

Meet the HP-67*

Congratulations!

With your purchase of the HP-67 Programmable Pocket Calculator, you have acquired a truly versatile and unique calculating instrument. Using the Hewlett-Packard RPN logic system that slices with ease through the most difficult equations, the HP-67 is without parallel.

As a personal programmable calculator. The HP-67 is so easy to program and use that it requires no prior programming experience or knowledge of arcane programming languages. Yet even the most sophisticated computer experts marvel at the programming features of the HP-67:

- Magnetic cards that record data or programs.
- 26 data storage registers.
- 224 program memory steps (expandable to 999**)
- Three levels of subroutines, four flags, 20 easily-accessed program labels.
- Indirect addressing using the “I” register.

*Excerpt from the original HP manual

**Added in this emulator

Topics

In the following pages, we will cover a few topics to get you started with this emulation of the original HP-67 calculator:

- Keyboard layout.
- Manual problem solving.
- Running programs.
- Creating your own programs.
- Printing your program listings!
- Creating charts!
- Instructions on using the built-in program and chart cards.

Keyboard Layout

Each key on the keyboard can have up to three sub-functions depending on which shift-key is chosen first. The functions

are colored the same as the shift-key: , , or .

For example, this key has three possible shifted functions:



Black: **1/x**, Yellow: **SIN**, Blue: **SIN⁻¹**

Manual problem solving

To get the feel of your HP-67, try a few simple calculations. First, make sure the slider switches at the top are as follows: (tap them to change their current setting if needed)

W/PRGM  RUN

OFF  ON

To solve: $5 + 6 = 11$, press:



You should see **11.00** in your display. This method of entering calculations, where the numbers are separated with the ENTER key and the function is selected last, is called Reverse Polish Notation (RPN), or Postfix entry. It seems a little odd the first time, but it allows you to enter calculations without parentheses. For example, if you wanted to **divide** the above total by **4** , you would simply press **4**, then the **divide** key:



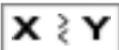
You should see **2.75** now in your display. Intermediate results are stored automatically when you key in new numbers. This is how you string calculations together.

The value *currently displayed* is automatically stored as X, it is always visible. The value that was *previously* in X is stored as Y. Functions such as  swap the two values. Press this:

  
LOG 10XW/DATA MERGE SIN -1 , You should see **4.**

Now press:   , You should see **8.00**

repeat the above two key and you'll see **4.00**

Some functions, such as Y to the power of X , or  depend on the numbers being entered as Y ENTER X, then entering the function  . If you find you have entered numbers in reverse, then simply swap them using the  function. When you select a function, the letters X and/or Y may appear in the function label - this reminds you how the function uses the values X and Y.

Negative Numbers

To key in a negative number, press the keys for the number, then press **CHS** (*change sign*). The number, preceded by a minus (-) sign, will appear in the display. Pressing **CHS** again makes it positive again.

Chain Calculations

When you are solving a problem such as:

$$(3 \times 5) / (3 + 4)$$

You proceed from inside the parentheses and work your way out left to right. Intermediate results are displayed and kept as you go. For the above problem, proceed as follows:

3 ENTER 5, then press \times - result **15.00**

3 ENTER 4, then press $+$ - result **7.00**

Finally, press \div - final result **2.14**

As you can see, each sub-result is “stacked” when you begin a new “**n ENTER n**” calculation. You can go as deep as four levels. If you need to, you can always save intermediate results in a register for later recall.

Display more digits after decimal

Press **DSP** (*display*), followed by the number of places you want to see.

Try **DSP 4** now - if you did the above calculation, you will now see **2.1429** in the display.

Register Storage

In addition to the automatic storage used during calculations, there are registers you can store your numbers to and recall them for later use. These registers are: **0** to **9** and **A** to **E**.

To store the displayed number in a register, press the **STO** key followed by the register name. To recall a number in a register, press the **RCL** key followed by the register name.

You can swap all 0-9 registers between the **P** (primary) and **S** (secondary) banks (the **STO/RCL** functions only work on the registers in the P-bank.) Use the  function under the (**F**, **CHS**) key to swap banks. You can keep up to 20 numbers stored this way - 10 in each bank. (See Charts below).

Running Programs

Use the “**Load Card**” button to open a program book. The book graphic emulates the way the original magnetic cards looked when stored.

Select the program you want, then press “**Open**.” An animation will play of the card loading and the sound of the “card motor”. This is the actual sound recorded from a real HP-67. When the card is done loading, it will be displayed in the card holder area above the **A-E** keys. Note function key notes can be stored with a program, allowing you to

remember the functions on the program. Notice some built-in programs are available such as MOON LANDER. Instructions for that program are in the appendices). To pause/resume a running program, press **R/S** key.

Data and Chart Cards

When you see cards in the “Load Card” dialog, you will see some built-in chart cards with “_C” extension in their names. These are special data cards stored as charts. After you load one of these, the “*Open*” label will appear over the **A** function key. Pressing **A** will open the chart graphic.

Data-only Card” cards will have a “_D” extension. Loading a data card will update all the registers from data on the card saved when it was created.

Saving Programs

Press the “Save Pgm” button to save the currently loaded program. You will see another dialog allowing you to enter a name and any function key note labels you might want displayed.

More on this when we discuss writing programs.

Saving Data

Press “Save Data” to save data from your storage registers 0-9 (Both S and P banks), A-E, and I. They can be copied to a “Data Card.” There are two types. Both can be used to save and restore data. The “Data Card” type simply stores the registers. The “Chart Card” stores the data but allows you to specify a chart type to display when the card is loaded and “Open” is run.

Creating Your Own Programs!

Creating programs is, at the most basic, simply storing the key strokes you would use to complete a calculation and assigning the keystrokes to a function key for later execution. There are also advanced commands that let you loop and branch according to conditions, pause to display output, etc. However, to start with, you can create simple programs to automate keystrokes and work your way up to more complex programs. Programming can be fun! (and addictive), so be warned.

There is much more on programming the HP-67 on a few websites. Links will be provided in the Appendices.

Let’s create a simple program to get your started.

Key Codes

First a word about key codes. When you enter a key sequence into the calculator while in “W/PRGM” mode, you will see up to three 2-digit numbers in each instruction line. For example: 31 25 11.

Each of these is a row/column code that maps to your keyboard. “31” means row 3 column 1 - which is the “f” shift-key, and so-forth for “25” and “11”.

The one exception is the digit keys. These will be the actual value such as '01' for the **1** digit, '09' for the **9** digit. Since there is no row “0”, this doesn't interfere with the other key codes, and it makes reading the program a little easier, as numbers are simply the values you enter. However it takes one line per digit, so try to store large numeric constants in a register to keep your programs shorter.

Your Own Program

Now let's try something a little more involved. To calculate the surface area of a sphere, the formula $A = \pi d^2$ can be used, where:

- A is the surface area of the sphere,
- d is the diameter of the sphere,
- π is the value of pi, 3.141592654.

Ganymede, one of Jupiter's 12 moons, has a diameter of 3200 miles. You can use the HP-67 to manually compute the area of Ganymede. Merely press the following keys in order. For a 3200 mile diameter:

3 2 0 0

X² (g-shift 9 key)

π (h-shift 2 key)

×

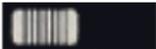
The result should be **32169908.78**

You calculated the surface area of Ganymede! Now, if you wanted the surface area of *each* of Jupiter's moons, you could repeat that procedure 67 times, using a different value for the diameter d each time. An easier and faster method, however, is to create a program that will calculate the surface area of a sphere from its diameter, instead of pressing all the keys for each moon.

Creating the Program. A program is nothing more than the series of keystrokes you would execute to solve the same problem manually. Two additional operations, a *label* and a *return* are used to define the beginning and end of the program.

Entering the Program. To load the keystrokes of the program into the calculator:

Slide the W/PRGM-RUN switch to

W/PRGM  RUN

Now Press:

F, CL PRGM (CLx key)

to clear the calculator.

Press the following keys in order. (When you are loading a program, the display gives you information that you will find useful later, but which you can ignore for now.)

F, LBL (SST), A

Defines the beginning of the program and labels it “A”.

Now for the keys you pressed to solve the problem manually:

X² (blue-shift 9 key)

π (black-shift 2 key)

×

Now end the program with RTN (return):

H, RTN (GTO key)

The calculator will now remember this keystroke sequence when you press “**A**” while the calculator W/PRGM switch is in the RUN position.

(next page)

Running the Program

Switch to “**RUN**”

Enter the number **3200**.

Press “**A**” key.

You will see the display flash while it thinks, then stop and display **32169908.78**

Congratulations!

Now you can try different radius values, followed by “**A**” and see the results.

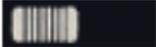
Navigating the program editor using:

SST - single step,

BST (h-shifted SST) - back step,

DEL (h-shifted CLX) - delete instruction

If your program didn't work the first time, you may need to edit it. Switch the W/PRGM switch to

W/PRGM  RUN

When you press **SST**, the next line in the program appears. If it is OK, you go on to the next one. If not, use the **DEL** command to delete the line, then you can re-enter a new line

in its place. Finally, If you step too far, you can always use **BST** to go back one line.

When you are done editing, switch back to “RUN”.

Remember, you can always use the “Print Pgm” button to see a printout of your program. Have fun experimenting!

You might want to save your new program now.

Print Your Program Listing!

Press the “Print Pgm” button on the bottom menu and you will get a nice printed report of the currently loaded program along with all the internal registers and flags on the calculator at the time of printing.

This is really useful for editing and debugging larger programs, but can also be useful on smaller programs.

Create Charts!

Charts are useful to see the “shape” of your data and do analysis. This was not a feature of the original HP-67, but I’ve added it because it is fun and useful. It also brings the calculator up to par with more complicated graphing calculators. More charts will likely appear in future updates, but for now there are: Scatter, Line, Bar, and Spline charts. To create a chart, you need to setup data in the 0-9 registers in both the primary P, and secondary S banks.

The P-bank can store up to 10 numbers for the “X” series of data. When you have filled those, swap in the S-bank and fill in up to 10 numbers for the “Y” series of data.

When you done, swap in the S-bank once more to bring back the “X” series values to the primary P-bank.

Finally, you may use up to 10 numbers, but you don’t have to. Enter the total number of items into the “**ST I**” (H-shifted STO) register as the last step. The “**I**” register will be used by the chart builder to count the numbers in registers **0** thru “**I**” register when you create your Chart Card.

Note: you can, of course write a program to generate and store the values based on a custom function you want to chart. See the “Create Chart Data Example” program for an example that generates $Y=X^2$.

To create the chart, click the “Save Data” button on the bottom menu. Then click “Save as Chart Card”. A set of input fields will appear:

- Chart Title
- Chart Type (Scatter, Line, Bar, Spline)
- Show Legend
- X Label
- Y Label

When you click OK the card will be saved.

To open the chart, click the “Load Card” button and select the chart card you saved - it will have a “_C” extension on it. When the card loads, you will see the **A** key labeled “Open.” Press the **A** key and the chart will render.

You can save your data with different chart types and card names. Experiment to explore all the options.

Acknowledgments

This is where I’d like to thank all the people who have helped me in various ways while building this program:

- Thanks to HP for creating such a wonderful and useful tool. It was a triumph in art, design, and technology. The first page of this manual is excerpted from the incredible manual that HP delivered with the original HP-67.
- Also, my thanks to all the volunteer testers both for this new version, and for all the older versions I have done of this program since it’s first incarnation as a Windows app.
- Thanks to my Dad who bought this calculator and allowed me to play with it when he wasn’t using it. It taught me a lot about programming!

Appendix A - MOON ROCKET LANDER

The game simulates a rocket attempting to land on the moon, with you as the pilot. As the game begins, you are descending at a velocity of 50 ft/sec from a height of 500 feet. Velocity and altitude are shown in a combined display as -50.500 , the altitude appearing to the right of the decimal point and the velocity to the left. The negative sign on the velocity indicates downward motion. As the game begins, you have 60 units of rocket fuel.

The object of the game is to control your descent by keying in fuel “burns” so that when you reach the surface of the moon (altitude 0), your velocity is also zero and you settle down gently into the powdery moon dust.

When you press **A**, the game begins. The velocity and altitude are shown in the calculator display. Then the number of remaining fuel units are shown, and the display begins countdown to burn time. The display counts “3”, “2”, “1”, “0”. When the countdown reaches zero, you have one second to key in a fuel burn. The best choices for fuel burns are digits of 1 through 9. A zero burn, which is very common, is accomplished by doing nothing.

After each burn, the calculator display will show first the new velocity and altitude, then the remaining fuel units, then will count down to zero for you to key in another burn. This sequence is repeated until you successfully land (when the display will show you flashing zeros), or you smash into the lunar surface (when the display shows you the blinking crash velocity).

If you attempt to key in a fuel burn during any time other than the one-second “fire window,” the rocket engine will shut off and you will have to restart it by pressing **B**. Restarting automatically uses up five units of fuel and gives no thrust.

So, press **A** now and try to land on the moon with your HP-67.

Appendix B - Useful Links

HP Calculator Museum -

hpmuseum.org

HP-11C Manual - RPN and programming concepts

<http://h10032.www1.hp.com/ctg/Manual/c00503576.pdf>

My blog -

www.th2code.com