



Compet-32



DOES MORE WITH LESS PARTS IN HALF THE SPACE



SPECIFICATIONS

Power source:

AC 100/110/120 or 200/220/240V 50-60 c/s

Capacity:

16 digits, 8 digit decimals

Addition & Subtraction

16 digits \pm 16 digits = 16 digits

Multiplication

Total digits of multiplier and multiplicand: up to 16 digits (with rounding off)

Division 15 digits ÷ 15 digits = 16 digits

— divisor digits (with rounding off)

Square root extraction: Up to 15 digits

Decimal point:

Automatic

Sign indication:

Minus indication lamp in the case of Negative

Calculations:

Four arithmetical operations, product \pm product with individual products. quotient \pm quotient

cation and division, multiplicand \pm multiplicand with individual products, dividend \pm dividend with individual quotients, multiplication and division by constant, square root extraction, exponent calculation, mixed calculation, etc.

Calculation speed:

Addition & subtraction 30ms Multiplication 300ms Division 300ms

IC used:22Core memory:4Transistors:317Diodes:1200

Clock frequency: 100KC

Temperature: $0^{\circ}\text{C} - 40^{\circ}\text{C}(32^{\circ}\text{F} -$

104°F)

Power consumption: 20W

Dimensions: 310mm wide, 113mm

high, 405mm deep(12 1/4" x 4 1/2" x 16")

OUTSTANDING FEATURES

*Stable performance

Advanced IC and Core Memory registers assure unsurpassed stability and performance.

*Compact

Revolutionary breakthrough in IC makes the CS-32A a truly compact calculator that can be carried anywhere with utmost ease and convenience.

*Exceptional versatility

The CS-32A uses two memories which exceptionally widen calculation versatility. Carries out square root extraction, calculations by constant, etc. instantly.

*Rounding off device

Setting the Round off dial counts fractions over 1/2 as one, rounds off others.

*Tabulation dial

Specifies desired decimal digits.

*Overflow error check lamp

When the results of multiplication and calculation by memory registers exceed 16 digits, the red Error lamp automatically turns on. No worry about mistake by overflow.

*Memory indicator

When the memory entry is registered, the yellow Memory lamp turns on.

*Double-set protection keys

Eliminate error, speed up operation...no more worry about double-setting keys.

*Clear display panel

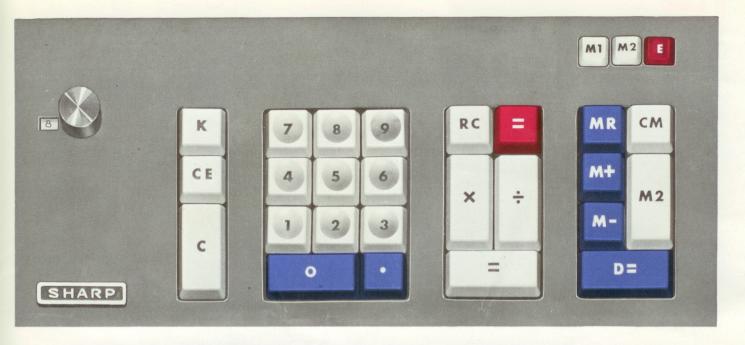
Snap reading with advanced electronic numerical indicators. No worrying about misreading.

*Ultra-modern styling

Lightweight and noiseless, easy-to-carry the CS-32A enhances modern office decors, upgrades working areas, increases efficiency.

CALCULATION EXAMPLES

CALCULATIONS
Addition, subtraction
Multiplication, successive multiplication
Division, successive division
Multiplication and division check (Recall multiplicand or dividend by touching RC key to check the results)
Rounding off (Multiplication & division)
Multiplication, division by constants
Product ± product
Exponent calculation
Square root extraction
Mixed calculation
Percentage calculation



EXAMPLES	STEPS
35.62-0.53-40.15=-5.06	2 35
$2.2 \times 3.3 \times 4.4 \times 5.5 = 175.6920$	4 2 2 2 3 3 3 = × 4 3 4 = × 5 5 5 =
70×// 0.6\ 740.00	⇒175.6920
$-78 \times (-9.6) = 748.80$	2 78 ■ × 9 • 6 = ⇒ 748.80
$256 \div 12 \div 0.56 = 38.095237$	6 256 € 12 ■ € 56 ■ ⇒38.095237
$-87.2 \div (-6.33) = 13.77567140$	8 87
$1.23 \times 98.7 = 121.401$ (to be checked)	$4 1 23 98 7 (\Rightarrow) 121.401)$
$3 \div 1 = 3$ (to be checked)	
0.14285×7=0.99995	4 ■ 14285 × 7 = ⇒1.0000
(rounding off to the 5th decimal place)	4 14283 67 6 471.0000
In the case (K) key is used	
11.11×99.99=1110.8889	K 4 11 • 11 × 99 • 99 ≡ ⇒1110.8889
33.33×99.99=3332.6667	33 ■ 33 ■ ⇒3332.6667
44.44×99.99=4443.5556	44 □ 44 ≡ ⇒4443.5556
In the case 🚾 key is used	C W2 CM 4 12 3 W2 M4 C
22.22×12.3=273.306	22 ■ 22 ★ □ □ □ 273.3060 55 ■ 55 ★ □ □ □ 683.2650
55.55×12.3=683.265 66.66×12.3=819.918	66 66 (★) □ ⇒819.9180
$(123 \times 0.55) + (43 \times 0.76) = 100.33$	C(M) 2 123 × 355 M ⇒ 67.65
(123 × 0.53) + (45 × 0.70) = 100.53	43 🗷 🖸 76 🛂 🖒 32.68
	MR ⇒100.33
$3^2 = 9$, $3^3 = 27$, $3^4 = 81$	KO 3 x ≡ ⇒ 9
	≡ ⇔27
	≡ ⇔81
$\sqrt{53987} = 232.3510275$	8 53987
/(15)2_(22×42)	C CM M2 CM 4 15 × M+ 3 • 3 × 4 • 2 M- MB
$\frac{\sqrt{(15)^2 - (3.3 \times 4.2)}}{3.2 \times 1.68} = 2.7029$	1 1 1 1 1 1 1 1 1 1
50000 : 1::1-1::1-50 74	
52260 is divided into 56, 74, 92, 180 proportion	© M 2 56 = 74 = 92 = 180 = M 52260 € M = K × 56 R = ⇒ 7280.00
92, 100 proportion	74 ≡ ⇒ 9620.00
	92 ≡ ⇒11960.00



KEY DESIGNATION



Tabulation & Round off dial(0~8)

Specifies decimal places. Set red figure for rounding off. Set black figure for discarding.



Recall key

Exchanges the contents of No.1 register (on the display panel) with those of No. 2 register.



Memory plus key

Adds displayed figures to No. 1 memory. (no change in the display panel) When touched

after [M2] key is touched, contents of No. 2 memory will be added to the displayed figures.



CE

Constant key

Entry clear key

Used for carrying out calculations by constant. Push to lock the key. Push again to unlock the key.

Clears figures mistakenly set.



Multiplication key

Orders multiplication. The key lamp turns on when the key is touched



Memory minus key

Subtracts displayed figures from No.1 memory. (no change in the display panel) When

touched after [M2] key is touched, contents of No.2 memory are subtracted by displayed



Clear key

Clears figures indicated.



Red equal key

Orders subtraction. Also used for setting negative



Clears No. 1 memory. When touched after [M2] key is touched, No. 2 memory is cleared.

Clear memory key





Orders division. The key lamp turns on when the key is touched.



No.2 memory key

Orders No. 2 memory to func



Numeral keys



Division key



Dial equal key

For carrying out the calculations by constant. The constant is registered in No.2 memory.





Equal key

Derives sum, product, and quotient.



No. 1 memory lamp

Turns on when the content is registered in No. 1 memory.



Decimal point key



Memory recall key

Summons the contents of No. 1 memory. When touched after M2 key is touched, the con-

tents of No. 2 memory will be summoned in the display panel.



No. 2 memory lamp

Turns on when the content is registered in No.2 memory.



Overflow error lamp

Turns on when the results exceed the capacity.