

NBASE

Hex: convert to hex (1s)	<pre> 9: 8: 1234567 7: "# 12D687.0h" 6: 123.45 5: "# 7B.7333333333333333..." 4: "# 110110101.1011b" 3: "# 105.0h" 2: "# 1707.25o" 1: "# 3C7.54h" Hex Dec Oct Bin rxb ViewN </pre>	<pre> 9: "# 3C7.54h" 8: "# 1707.25o" 7: "# 110110101.1011b" 6: "# 665.54o" 5: 123.45 4: "# 173.346314631463..." 3: 987654 2: "# 3611006.0o" 1: Hex Dec Oct Bin rxb ViewN </pre>
Oct: convert to oct (2.2s)		
Dec: convert to decimal (1s)	<pre> 9: "# 74.D8h" 8: "# 116.84375d" 7: 12.34 6: "# 12.34d" 5: "# 10101.01b" 4: "# 21.25d" 3: "# 17.17o" 2: 1: "# 15.234375d" Hex Dec Oct Bin rxb ViewN </pre>	<pre> 9: "# 74.D8h" 8: "# 1110100.11011b" 7: 25.37 6: "# 11001.010111101..." 5: "# 17.25o" 4: "# 1111.010101b" 3: 2: 1: Hex Dec Oct Bin rxb ViewN </pre>
Bin: convert to bin (1s)		
rxb: convert real to base, base to real (1s)	<pre> RAD XYZ HEX R= 'X' \$HOME NBASE\$ USR 7: 6: 45.25 5: "# 2D.4h" 4: "# 10101.01101b" 3: 21.40625 2: "# AFEE.12h" 1: 45054.0703125 Hex Dec Oct Bin rxb ViewN </pre>	<pre> 9: 8: 7: 6: "# 2h" 5: « J » 4: "# 1.6A09E667F03F9DC3HD" 3: "# 10.1b" 2: « SIN » 1: "# 0.10011001001100..." Bcomm Add Sub Mul Div Pow </pre>
Bcomm: command applied to base number (2s)		
ViewN: view number with fractional part (1s)	<pre> # 1.6A09E667F03F9DC3HD 90DD88766157CA1B8B847F h </pre>	<pre> 9: 8: 7: 6: 23.5 5: "# 10101.11011b" 4: "# 20.58h" 3: "# AFEE.2h" 2: "# 170.4o" 1: "# 127605.5o" Bcomm Add Sub Mul Div Pow </pre>
Add, Sub: add subtract numbers (1s)		
Mul: multiply numbers		
Div: divide numbers (2s)	<pre> 9: 8: 7: 6: 5: 4: 3: 23.5 2: "# 10101.11011b" 1: "# 201.54h" Bcomm Add Sub Mul Div Pow </pre>	<pre> RAD XYZ BIN R= 'X' \$HOME NBASE\$ USR 9: 8: 7: 6: 5: 4: 3: 12.24 2: "# 10.0b" 1: "# 110.00011110101..." Add Sub MUL DIV POW Bcomm </pre>
Pow: put to power (2s)		
with Bcomm (2.5s)	<pre> RAD XYZ BIN R= 'X' \$HOME NBASE\$ USR 9: 8: 7: 6: 5: 4: 3: 2: "# 0.1b" 1: "# 1.1011101101100..." Add Sub MUL DIV POW Bcomm </pre>	<pre> 9: 8: 7: 6: 5: 4: 3: "# .1b" 2: « ^ » 1: "# 1.1011101101100..." Bcomm Add Sub MUL DIV POW </pre>
HelpNBASE: help	<pre> NBASE: NUMBERS IN BASES HEX DEC OCT BIN WITH FRACTIONAL PARTS. EXAMPLES: BASENUMBERS # = "# A2.0h" "# .037o" "# 12d" "# 11.01b" # 5h Hex # + #h CONVERT TO HEX Dec # + #d CONVERT TO DEC Oct # + #o CONVERT TO OCT Bin # + #b CONVERT TO BIN rxb # + #x CONVERT REAL,BASE TO BASE,REAL </pre>	<pre> ViewN # + # VIEW NUMBER, ENTER QUIT'S Bcomm # * COMMAND * + # EXECUTE COMMAND. "# 2d" * J * + "# 1.41..d" Add #1 #2 + #1*#2 ADD Sub #1 #2 + #1-#2 SUBTRACT Mul #1 #2 + #1*#2 MULTIPLY Div #1 #2 + #1/#2 DIVIDE Pow #1 #2,x + #1^#2 POWER Bconv # + #B CONVERT TO ACTUAL BASE </pre>