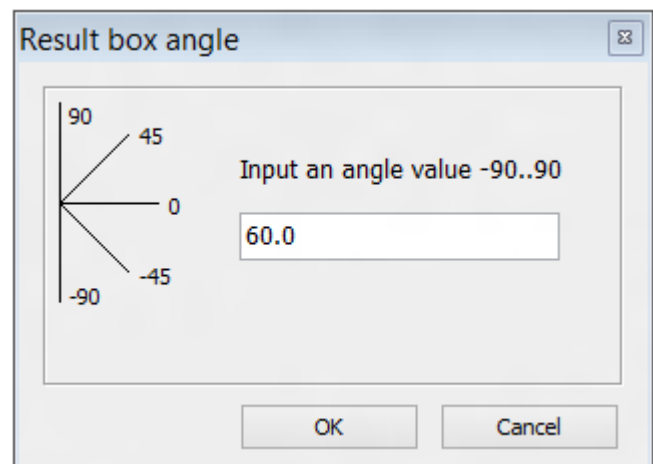
These settings will be saved if the worksheet store to a file. When you load the worksheet from file, RedCrab restores the previous settings. For overlapping boxes, it is important that ***Send to Back*** or ***Bring to Front*** is activated (the menu shows the check mark).

13.6.3.2 Vertical

A click on menu ***Vertical***, displays the result box content vertically. This function is disabled, when ***Grid sync*** is selected.

13.6.3.3 Angle

The menu **Angle** opens a dialog box to adjust the slant of results display. It can be an angle in the range of + / - 90 degrees, adjustable in 0.1 degree increments. This function is disabled, when **Grid sync** is selected.



13.6.4 Synchronization

The properties and positions of **Result** boxes can be synchronized with the worksheet or text and image boxes.

13.6.4.1 Grid Sync

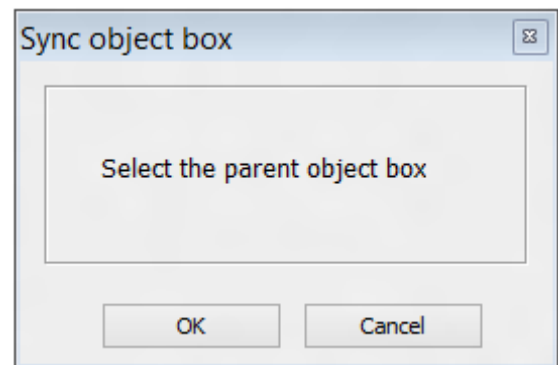
In **Grid sync** mode the position and font settings of the result box is synchronized with the worksheet. **Grid sync** is intended for formatted output with prefix and unit instead of the default result display. The font settings are automatically adapted to the worksheet. If you change the worksheet font size, the result box font size is changed accordingly. In the popup menu **Font**, the text colour can be changed.

RedCrab supports positioning on the worksheet. You can move the box in any position. After releasing the mouse button the box snap into place on a worksheet position, where their text is exactly in line to the text on the worksheet.

13.6.4.2 Object Sync

If the result box mode set to **Object sync**, the box position is synchronized to a text or image box. This mode is suitable for positioning results within engineering drawings. The synchronized result boxes always retain their position relative to the drawing when it is moved on the worksheet.

The popup menu **Object sync** opens a dialog box prompting user to determine the parent box which result box to be synchronized. Click the left mouse button on the corresponding text or image box and then click the **OK** button on the dialog box. The position of the result box is now synchronized with the parent box. You can move the result box to any position.



Each time you move the parent box, the synchronized result boxes are moved automatically and always hold their position relative to the parent box.

The text of the result box can also be adjusted horizontally, vertically or diagonally, as described above. The font settings can be adjusted as desired by the popup menu font.

13.6.4.3 Non Sync

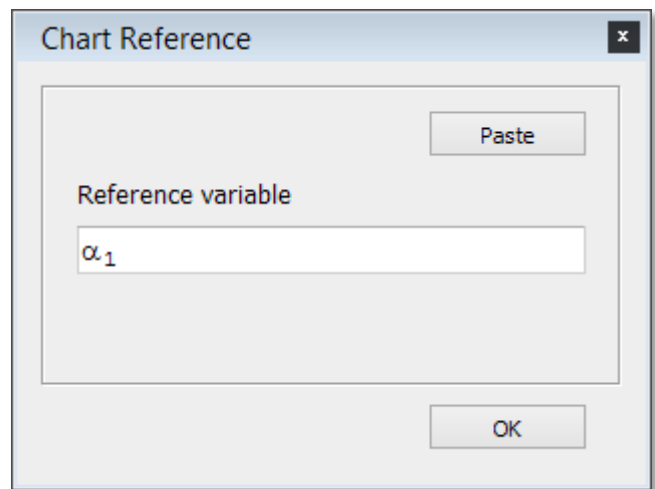
In **Non sync** mode the result box settings have all the features like **Object sync** mode. But the box is not synchronized with any other objects.

13.7 Chart Box

Chart Boxes are advanced Result Boxes to display results graphically. The Chart Box popup menu is an extension of the Result Box menu. The following statements describe the popup menu's Chart Box extensions. For the base functions, read the Result Box description above.

13.7.1.1 Reference

The **Reference** menu item opens a dialog window to enter the reference variable. This variable contains the data field which is displayed graphically in the **Chart Box**. You can insert the name by **Paste** button or key board. Please note that the keyboard provides the **ANSI** char set only. Names, which includes Greek chars or sub mode characters must be inserted by the **Paste** button. For this, select the name in the work sheet and then click the Paste button in the dialog box. The name will display in the reference line.



13.7.1.2 Optional X Axis References

By default, the X axis of line and bar diagrams starts left with the zero point on the scale and ascend to the maximum value on the right. The maximum value is the reference variable's number of elements.

The reference dialog window of **RedCrab^{PLUS}** has a second row for an optional X axis reference variable. This variable contains the scale of the X axis. The number of field elements must be identical with field numbers of the Y reference.

The picture below shows an example plot with the reference variable F and G. The X-axis reference is the variable x. This variable contains the values from -4 to +4 and is also the parameter in the two formulas above.

$$F = -\frac{1}{8}x^4 + 2x^2 - 2$$

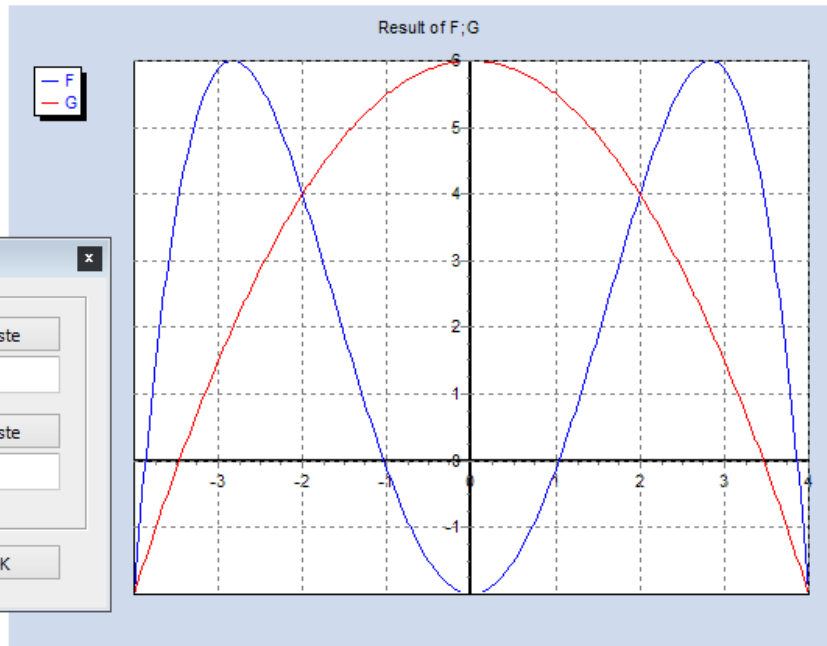
$$G = -\frac{1}{2}x^2 + 6$$

$$x = [-4..4:0.02]$$

RedCrab - Chart box reference

Chart box reference

Optional X-Axis reference



13.7.2 Chart Series

With the **Chart** menu you can choose between different chart types. You can select the types: **Line**, **Fast Line**, **Area**, **Point**, **Bar**, **Pie**, **Arrow** and **Bubble**.

13.7.3 Option

With **Options** item you can choose the properties of the Chart box.

Axis	scale
3D	3-D representation
Marks	write values in the graph
Legends	Legend of several data series shown
X/Y Positions	free definition of X and Y coordinates

13.7.3.1 X and Y Positions

This option allows the free definition of *X* and *Y* coordinates. As data source, one- and multidimensional arrays are allowed.

In a one-dimensional field, the values are interpreted as *X* and *Y* alternate, beginning with *X*.

Example: [x, y, x, y, x, y, x, y, x, y]

In multi-line fields, the first row contains the *X* coordinate and the second row the *Y*-coordinate.

Example: [x, x, x, x, x, x]
[y, y, y, y, y, y]

This procedure is repeated in the following rows. If the number of rows is odd, the last row is ignored.

Before printing the list, the coordinates are sorted, according to the *X* position. This means a line is drawn with ascending *X* values from left to right.

13.7.4 Settings

The menu item *Settings* include the following submenus

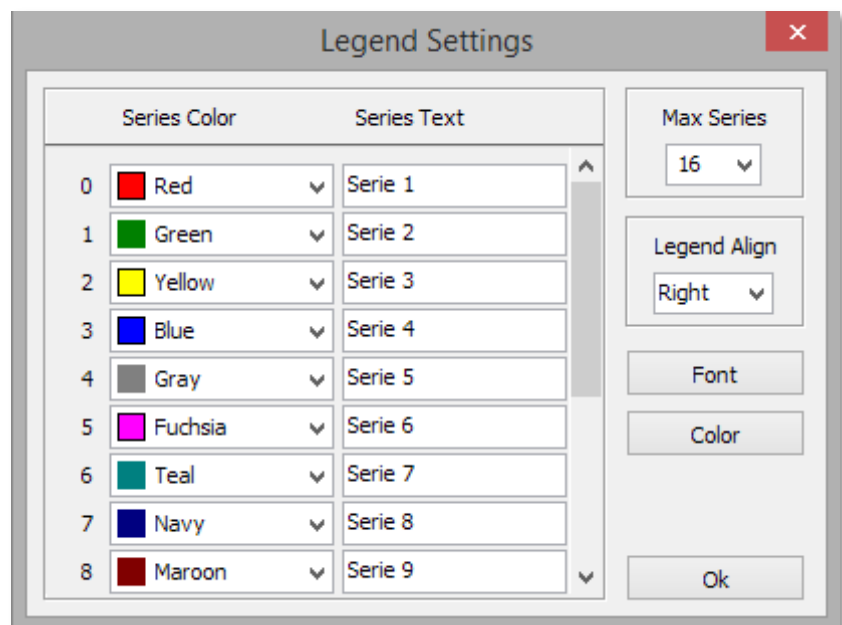
- Legend Settings sets:
 - Series text and colour
 - Legend position
 - Legend font and colour
- Axes for setting of:
 - Axis positions
 - Axis properties

13.7.5 Series

In *RedCrab* 16 different colours for drawing of series are presented. If you use more than 16 series in a chart, beginning with series 17, the colours will repeat. The series name is displayed with the word *Serie* and a current number.

To change the series colours, series text and legend design, the menu *Settings* opens a dialog window. The dialog window contains 16 combo boxes to change the series colours and 16 editor boxes to assign the series name. If you need more than 16 series you can extend the list with the combo box *Max Series*.

! *Max Series* does not limited the number of series of a chart box, it only specify the length of the list. If *Max Series* is set to 16, and you use 20 series in the chart box, *RedCrab* uses for series 1 to 16, the dialog box colours and text. The series 17 to 20 uses the preset colour and the name *Serie* with a current number.



13.7.5.1 Legend

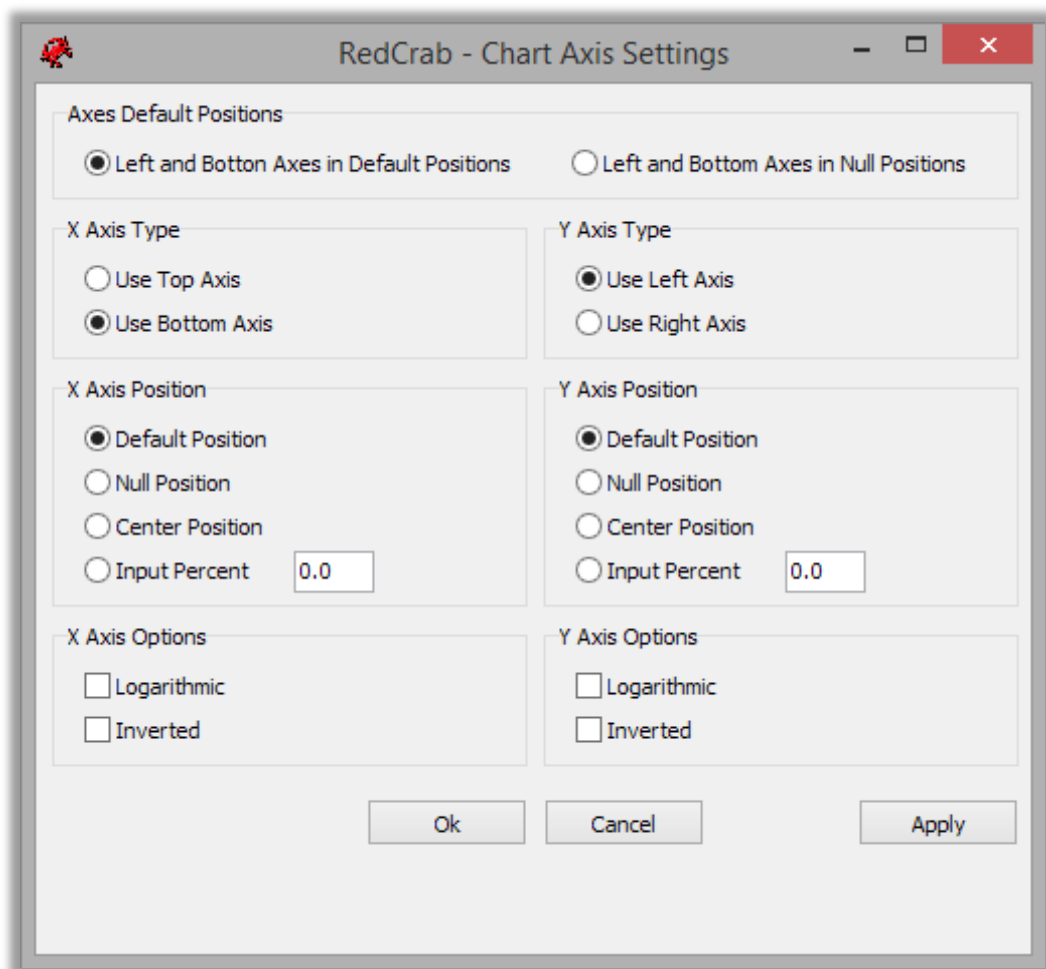
The legend is displayed right to the series. With the combo box *Legend Align* you can set the legend to left, right, top and bottom. The buttons *Font* and *Color* open dialog windows to change the legends font settings and the background colour.

13.7.6 Axes

A mouse click on the menu item Axes opens a dialog window for input of the axes properties. By default setting the Y axis **Left** displays always left from the chart and the X axis **Bottom** display at the bottom of the chart.

In addition, they are the axes **Top** and **Right** available, indicating the default positions top and right. The settings provide that the axes can be placed in all positions. Please note that the axis **Left** shows the scale left of the axis, **Right** shows the scale on the right side. The scale of **Top** is over and the scale of **Bottom** is under the axis.

The following picture shows the axes dialog window. The description of this is as below.



13.7.6.1 Axes Default Position

This frame contains two buttons for easy setting of the most commonly used positions.

Left and Bottom Axes in Default Positions resets all settings and displays the axes in the default positions left and bottom.

Left and Bottom Axes in Null Positions put the axes on the scale Null positions. In the frames ***X Axis Position*** and ***Y Axis Position*** are the ***Null Position*** buttons enabled. The settings of ***Axis Type*** and ***Axis Options*** remain unchanged.

13.7.6 .2 Axes Type

The ***X-Axis Type*** frame contains the ***Top Axis*** and the ***Bottom Axis*** buttons. The ***Top Axis*** default position is over the graphic and the ***Bottom Axis*** default position is under the graphic. In the ***X-Axis Position*** frame, you can set both axes on any position. Please note that the scale of ***Top*** is over and the scale of ***Bottom*** in under the axis.

The ***Y-Axis Type*** frame contains the ***Left Axis*** and the ***Right Axis*** buttons. The ***Left Axis*** default position is left of the graphic and the ***Right Axis*** default position is right of the graphic. In the ***Y-Axis Position*** frame, you can set both axes on any position. Please note that the axis ***Left*** show the scale left of the axis, ***Right*** shows the scale on the right of the axis.

13.7.6.3 Axes Position

The ***Axis Position*** frames contain items for the position settings. You can set the most commonly used positions ***Default***, ***Null*** and ***Centre*** with one mouse click. In addition, ***Input Percent*** provides any position between 0 and 100%.

X Axis Position

- The ***Default Position*** is, see the description above, over or under the graphic, according to the ***Axis Type***. This is equal to 0% by ***Input Percent***.
- ***Null Position*** set the ***X*** axis to the ***Y*** scale's Null position.
- ***Center Position*** sets the ***X*** axis in the centre of the ***Y*** axis. This is equal to 50% by ***Input Percent***.
- With ***Input Percent*** you can set the ***X*** axis of any vertical positions. For ***Bottom Axis***, 0% is the default position under the graphic and 100% the highest position on the top. For ***Top Axis***, 0% is the default position over the graphic and 100% the bottom position.

Y Axis Position

- The ***Default Position*** is, see the description above, left or right of the graphic, according to the ***Axis Type***. This is equal to 0% by ***Input Percent***.
- ***Null Position*** set the ***Y*** axis to the ***X*** scale's Null position.
- ***Center Position*** sets the ***Y*** axis in the centre of the ***X*** axis. This is equal to 50% by ***Input Percent***.
- With ***Input Percent*** you can set the ***Y*** axis of any horizontal positions. For ***Left Axis***, 0% is the default position on the left and 100% is the maximum position on the right. For ***Right Axis***, 0% is the default position on the right and 100% the position on the left.

13.7.6.4 Axes Options

- ***Logarithmic***: the axes values increase logarithmic instead linear.
- ***Inverted***: the axes scales are displayed inverted. The values of the *X* axis increase from right to left instead from left to right. The values of the *Y* axis increase from top to bottom instead from bottom to top.

13.7.7 Chart Zoom

The menu item ***Chart Zoom*** switched the Chart Box in Zoom Mode. To obtain zoom, hold the left mouse button and drag mouse toward down/right. You'll see a rectangle around the selected area. Release the left mouse button to zoom. To restore the zoom, drag a rectangle in the opposite direction (up/left).

You can move the zoomed graphic in the window with the mouse, if you hold the right mouse button.

In Zoom mode, the popup menu is disabled and you can't move the Chart Box. Leave the Zoom mode with a double click on the Chart Box.

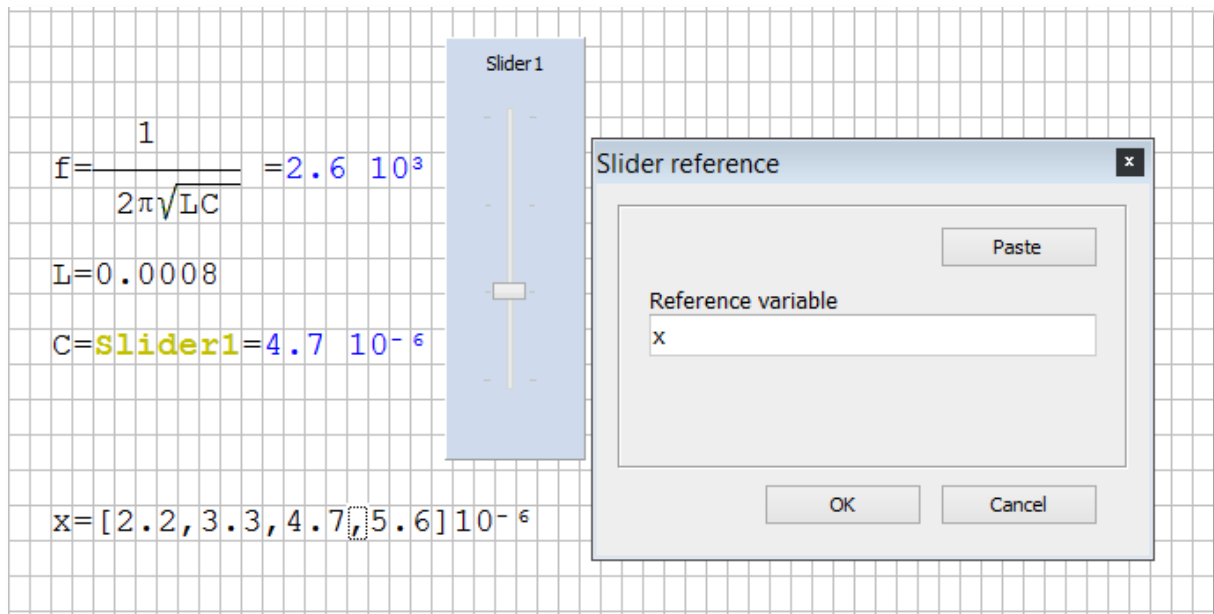
13.7.8 Print Chart box

The content of Chart boxes can be printed by click on the menu ***Print***. The menu opens a dialog window for configuration and printers choose.

13.8 Menu Insert Slider

The Menu ***Insert.Slider*** inserts a slider in the worksheet. You can use the slider like a variable in any expression. The adjustment of the slider changes the output value. The changed result of the expression will be refreshed automatically.

Example:



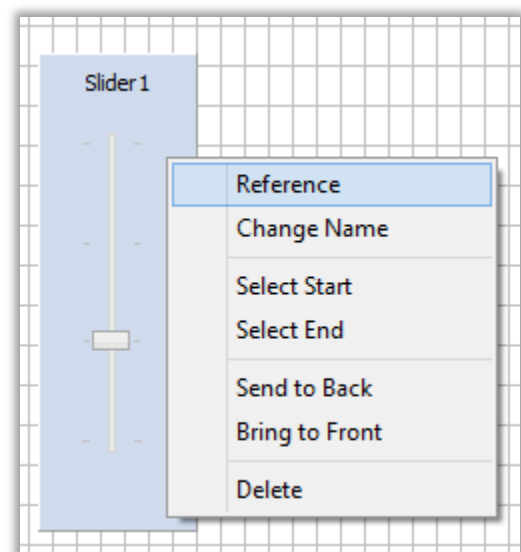
In the example above, the slider output value is assigned to the variable C . The range of the slider values is defined in the variable x . If the slider is adjusted, the numbers, on the right of Slider1 and the result of the expression will be refreshed automatically.

13.8.1 Slider Popup Menu

Reference opens a dialog box to input the name of the reference variable. The reference variable contains a data field with the values, which can be selected with the slider.

The name can be inserted with **Paste** button or entered per keyboard. The keyboard provides here **ANSI** characters only. Variable names which included Greek characters must be inserted with **Paste** button.

Instead the name of a variable, it is possible to set a reference to an imported text file, which contains a data field.



13.8.2 Change Slider Name

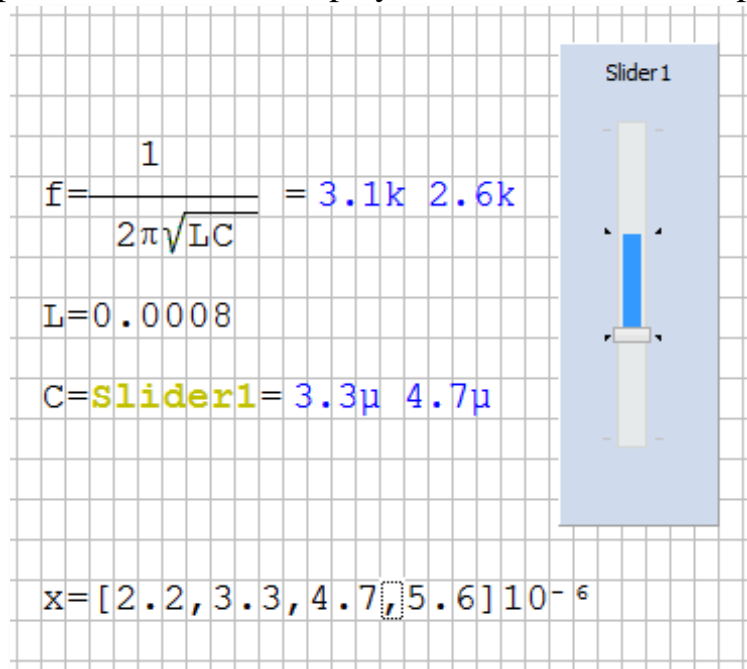
Change Name opens a dialog box to change the name of the slider.

13.8.3 Select Slider Range

The slider provides the selection of a data range. Instead of single value, the slider output value is a data field, which contains the values of the selected range.

To select a range, first mark the actual position with a click on *Select Start*. Then move the slider button to the second position and click on *Select End*.

The image below shows an example with the selected values 3.3 and 4.7. On the right of the expression, **RedCrab** displays the results for both input values.



13.9 Plot Box

The menu ***Plotbox*** opens a plot box on the worksheet, where you can display calculation results graphically. The initialisation handling is like result- and chart boxes. Click the right mouse button on the plot box to open the popup menu. The menu ***References*** opens a dialog window for the plot box reference variable input.

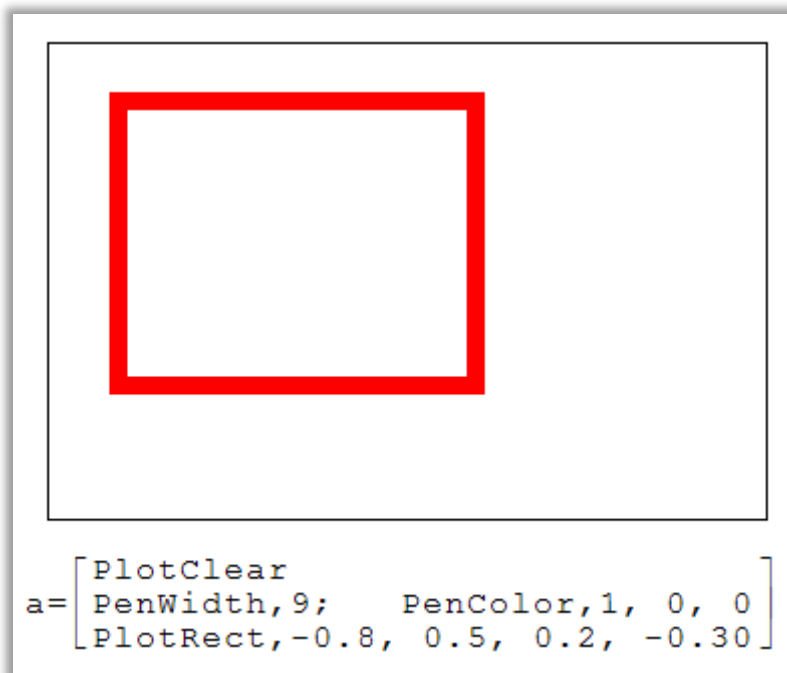
The difference to chart boxes is that plot boxes works with low level graphic commands. The chart box shows data of a variable directly in lines or bars. The handling is easy, but the possibility is limited to the chart box series and options.

The plot box works with data array that contains a series of graphic commands and parameters. That means the results cannot be displayed directly like in chart boxes. The result data must first be converted in a series of graphic commands. The design of the graphic is not limited.

Plotbox Data Format

The reference variable of a plot box must contain a two dimensional data field. The first cell contains the graphic command, the following cells contain different numbers of parameters.

Example:

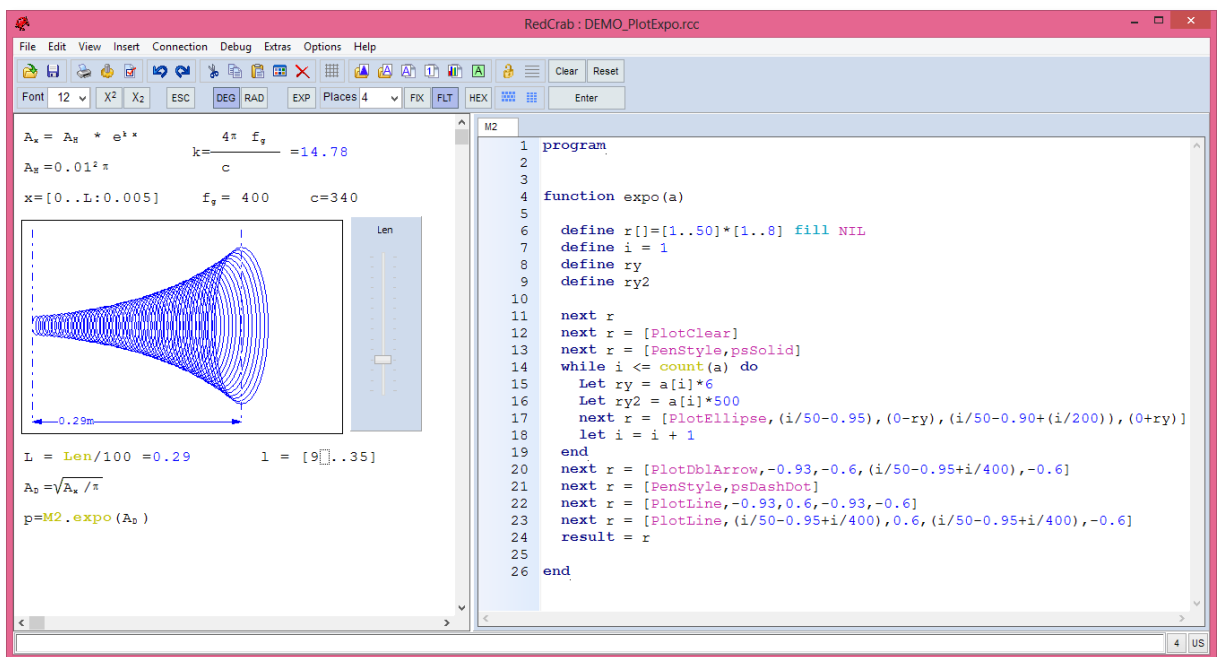


In the example above, the reference variable '*a*' contains a four row command sequence, which draw a red rectangle.

1. **PlotClear** fills the box with the preselect background colour.
2. **PenWidth** set the pen width to 9 pixels. The semicolon next to the 9 starts a new row.
3. **PenColor** sets the colour to red.
4. **PlotRect** draws the rectangle.

The integration of graphic commands in data fields provides the import of graphics or parts of them in functions, or export as result of functions.

The example below shows the calculation of a loudspeaker exponential horn. The worksheet sends the dimensions data for the horn to the extern function **M2.expo**. **M2.expo** returns a data field, which contains the graphical description of the horn, to the variable **p**. The variable **p** is the reference of the plot box.



13.9.1 Colour Components

In RedCrab, a single colour is represented as a mixture of red, green, and blue components. The range for each component is preset from 0.0 to 1.0. The values for each component can be any floating-point value between 0 and 1.

Syntax: [SetPenColor, red, green, blue]

Example: [SetPenColor, 0.98, 0.625, 0.12]

The example above sets pen colour to orange. The table below lists some common colours and their component values. These values can be used with any RedCrab colour-related functions.

Composite Colour	Red Component	Green Component	Blue Component
White	1.0	1.0	1.0
Black	0.0	0.0	0.0
Red	1.0	0.0	0.0
Green	0.0	1.0	0.0
Blue	0.0	0.0	1.0
Yellow	1.0	1.0	0.0
Magenta	1.0	0.0	1.0
Cyan	0.0	1.0	1.0
Dark gray	0.25	0.25	0.25
Light gray	0.75	0.75	0.75
Brown	0.60	0.40	0.12
Orange	0.98	0.625	0.12
Pink	0.98	0.04	0.70
Purple	0.60	0.40	0.70

RGB components are similar to Windows specifications. The difference is that in Windows, each colour component range from 0 to 255. If you prefer this component range, you can toggle the range with the statement: [AbsColor,TRUE].

13.9.2 Plot Coordination

Similar to the colour components, the plot X- and Y-coordination can be defined in floating point or absolute pixel values.

The floating point mode is preset. You can use any valid positive or negative floating point value to determine a position. The lowest values represent the lower left corner.

RedCrab set axis limits automatically. You can specify the axis limits yourself, with use of *PlotRange*.

Instead floating point values, you can use Windows pixel coordinates. Before you can use pixel coordinates, you must write the statement: [AbsPosition,TRUE]. According to Windows system, the pixel position x=1 / y=1 is the plot box upper left corner.

The graphic size is absolute and does not correspond to the plot box size.

13.9.3 Plot Commands

13.9.4.1	PlotClear	13.9.5.5	PlotDblArrow	13.9.6.1	PenColor
13.9.4.2	ClearColor	13.9.5.6	FrameRect	13.9.6.2	PenWidth
13.9.4.3	PlotSize	13.9.5.7	FillRect	13.9.6.3	PenStyle
13.9.4.4	AbsPosition	13.9.5.8	PlotRect	13.9.6.4	PenMode
13.9.4.5	AbsColor	13.9.5.9	RoundRect	13.9.7.1	BrushColor
13.9.4.6	PlotRange	13.9.5.10	PlotEllipse	13.9.7.2	BrushStyle
13.9.4.7	PlotBorder	13.9.5.11	PlotArc	13.9.8.1	PlotText
13.9.4.8	BorderColor	13.9.5.12	PlotChord	13.9.8.2	FontSize
13.9.5.1	MoveTo	13.9.5.13	PlotPie	13.9.8.3	FontStyle
13.9.5.2	LineTo	13.9.5.14	PolyBezier	13.9.8.4	FontColor
13.9.5.3	PlotLine	13.9.5.15	PlotPolygon	13.9.8.5	FontName
13.9.5.4	PlotArrow	13.9.5.16	KeepPolygon		

The table below shows the valid graphic command

PlotClear	Fills the plot box using the current clear colour.
ClearColor	Specify the clear colour.
PlotSize	Specify the width and height of the plot box in pixels.
AbsPosition	Determine the X- and Y-coordination range.
AbsColor	Determine the colour component range.
PlotRange	Specify the X/Y axis minimum and maximum range.
PlotBorder	Switch the border line around the box on or off.
BorderColor	sets the border lines colour
MoveTo	Changes the current drawing position.
LineTo	Draws a line from the current drawing position to specified point.
PlotLine	Draws a line between two specified points.
PlotArrow	Draws a line with an arrow head.
PlotDblArrow	Draws a line with an arrow head on both tails.
FrameRect	Draws a rectangle using the current brush to draw the border.
FillRect	Fills the specified rectangle using the current brush.
PlotRect	Draws a rectangle using the current pen to draw the border.

RoundRect	Draws a rectangle with rounded corners.
PlotEllipse	Draws an ellipse using the current pen.
PlotArc	Draws an arc along the perimeter of an ellipse.
PlotChord	Draws a closed figure represented by the intersection of a line and an ellipse.
PlotPie	Draws a pie-shaped section of an ellipse
PolyBezier	Draws a Bezier curve.
PlotPolygon	Draws a closed, multi-sided shape.
KeepPolygon	Is an extension of <i>PlotPolygon</i> .
PenColor	Determines the colour used to draw lines
PenWidth	Specify the width of the pen in pixels.
PenStyle	Determines the style in which the pen draws lines.
PenMode	Indicates how the pen colour interacts with the colour of the plot box.
BrushColor	Determines the colour of the brush.
BrushStyle	Specify the pattern of a brush.
PlotText	Write a string into the plot box.
FontSize	Specify the point size of the font.
FontStyle	Specify style characteristics of a font.
FontColor	Specify the colour of the text.
FontName	Identifies the typeface of the font.

13.9.4.1 PlotClear

PlotClear fills the plot box using the current clear colour

Syntax: [PlotClear]

13.9.4.2 ClearColor

ClearColor specifies the clear colour

Syntax: [ClearColor, red, green, blue]

The *ClearColor* property determines the background colour. This is the colour that used *PlotClear* to fill the background.

13.9.4.3 PlotSize

PlotSize specifies the width and height of the plot box in pixels.

Syntax: [PlotSize, width, height]

PlotSize resize the plot box to the specified width and height and fills the background using the **ClearColor** specified colour.

13.9.4.4 AbsPosition

AbsPosition toggles position coordination from floating point to Windows specifications

Syntax: [AbsPosition, {TRUE | FALSE}]

Preset for coordination are floating point values. [AbsPosition, TRUE] toggles to integer pixel coordination, similar to the Windows specifications. [AbsPosition, FALSE] toggles back to floating points. For more information read the description **Plot Coordination** above.

13.9.4.5 AbsColor

AbsColor toggles the colour component range.

Syntax: [AbsColor, {TRUE | FALSE}]

AbsColor toggles the colour component range. Preset is floating point values from 0.0 to 1.0. [AbsColor, TRUE] toggles the range to integer values from 0 to 255, similar to the Windows specifications. [AbsColor, FALSE] toggles back in floating point mode.

13.9.4.6 PlotRange

PlotRange specifies the X/Y axis minimum and maximum range.

Syntax: `[PlotRange, minX, maxX, minY, maxY]`

The X and Y axis has preset a variable range. **RedCrab** sets the limits automatically according to the graphic size. **PlotRange** sets the axis to fixed limits. You can set the limits to any valid positive or negative floating point values.

13.9.4.7 PlotBorder

Switch the border line around the box on or off

Syntax: `[PlotBorder, {TRUE | FALSE}]`

PlotBorder toggle the one pixel width borderline on or off. Preset is on.

13.9.4.8 BorderColor

BorderColor sets the border lines colour

Syntax: `[BorderColor, red, green, blue]`

13.9.5.1 MoveTo

MoveTo changes the current drawing position to the point **X**, **Y**.

Syntax: `[MoveTo, X, Y]`

Use **MoveTo** to set the current drawing position before calling **LineTo**.

13.9.5.2 LineTo

LineTo draws a line on the plot box from the current drawing position to the point specified by **X**, **Y**.

Syntax: [LineTo, X, Y]

LineTo draws a line from current drawing position up to, but not including the point **X**, **Y**. **LineTo** changes the current drawing position to **X**, **Y**. The line is drawn using **PenColor** and **PenStyle**.

Note: if the current Pen does not have a style of **psSolid**, the line is drawn with a background specified by the current brush.

13.9.5.3 PlotLine

PlotLine draws a line on the plot box from the point specified by **X1**, **Y1** to the point specified by **X2**, **Y2**.

Syntax: [PlotLine, X1, Y1, X2, Y2]

PlotLine draws a line from the point specified by **X1**, **Y1** up to, but not including the point **X2**, **Y2**. **PlotLine** changes the current drawing position to **X2**, **Y2**. The line is drawn using **PenColor** and **PenStyle**.

Note: if the current Pen does not have a style of **psSolid**, the line is drawn with a background specified by the current brush.

13.9.5.4 PlotArrow

PlotArrow draws a line with an arrow head on the plot box.

Syntax: [PlotArrow, topX, topY, tailX, tailY]

PlotArrow draws a line with an arrow head from the point specified by **topX**, **topY** up to, but not including the point **tailX**, **tailY**. **PlotArrow** changes the

current drawing position to *tailX*, *tailY*. The line is drawn using *PenColor* and *PenStyle*.

Note: if the current Pen does not have a style of *psSolid*, the line is drawn with a background specified by the current brush.

13.9.5.5 PlotDblArrow

PlotDblArrow draws a line with an arrow head on both tails.

Syntax: [PlotDblArrow, X1, Y1, X2, Y2]

PlotDblArrow draws a line with an arrow head on both tails from the point specified by *X1*, *Y1* up to the point *X2*, *Y2*. *PlotDblArrow* changes the current drawing position to *X2*, *Y2*. The line is drawn using *PenColor* and *PenStyle*.

Note: if the current Pen does not have a style of *psSolid*, the line is drawn with a background specified by the current brush.

13.9.5.6 FrameRect

FrameRect draws a 1 pixel wide border around a rectangular region.

Syntax: [FrameRect, X1, Y1, X2, Y2]

Use *FrameRect* to draw a 1 pixel wide border around a rectangular region specified by *X1*, *Y1* and *X2*, *Y2*. *FrameRect* draws the rectangle using *BrushColor*. *FrameRect* does not fill the interior of the rectangle with the Brush pattern. To draw a boundary using the Pen instead, use the *PlotPolygon* method.

13.9.5.7 FillRect

FillRect fills the specified rectangle on the plot box using the current **FillColor**.

Syntax: [FillRect, X1, Y1, X2, Y2]

Use **FillRect** to fill a rectangular region using the current **Brush**. The region is filled including the top and left sides of the rectangle, but excluding the bottom and right edges.

13.9.5.8 PlotRect

PlotRect draws a rectangle on the plot box.

Syntax: [PlotRect, X1, Y1, X2, Y2]

Syntax: [PlotRect, X1, Y1, X2, Y2, 1]

Use **PlotRect** to draw a rectangle using **Pen**. Specify the rectangle's coordinates in one this way: Giving four coordinates that define the upper left corner at the point (X1, Y1) and the lower right corner at the point (X2, Y2). An optional value, not equal to 0 in the sixth field, fills the rectangle using Brush colour and style.

To fill a rectangular region without drawing the boundary in the current pen, use **FillRect**. To draw a rectangle with rounded corners, use **RoundRect**.

13.9.5.9 RoundRect

RoundRect draws a rectangle with rounded corners on the plot box.

Syntax: [RoundRect, X1, Y1, X2, Y2, X3, Y3]

Syntax: [RoundRect, X1, Y1, X2, Y2, X3, Y3, 1]

Use **RoundRect** to draw a rounded rectangle using Pen. The rectangle will have edges defined by the points (X1,Y1), (X2,Y1), (X2,Y2), (X1,Y2), but the corners will be shaved to create a rounded appearance. The curve of the rounded corners matches the curvature of an ellipse with width X3 and height Y3.

An optional value, not equal to 0 in the eighth field, fills the rectangle using Brush colour and style.

13.9.5.10 PlotEllipse

Draws the ellipse defined by a bounding rectangle on the canvas

Syntax: `[PlotEllipse, X1, Y1, X2, Y2]`

Syntax: `[PlotEllipse, X1, Y1, X2, Y2, 1]`

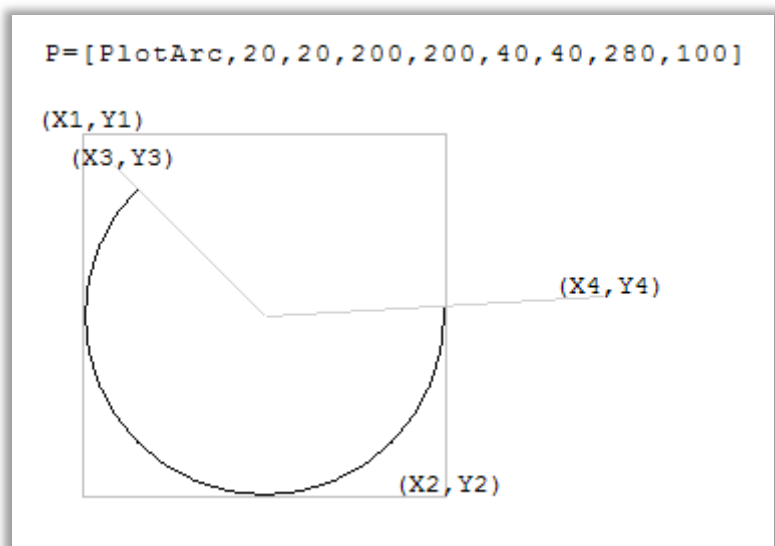
Use ***PlotEllipse*** to draw a circle or ellipse on the plot box. Specify the bounding rectangle either by giving the top left point at pixel coordinates (***X1, Y1***) and the bottom right point at (***X2, Y2***). If the bounding rectangle is a square, a circle is drawn. The ellipse is outlined using the value of ***PenColor***. An optional value, not equal to 0 in the sixth field, fills the ellipse using Brush colour and style.

13.9.5.11 PlotArc

PlotArc draws an arc on the plot box along the perimeter of the ellipse bounded by the specified rectangle.

Syntax: `[PlotArc, X1, Y1, X2, Y2, X3, Y3, X4, Y4]`

Use ***PlotArc*** to draw an elliptically curved line with the current ***PenColor***. The arc traverses the perimeter of an ellipse that is bounded by the points (***X1, Y1***) and (***X2, Y2***). The arc is drawn following the perimeter of the ellipse, counterclockwise, from the starting point to



the ending point. The starting point is defined by the intersection of the ellipse and a line defined by the center of the ellipse and (X3, Y3). The ending point is defined by the intersection of the ellipse and a line defined by the center of the ellipse and (X4, Y4). The arc is drawn using the value of *PenColor*

13.9.5.12 PlotChord

PlotChord draws a closed figure represented by the intersection of a line and an ellipse.

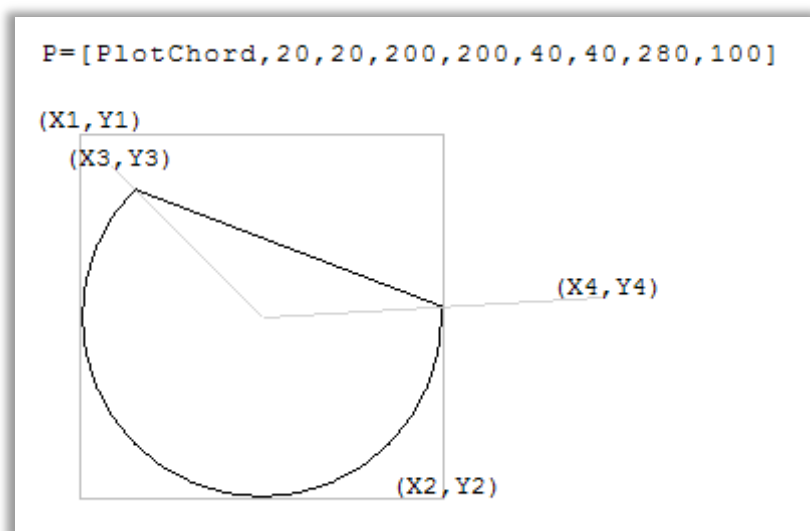
Syntax: [PlotChord, X1, Y1, X2, Y2, X3, Y3, X4, Y4]

Syntax: [PlotChord, X1, Y1, X2, Y2, X3, Y3, X4, Y4, 1]

Use **PlotChord** to create a shape that is defined by an arc and a line that joins the endpoints of the arc. The chord consists of a portion of an ellipse that is bounded by the points (X1, Y1) and (X2, Y2). The ellipse is bisected by a line that runs between the points (X3, Y3) and (X4, Y4). The perimeter of the

chord runs counterclockwise from (X3, Y3), counterclockwise along the ellipse to (X4, Y4), and straight back to (X3, Y3). If (X3, Y3) and (X4, Y4) are not on the surface of the ellipse, the corresponding corners on the chord are the closest points on the perimeter that intersect the line.

The outline of the chord is drawn using the value of *PenColor*. An optional value, not equal to 0 in the tenth field, fills the chord using Brush colour and style.



13.9.5.13 PlotPie

Draws a pie-shaped the section of the ellipse bounded by the rectangle (*X1*, *Y1*) and (*X2*, *Y2*) on the plot box.

Syntax: [PlotPie, X1, Y1, X2, Y2, X3, Y3, X4, Y4]

Syntax: [PlotPie, X1, Y1, X2, Y2, X3, Y3, X4, Y4, 1]

Use **PlotPie** to draw a pie-shaped wedge on the plot box. The wedge is defined by the ellipse bounded by the rectangle determined by the points (*X1*, *Y1*) and (*X2*, *Y2*). The section drawn is determined by two lines radiating from the center of the ellipse through the points (*X3*, *Y3*) and (*X4*, *Y4*). The wedge is outlined using Pen and optionally brush-filled, if the tenth field not equal to 0.

13.9.5.14 PolyBezier

PolyBezier draws a Bezier curve.

Syntax: [PolyBezier, X1, Y1, X2, Y2, X3, Y3]

Use **PolyBezier** to draw a cubic Bezier curve from the current **Pen** position to the endpoints specified by the parameter *X3*, *Y3*. The first and second control points are the parameters *X1*, *Y1* and *X2*, *Y2*.

This procedure draws lines by using the current pen.

13.9.5.15 PlotPolygon

PlotPolygon draws a closed, multi-sided shape.

Syntax: [PlotPolygon, X1, Y1, X2, Y2, ... Xn, Yn]

Use **PlotPolygon** to draw a closed, multi-sided shape on the plot box, using the value of **Pen**. After drawing the complete shape, **PlotPolygon** fills the shape using the value of **Brush**. The parameter is a series of X/Y-positions that give the vertices of the polygon. For more information read the description of **KeepPolygon**.

13.9.5.16 KeepPolygon

KeepPolygon is an extension of ***PlotPolygon***.

Syntax: [KeepPolygon, X1, Y1, X2, Y2, ... Xn, Yn]

If you have more ***PlotPolygon*** parameters than space in the row, use ***KeepPolygon*** to continue the parameter list in the next row. You can use any numbers of ***KeepPolygon*** to extend one ***PlotPolygon*** command.

13.9.6.1 PenColor

Determines the colour used to draw lines on the plot box.

Syntax: [PenColor, red, green, blue]

13.9.6.2 PenWidth

Specify the width of the pen in pixels.

Syntax: [PenWidth, w]

Example: Next r = [PenWidth, 3]

Use ***PenWidth*** to give the line greater width. The default width is 1.

Note: The value of Width influences which values of PenStyle are valid.

13.9.6.3 PenStyle

PenStyle determines the style in which the pen draws lines.

Syntax: [PenStyle, ps]

Example: Next r = [PenStyle, psSolid]

Use *PenStyle* to draw a dotted or dashed line, or to omit the line that appears as a frame around shapes.

Note: Dotted or dashed pen styles are not available when the *SetWidth* property is not 1.

The following lists the possible predefined values of ps. The default value is psSolid.

psSolid	Draw a solid line
psDash	A line made up of a series of dashes
psDot	A line made up of a series of dots
psDashDot	A line made up of alternating dashes and dots
psDashDotDot	A line made up of a series of dash-dot-dot combinations
psClear	No line is drawn (used to omit the line around shapes that draw an outline using the current pen)
psInsideFrame	A solid line, but one that may use a dithered color if Width is greater than 1

13.9.6.4 PenMode

Use *PenMode* to determine how the colour of the pen interacts with the colour on the plot box.

Syntax: [PenMode, pm]

Example: Next r = [PenMode, pmBlack]

The following lists the possible predefined values of pm. The default value is pmCopy.

pmBlack	Always black
pmWhite	Always white

pmNop	Unchanged
pmNot	Inverse of plot box background colour
pmCopy	Pen colour specified with <i>PenColor</i>
pmNotCopy	Inverse of pen colour
pmMergePenNot	Combination of pen colour and inverse of plot box background
pmMaskPenNot	Combination of colours common to both pen and inverse of plot box background
pmMergeNotPen	Combination of plot box background colour and inverse of pen colour
pmMaskNotPen	Combination of colours common to both plot box background and inverse of pen colour
pmMerge	Combination of pen colour and plot box background colour
pmNotMerge	Inverse of pmMerge: combination of pen colour and plot box background colour
pmMask	Combination of colours common to both pen and plot box background
pmNotMask	Inverse of pmMask: combination of colours common to both pen and plot box background
pmXor	Combination of colours in either pen or plot box background, but not both
pmNotXor	Inverse of pmXor: combination of colours in either pen or plot box background, but not both

13.9.7.1 BrushColor

BrushColor determines the colour of the brush.

Syntax: [BrushColor, red, green, blue]

The brush colour is the colour that is used to draw the pattern represented by the *BrushStyle* command, not the background colour of the brush (unless *BrushStyle* is *bsSolid*).

Note: If the value of *BrushStyle* is *bsClear*, the *BrushColor* command is ignored. Furthermore, any value assigned to *BrushColor* is lost when *BrushStyle* is set to *bsClear*.

13.9.7.2 BrushStyle

BrushStyle specifies the pattern on a brush.

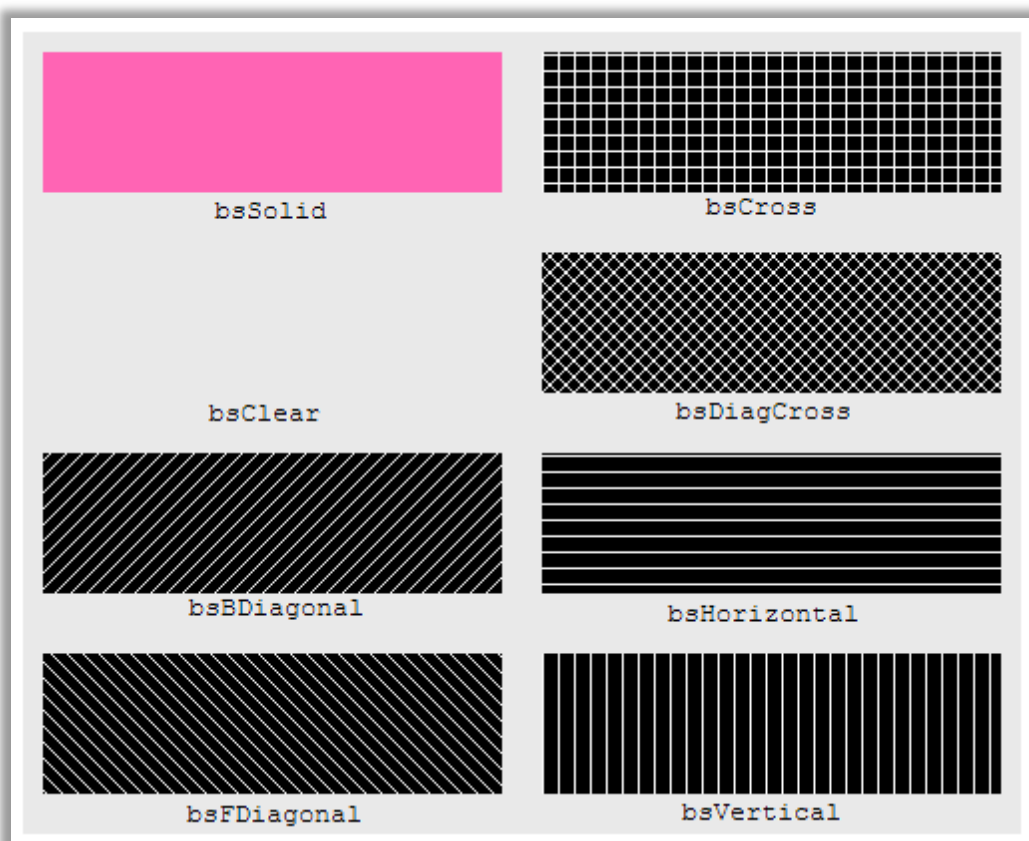
Syntax: [BrushStyle, bs]

Example: Next r = [BrushStyle, bsSolid]

The following lists the possible predefined values of *bs*. The default value is *bsSolid*.

bsSolid	bsClear	bsBDiagonal	bsFDiagonal
bsCross	bsDiagCross	bsHorizontal	bsVertical

The pattern represented by this *BrushStyle* property shows the picture below.



13.9.8.1 PlotText

PlotText write a string into the plot box.

Syntax: `[PlotText, X, Y, TextString]`

Use ***PlotText*** to write a string into the plot box at the given X/Y - position. The string will be written using the current value of ***Font***. After a call of ***PlotText***, the pen position indicates the point at the top right of the text on the plot box.

13.9.8.2 FontSize

Use ***FontSize*** to specify the point size of the font.

Syntax: `[FontSize, fs]`

Use ***FontSize*** to specify the point size of the font. If the value is negative, the internal leading that appears at the top of each line of text is included. If the value is positive, ***FontSize*** represents the height of the characters but not the internal leading.

13.9.8.3 FontStyle

FontStyle specify style characteristics of a font.

Syntax: `[FontStyle, fs]`

Example: `Next r = [FontStyle, (fsBold or fsItalic)]`

FontStyle sets the font style values. Use the ***or*** operator to set more as one value. The following table lists the possible values of font style:

<code>fsBold</code>	the font is boldfaced.
<code>fsItalic</code>	the font is italicized.
<code>fsUnderline</code>	the font is underlined.
<code>fsStrikeOut</code>	the font is displayed with a horizontal line through it.

13.9.8.4 FontColor

Specify the colour of the text.

Syntax: [FontColor, red, green, blue]

Use **FontColor** to specify the colour of the text characters (as opposed to the background colour). If **FontColor** is set to a dithered colour, the text appears in the next closest non-dithered value.

13.9.8.5 FontName

Identify the typeface of the font.

Syntax: [FontName, NameString]

Use **FontName** to specify the typeface of the font. If the font family described by **FontName** includes multiple character sets, be sure to set the **Charset** property as well.

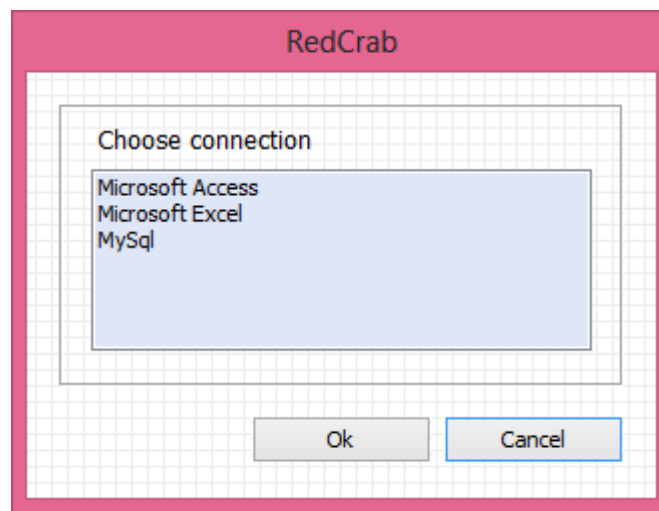
Note: If the combination of font family (typeface) and attributes (such as **bold** or **italic**) specifies a font that is not available on the system, the system substitutes a different font.

14.0 Menu Connection

The menu *Connection* contains items which provide access to external database and servers.

4.1 Open Connection

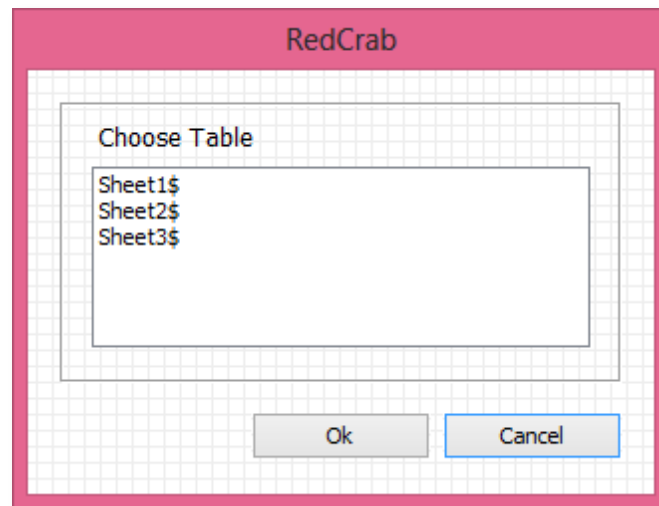
The menu *Open* opens a dialog box to select a connection to a database or file type.



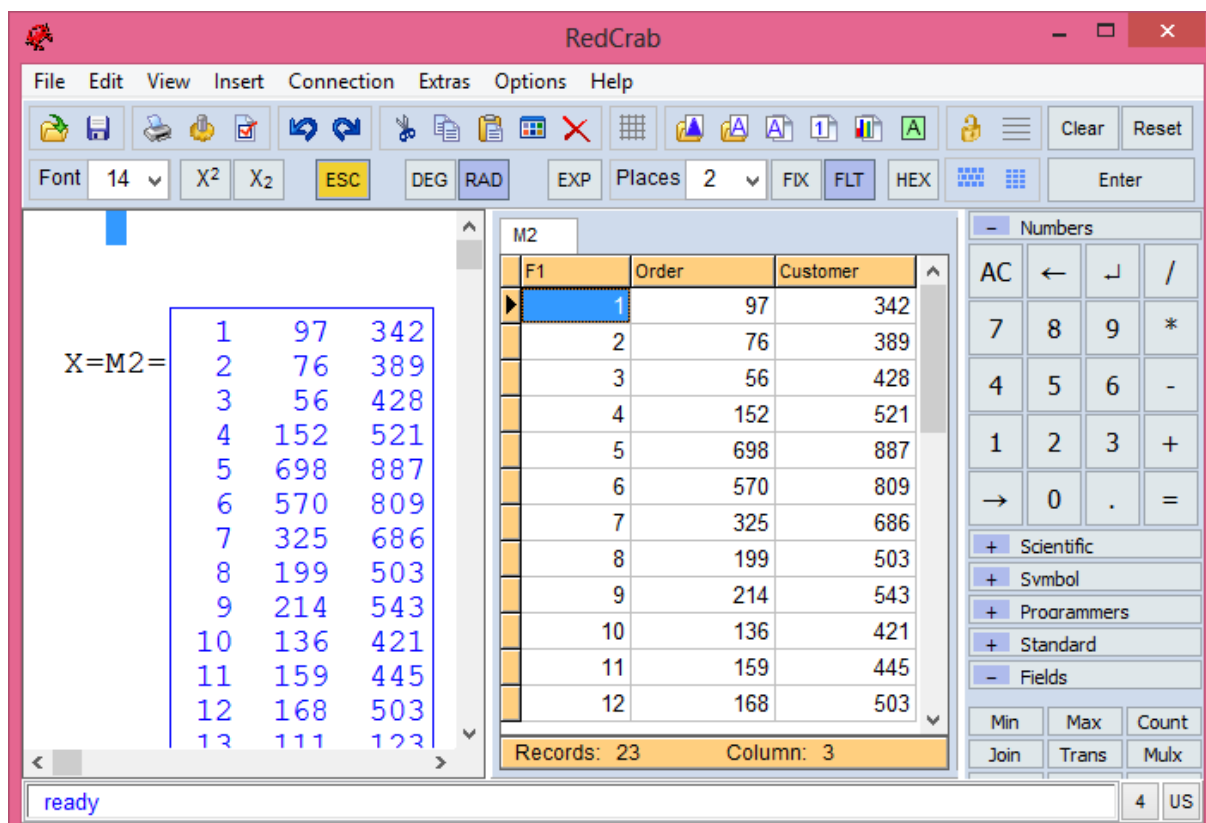
In the example above, three connections are configured. These connections are preconfigured in *RedCrab*. You can create your own connections. For this read the description below about the *Connection Manager*.

The following description illustrates an example of a *Microsoft Excel* file import.

1. First Select the file type *Microsoft Excel* and confirm the selection with the *OK* button.
2. *RedCrab* opens a file browser in which you open an *Excel* file in the usual way.
3. If the file contains more than one table, *RedCrab* opens a dialog box for selection of the desired table.



The selected table is displayed on a tab. The name of the tab is the reference to the table. You can refer the table to a variable ($X=M2$) and use it like a *RedCrab* data field. Similar to this, write in a *RedCrab* program code: `Let X=M2`



The access to other database like *Microsoft Access* or *MySQL* is basically identical, but may vary depending on configuration. If the table is loaded via *TCP/IP*, the database name is already defined in the configuration. Depending

on the configuration, a dialog box for input of the user name and password can be opened.

4.2 Connection Manager

The menu *Connection Manager* opens a window where you can configure the connections to database and servers. This description gives you an overview of the different functions of the *Connection Manager*.

Connection Name:

The connections name. The name is free to choose.

Driver Name:

The database drivers name. The format (in curly brackets) and the text must be identical to the manual of the specific database

Server IP:

The servers IP address. In the example below showed 127.0.0.1 for *localhost*.

Server Port:

The servers port number. In the example below showed 3306 for *MySQL* database.

User Name:

The users name of the database.

Password:

The user password. If you enable the *Hide* checkbox, the password is not displayed in plain text.

Option:

Database specific options.

Extension:

This field is for another database or server-specific entries that are not provided in the fields above.

Connection:

This field displays the configuration string, which is generated from the fields above. It must match the description in the database manual.

The database functions were tested with *MySQL* and *Microsoft Access*. The communication to the database uses *SQL*, which is compatible to most common database systems. Parameters which have no entries can be inserted in *Extension*. It is also possible to write the configuration string to *Extension* completely, and leave all other fields blank.

RedCrab Connection Manager

Connection Name:

Driver Name:

Server IP:

Server Port:

Data Base:

User:

Password: ☐ Hide

Option:

Choose Connection:

New Test Save Delete

☐ Open Browser for File Selection

File command:

☐ Ask for Login ☐ Hide Connection

SQL Style

☒ SQL Standard ☐ Microsoft Excel

Extension:

Connection:

Exit

Choose Connection:

With *Choose Connection* you can select a connection for editing.

New:

New clears all the fields to create a new Connection.

Test:

Test checks a *TPC/IP* connection to a data base.

Save:

Save stored the configuration.

Delete:

Delete remove the connection.

Open browser for file selection:

If you use a connection where this check box is checked, *RedCrab* opens a file browser to choose the data file. This is pre-configured for the *Microsoft Excel* connection.

File command:

Here the key word is entered, which marks the file name in the driver command string (example: DBQ by *Microsoft Access* and *Excel*).

Ask for Login:

If this checkbox is checked, *RedCrab* opens a dialog box for inputting the user name and password.

Hide Connection:

The connections where this checkbox is checked, are not displayed in the list box which open with the *Connection.Open* menu.

SQL Style:

SQL Style is always set to *SQL Standard*, except by *Microsoft Excel*.

You can create different connections for one database or file type. If you use the same *Excel* file often, you can create a special connection for this file. The example below shows how create a connection for the *Excel* file *Orders.xlsx*.

Example:

- Select the pre configured connection *Microsoft Excel* in the combo box *Choose Connection*.
- In the row *Connection Name* on the left, change the name *Microsoft Excel* to *Excel Order*.
- Reset the checkbox *Open browser for file selection*.
- Write the following path and file string to the row *Extension*:
DBQ=D:docs\Order.xlsx.
- Click the *Save* Button to store the connection.

The new connection is additional to the existents. It does not overwrite the pre-configured connection *Microsoft Excel*.

When you use this new connection, *RedCrab* loads the file *Orders.xlsx* directly, without opening a file dialog.

4.3 Set Preferences

Set Preferences refresh the pre configured connections in *Connection Manager*. You only need this function, if pre-configured connections are changed or deleted.

4.4 PHP Configuration

Before you can run a *PHP* program in *RedCrab* you must install a *PHP* processor. In a network, one *PHP* processor is necessary only. *RedCrab* can use this processor on all workstations. It is important that *RedCrab* has write permission of the processors document directory. In addition, *RedCrab* need a connection named *PHP* that describe the connection. Note that the name of the connection must be the three letters *PHP* only, without extension.

4.4.1 Use of an existing server

If an intranet server (like *Apache* + *PHP*) is running in a network, *RedCrab* can use this. You only need to configure the Connection Manager. *RedCrab* includes a pre-configured connection for intranet server.

RedCrab Connection Manager

Connection Name: PHP Web Server

Driver Name:

Server IP: 127.0.0.1

Server Port:

Data Base:

User:

Password: ☐ Hide

Option:

Choose Connection: PHP Web Server

New Test Save Delete

☐ Open Browser for File Selection

File command:

☐ Ask for Login ☒ Hide Connection

SQL Style

☒ SQL Standard ☐ Microsoft Excel

Extension: ROOT=D:\www\;

Connection: SERVER=127.0.0.1;ROOT=D:\www\;

Exit

If you use this configuration, change the following rows:

- Change *Connection Name* to *PHP* by deleting the words *Web Server*.
- Overwrite the IP-address in the row *Server IP*. Runs the intranet-server on your own machine, you can leave the address 127.0.0.1.
- Change in *Extension* the *ROOT* statement to the intranet server's document directory.
- Finally clicks the *Save* Button.

4.4.2 PHP Installation and Configuration

Download the PHP processor version 5.4 - VC9 x86 from the web site:

<http://windows.php.net/download/>

If you have installed an older version, you must upgrade to version 5.4 and above as older versions do not have the integrated web server functions. Unzip the file in a directory of your choice. The *PHP* processor requires the configuration file *php.ini*. Copy the preconfigured file *php.ini-development* and rename it to *php.ini*.

The *Configuration Manager* contains a pre-configured connection for a stand-alone *PHP* processor (refer to example below).

The configuration steps as follow:

- Change *Connection Name* to *PHP* by deleting the word *Server*.
- Overwrite the IP-address in the row *Server IP*. Runs the *PHP* processor on your own machine, you can leave the address 127.0.0.1.
- *Server Port* is always 8000.
- The *AUTOSTART=1* statement in *Option* means, *RedCrab* starts up the *PHP* processor automatically by first access to a *PHP* program and shut down the processor if *RedCrab* is closed.
- Change in *Extension* the *ROOT* statement to the *PHP* processor's document directory.
- Finally clicks the *Save* Button.

The image shows a window titled "RedCrab Connection Manager" with a red crab icon in the top-left corner. The window contains several input fields and controls for configuring a connection.

Left Panel (Configuration Fields):

- Connection Name:
- Driver Name:
- Server IP:
- Server Port:
- Data Base:
- User:
- Password: ☐ Hide
- Option:

Right Panel (Actions and Settings):

- Choose Connection: (dropdown)
- Buttons: New, Test, Save, Delete
- ☐ Open Browser for File Selection
- File command:
- ☐ Ask for Login ☒ Hide Connection
- SQL Style:
 - ☒ SQL Standard
 - ☐ Microsoft Excel

Bottom Panel (Extension and Connection Strings):

- Extension:
- Connection:

Exit Button: A button labeled "Exit" is located at the bottom center of the window.

If the *PHP* processor is installed on another machine in the network, you must start up the processor on this machine manually. In this case, change in *Options* the *AUTOSTART* statement to *AUTOSTART=0* or delete the statement completely.

For manual *PHP* start-up open a *DOS* shell in the *PHP* installation directory and start *PHP* with the option below:

Example: `Php.exe -S 192.168.1.130:8000`

Instead of the IP-address 192.168.1.130, you must use the IP-address of the server where *PHP* runs.

14.10 Debugger Menu

For searching and fixing of errors in self written functions, *RedCrab* provide you with an integrated debugger.

The *Debug* menu includes the necessary functions for the debugger handling.

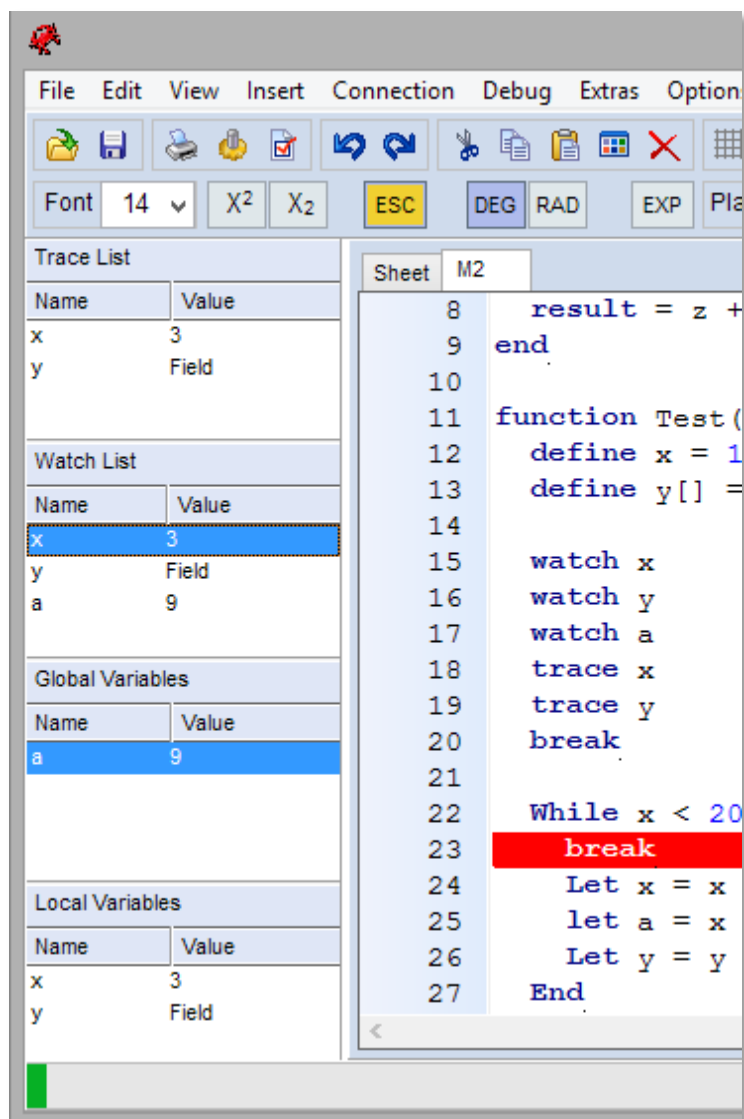
14.11 Open Debugger

The *Open* menu opens the debugger panel, left to the worksheet. The panel contains four windows which displays different variables.

The first window shows the *Trace* list. With the *Trace* list you can observe the variables during the program run. For more information, read the description about the *Trace* command in the programmer's manual.

The second window shows the *Watch* list. The *Watch* list shows the values of selected variable, if the program halts because of a break statement. For more information, read the description about the *Watch* command in the programmer's manual.

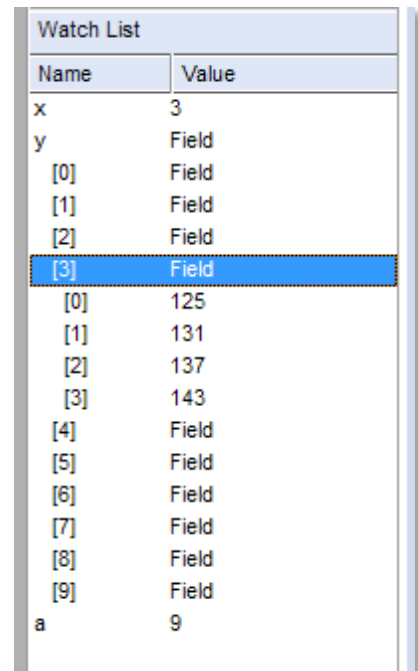
The third window displays the values of the global variable and the fourth windows displays the values of the local variable of the function where the program halts because of a break statement. For more information, read the description about the *Break* command in the programmer's manual.



You can change the width of the debugger panel and the height of the windows with the mouse pointer. The column width (Name / Value) can be changed too.

If the variable contains a data field, the display shows the word *Field*. A click in the variables row pulls down the field and shows the content.

In the example on the right, the variable *y* contains a two dimensional data field. The pull down list shows a list of fields. A click on any row pulls down the second dimension and shows the values of the row.



Watch List	
Name	Value
x	3
y	Field
[0]	Field
[1]	Field
[2]	Field
[3]	Field
[0]	125
[1]	131
[2]	137
[3]	143
[4]	Field
[5]	Field
[6]	Field
[7]	Field
[8]	Field
[9]	Field
a	9

14.12 Close Debugger

The menu *Close* hides the debugger panel. If the debugger closed, the program ignores all *Trace*, *Watch* and *Break* commands.

14.13 Step Into

After a program break, *Step Into* executes the next program line. After each step, you can examine the state of the program. If the line contains a function call, *Step Into* executes the function and stops at the first line inside the function.

14.14 Step Over

After a program break, *Step Over* executes the next program line. If the line contains a function call, *Step Over* executes the function, and then stops at the first line after the function.

14.15 Run Debugger

After a program break, *Run* executes the program up to the next break point or program end.

14.16 Ignore Break

Ignore Break executes the program like the *Run* command. But the actual break point is disabled. This can be useful, if the break point is in a loop and more halts in this position are undesired.

15.0 *Extras* Menu

15.1 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***.

15.2 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.

15.3 Remark

The ***Remark*** function marks data in a worksheet as a comment. This function can be performed with the function key F2. Comments are ignored by the calculator.

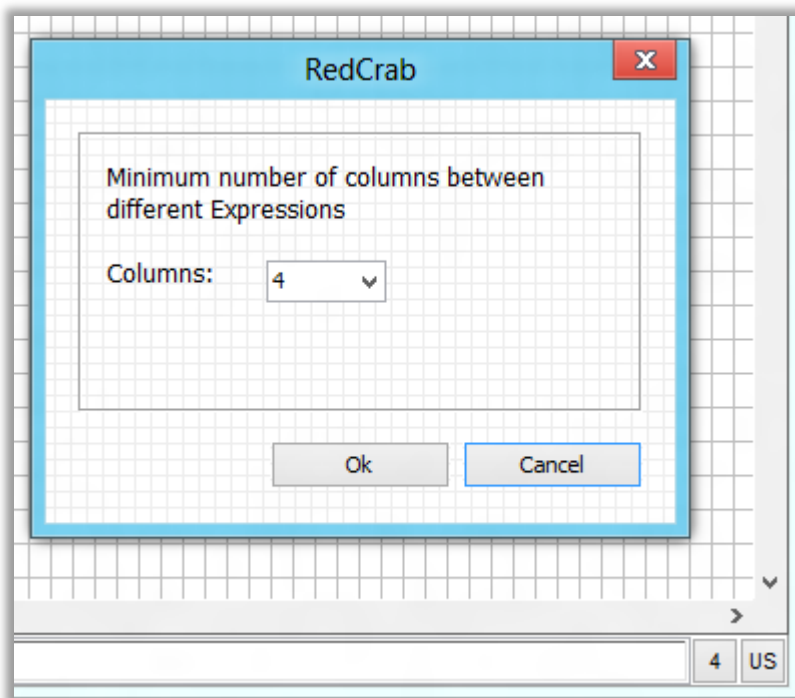
To mark the data, first select the range with the mouse, and then click ***Remark***. The selected data is displayed in green. You can undo this function using the same step.

For longer comments, text boxes are more suitable. ***Remark*** is particularly suited to parts of a formula or input, temporarily excluded from the calculation

16.0 *Options* Menu

16.1 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.



16.2 Long Term

Switch to *Long Term* mode to write long variable names. The implied multiplication interpreted “abc” as $a*b*c$. In *Long Term* mode, rather "abc" is interpreted as one word. In *Long Term* mode the *ESC* Button is in orange colour. The *ESC* function is disabled.

! Pay attention to the correct setting. An incorrect setting can cause confusing or misunderstandable error messages. Read the description *Error Messages* below.

16.3 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.

16.4 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 concerns 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.

16.5 Settings to Registry

When you shut down RedCrab, all major settings are stored in the PC's Windows Registry. Whenever RedCrab is started, these settings are restored. This concerns the keyboard settings, font size, number of decimal places, window size and many more. If you start RedCrab from an external source, e.g. USB stick from different computers, it does not make sense to save the settings on all computers. With the menu *Options.Settings to Registry* this function can be switched. The menu will display the text Settings to File and RedCrab saves the settings in the file *redcrab.con* in the root directory of the program.

6.5.1 Portability

The portability is an important feature of the *RedCrab* calculator. The shareware is fully portable, although the license is assigned to a specific computer. You

can start the shareware like the freeware from a *USB* flash drive and save the setup in the configuration file *redcrab.con* instead of *Windows Registry*.

RedCrab has a timer that allows you to use the shareware on non-registered computers up to two days. If you start the program again on the registered computer, the timer resets the two days activation restriction.

The portability is limited only by databases access via *TCP-IP*, this require the installation of the database driver and using of *PHP* applications that require a *PHP* processor.

Note: For faster handling of data transfer, *RedCrab* write the settings of the *Connection Manager* temporary in the *Windows Registry*. When *RedCrab* terminate, it delete the entries, and updated the changes in the configuration file.

17.0 *Help* Menu

17.1 About RedCrab

Display the version number and license.

17.2 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.

17.3 License

This menu opens a message box which displays information about the license.

17.4 Freeware Registration

This menu opens a dialog box for the *RedCrab* freeware registration. For registration, only your email address is required. Registration is optional and has no effect of the freeware operation. As a registered user, you will receive email notifications about updates or other information about *RedCrab*.

To register, an online connection is required.

17.5 Shareware Free Trial

This menu opens a dialog box which activates the shareware free trial of 14 days. For registration, only your email address is required. After successful

activation, a message box displays your registration key. You need this key number if you want to extend the duration.

The shareware mode is automatically enabled after successful registration. The activation is only valid for the registered computer. You can activate multiple computers with the same email address.

To register, an online connection is required.

17.6 Activate Shareware

This menu opens a dialog box to update the duration of the shareware. To do this, you must insert your registered email and registered key. This update is necessary if you have acquired an extension of the duration through the purchase of a license or participate in a promotion.

The acquired duration is stored in *RedCrab* setup. If you lost the information by reinstall of the operating system or by deleting the configuration data, you can reactivate it again.

For activating, an online connection is required.

Attachment

Key Code Configuration

US-English

~ 1	! √	@ 2 X	# 3 X	\$ 4 f	% 5 f	^ 6 X	& 7 y	* 8	(9 () 0)	- X y	+ =	← Backspace
Tab ↔	Q	W	E	R	T	Y	U	I	O	P	{ [}	}] }	 \ \
Caps Lock ⬆	A	S	D	F	G	H	J	K	L	:	"	'	Enter ⬇
Shift ⬆	Z	X	C	V	B	N	M	< ,	> .	? / 2	1	Shift ⬆	
Ctrl	Win Key	Alt							Alt	Win Key	Menu	Ctrl	

German

° ^ x ^y	! 1 √	" 2 x ²	§ 3 x ³	\$ 4	∫	% 5 f	& 6 1/2	/	(8 {) 9 }	= 0 }	? ß [\	{ }	←
↵	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 μ	;	:	- _ x ^y	⇧		
Strg	(Win)	Alt							Alt Gr	(Win)	(Menu)	Strg		

Italian

\	! 1 ✓	" 2 ✕	£ 3 ✕	\$ 4 ∫	% 5 f	& 6	/ 7 1/2	(8 () 9)	= 0	? ' ;	^ i Xy	← Backspace
Tab ⇄	Q	W	E € R	T	Y	U	I	O	P	é { { * }	è [[+]		Enter →
Caps Lock ↑	A	S	D	F	G	H	J	K	L	ç °	@ à #	§ ù	
Shift ↑	>	Z	X	C	V	B	N	M	;	:	- Xy	Shift ↑	
	<								,	.			
Ctrl	Win Key	Alt							Alt Gr	Win Key	Menu	Ctrl	

Brazil (Portuguese)

"	!	@	#	\$	%	^	&	*	()	-	+ 1/2	Backspace
'	1 ✓	2 X ²	3 X ³	4 ∫	5 € f	6 -	7	8	9 (0)	- Xy	= 1/2	
Tab	Q	W	E	R	T	Y	U	I	O	P	´	{ }	Enter
	/	?	€								´	[]	
Caps Lock	A	S	D	F	G	H	J	K	L	Ç	^	} }	
											~ Xy] }	
Shift		Z	X	C	V	B	N	M	<	>	:	?	Shift
	\			ç					,	.	;	/	
Ctrl	Win Key	Alt								Alt Gr	Win Key	Menu	Ctrl