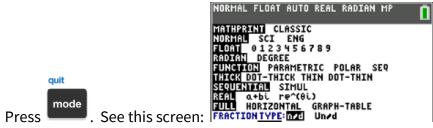
# Settings for Basic Graphing MathPrintView

### **Objectives:**

If someone has used your calculator before, the settings may not be what you need.

- Before graphing, set FUNC in MODE
- Before graphing, turn PLOTS off in the Y= menu
- Before graphing, clear functions from the Y= menu
- Before graphing, set the standard window

#### Before graphing, set FUNC in MODE



On each row, the word highlighted (white letters on a black background) is selected.

**KEY FACT:** To graph a function f(x) or y(x), the fifth row must have FUNC highlighted.



When the flashing black cursor is on top of FUNC, press to se

From any cursor position, press to exit the MODE menu.

#### Before graphing, turn PLOTS off in the Y= menu

In statistics, students use Plots. It's also easy to turn on Plots inadvertently. But if Plots are ON but there is no data, you'll see an "INVALID DIMENSION" error, like this:



**IMPORTANT:** This error has no "GoTo", so we have to know that it means "one or more Plots are on".

Press (This button is at the top left, in the separate row of buttons just below the screen.)

Notice if any Plot1, Plot2, or Plot3 is highlighted (black with white lettering).

**Example 1:** Screen with Plot1 and Plot3 turned on. This is bad:



If your screen has plots on, use the arrows to move to any highlighted Plot

Then press to turn it off. You may have to turn off all three plots.

**PRO TIP:** This is a toggle, so pressing again will turn it back on!

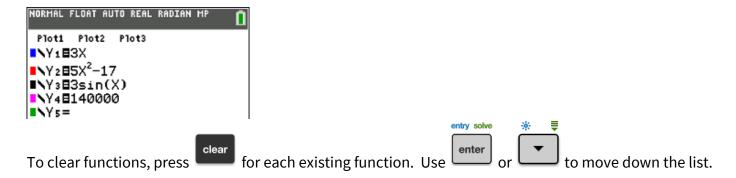
**Example 2:** Here's the same screen after turning plots off. This is good.



## Before graphing, clear functions from the Y= menu

The calculator can graph several functions at once. Press

**Example 3:** Here's a screen with extra garbage. This is bad.



**Example 4:** Here's that screen after clearing the garbage. This is good.



## Before graphing, set the standard window

Previous users may have had strange numbers, and adjusted the graphing window. To return (at any time)

to the standard window, press zoom 6

We are now ready to graph!