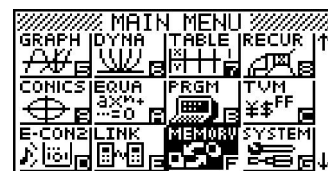


Resetting the memories of the FX9860Giii for the Derived grade and November NCEA examinations.

Memory

The FX9860Giii has a Main Memory and a Storage Memory. From the **MAIN MENU** screen enter screen enter 'SYSTEM' Press [F],



Resetting the Calculator

Resetting the calculator serves three main purposes:

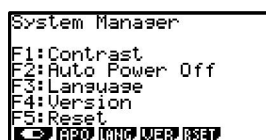
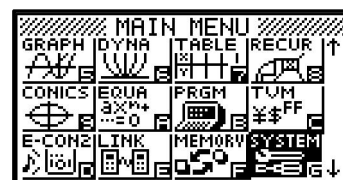
1. It clears any previous operations that the current user may not be familiar with or want to use.
2. It returns the calculator to its initial default settings.
3. Viewing and deleting specific areas of the calculator's memory, usually in this case to 'free up' memory.

Memory information displayed	Use the cursor [▼] and [▲] keys to move the highlighting to check the number of bytes used by each type of data used or stored.	
Main Memory (RESET) 		To delete a Main Memory file: <ul style="list-style-type: none"> • Select the files you want to delete. You can select multiple files if you want. • Press [F6] to DELEte, then a Pop-up will appear, press [F1].
Storage Memory(RESET) 		To delete a Storage Memory file: <ul style="list-style-type: none"> • Select the files you want to delete. You can select multiple files if you want. • Press [F6] to DELEte, then a Pop-up will appear, press [F1].

System

A: For Examination Resetting:

From the **MAIN MENU** screen enter 'SYSTEM' Press [G], then [F5] for 'Reset' and [F2] for 'MAIN'. See below for the screens that you will work through.



This takes the calculator back to the manufacturer's specifications when initially purchased.

B: Another feature for Examination resetting:



[F5] for ReSET

[F6] for more choices

[F1] for M&S

This action will reset **BOTH** the **MAIN MEMORY** and **STORAGE MEMORY**.

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The following table shows the function keys for deleting specific data.

	Initialise Setup Information	Delete Main Memory data	Delete Add-in Applications	Delete Storage Memory data (Excluding Add-in Applications)
[F1] SeTUP	<input checked="" type="checkbox"/>			
[F2] MAIN	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
[F3] ADD			<input checked="" type="checkbox"/>	
[F4] SMEM				<input checked="" type="checkbox"/>
[F5] A&S			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
[F6] ► [F1] M&S	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
[F6] ► [F2] ALL	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Note: The following data can be checked:

1. Main Memory

Data Name	Contents
ALPHA MEM	Alpha letter variables
<CAPTURE>	Capture memory group
CAPT <i>n</i> (<i>n</i> = 1 to 20)	Capture memory
CONICS*	Conics setting data
DIST*	Distribution setting data
DYNA MEM*	Dynamic Graph memory
EQUATION	Equation data
FINANCIAL*	Financial data
<F-MEM>	Function memory group
F-MEM <i>n</i> (<i>n</i> = 1 to 20)	Function memory
<G-MEM>	Graph memory group
G-MEM <i>n</i> (<i>n</i> = 1 to 20)	Graph memory
<LISTFILE>	List file group
LIST <i>n</i> (<i>n</i> = 1 to 26, and Ans)	List memory contents
LIST FILE <i>n</i> (<i>n</i> = 1 to 6)	List file
<MAT_VCT>*	Matrix/Vector group
MAT <i>n</i> (<i>n</i> = A to Z, and Ans)*	Matrix
VCT <i>n</i> (<i>n</i> = A to Z, and Ans)*	Vector
<PICTURE>	Picture memory group
PICT <i>n</i> (<i>n</i> = 1 to 20)	Picture memory
<PROGRAM>	Program group
Each program name	Programs
RECURSION*	Recursion data
SETUP	Setup data
STAT	Stat result data
<STRING>	String memory group
STR <i>n</i> (<i>n</i> = 1 to 20)	String memory
SYSTEM	OS and data shared by applications (clipboard, replay, history, etc.)
<S-SHEET>*	Spreadsheet group
Each spreadsheet name*	Spreadsheet data
Each add-in application name*	Application-specific data
TABLE	Table data
<V-WIN>	V-Window memory group
V-WIN <i>n</i> (<i>n</i> = 1 to 6)	V-Window memory
Y=DATA	Graph expression

2. Storage Memory

Data Name	Contents
*.g1m or .g2m file names	Data items listed in the Main Memory table that has been copied to storage memory. The names of these files have the extension ".g1m" or ".g2m".
eActivity data names	eActivity data stored in storage memory.
Add-in software names (Applications, languages, menus)	Add-in applications, add-in languages, and add-in menus stored in storage memory.
Folder names	Enclosed in square brackets ([]).
*.py file names	Python script files (py files). File names have the extension ".py" appended.
Unknown	Area that is unusable due to writing error, etc.

For further tips, more helpful information and software support visit our website www.monacocorp.co.nz/casio