



fx-CG Manager PLUS
Subscription

(for Windows[®], for Macintosh)

User's Guide



CASIO Worldwide Education Website

<http://edu.casio.com>

Manuals are available in multi languages at

<http://world.casio.com/manual/calc>

Getting Started

■ About fx-CG Manager PLUS

- fx-CG Manager PLUS is an emulator that lets you perform fx-CG10/fx-CG20/fx-CG20 CN*/fx-CG50/fx-CG50 AU/GRAPH90+ E operations on your computer.
 - * Windows only
- There are two types for fx-CG Manager PLUS: Type A and Type B. The calculators that are emulated depend on the type.
 - Type A: Emulates the fx-CG50, fx-CG50 AU, and GRAPH90+ E.
 - Type B: Emulates the fx-CG10, fx-CG20, and fx-GC20 CN.
- You can record key operations you perform on the emulator as “Key-Log records”, and edit Key-Log records as required.
- The keys on the Key-Log editor screen as well as the emulator LCD screen contents can be pasted into other applications. This means that emulator data can be used to create assignments, tests, and other materials.
- A presentation feature lets you play back saved Key-Log records.

■ Using This Manual

- The operation examples shown in this manual all use the Type A fx-CG Manager PLUS. Type B operations are the same.
- For details about operation of the Graphic Scientific Calculator, see the user documentation that comes with the calculator.
- The procedures in this manual assume that you are already familiar with the following standard computer operations.
 - Menu operations using the mouse, including: clicking, double-clicking, dragging, etc.
 - Text input using the keyboard
 - Icon operations, general window operations, etc.
 - If you are not familiar with these types of operations, refer to the user documentation for your computer.
- The explanations in this manual cover both Windows and Mac OS. Most of the screen shots are from Windows 8.1, but operational procedures are virtually identical for both Windows and Mac OS.
- Note that the actual appearance of the screen that appears when using this software depends on your computer system setup and on the operating system you are using.
- Screen shots shown in this User’s Guide are intended for illustrative purposes only. The actual text and values that appear on display may differ from the examples shown in this User’s Guide.

■ System Requirements

Windows

Operating Systems:

Windows 7, Windows 8.1, Windows 10

Your hardware configuration needs higher than functionalities that operating system recommends.

Computer: Computer with one of the Windows operating systems pre-installed (Excluding computers with an upgraded operating system and self-built computers.)

Disk Space: 300MB for installation and uninstall

Note: Actual requirements and product functionality may vary based on your system configuration and operating system.

Other: Video adapter and display must support resolution of XGA (1024×768) or higher, 16 bit or higher system color.
Internet Explorer® 7.0 or later.
Adobe® Reader® 8.0 or later.
Microsoft® Excel® 2000, Microsoft Excel 2003, Microsoft Excel 2007 or Microsoft Excel 2010

Mac OS

Operating Systems:

OS X 10.10, OS X 10.11, macOS 10.12

Your hardware configuration needs higher than functionalities that operating system recommends.

Computer: Computer with one of the Macintosh operating systems pre-installed (Excluding computers with an upgraded operating system.)

Disk Space: 300MB for installation and uninstall

Note: Actual requirements and product functionality may vary based on your system configuration and operating system.

Other: Video adapter and display must support resolution of XGA (1024×768) or higher. For Retina display, use of the Low Resolution mode is recommended.
Safari 5.1 or later.
Adobe Reader 8.1 or later.

Note

- For the latest information about system requirements, visit the website at the URL below:
http://world.casio.com/support/os_support/
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1. Installing, Uninstalling or Updating the Software

The installation procedure is slightly different for Windows and Mac OS. Perform installation in accordance with the instructions that appear on your computer screen.

To install the software

1. On your computer, double-click the fx-CG Manager PLUS application EXE file.
2. Perform operations as instructed by the text that appears on the screen.

To uninstall the software

Windows

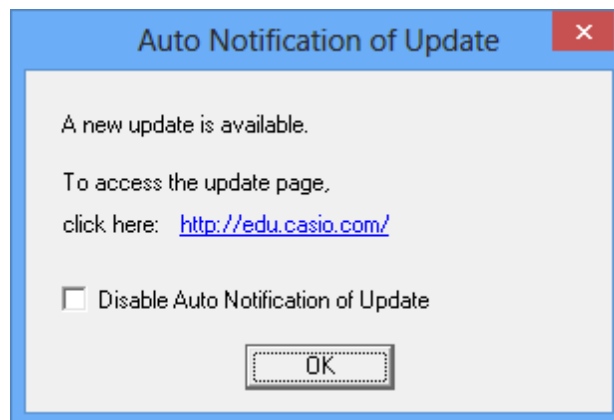
Use Windows Control Panel to uninstall the software.

Mac OS

1. Move fx-CG Manager PLUS Subscription(.app) to the Trash folder.
2. From the menu, select [Finder] and then [Empty Trash].

Auto Notification of Update

If your computer is connected to the Internet, the application will connect to the CASIO server whenever you start it up. When there is an update file for this application on the CASIO server, a dialog box will appear to let you know.



<http://edu.casio.com/>: Clicking this link will start up your browser and go to the CASIO website.

Clicking [OK] will close the dialog box.

You can disable further auto-notification of updates by selecting the check box next to “Disable Auto Notification of Update” before clicking [OK]. To re-enable auto-notification of updates, select “Auto Notification of Update” on the Help menu.

To start up the software

1. Windows: On your computer's desktop, double-click the "fx-CG Manager PLUS Subscription for fx-CG50series*" icon.

Mac OS: In the "Applications" - "CASIO" folder, double-click "fx-CG Manager PLUS Subscription for fx-CG50series*".

* Type B: fx-CG Manager PLUS Subscription

Windows



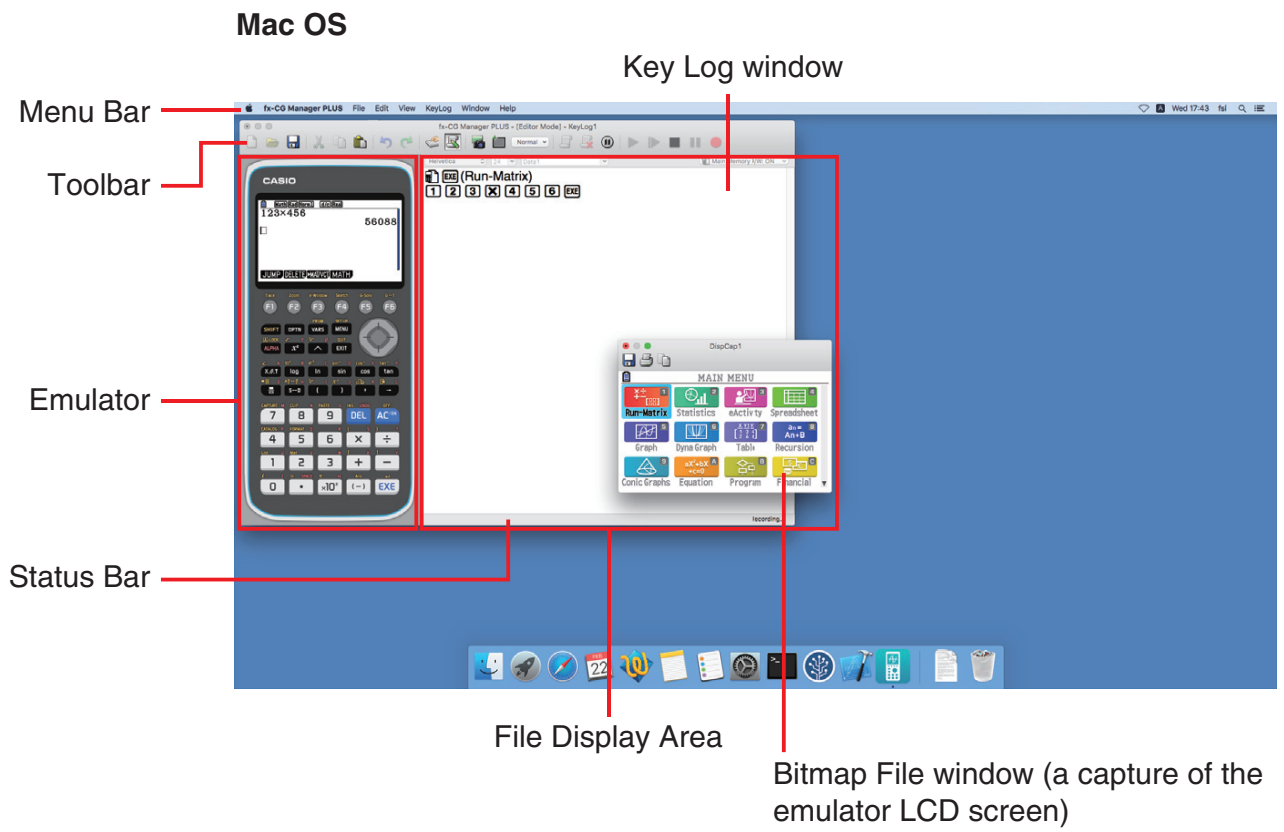
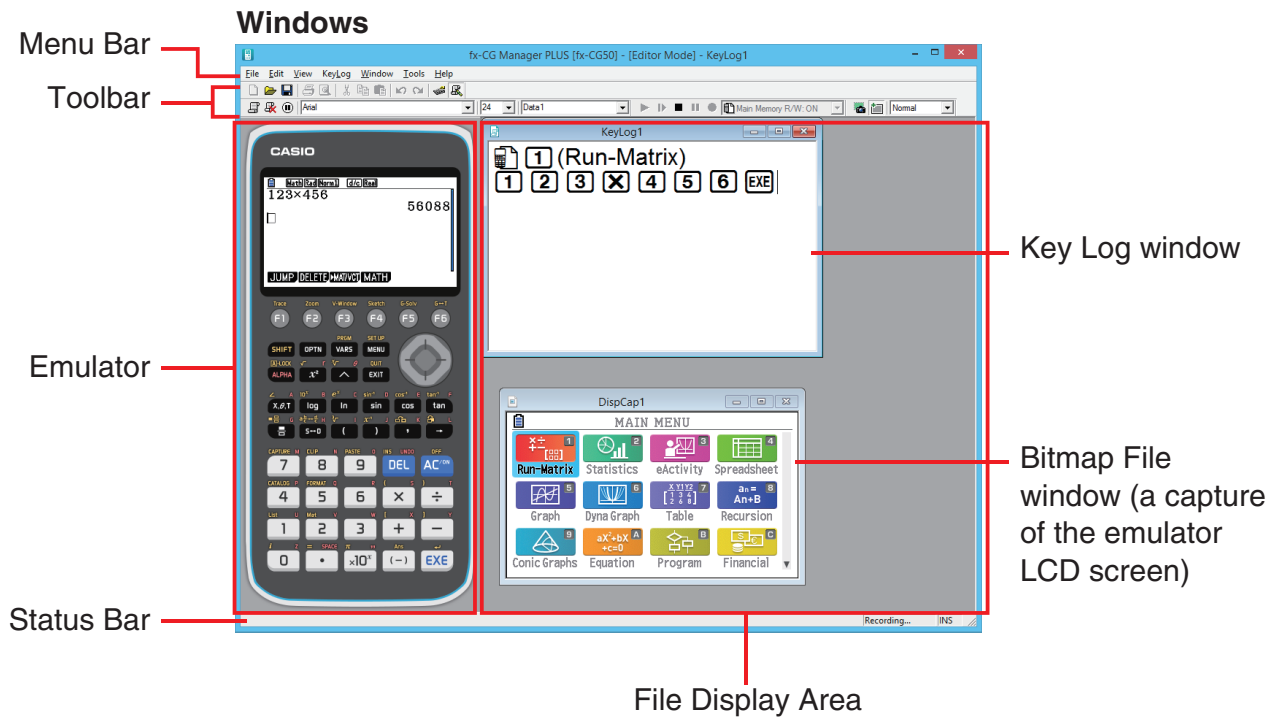
Mac OS



- Windows: Starting up this application for the first time will display a dialog box for selecting a calculator model. Select a calculator model and then click [OK].

2. Screen Configuration

The following shows the fx-CG Manager PLUS screen.









* When you have both the emulator window and Key-Log (or bitmap file) window open on the display, the emulator window always will be displayed on top.

Menu Bar

- If a menu command can also be executed by clicking a toolbar button, the applicable toolbar button is also provided.

■ File Menu

Menu	Toolbar Button	Description
New		Creates a new Key-Log file.
Open...		Opens an existing file.
Close		Closes the currently open file.
Capture Screen		Captures the emulator screen.
Save		Saves the current work file, overwriting the previous (unedited) version.
Save As...		Saves the current work file under a new name.
Print...		Prints the currently displayed bitmap file.
Print Preview* ¹		Displays a preview of the print image.
Print Setup...		Displays the print setup dialog box.
Recent File* ²		Shows up to four of the last files you worked on.
Change Calculator Model and Exit...* ³		Displays a dialog box for selecting a calculator model to be emulated. Clicking [Save and Exit] will exit this application. The next time you start up this application, the emulator that was selected when you clicked [Save and Exit] will appear on the display.
Exit* ⁴		Exits this application.






*1 Windows only

*2 Mac OS: Open Recent

*3 Type B: Windows only

*4 Mac OS: On the [fx-CG Manager PLUS] menu, selected [Quit fx-CG Manager PLUS].

■ Edit Menu

Menu	Toolbar Button	Description
Undo		Undoes the last operation.
Redo		Redoes the last undone operation.
Cut		Moves the selected data to the clipboard.
Copy		Copies selected data to the clipboard.
Paste		Pastes the clipboard contents.
Clear		Deletes the currently selected area.
Select All		Selects all Key-Log records.

* The Edit menu is disabled during emulator operation.

■ View Menu

Menu	Submenu	Description
Calc Key	Small	Selects small-size calculator keys.
	Normal	Selects normal-size calculator keys.
	Large 1*	Selects large 1-size calculator keys.
	Large 2*	Selects large 2-size calculator keys.
	Large 3*	Selects large 3-size calculator keys.
Calc Screen	Small	Selects small-size display.
	Normal	Selects normal-size display.
	Large 1*	Selects large 1-size display.
	Large 2*	Selects large 2-size display.
	Large 3*	Selects large 3-size display.
Toolbar	Standard	Toggles display of the standard toolbar on and off.
	Log	Toggles display of the log toolbar on and off.
	Edit	Toggles display of the edit toolbar on and off.
	Bitmap	Toggles display of the bitmap toolbar on and off.

* Type A only

■ Key-Log Menu

Menu	Toolbar Button	Description
Add		Adds a new Key-Log record (Key-Log editor mode only).
Delete		Deletes the currently displayed Key-Log record (Key-Log editor mode only).
Emulator		Enters the emulator mode.
Editor		Enters the Key-Log editor mode.
Auto Play		Starts Key-Log auto playback.
Step Play		Starts Key-Log manual playback.
Stop		Stops Key-Log playback or recording.
Pause		Pauses Key-Log playback.
Record		Starts Key-Log record operation.
Insert Pause		During Key-Log editing, inserts a pause character into Key-Log playback (Key-Log editor mode only).
Main Memory R/W: ON		When Key-Log is recorded, saves current Main Memory contents. When Key-Log is played back, reads the Memory Character.
Main Memory R/W: OFF		When Key-Log is recorded, does not save current Main Memory contents. When Key-Log is played back, ignores the Memory Character.

■ Window Menu

Menu	Description
Tiled* ¹	Displays all windows in a tiled configuration.
Horizontal* ²	Displays all windows in a horizontal line.

*¹ Mac OS: Cascade - Displays all windows in a cascade configuration.

*² Windows only

- The Window menu also shows the names of files that you have open. When you have multiple files open, the file name at the top of the list is the one you are currently working with the active file.

■ Tools Menu (Windows only)

Menu	Description
Options... ^{*1}	Displays a dialog box for configuring optional settings.

^{*1} Mac OS: On the [fx-CG Manager PLUS] menu, selected [Preferences...].

■ Help Menu

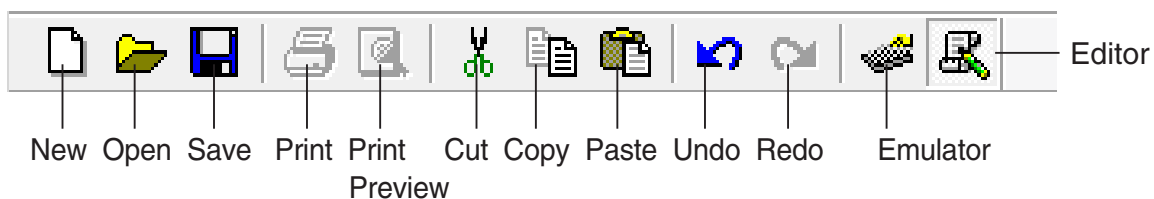
Menu	Submenu	Description
Manual	Calculator	Links to http://world.casio.com/manual/calcul/ . Download the Calculator User's Guide there.
	Manager PLUS	Displays the Manager PLUS User's Guide.
	Activation	Displays the Activation User's Guide.
Auto Notification of Update		Toggles Auto Notification of Update between enabled and disabled. Auto Notification of Update is enabled when this menu item has a check box next to it.
License		Displays the end user license agreement.
About... ^{*1}		Displays version information.
Activation...		Displays the activation screen. For details, see the Activation User's Guide.

^{*1} Mac OS: On the [fx-CG Manager PLUS] menu, selected [About fx-CG Manager PLUS].

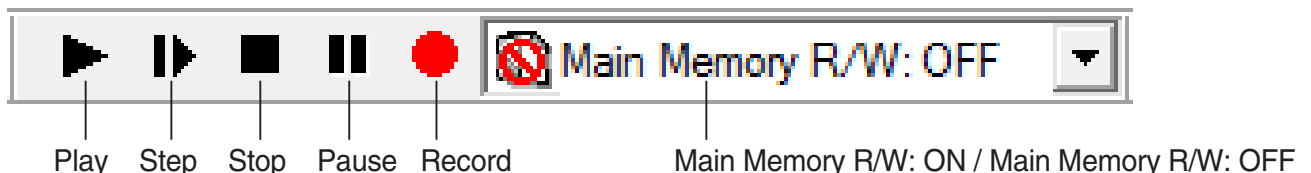
Toolbar

- The toolbar buttons correspond to menu bar commands. See the section of this manual that explains the menu bar for details about each button's function.

■ Standard Toolbar



■ Log Toolbar

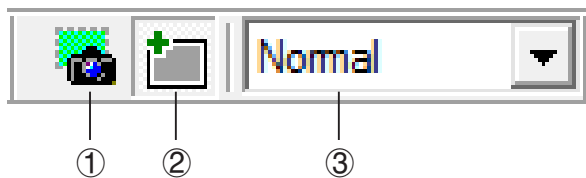


■ Edit Toolbar



- ① Add
- ② Delete
- ③ Insert Pause
- ④ Font ... Specifies the font of input text.
- ⑤ Font Size ... Specifies the font size of input text.
- ⑥ Key-Log Record ... Selects the Key-Log record to be played back or edited.

■ Bitmap Toolbar



- ① Capture Screen
- ② Outer Frame
Specifies an outer frame for screen captures.
- ③ Bitmap Size
Specifies the bitmap size. Supported sizes are Small, Normal, ×2 and ×3.

Status Bar





- ① Help text is displayed here (Windows only).
- ② Displays the process currently being performed.
- ③ Toggles between the insert and overwrite modes.

3. Emulator Mode and Key-Log Editor Mode

This application has two modes.

You can use either of the following to operations to select the mode you want.

- On the [KeyLog] menu, select either [Emulator] or [Editor].
- On the standard toolbar, click  or .

Emulator Mode

Use this mode when you want to perform mainly emulator operations.

Key-Log Editor Mode

Use this mode when you want to perform mainly Key-Log data operations.

4. Emulating Calculator Operation

- The emulator makes it possible to mimic calculator operation using your computer's mouse and keyboard.
- For details about emulator operations, see the Calculator User's Guide. You can view the User's Guide by selecting [Manual] - [Calculator] on the Help menu.
- Note that some emulator functions are different from the calculator functions. For details, see "9. Differences between Calculator and Emulator Functions" (page EN-29).

Note

- Image files (g3b/g3p) created with this application and eActivity files that contain image data created with this application cannot be opened with the fx-CG10 calculator.

■ Using the Emulator

- Key operations are identical to those you perform on the calculator.
- Operation results appear on the LCD screen.



In the Emulator Mode, you use your computer keyboard to operate the emulator. The following explains the keyboard keys you should use to perform each emulator key operation.

(1) Computer keyboard keys that have the same key markings as the emulator keys

0—9, ., +, =, [,], \, ^, F1—F6, ↑, ↓, ←, →

(2) Computer keyboard keys that have different key markings as the emulator keys

Computer Key (Windows)	Computer Key (Mac OS)	Emulator Key
[Tab]	[tab]	
[Insert]	[control]+[s]	
[Home]	[fn]+[←] or [home]	
[Page Up]	[fn]+[↑] or [page up]	
[Page Down]	[fn]+[↓] or [page down]	
[End]	[fn]+[→] or [end]	
[Esc]	[esc]	
[Delete]	[delete]	
[Back Space]	—	
[Enter]	[return] or [enter]	
[*]	[*]	
[/]	[/]	

■ Changing the Size of the Emulator

The emulator's keypad and LCD screen each can be toggled between five sizes: small, normal, large 1, large 2, and large 3*.

* Type B: two sizes: small and normal

To specify the size of the keypad

1. On the [View] menu, select [Calc Key].
2. From the submenu that appears, select the keypad size you want.

To specify the size of the LCD screen

1. On the [View] menu, select [Calc Screen].
2. From the submenu that appears, select the LCD screen size you want.

Note

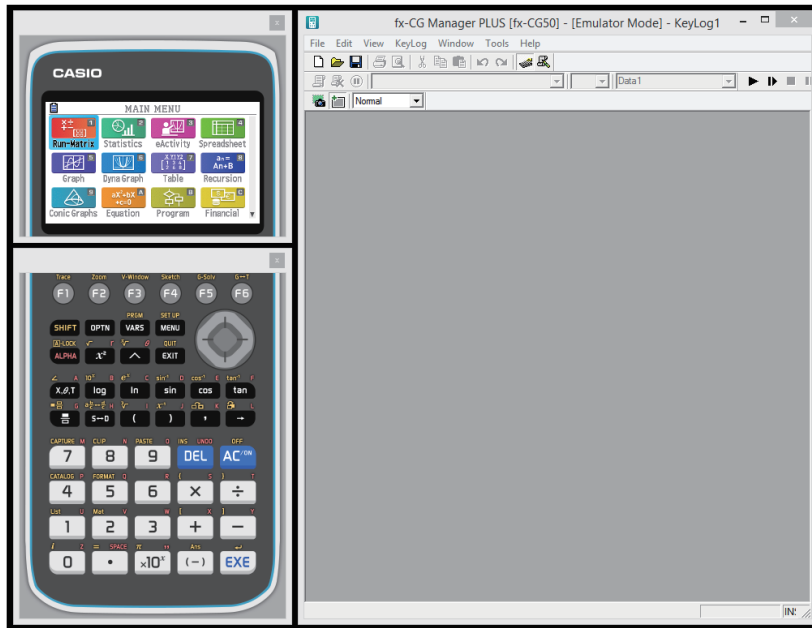
- If the LCD screen or keypad is displayed as a floating window (page EN-15), you also can resize the window by dragging the one side of the window frame upwards, downwards, left, or right. Resizing by dragging the window frame lets make the floating window larger than the normal size selectable on the submenu above.
- Use of the "Normal" LCD screen size setting is recommended.

■ Using the Floating Emulator Feature

- You can drag the LCD screen and the keypad to any location you want on your computer screen.
- You can display the emulator LCD screen and its keypad in their own windows that are separate from the main window.

To make the LCD screen and/or keypad a floating window

1. Double-click the LCD screen and/or keypad.
2. Drag the LCD screen and/or keypad to the left so it is outside of the main window, and drop it there.



■ Moving the LCD Screen and Keypad Back into the Main Window

- Perform the following steps to move the LCD screen and/or keypad back into the main window from independent floating windows.
 - Double-click the floating LCD screen and/or keypad.
 - Drag the LCD screen and/or keypad back to the left side of the main window.



Important!

- You can return an independent floating window to the main window by dragging the floating window to the left side of the main window only. Dragging top, bottom, or right side of the main window will not work.

■ Capturing the Emulator LCD Screen Image

- You can use the following procedure to capture an image of the emulator LCD screen.

To capture the emulator LCD screen image



1. On the [File] menu, select [Capture Screen] to display a capture of the emulator LCD screen (page EN-6).
 - You could also click  on the bitmap toolbar.
 - You can also add a frame to the captured image or change the image zoom factor, if you want. For details, see “Bitmap Toolbar” (page EN-11) and “LCD Screen Capture Settings” (page EN-23).
 - Windows: If either a window containing of a captured image or the Key-Log screen is currently maximized (using the Windows maximize command) on your computer display, any window produced by the capture operation will also be maximized. This is true regardless of the size setting specified for screen capture on the Options dialog box (page EN-23).
2. Select the captured screen image window and then click  to save it to a file.
 - * You can save a screen capture as either of the two following file formats.
 - Bitmap format
 - JPEG format

This application uses libraries by the Independent JPEG Group.

■ Opening a Saved LCD Screen Image

- You can open a saved LCD screen image and display it on your computer. You can have multiple screen images open at the same time.
- LCD screen images can be copied and pasted into other applications in order to create operation example handouts, assignments, etc.
 - * Only bitmap files can be opened using this procedure. Opening of JPEG files is not supported.

To copy an LCD screen image and paste it into another application

1. Click  and then open the file that contains the LCD screen image you want to copy.
2. Select the LCD screen image window and then click  to copy it to the clipboard.
3. Open the other application and then paste the contents of the clipboard.

5. Using the Emulator Key-Log

This section explains how to use the Key-Log, which is a log of the emulator's key operations. It also covers playback of recorded key operations and editing of Key-Log records.

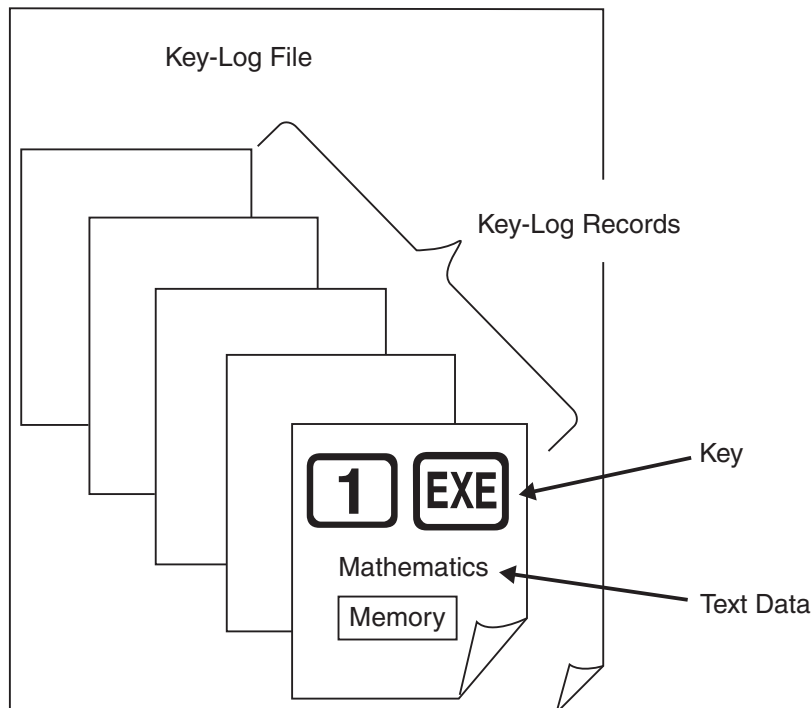
All of the operations in this section are performed using toolbar buttons.

■ Key-Log File Structure

A Key-Log file can contain multiple Key-Log records.

Key-Log records can contain recorded key operations, text and Main Memory data.

The following shows the Key-Log file structure.



- You can assign names (up to 20 single-byte characters) to Key-Log records.

Important!




- Key-Log data processing can take a long time when there is a lot of data. This is normal and does not indicate malfunction.
- A key operation may not be stored to a Key-Log if you click it while an emulator calculation operation is in progress.

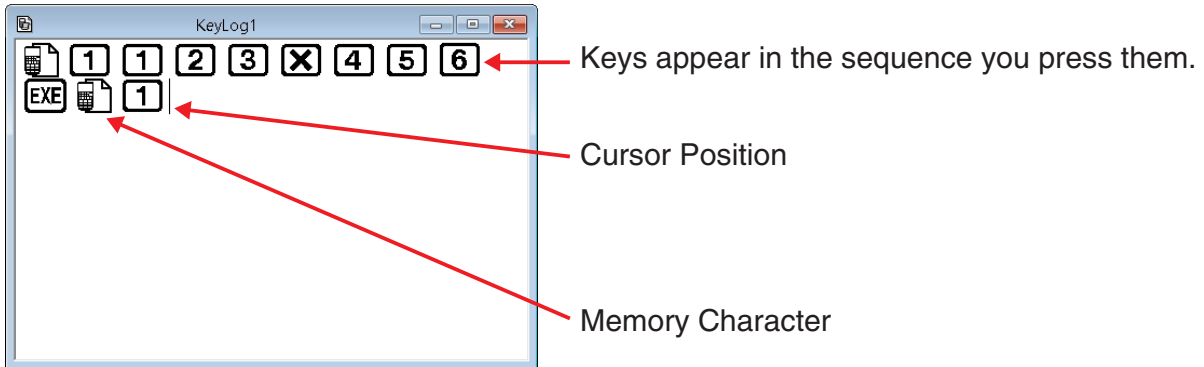
Note



- Storage Memory data is not stored in Key-Log records.
- Opening the Storage Memory file during Key-Log playback can produce different results from those recorded to the Key-Log.

To record emulator key operations using Key-Log


When [Main Memory R/W: ON] is selected on the [KeyLog] menu

1. Click  to start Key-Log recording.
 - The Main Menu will appear with the **Run-Matrix** mode icon already highlighted.
 - Click  to save the calculator's current Main Memory contents and insert a Memory Character () at the current cursor location on the emulator screen. The Memory Character tells your computer to look up the memory contents saved at that location for use in the calculation.
2. Perform operations on the emulator.




3. Click  to stop Key-Log recording.
4. Repeat steps 1 through 3 as required.
5. Click  to save the Key-Log file.

Note

- If you click  while an fx-Manager PLUS Key-Log file is open, memory contents are not saved (and a Memory Character is not inserted).

When [Main Memory R/W: OFF] is selected on the [KeyLog] menu


Operation is the same as that when [Main Memory R/W: ON] is selected on the [KeyLog] menu, except for the following points.

- The Main Menu does not appear when Key-Log recording is started.
- Main Memory contents are not saved when  is clicked. (Memory Character cannot be inserted at cursor position.)

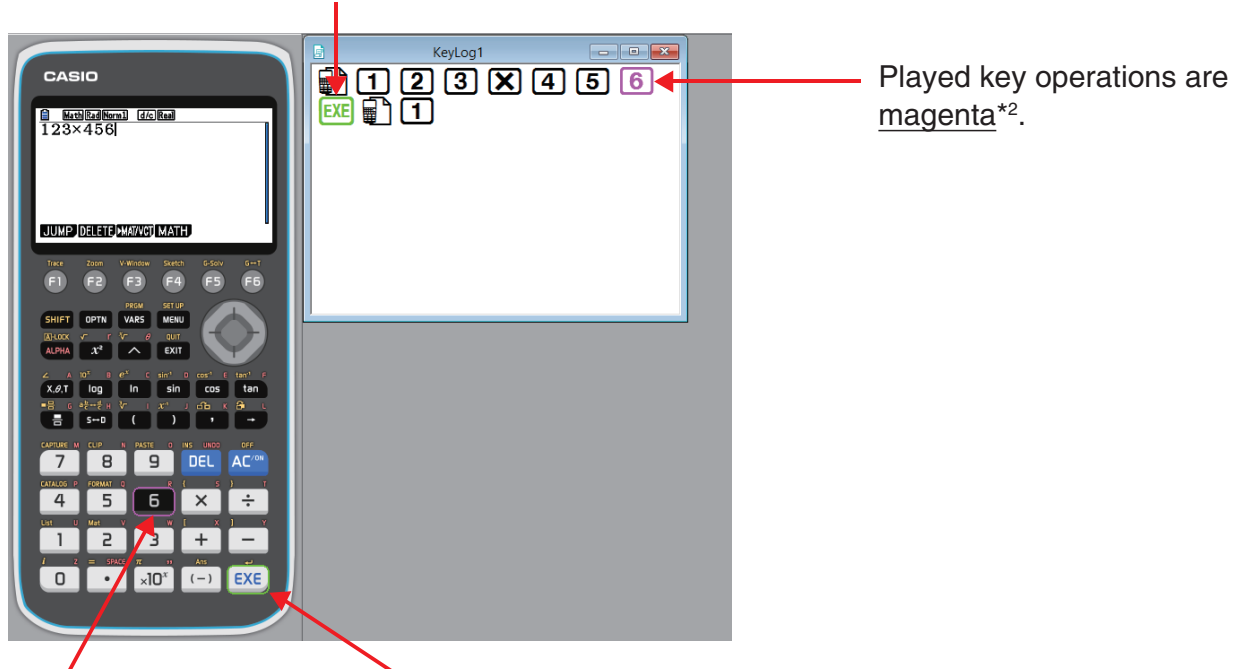
To perform Key-Log auto play of a recorded key operation

When [Main Memory R/W: ON] is selected on the [KeyLog] menu

1. Click  and then open the Key-Log file you want to play.

2. Click  to start playback.

The next key to be played back is green*1.




The last key to be played is framed in magenta.*3

The next key to be played is framed in green*1.


*1 Type B: orange

*2 Type B: blue


*3 Type B: The last played key is blue.

• Click  to pause playback.

Click  to restart playback after pausing it.

3. To stop playback, click . Stopping playback causes all keys to return to their original colors.

Note

- Playback starts from the current cursor position.
- Each time playback comes to a Memory Character, the Main Memory contents that were stored for that location are looked up, and playback then proceeds to the next operation using the looked up contents.
- Current Main Memory contents are automatically backed up whenever you click  to start a new Key-Log playback operation. This will allow you later to restore memory contents to what they were before you started playback (if you want).
- Closing a Key-Log file causes the message “Backed up memory contents will be restored.” to appear. You can specify whether you want Main Memory to be restored to the contents that were automatically backed up when you started playback of the Key-Log file (see above).
- You can use the optional settings dialog box (page EN-23) to configure playback settings like the key playback interval following a pause, the color of playback keys, etc.

- Simultaneous playback of multiple Key-Log files is not supported. If you try to open a Key-Log file while another Key-Log file is already open, the currently open file will close automatically. If the currently open file has been edited, a message “At least one file has unsaved edits. Save edits?” will appear asking if you want to save it before closing.

When [Main Memory R/W: OFF] is selected on the [KeyLog] menu





Operation is the same as that when [Main Memory R/W: ON] is selected on the [KeyLog] menu, except for the following points.

- When Key-Log is played back, current Main Memory contents are not backed up.
- Memory Character is ignored. (Main Memory contents are not played back.)


Note

- Current Main Memory contents are backed up, even if you start Key-Log playback by selecting [Main Memory R/W: ON] on the [KeyLog] menu and then change to [Main Memory R/W: OFF].

To playback a Key-Log record manually (STEP playback)

1. Click  and then open the Key-Log file you want to play.
2. Click  to play the first key operation in the Key-Log.
3. Keep pressing  to play Key-Log contents one step at a time.
4. To stop playback, click .

To edit a Key-Log record

1. Click  and then open the Key-Log file you want to edit.
2. Select the Key-Log record you want to edit.



Select the Key-Log record from this menu.

3. Edit the key operations and text of the Key-Log record.
 - You can use normal text input and editing operations to edit the keys in a Key-Log record.
 - When inputting text, you can specify the font and font size you want to use.



Font


Font Size

Note

- Copying and pasting of Memory Characters is supported. Pasting a Memory Character to a different location causes the Main Memory contents that were saved at the original Memory Character location to be referenced at the new (pasted) location.

4. Click  to save the Key-Log file.

To add a Key-Log record to the currently open Key-Log file


After opening the Key-Log file to which you want to add the record, click .

This automatically assigns the Key-Log record a name (Example: “Data1”) and displays it in the menu.

To rename a Key-Log record

1. Select the Key-Log record you want to rename from the menu.
2. Click the name of the Key-Log record and then change it.
3. Press the [Enter] key.

To delete a Key-Log record


1. Select the Key-Log record you want to delete from the menu.
2. Click  to delete the selected Key-Log record and display the next one.

Note

- There must be at least one Key-Log record in memory. You will not be able to delete a Key-Log record if it is the only one left in memory.

■ Inputting a Pause Character


A pause character causes Key-Log playback to pause automatically when it reaches the character.

To input a pause character, click .

■ Copying Keys or Text and Pasting It into Another Application

Keys and text can be copied and pasted into other applications in order to create operation example handouts, assignments, etc.

To copy keys or text and paste it into another application

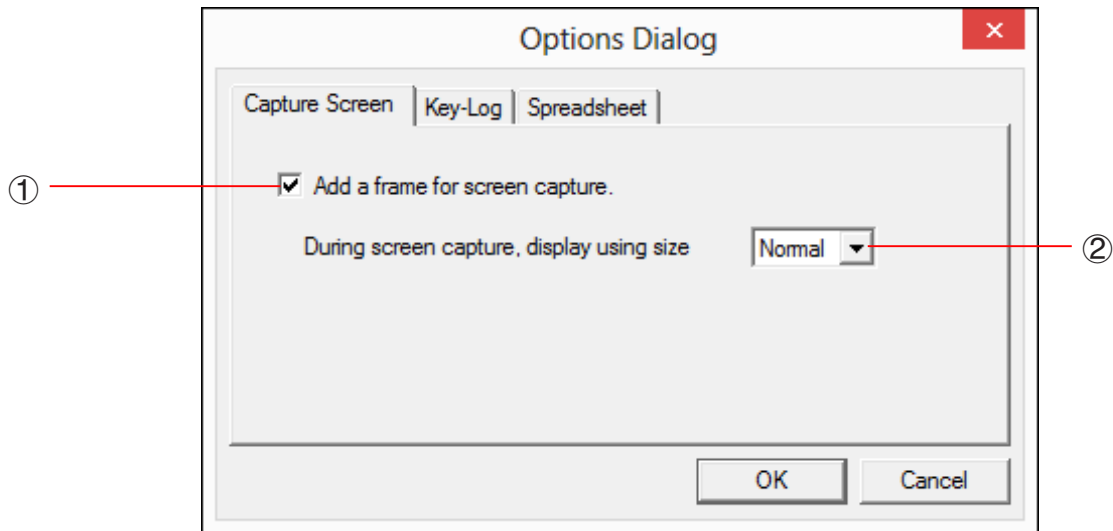
1. Drag the cursor across the keys or text you want to copy.
2. Click  to copy the selected keys or text to the clipboard.
3. Open the other application and then paste the contents of the clipboard.

Note

- A Memory Character also can be copied into another application. A Memory Character that has been pasted into another application can be copied and pasted into the application. When a Memory Character that has been pasted into the application is played back, it reproduces the applicable memory contents. Note, however, that this is true only when the number of Memory Characters that were initially copied from a calculation in the application is the same as the number of Memory Characters that were pasted from the other application.

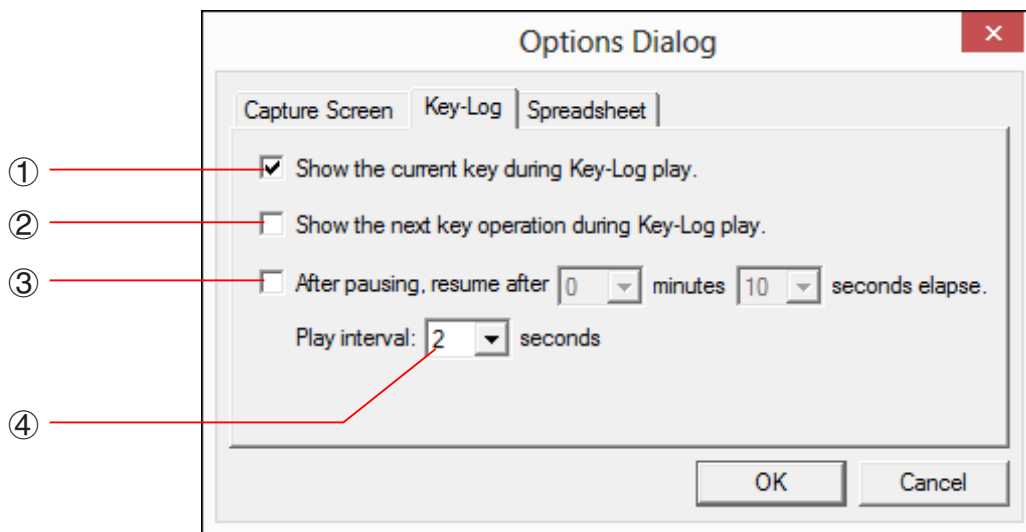
6. Configuring Options Dialog Box Setting

■ LCD Screen Capture Settings



- ① Select this option to add a frame to an LCD screen capture.
- ② Specifies the screen size during LCD screen capture. Supported sizes are Small, Normal, ×2 and ×3.

■ Key-Log Playback

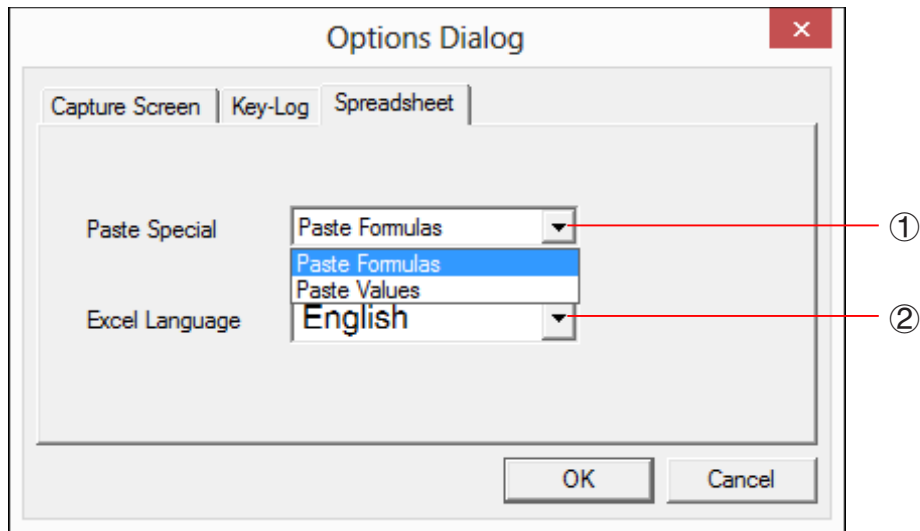


- ① Select this option to frame the current key in magenta.*1
- ② Select this option to frame the next key in green*2.
- ③ Specifies how much time should be allowed to elapse to resume paused playback. You can set an interval in the range of 10 seconds to 10 minutes in 10-second steps.
- ④ Specifies the key playback interval during auto play. You can set an interval of 0.1 second, or any interval in the range of 0.5 to 5 seconds, in 0.5-second steps.

*1 Type B: Select this option to highlight the current key in blue.

*2 Type B: orange

■ Spreadsheet Setting (Windows only)



- ① You can configure Copy & Paste so either values or Excel formulas are pasted into a spreadsheet.

Paste Formulas ... Pastes formulas.

Paste Values ... Pastes values only.

- ② You also can specify the language to be used when pasting to Microsoft Excel.

Whenever you copy from Spreadsheet and paste to an Excel formula, the formula will be converted to the selected language.

Example: Celllf(→ IF(: English
→ SI(: Spanish
→ SI(: French
→ WENN(: German

When using the following language versions of Excel, configure the Excel Language setting as shown below.

Arabic: English2

Slovenian: English3

Portuguese (European): PortugueseEu

Portuguese (Brazilian): PortugueseBr

- For details about copying and pasting Excel formulas, see page EN-33.


7. Other Functions

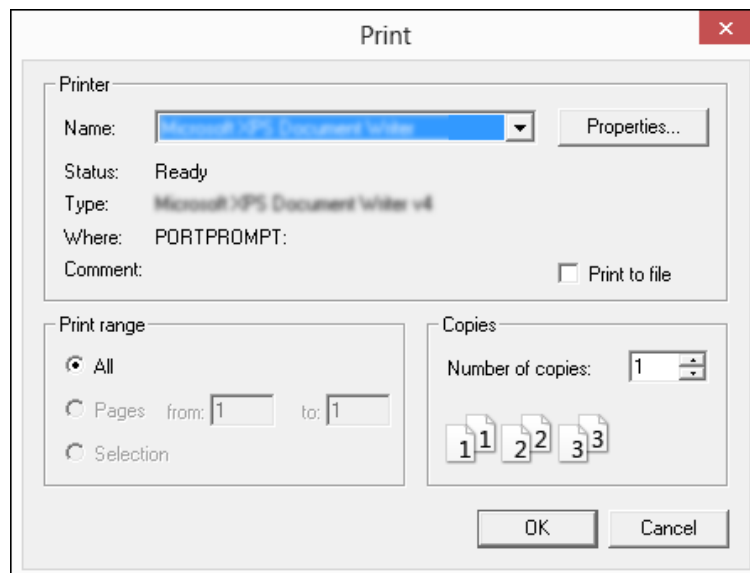
QR Code Function

- Clicking the QR Code on the LCD screen starts up the browser and accesses the URL registered to the QR Code.

Printing

- You can use the following procedure to print LCD screen captures.

1. Click the window of the LCD screen capture that you want to print to select it.
2. Click . This will display the Print dialog box.



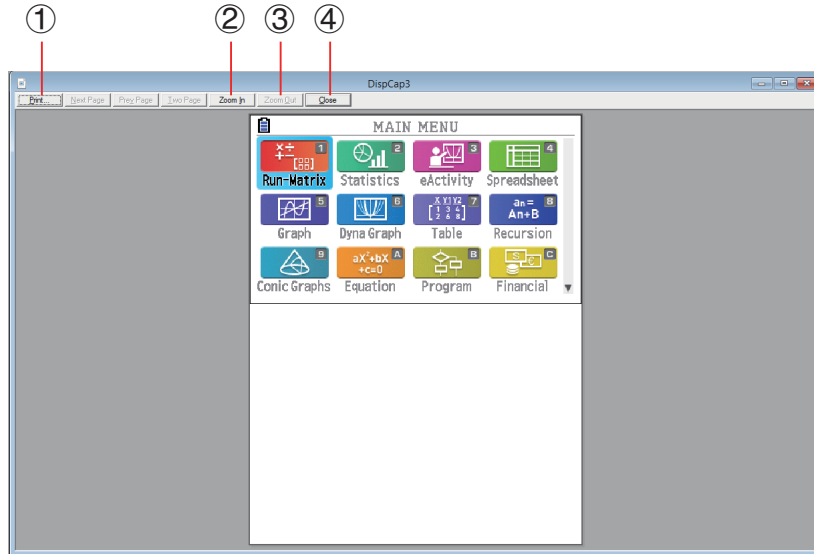
3. Click [OK] to start printing.

Important!

- Each screen image is printed on a separate page.
- Images are printed in accordance with width setting of the paper size selected on the Print dialog box.
- If you are printing a bitmap image that was created using another application and does not fit within the preview area, only the part within the preview area will be visible. Also, only that part will be printed.

■ Print Preview (Windows only)

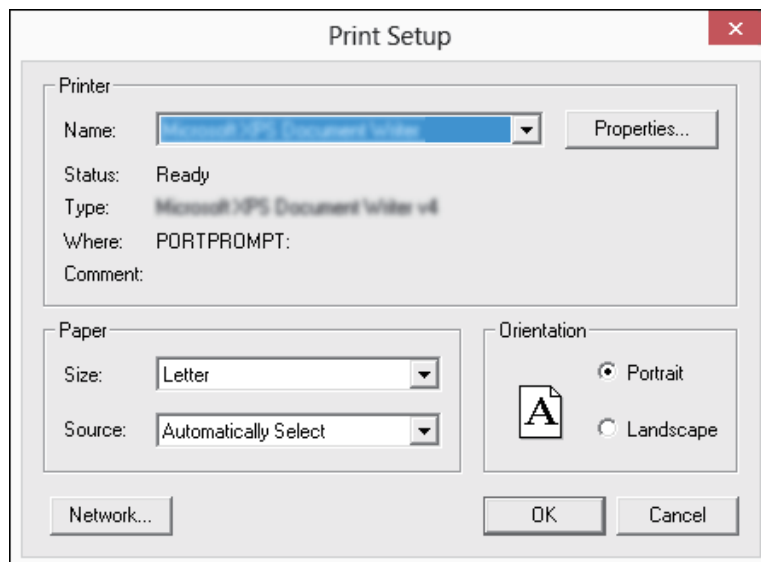
- Selecting [Print Preview] on the [File] menu displays the print preview image.



- ① Displays the Print dialog box.
- ② Enlarges the preview image.
- ③ Reduces the size of the preview image.
- ④ Closes the print preview window image.

■ Print Setup Dialog Box

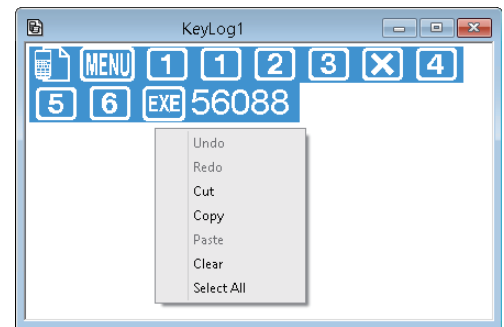
- Selecting [Print Setup] on the [File] menu displays the Print Setup dialog box.



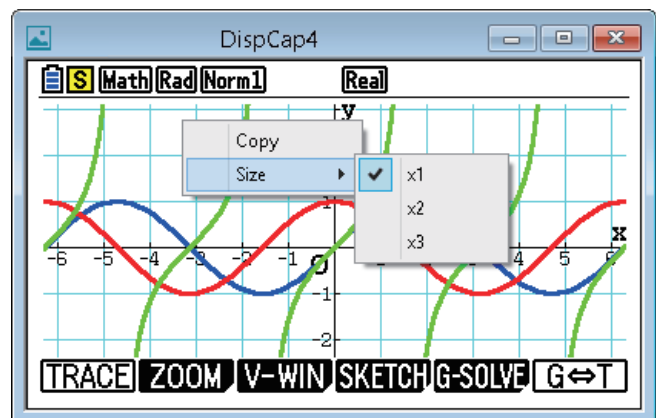
Shortcut Menu

- Right-clicking your mouse (Windows) or performing a control+click (Mac OS) will display one of the shortcut menus shown below.

- During Key-Log Editing

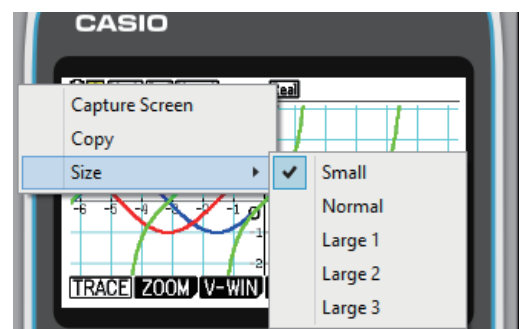


- During Bitmap Display of the Calculator Screen



A screen zoom operation affects only the screen where you display the shortcut menu. If you have multiple screens on the display, the other screens are not affected by the zoom operation.

- When Using the Emulator



Note

Select [Copy] to copy the screen to the clipboard.

- On the Emulator Keypad



8. File Types Supported by the Application

- The following are the file name extensions that are supported by the **Memory** application.

File Extension	Description
.g1m, .g2m, .g3m, .g1r, or .g2r	Data items listed in the Main Memory information screen that has been copied to Storage Memory.
.g1e, .g2e, or .g3e	eActivity files
.g3a, .g3l	.g3a: Add-in applications .g3l: Add-in languages and add-in menus
.g3p	Picture files
.g3b	Flipbook files
.bmp	Bitmap files
.txt	Text files
.csv	CSV files
Other file name extensions	These files are not supported by this calculator.

- The following are the file name extensions that are supported by the [File] menu's [Open] command.

File Extension	Description
.g1k	fx-Manager PLUS Key-Log file
.g3k	fx-CG Manager PLUS Key-Log file

Note

- You can use the **Memory** application to import all file types (except g1k and g3k) into the emulator.
- Files with the extension g1k/g3k can be used in Key-Log files.

9. Differences between Calculator and Emulator Functions

■ Link Application

Calculator: Data transfer execution supported.

Emulator: Data send/receive, and configuring cable, wakeup, and capture settings are not supported.

■ System Applications (Display Settings, Power Properties Settings, Battery Settings, User Name, OS Update)

Calculator: Display Settings, Power Properties Settings, Battery Settings, User Name and OS Update supported.

Emulator: Display Settings, Power Properties Settings, Battery Settings, User Name and OS Update not supported.

■ Program Application

Calculator: Stores created text files in Main Memory Program folder.

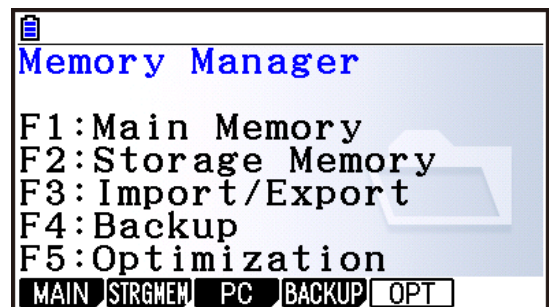
Emulator: Stores created text files in Storage Memory Program folder.

■ Importing and Exporting Files

You can perform the following operations on the emulator to import and export files.

To import a file

1. From the Main Menu, enter the **Memory** mode.

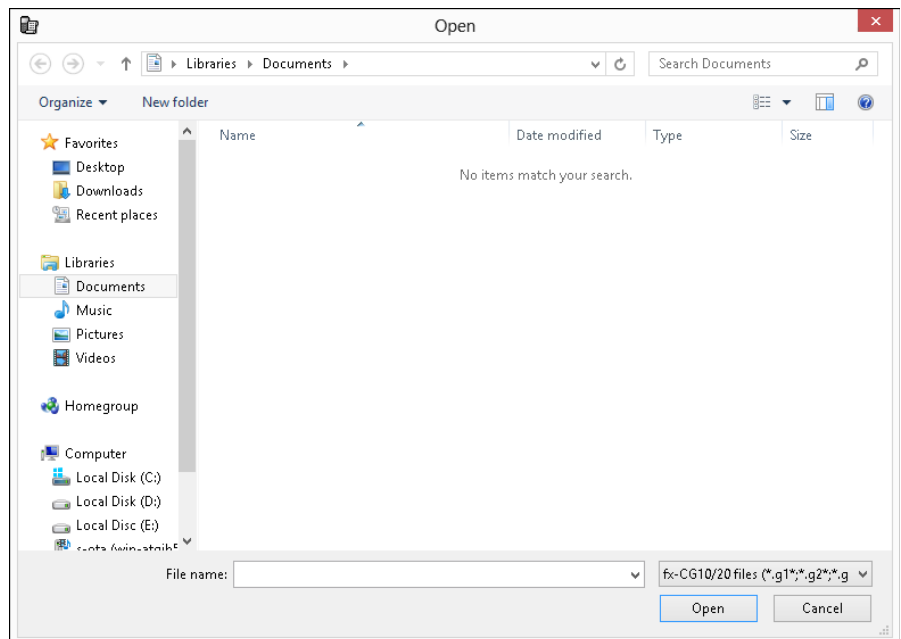


2. Click **[F3]** (PC).

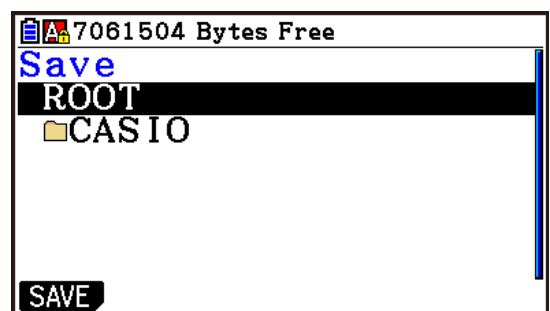


3. Click **[F1]** (Import).

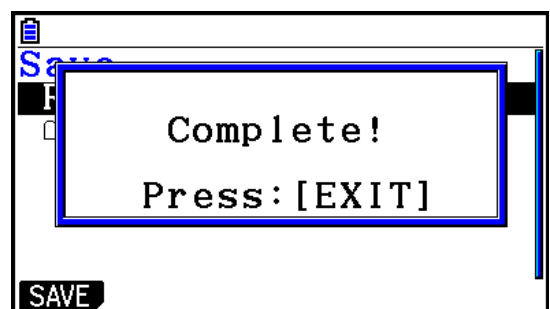
- This displays a dialog box for opening a file.



4. Select the file you want to import, and then click **[Open]**.



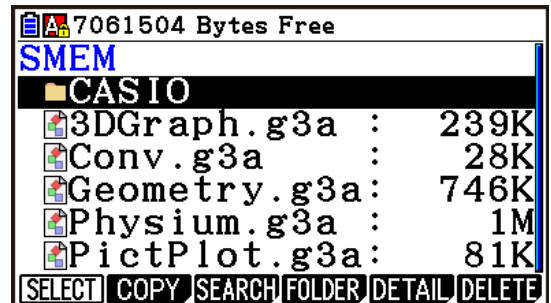
5. Select the folder where you want to import the file and then click **[F1]** (SAVE).



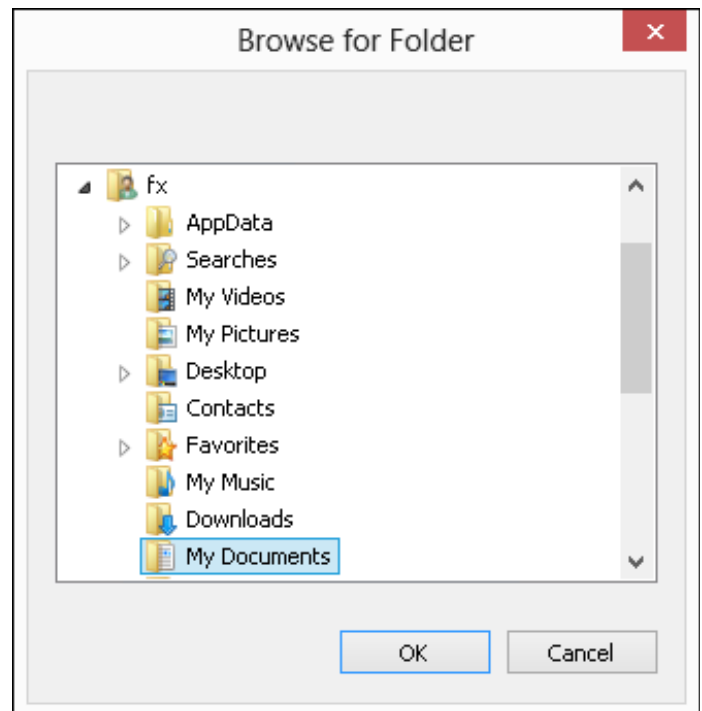
6. Click **[EXIT]**.

To export a file

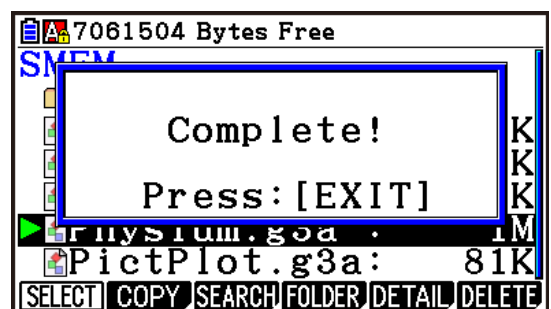
1. From the Main Menu, enter the **Memory** mode.
2. Click **F3** (PC).
3. Click **F2** (Export).



4. Highlight the file you want to export. Next, click **F1** (SELECT) and then **F2** (Copy).
 - This displays a dialog box for selecting the destination folder of the exported file.



5. Select the destination folder you want and then click [OK].



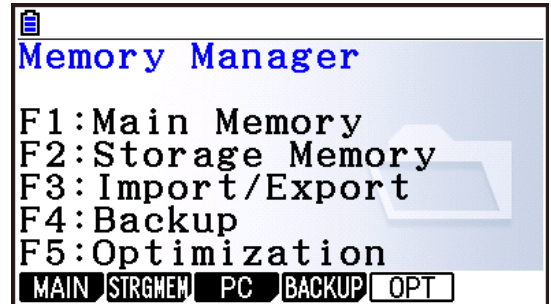
6. Click **EXIT**.

■ Installing an Add-In

You can perform the following procedure on the emulator to install an Add-In application or Add-In language.

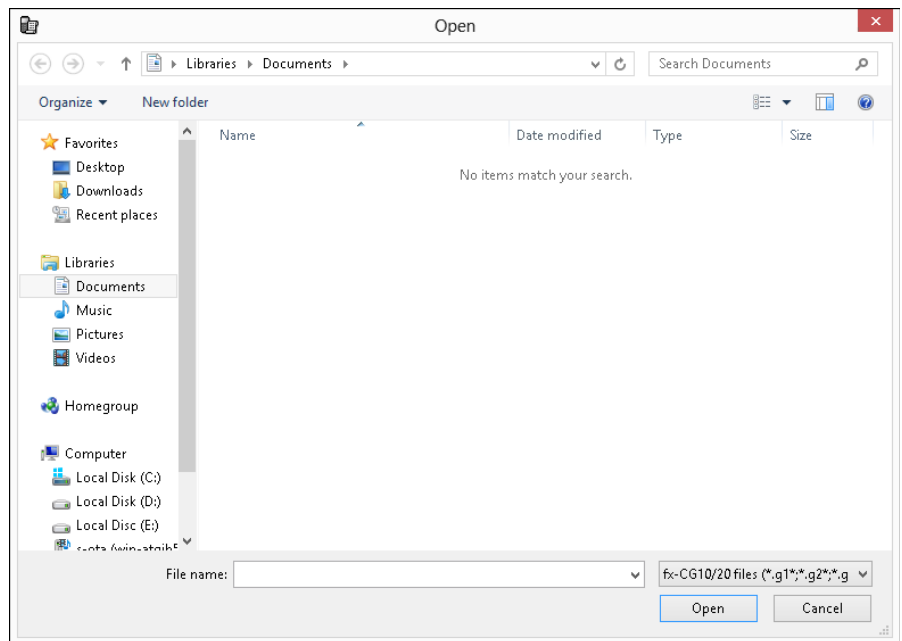
To install an Add-In application

1. From the Main Menu, enter the **Memory** mode.

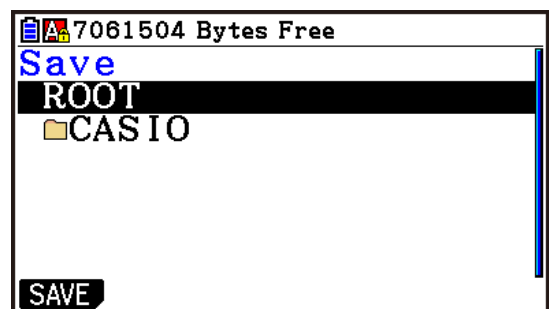


2. Click **[F3]** (PC) **[F1]** (Import).

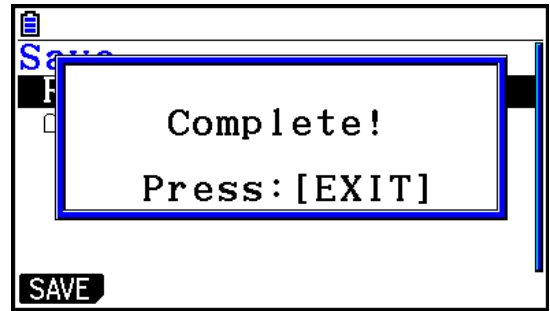
- This displays a dialog box for opening a file.



3. Select the Add-In file you want and then click [Open].



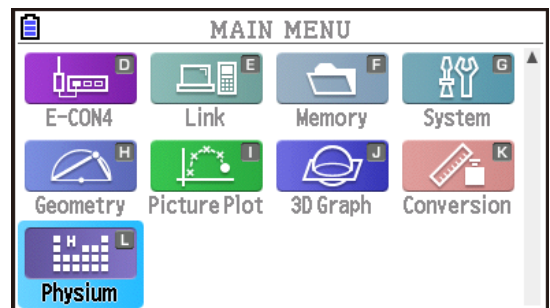
4. Select the folder where you want to save the Add-In file and then click **F1** (SAVE).



5. Click **EXIT**.

6. Click **MENU**.

- The icon of the application you just installed should be visible on the Main Menu.



- Some Add-In applications may act differently on the calculator than they do on the emulator.

■ OFF (**SHIFT** + **AC/ON**)

Calculator: Turns off power.

Emulator: Does not turn off the emulator. (**SHIFT** + **AC/ON** does not perform any operation.)

■ COPY & PASTE

Calculator: COPY & PASTE supported on the calculator.

Emulator: COPY & PASTE supported on the calculator, and between the calculator and other applications running on the computer.

Copy and paste of calculator-specific input codes between this application and other applications is not supported in some cases.

Supports copy and paste between an emulator spreadsheet and an Excel spreadsheet running on your computer (Windows only).

- Copy and paste of the following formulas is supported between an emulator spreadsheet and an Excel spreadsheet running on your computer.

+, -, *, /, ^, =, <>, >, <, >=, <=, \$, :

IF, MIN, MAX, AVERAGE, MEDIAN, SUM, PRODUCT

LOG, FACT, POWER, SQRT, LOG10, LN, PI

SIN, COS, TAN, ASIN, ACOS, ATAN, SINH, COSH, TANH, ASINH, ACOSH, ATANH

ABS, GCD, LCM, MOD, TRUNC, INT, ROUND, PERMUT, COMBIN, RAND, NOT, AND, OR

The table below shows how some formulas may be modified automatically when a paste operation is performed.

Modified Formulas

Spreadsheet	Paste Operation*	Excel
×	↔	*
÷	↔	/
≠	↔	<>
≧	↔	>=
≦	↔	<=
Omitted multiplication sign	→	*
CellIf(↔	IF(
CellMin(↔	MIN(
CellMax(↔	MAX(
CellMean(↔	AVERAGE(
CellMedian(↔	MEDIAN(
CellSum(↔	SUM(
CellProd(↔	PRODUCT(
logab(#1,#2	↔	LOG(#2,#1
#1 ²	→	#1^2
#1 ⁻¹	→	#1^-1
#1!	↔	FACT(#1)
#1 [×] √ #2	→	#2^(1/#1)
#1⌋#2	→	#1/#2
√ #1	↔	SQRT(#1)
³ √ #1	→	#1^(1/3)
log #1	↔	LOG10(#1)
ln #1	↔	LN(#1)
e^#1	↔	EXP(#1)
₁₀ #1	→	10^#1
π	↔	PI()
E#n1	→	10^#n1
#n1E#n2	→	#n1 * 10^#n2
#1^#2	←	POWER(#1, #2)
sin #1	↔	SIN(#1)
cos #1	↔	COS(#1)
tan #1	↔	TAN(#1)
sin ⁻¹ #1	↔	ASIN(#1)
cos ⁻¹ #1	↔	ACOS(#1)
tan ⁻¹ #1	↔	ATAN(#1)
sinh #1	↔	SINH(#1)
cosh #1	↔	COSH(#1)
tanh #1	↔	TANH(#1)

Spreadsheet	Paste Operation*	Excel
$\sinh^{-1} \#1$	↔	ASINH(#1)
$\cosh^{-1} \#1$	↔	ACOSH(#1)
$\tanh^{-1} \#1$	↔	ATANH(#1)
Abs #1	↔	ABS(#1)
GCD(↔	GCD(
LCM(↔	LCM(
MOD(↔	MOD(
Int #1	↔	TRUNC(#1)
Intg #1	↔	INT(#1)
RndFix(↔	ROUND(
#1P#2	↔	PERMUT(#1,#2)
#1C#2	↔	COMBIN(#1,#2)
P(↔	NORMSDIST(
Ran#	↔	RAND()
Not #1	↔	NOT(#1)
#1 And #2	↔	AND(#1,#2)
#1 Or #2	↔	OR(#1,#2)

* The following are the meanings of the symbols in the “Paste Operation” column of the above table.

↔: Either way

→: From emulator spreadsheet to Excel

←: From Excel to emulator spreadsheet

- For information about how formulas are modified when using a non-English version of Excel, see the Formula List (page EN-36).
- If a paste operation includes an unsupported formula or an operation whose value causes an error, only the final value will be pasted without the formula.
- If a formula being pasted into an emulator spreadsheet exceeds 255 bytes after being modified as described in the table above, only the final value will be pasted without the formula.
- An error will occur if the argument of a formula is outside the argument range of the location where it is being pasted.
- When pasting a formula with a relative cell reference (such as: =A1+1) from Spreadsheet to Excel, make sure you paste it into the cell with the same name as the cell you copied it from. Copying it into a different cell will cause an incorrect cell reference.

Formula List

Calculator	English	French	German	Spanish	Portuguese (European)	Czech	Danish	Dutch	Finnish	Calculator
CellIF	IF	SI	WENN	SI	SE	KDYŽ	HVIS	ALS	JOS	CellIF
CellMin	MIN	MIN	MIN	MIN	MÍNIMO	MIN	MIN	MIN	MIN	CellMin
CellMax	MAX	MAX	MAX	MAX	MÁXIMO	MAX	MAKS	MAX	MAKS	CellMax
CellMean	AVERAGE	MOYENNE	MITTELWERT	PROMEDIO	MÉDIA	PRŮMÉR	MIDDEL	GEMIDDELDE	KESKIARVO	CellMean
CellMedian	MEDIAN	MEDIANE	MEDIAN	MEDIANA	MED	MEDIAN	MEDIAN	MEDIAAN	MEDIAANI	CellMedian
CellSum	SUM	SOMME	SUMME	SUMA	SOMA	SUMA	SUM	SOM	SUMMA	CellSum
CellProd	PRODUCT	PRODUIT	PRODUKT	PRODUCTO	PRODUTO	SOUČIN	PRODUKT	PRODUCT	TULO	CellProd
RndFix	ROUND	ARRONDI	RUNDEN	REDONDEAR	ARRED	ZAKROUHLIT	AFRUND	AFRONDEN	PYÖRISTÄ	RndFix
GCD	GCD	PGCD	GGT	M.C.D	MDC	GCD	STØRSTE.FÆLLES.DIVISOR	GGD	SUURIN.YHT.TEKIJÄ	GCD
LCM	LCM	PPCM	KGV	M.C.M	MMC	LCM	MINDSTE.FÆLLES.MULTIPLUM	KGV	PIENIN.YHT.JAETTAVA	LCM
MOD	MOD	MOD	REST	RESIDUO	RESTO	MOD	REST	REST	JAKOJ	MOD
P	NORMSDIST	LOINORMALE.STANDARD	STANDNORMVERT	DISTR.NORM.ESTAND	DIST.NORMP	NORMSDIST	STANDARDNORMFORDELING	STAND.NORM.VERD	NORM.JAKAUMA.NORMIT	P
PI	PI	PI	PI	PI	PI	PI	PI	PI	PI	PI
Ran#	RAND	ALEA	ZUFALLSZAHL	ALEATORIO	ALEATORIO	NAHČISLO	SLUMP	ASELECT	SATUNNAISLUKU	Ran#
^	POWER	PUISSANCE	POTENZ	POTENCIA	POTÊNCIA	POWER	POTENS	MACHT	POTENSSI	^
log	LOG	LOG	LOG	LOG	LOG	LOGZ	LOG	LOG	LOG	log
!	FACT	FACT	FAKULTÄT	FACT	FACTORIAL	FAKTORIÁL	FAKULTET	FACULTEIT	KERTOMA	!
√	SQRT	RACINE	WURZEL	RAIZ	RAIZQ	ODMOCNINA	KVROD	WORTEL	NELIÖJUURI	√
log10	LOG10	LOG10	LOG10	LOG10	LOG10	LOG	LOG10	LOG10	LOG10	log10
ln	LN	LN	LN	LN	LN	LN	LN	LN	LUONNLOG	ln
10^	EXP	EXP	EXP	EXP	EXP	EXP	EKSP	EXP	EKSPONENTTI	10^
sin	SIN	SIN	SIN	SENO	SEN	SIN	SIN	SIN	SIN	sin
cos	COS	COS	COS	COS	COS	COS	COS	COS	COS	cos
tan	TAN	TAN	TAN	TAN	TAN	TG	TAN	TAN	TAN	tan
sin-1	ASIN	ASIN	ARCSIN	ASENO	ASEN	ARCSIN	ARCSIN	BOOGSIN	ASIN	sin-1
cos-1	ACOS	ACOS	ARCCOS	ACOS	ACOS	ARCCOS	ARCCOS	BOGCOS	ACOS	cos-1
tan-1	ATAN	ATAN	ARCTAN	ATAN	ATAN	ARCTG	ARCTAN	BOGTAN	ATAN	tan-1
sinh	SINH	SINH	SINHYP	SENOH	SENH	SINH	SINH	SINH	SINH	sinh
cosh	COSH	COSH	COSHYP	COSH	COSH	COSH	COSH	COSH	COSH	cosh
tanh	TANH	TANH	TANHYP	TANH	TANH	TGH	TANH	TANH	TANH	tanh
sinh-1	ASINH	ASINH	ARCSINHYP	ASENOH	ASENH	ARCSINH	ARCSINH	BOOGSINH	ASINH	sinh-1
cosh-1	ACOSH	ACOSH	ARCCOSHYP	ACOSH	ACOSH	ARCCOSH	ARCCOSH	BOGCOSH	ACOSH	cosh-1
tanh-1	ATANH	ATANH	ARCTANHYP	ATANH	ATANH	ARCTGH	ARCTANH	BOGTANH	ATANH	tanh-1
Not	NOT	NON	NICHT	NO	NÃO	NE	IKKE	NIET	EI	Not
Abs	ABS	ABS	ABS	ABS	ABS	ABS	ABS	ABS	ITSEISARVO	Abs
Int	TRUNC	TRONQUE	KÜRZEN	TRUNCAR	TRUNCAR	USEKNOUT	AFKORT	GEHEEL	KATKAISE	Int
Intg	INT	ENT	GANZZAHL	ENTERO	ENTERO	CELÁ.ČÁST	HELTAL	INTEGER	KOKONAISLUKU	Intg
nPr	PERMUT	PERMUTATION	VARIATIONEN	PERMUTACIONES	PERMUTAR	PERMUTACE	PERMUT	PERMUTATIES	PERMUTAATIO	nPr
nCr	COMBIN	COMBIN	KOMBINATIONEN	COMBINAT	COMBIN	KOMBINACE	KOMBIN	COMBINATIES	KOMBINAATIO	nCr
And	AND	ET	UND	Y	E	A	OG	EN	JA	And
Or	OR	OU	ODER	O	OU	NEBO	ELLER	OF	TAI	Or

Calculator	Hungarian	Italian	Norwegian	Polish	*2) Portuguese (Brazilian)	Swedish	Russian	Turkish	*3) Arabic	*3) Slovenian	Calculator
CellIF	HA	SE	HVIS	JEZELI	SE	OM	ЕСЛИ	EĞER	IF	IF	CellIF
CellMin	MIN	MIN	MIN	MIN	MÍNIMO	MIN	МИН	MIN	MIN	MIN	CellMin
CellMax	MAX	MAX	STØRST	MAX	MÁXIMO	MAX	МАК	MAK	MAX	MAX	CellMax
CellMean	ÁTLAG	MEDIA	GJENNOMSNIITT	ŚREDNIA	MÉDIA	MEDEL	СРЭНАЧ	ORTALAMA	AVERAGE	AVERAGE	CellMean
CellMedian	MEDIÁN	MEDIANA	MEDIAN	MEDIANA	MED	MEDIAN	МЕДИАНА	ORTANCA	MEDIAN	MEDIAN	CellMedian
CellSum	SZUM	SOMMA	SUMMER	SUMA	SOMA	SUMMA	СУММ	TOPLA	SUM	SUM	CellSum
CellProd	SZORZAT	PRODOTTO	PRODUKT	ILOCZYN	MULT	PRODUKT	ПРОИЗВЕД	ÇARPIM	PRODUCT	PRODUCT	CellProd
RndFix	*1) KEREKÍTÉS	ARROTONDA	AVRUND	ZAOKR	ARRED	AVRUNDA	ОКРУГЛ	YUVARLA	ROUND	ROUND	RndFix
GCD	GCD	MCD	SFF	GCD	MDC	SGD	НОД	OBEB	GCD	GCD	GCD
LCM	LCM	MCM	MFM	LCM	MMC	MGM	НОК	OKEK	LCM	LCM	LCM
MOD	MARADÉK	RESTO	REST	MOD	MOD	REST	ОСТАТ	MOD	MOD	MOD	MOD
P	STNORMELOSZL	DISTRIB.NORM.ST	NORMSFORDELING	ROZKŁAD.NORMALNY.S	DIST.NORMP	NORMSFÖRD	НОРМСТРАСП	NORMSDAĞ	NORMSDIST	NORMSDIST	P
PI	PI	PI.GRECO	PI	PI	PI	PI	ПИ	PI	PI	PI	PI
Rand#	VÉL	CASUALE	TILFELDIG	LOS	ALEATÓRIO	SLUMP	СЛУЧ	S_SAYI_ÜRET	RAND	RAND	Rand#
^	HATVÁNY	POTENZA	OPPHØYD.I	POTĘGA	POTÊNCIA	UPPHÖJT.TILL	СТЕПЕНЬ	KUVVET	POWER	POWER	^
log	LOG	LOG	LOG	LOG	LOG	LOG	ЛОГ	LOG	LOG	LOG	log
!	FAKT	FATTORIALE	FAKULTEIT	SILNIA	FATORIAL	FAKULTEIT	ФАКТР	ÇARPINIM	FACT	FACT	!
√	GYÖK	RADQ	ROT	PIERWIASTEK	RAIZ	ROT	КОРЕНЬ	KAREKÖK	SQRT	SQRT	√
log10	LOG10	LOG10	LOG10	LOG10	LOG10	LOG10	ЛОГ10	LOG10	LOG10	LOG10	log10
ln	LN	LN	LN	LN	LN	LN	ЛН	LN	LN	LN	ln
10^	KITEVŐ	EXP	EKSP	EXP	EXP	EXP	ЭКСП	ÜS	EXP	EXP	10^
sin	SIN	SEN	SIN	SIN	SEN	SIN	СИН	SIN	SIN	SIN	sin
cos	COS	COS	COS	COS	COS	COS	КОС	COS	COS	COS	cos
tan	TAN	TAN	TAN	TAN	TAN	TAN	ТАН	TAN	TAN	TAN	tan
sin-1	ARCSIN	ARCSEN	ARCSIN	ASIN	ASEN	ARCSIN	АСИН	ASIN	ASIN	ASIN	sin-1
cos-1	ARCCOS	ARCCOS	ARCCOS	ACOS	ACOS	ARCCOS	АКОС	ACOS	ACOS	ACOS	cos-1
tan-1	ARCTAN	ARCTAN	ARCTAN	ATAN	ATAN	ARCTAN	АТАН	ATAN	ATAN	ATAN	tan-1
sinh	SINH	SENH	SINH	SINH	SENH	SINH	СИНХ	SINH	SINH	SINH	sinh
cosh	COSH	COSH	COSH	COSH	COSH	COSH	КОШ	COSH	COSH	COSH	cosh
tanh	TANH	TANH	TANH	TANH	TANH	TANH	ТАНХ	TANH	TANH	TANH	tanh
sinh-1	ASINH	ARCSENH	ARCSINH	ASINH	ASENH	ARCSINH	АСИНХ	ASINH	ASINH	ASINH	sinh-1
cosh-1	ACOSH	ARCCOSH	ARCCOSH	ACOSH	ACOSH	ARCCOSH	АКОШ	ACOSH	ACOSH	ACOSH	cosh-1
tanh-1	ATANH	ARCTANH	ARCTANH	ATANH	ATANH	ARCTANH	АТАНХ	ATANH	ATANH	ATANH	tanh-1
Not	NEM	NON	IKKE	NIE	NÃO	ICKE	НЕ	DEĞİL	NOT	NOT	Not
Abs	ABS	ASS	ABS	MODUL.LICZBY	ABS	ABS	АБС	MUTLAK	ABS	ABS	Abs
Int	CSONK	TRONCA	AVKORT	LICZBA.CALK	TRUNCAR	AVKORTA	ОТБР	NSAT	ABS	ABS	Int
Intg	INT	INT	AVKORT	LICZBA.CALK	TRUNCAR	AVKORTA	ОТБР	NSAT	TRUNC	TRUNC	Intg
nPr	VARIÁCIÓK	PERMUTAZIONE	HELTALL	ZAOKR.DO.CALK	INT	HELTAL	ЦЕЛОЕ	TAMSAYI	INT	INT	Intg
nCr	KOMBINÁCIÓK	COMBINAZIONE	PERMUTER	PERMUTACJE	PERMUT	PERMUT	ПЕРМУТ	PERMUTASYON	PERMUT	PERMUT	nPr
And	ES	E	OG	KOMBINACJE	COMBIN	KOMBIN	ЧИСЛКОМБ	KOMBINASYON	COMBIN	COMBIN	nCr
Or	VAGY	O	ELLER	ORAZ	E	OCH	И	VE	AND	AND	And
				LUB	OU	ELLER	ИЛИ	YADA	OR	OR	Or

*1) Magyar Excel 2000 felhasználóknál az RndFix függvény az Emulátorban történő másolásakor és az Excelbe való beillesztéskor a =KEREKÍTÉS jelenik meg. (Módosítsa a „KEREKÍTÉS” nevet „KEREK” névre a helyes működéshez.)

*2) Atualiza o conversor em português incorporado.

*3) Pretvori samo decimalni simbol in ločilo.

تحويل الرموز والفواصل العشرية فقط.

Note

Some mathematical functions do not copy and paste correctly between Microsoft Excel 2010 and the Emulator Spreadsheet. Change the functions below in Excel to the proper function names.

	Pasted Function Name	Correct Function Name (Rename as shown below.)
Czech	NE	NENÍ
Danish	MIDDEL	GENNEMSIT
	STØRSTE.FÆLLES.DIVISOR	FÆLLES.DIVISOR
	HELTAL	HEL
Hungarian	GCD	LKO
	LCM	LKT
Dutch	AFRONDEN	AFRONDING
	WORTEL	VWORTEL
Norwegian	STØRST	MAKS
Polish	LCM	NAJW.WSP.DZIEL
	MOD	NAJMN.WSP.WIEL
Portuguese (Brazilian)	MÍNIMO	MÍN
	MULT	PRODUTO
	DIST.NORMP	DISTNORMP
	FATORIAL	FATO
	TRUNCAR	TRUNC
Turkish	TOPLA	TOPLAM

■ Examination Mode

Calculator: Examination Mode supported.

Emulator: Examination Mode not supported.

10. Error Message Table

Message	Description	Required Action
An error occurred while reading the file <file name>. The file may be corrupted.	Wrong file format.	Check the file to see if it is corrupted.
There is no more playable data.	There are no playable keys to the right of the input cursor.	Move the input cursor to the left of the keys you want to play back, and perform the play operation.
You cannot delete all Key- Log records at once. Before deleting the selected record, first add new record.	You are trying to delete all Key-Log records, which is not allowed.	To delete all of the current records, first add a different record. At least one Key-Log record must be remaining in memory.
<file name> This file is read-only. Use a different file name.	You are trying to save a read-only Key-Log file after editing or recording to it.	Save the Key-Log file under a different file name.
A problem occurred while adding a Key-Log record. After confirming there is enough memory capacity to store the record, try again.	Some problem occurred while adding a Key-Log record.	Make sure there is enough free memory remaining to complete the operation and try again.
A problem occurred while writing to the file <file name> because not enough disk space is available. Check the remaining capacity of your disk and try again.	There is not enough disk space available to save the file.	Make sure there is enough free memory available and try again.
This application cannot be started up because the DLL version is wrong. This may be due to a problem during installation. Re-install the application.	Your computer has the wrong DLL version.	Installation may have failed, so re-install the application.
A problem occurred while reading file <file name>. The disk being read from may be damaged or may not exist. Check the disk and try again.	A problem occurred while reading from a disk.	Check the disk for data corruption and confirm that the disk exists. Then try again.
A problem occurred while writing file <file name>. The disk being written to may be damaged or may not exist. Check the disk and try again.	A problem occurred while writing to a disk.	Check the disk for data corruption and confirm that the disk exists. Then try again.
A problem occurred while reading file <file name>. The file may have been moved or deleted.	A problem occurred when you tried opening a file from the list of previously opened files on the File menu.	Check to see if the file has been moved or deleted.

Message	Description	Required Action
There is not enough memory. Increase memory capacity and try again.	There is not enough memory to perform the operation.	Increase memory capacity and try again.
A problem occurred while launching the emulator. Try re-starting the application. If you still cannot launch, it could mean that the emulator is damaged. Update the emulator or reinstall it.	A problem occurred during emulator startup.	Try restarting the application. If this does not work, it could mean that the emulator is damaged. Update the emulator or reinstall it.
A problem occurred while launching the manual (***.pdf) viewer. Download the viewer from the site below and reinstall it. http://get.adobe.com/reader/otherversions/	A problem occurred during manual viewer startup.	Download and install a new viewer from http://get.adobe.com/reader/otherversions/ .
The following characters cannot be used in a Key-Log record name. :\?*\[]	The Key-Log record name you are trying to use contains an illegal character.	The following characters are not allowed in Key-Log record names. :\?*\[]
A system error has occurred. (1) Shut down all other applications that you are not currently using. (2) Check how much free space is available on your computer's hard disk. (3) Exit the emulator and restart it. If this does not correct the problem, it could be the emulator files have been corrupted. Please reinstall the emulator.	—	Follow the steps that are shown on the display and try again.
The path and/or filename exceeds the maximum length allowed by your <u>Windows</u> * operating system.	The number of letters in the path or file name you specified exceeds the allowable limit.	Shorten the specified path or file name.
A problem occurred while importing <file name>. Note that import of a file created on another model is not supported.	Some problem occurred while importing the file.	Make sure that the file was created using a calculator with the same model name as this calculator.
A Key-Log file cannot be created or opened while Key-Log data is being played back or recorded. Stop playback or recording and try again.	You are trying to create a new Key-Log file or open an existing Key-Log file while Key-Log data is being played back or recorded on the calculator.	Stop playback or recording and try again.

Message	Description	Required Action
File Extension Error	The file you selected has an invalid file name extension.	Make sure that the extension of the file you are selecting is bmp or jpg.
<path> Invalid Extension	The file path you selected has an invalid file name extension.	Make sure that the extension of the file path you are selecting is bmp or jpg.
A problem occurred while accessing the registry. Check to make sure that the emulator is installed correctly.	Some problem occurred during registry access.	Re-installation of the emulator is recommended.
A system error has occurred. Exit the emulator and restart it. If this does not correct the problem, it could mean that the emulator file is damaged. Reinstall the emulator.	A system error occurred.	Re-installation of the emulator is recommended.
Invalid File Name	You specified an invalid file name.	Make sure that you are specifying the file name correctly.
Invalid Folder Name	You specified an invalid folder name.	Make sure that you are specifying the folder name correctly.
Too Many Files Selected	The number of files you selected exceeds the allowable limit.	Reduce the number of selected files.
This data was created with <model name> <version>. Because of this, some key names may be wrong. Though the Key-Log will play back, some operations may not be performed correctly.	You are attempting to open a Key-Log file (g1k) created using software that is different from the software you are currently running.	Open the Key-Log file with the same software used to create it.
This data was created using an old version of <model name>. Because of this, some key names may be wrong. Though the Key-Log will play back, some operations may not be performed correctly.	You are attempting to open a Key-Log file (g1k) whose version is older than that of the software you are currently running. Note that operations may not match the operations in the Key-Log file.	—

* Mac OS: Macintosh

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