

Tutorial Quickcpy Max trên CASIO fx-880BTG

Step 1:Reset All

☰ ⏴ ⏴ OK ⏴ ⏴ OK OK OK

Step 2:Về mode 68

☰ ⏴ ⏴ OK ⏴ ⏴ OK (Bấm 2 phím cùng lúc ⏴ và OK, bấm OK trong vòng 0,1 giây rồi mới bấm ⏴ nếu ko có thanh báo ở trên thì bạn đã thành công, nếu hiện 2 thanh báo ở trên thì hãy làm lại)

Step 3:Lấy 5J6

5 ☰ 6 OK ☰ OK OK OK ⏴ OK ⏴

Step 4:Inject Quickcpy Max

Step 4.1:Gán biến A

< ☒ < ☒ ☰ < < < ☒ ⏴ ⏴ ⏴ ⏴ OK ⏴ ⏴ OK ⏴ ⏴ ⏴ ⏴
⏴ > OK < < > 9 ☒ ☒ ☒ 1 0 0 1 . 0 8 > 0 1 0
0 0 0 0 1 0 0 0 0 4 0 7 1 EXE ☒ OK OK

Step 4.2:Gán biến B

AC 1 0 . 0 3 0 8 0 3 0 0 2 0 0 9 9 6 8 9 2
6 8 9 8 EXE ☒ > OK OK

Step 4.3:Gán biến C

AC ⏴ < ☒ < ☒ ☰ < < < ☒ ⏴ ⏴ ⏴ ⏴ OK ⏴ ⏴ OK ⏴ ⏴
⏴ ⏴ > OK < < > ☒ ⏴ ⏴ ⏴ ⏴ OK ⏴ ⏴ OK ⏴ ⏴ ⏴ OK >
> > ☒ ☒ ☒ 1 . 0 0 6 6 4 > 0 4 0 0 > 0 7 7
0 1 0 0 0 0 0 0 EXE ☒ ⏴ OK OK

Step 4.4:Gán biến D

AC ⏴ < ☒ < ☒ ☰ < < < ☒ ⏴ ⏴ ⏴ ⏴ OK ⏴ ⏴ OK ⏴ ⏴
⏴ OK < < > ☒ ⏴ ⏴ ⏴ ⏴ OK ⏴ ⏴ OK ⏴ ⏴ ⏴ OK > > >

ⓧ ⓧ ⓧ 8 . 7 3 0 0 0 0 3 6 8 1 0 1 0 0 0 2
> 2 0 0 > 5 EXE ⓧ ⓧ > OK OK

Step 4.5: Gán biến E

AC ⓧ < ⓧ < ⓧ ⓧ < < < ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ
ⓧ ⓧ ⓧ > OK < < > 9 ⓧ ⓧ ⓧ 1 0 . 0 1 0 8 > 0
1 0 0 0 0 0 1 0 0 0 0 8 4 7 1 EXE ⓧ ⓧ ⓧ ⓧ OK OK

Step 4.6: Gán biến F

AC ⓧ < ⓧ < ⓧ ⓧ < < < ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ
ⓧ OK < < > ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ ⓧ ⓧ OK > >
> ⓧ ⓧ ⓧ 1 0 0 4 > . > 5 5 8 8 9 0 1 0 0 6
0 0 0 5 4 3 1 EXE ⓧ ⓧ ⓧ ⓧ > OK OK

Step 4.7: Gán biến x

AC ⓧ (spam 5 6 nhiều lần)
< ⓧ < ⓧ ⓧ < < < ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ ⓧ ⓧ
ⓧ OK < < > ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ ⓧ ⓧ OK > >
> ⓧ ⓧ ⓧ 1 . 0 0 > 0 0 0 3 6 8 1 0 1 0 0 0
0 > 3 1 9 9 9 EXE ⓧ ⓧ ^ ^ OK OK

Step 4.8: Gán biến y

AC ⓧ < ⓧ < ⓧ ⓧ < < < ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ
ⓧ ⓧ ⓧ > OK < < > 9 ⓧ ⓧ ⓧ 1 0 . 0 1 0 8 > 0
1 0 0 6 0 0 0 0 0 0 0 3 6 8 1 EXE ^ ^ > OK OK

Step 4.9: Gán biến z

AC ⓧ < ⓧ < ⓧ ⓧ < < < ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ
ⓧ ⓧ ⓧ > OK < < > ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ ⓧ ⓧ OK
> > > ⓧ ⓧ > ⓧ ^ ^ ^ ^ OK ⓧ ⓧ OK ⓧ ⓧ ⓧ ⓧ OK < 9
ⓧ < ⓧ 2 . > 2 0 0 > 5 0 0 0 0 0 0 0 0 0 1 0
8 > 0 1 0 0 EXE ⓧ ⓧ ^ OK OK

Step 4.10:Lưu biến Ans

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V OK < < > ☰ ^ ^ ^ ^ OK V V OK V V V V V V OK >
> > ✕ ✕ > ☰ ^ ^ ^ ^ OK V V OK V V V V V V > OK <
9 ✕ < ✕ 1 . 0 0 9 0 0 9 0 4 0 0 > > > 1 4
0 7 1 0 3 0 0 EXE

Step 4.11:Lưu biến Ans

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V V OK < < > ☰ ^ ^ ^ ^ OK V V OK V V V V V V OK > >
> ✕ ✕ > ☰ ^ ^ ^ ^ OK V V OK V V V V V V > OK <
9 ✕ < > ☰ ^ ^ ^ ^ OK V V OK V V V V V V OK < 9
✕ < > ☰ ^ ^ ^ ^ OK V V OK V V V V V V OK < 9 ✕ <
✕ 1 . 0 0 1 > > > 3 6 8 1 0 1 0 0 0 0 > 5
7 > 9 6 EXE

Step 4.12:Nhập launcher 1/2

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK OK V V V V OK <
< > ☰ ^ ^ ^ ^ OK V V V V V V OK V V > OK > > > ✕
✕ > 9 ✕ < < < < sin 1 > 1 2 3 4 5 6 7 8 9 0
> f(x) V OK Ans ☰ V V V V V V OK V V V V V V OK 3 0 (rồi
bấm EXE nó hiện màn hình lỗi cú pháp là đã
xong 1 phần rồi nhé, bây giờ hãy bấm OK AC
mà nó về màn hình trắng rồi, bây giờ hãy
tiếp tục bấm cái bên dưới thôi)

Step 4.13:Gán biến A

V (rồi spam 5J6 nhiều lần tiếp)
< ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V V V OK <
< > ☰ ^ ^ ^ ^ OK V V OK V V V V > OK > > > ✕ ✕
✕ 8 . 7 3 0 0 0 0 3 6 8 1 0 1 0 0 > 9 9 1
0 > 0 0 EXE ☰ OK OK

Step 4.14: Gán biến B

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V V V OK < < > 9 ✕ ✕ ✕ 1 . 0 0 4 > 9 3 0 1
0 0 0 8 7 3 0 0 0 0 0 8 7 3 EXE ↺ > OK OK

Step 4.15: Gán biến C

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V OK < < > ☰ ^ ^ ^ ^ OK V V OK V V V OK > > >
✕ ✕ ✕ 8 . 7 3 0 0 0 0 3 6 8 1 0 1 0 0 0 2
> 2 0 0 > 5 EXE ↺ V OK OK

Step 4.16: Gán biến D

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V V V > OK < < > 9 ✕ ✕ ✕ 1 0 . 0 1 0 8 > 0
1 0 0 0 0 0 1 0 0 0 0 8 8 9 4 EXE ↺ V > OK OK

Step 4.17: Gán biến E

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V OK < < > ☰ ^ ^ ^ ^ OK V V OK V V V V V OK >
> > ✕ ✕ > ☰ ^ ^ ^ ^ OK V V OK V V V V V > OK <
9 ✕ < ✕ 1 . 0 0 > > > 1 4 0 7 1 0 3 0 0 EXE
↺ V V OK OK

Step 4.18: Lưu biến Ans

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK V V OK V V
V V V OK < < > ☰ ^ ^ ^ ^ OK V V OK V V V OK >
> > ✕ ✕ ✕ 1 0 . 0 3 8 6 4 0 1 0 0 0 2 0 0
> 1 9 1 1 > 6 8 EXE

Step 4.19: Nhập launcher cuối

AC V < ✕ < ✕ ☰ < < < ☰ ^ ^ ^ ^ OK OK V V > OK <
< > ☰ ^ ^ ^ ^ OK V V V V V OK V V > OK > > > ✕
✕ > 9 ✕ < < < < sin 1 > 1 2 3 4 5 6 7 8 9 0

