

## Example 1: Using roll<sub>n</sub>

**Note:** You must be using version 1.3.0 or later to use roll<sub>n</sub>. This works in both the paid and free version.

Problem: Correct a mistyped number on the stack using roll<sub>n</sub>.

Step 1:

Push numbers 1 - 10 to the stack, but “accidentally” type 33 instead of 3.



Step 2:

Select the 33 on the stack by tapping it. The selection toolbar is displayed.

Step 3:

Hit roll<sub>n</sub>▲. The 33 is moved to the bottom of the screen.

## Acron RPN Calculator: Correcting Mistakes

### Step 4:

Hit ↵. The 33 is moved to the console. Hit ⌫ to delete the extra 3, and ENTER to push the corrected number back on the stack.

### Step 5:

Select the 4 on the stack and hit roll<sub>n</sub> ▼. The 3 is moved back to its original location.

## Example 2: Using edit

**Note:** You must be using the paid version 2.0.0 or later to use edit.

Problem: Correct a mistyped number on the stack using edit.

### Step 1:

Push numbers 1 - 10 to the stack, but “accidentally” type 33 instead of 3.



## Acron RPN Calculator: Correcting Mistakes

### Step 2:

Select the 33 on the stack by tapping it. The selection toolbar is displayed.

### Step 3:

Hit edit on Pg 2/2 of the selection toolbar.

You've now entered edit mode. You see your selected equation enlarged, the selected answer is shrunk, and everything else on your stack is hidden. Most buttons are now disabled.

### Step 4:

Hit  $\times$  to delete the extra 3, then hit OK. Edit mode is closed, and the stack is updated with the corrected value.

## Example 3: Using edit in an equation

**Note:** You must be using the paid version 2.0.0 or later to use edit.

Problem: Correct a mistyped number within a calculation.

### Step 1:

Add numbers 1 - 10, but "accidentally" type 33 instead of 3.



## Acron RPN Calculator: Correcting Mistakes



### Step 2:

Select the equation on the stack by tapping it. The selection toolbar is displayed.

### Step 3:

Hit edit on Pg 2/2 of the selection toolbar. You've now entered edit mode.

### Step 4:

Select the 33 by tapping it or repeatedly hitting ENTER. Hit  $\infty$  to delete the extra 3, then hit OK. Edit mode is closed, and the stack is updated with the corrected value.

### Helpful Hints:

You can use  $\text{roll}_n$  to fix individual numbers on the stack, but it does not work well for fixing numbers deep within a calculation. For instance, fixing the sum in Example 3 would require numerous  $\text{roll}_n$  and  $\text{↶}$  to repair.

Edit mode is similar to macro mode, but focuses on fixing mistakes instead of replicating calculations. Edit mode always replaces the original equation on the stack; macro mode always pushes to the top of the stack. Edit mode never groups matching values. There is no freeze or split in edit mode.