

ToolJ	Integrator tools (RPN program) MENU	Integrator tools ; parameter settings	Category: Mathematics File: C47_Menu_Toolint_ADV...
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Menu	ToolJ	1	2	3	4	5	6
3	g-shift						
2	f-shift		-∞	+∞			
1	unshifted	ACC ₀	\int_y^x	\int	↓Lim ₀	↑Lim ₀	
Page	1	F1	F2	F3	F4	F5	F6

Info if MONIT is set, the integrator displays the accumulated integral sum, the current accuracy achieved, the level counter from 7 down to 0 and an iteration counter

ToolJ	Page 1	F-key	Button label (complete)	Full name	Description (extended)	Type	Flag name	Additional information	Catalog	Default	Status
		F1	ACC	Accuracy	Accuracy of the integrator (reserved real variable)	Variable (real)		TI : ACC :	ACC	0	Value
		F2	\int_y^x	Integrator (stack limits)	Solve the integral for the expression entered in NEW [EQN] or the RPN program (with MVAR variables) selected in TAM ; tolerance set by ACC ; monitoring set by MONIT ; in Program Entry Mode, RPN program must be specified by PGMINT	Command	INTING	TAM : \int_y^x ... Tam menu (in PEM) ; TI : Accuracy ≈ ; \int ≈ (2 stack levels)	\int_y^x		
		F3	\int	Integrator (variable limits)	Solve the integral for the expression entered in NEW [EQN] or the RPN program (with MVAR variables) selected in TAM ; tolerance set by ACC ; monitoring set by MONIT ; in Program Entry Mode, RPN program must be specified by PGMINT	Command	INTING	TAM : \int d ... Tam menu (in PEM) ; TI : Accuracy ≈ ; \int ≈ (2 stack levels)	\int f d		
		F4	↓Lim	Lower limit	Lower limit for solvers and integrator (reserved real variable) ; displays as ↓L in menu ToolS or ToolJ when value ≠ 0 ; set interactively and by realSlv ₀ , cpxSlv ₀ or \int_y^x	Variable (real)		TI : ↓LIM :	↓LIM	0	Value
		F5	↑Lim	Upper limit	Upper limit for solvers and integrator (reserved real variable) ; displays as ↑L in menu ToolS or ToolJ when value ≠ 0 ; set interactively and by realSlv ₀ , cpxSlv ₀ or \int_y^x	Variable (real)		TI : ↑LIM :	↑LIM	0	Value
		F6	<empty>								

fShifted F1	<empty>										
fShifted F2	-∞	Minus infinity	inf.minus = -∞		Constant (#76)						
fShifted F3	+∞	Plus infinity	inf.plus = +∞		Constant (#77)						
fShifted F4	<empty>										
fShifted F5	<empty>										
fShifted F6	<empty>										

gShifted F1	<empty>										
gShifted F2	<empty>										
gShifted F3	<empty>										
gShifted F4	<empty>										
gShifted F5	<empty>										
gShifted F6	<empty>										