

Rockwell Calculator JavaScript simulation

This JavaScript model is designed to run as a popup window from an html browser such as Netscape or Internet Explorer that supports JavaScript 1.1. It consists of a common javascript file with the Rockwell functionality encoded, and thirteen 'skins' for an 8R, 8F, 10R, 18R, 18F, 20R, 21R, 30R, 9TR, 30F, 31R, a Sears 8M and Radio Shack EC220.

The model is meant to operate in the same way as the actual calculators, and the javascript code has been tested with all the examples from the original Rockwell manuals, with some additional tests thrown in. However, no guarantee is given that it simulates all operations 100%. Found defects gladly received (see below for contact details)

The LAUNCH.HTM file may be used to activate the model with one of the skins by simply clicking on the relevant listed hyperlink.

The model itself may be controlled with either the mouse and cursor or the keyboard. The buttons and switches may be operated by clicking the mouse with the cursor over the relevant button, or a mapped keyboard key pressed to affect the same operation.

The keyboard is mapped for the 10R:

Calc	Key	Calc	Key	Calc	Key	Calc	Key
7	7	8	8	9	9	÷	/
4	4	5	5	6	6	×	*
1	1	2	2	3	3	-	-
C	c	0	0	.	.	+ =	+

The keyboard is mapped for the 8R, 9TR, EC220, 18R and 18F as follows:

Calc	Key	Calc	Key	Calc	Key	Calc	Key
STO	s	RCL	r	%	%	=	=
7	7	8	8	9	9	÷	/
4	4	5	5	6	6	×	*
1	1	2	2	3	3	-	-
CE/C	c	0	0	.	.	+	+

The memory keys ('s' and 'r') are disabled with the Rockwell 8R and 9TR skins. The keyboard is mapped for the 21R as follows:

Calc	Key	Calc	Key	Calc	Key	Calc	Key
%	%	MR	r	M	m	÷	/
7	7	8	8	9	9	×	*
4	4	5	5	6	6	-	-
1	1	2	2	3	3	+	+
CE/C	c	0	0	.	.	=	=

The keyboard is mapped for the 30R, 30F and 31R as follows:

Calc	Key	Calc	Key	Calc	Key	Calc	Key
<i>C</i>	c	<i>X<->Y</i>	i	<i>%</i>	i	<i>=</i>	=
<i>7</i>	7	<i>8</i>	8	<i>9</i>	9	<i>÷</i>	/
<i>4</i>	4	<i>5</i>	5	<i>6</i>	6	<i>x</i>	*
<i>1</i>	1	<i>2</i>	2	<i>3</i>	3	<i>-</i>	-
<i>0</i>	0	<i>.</i>	.	<i>F</i>	f	<i>+</i>	+

Note that the keyboard mappings are case sensitive. The relevant keyboard key is displayed if the cursor is placed over a button as an aid to memory; but hopefully the mappings are mostly obvious.

Any problems, questions or issues arising from the model may be directed to simon_southwell@bigfoot.com

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