

# Swintec®

## 4600DP

### 12-DIGIT ELECTRONIC DESKTOP CALCULATOR



From one of the most trusted names in business calculators comes the model 4600DP. The 4600DP calculator is designed to afford the most efficient, simplest method of performing the broadest range of computation. It is a multi-function 12-digit calculator with the kind of features that today's busy workplace demands. For reliable and consistent desktop performance look no further than the Swintec 4600DP calculator.

### Highlights include:

- Large, 12-digit blue fluorescent display
- Two-color printing (black and red)
- Grand total memory
- Three function rounding switch
- Percent calculations
- Add-on or discount calculations
- Mark-up/mark-down
- Automatic constant
- Print/non-print
- Item count
- Decimal selector (A<sub>1</sub>, A<sub>2</sub>, 0, 2, 4, 6, F)
- Paper width: 2 1/4" (58mm)
- Dimensions: 9" (W) x 12" (D) x 3" (H)  
232mm (W) x 305mm (D)  
x 74.5mm (H)
- Weight: 4.6 lbs. (2.1 Kg)

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#### Features:

1. **Paper Feed Key:** When key is depressed, paper will advance.
2. **Total Memory Key:** For the recall of the contents of the memory and item counter with automatic clearance.
3. **Recall Memory Key:** For the recall of the contents of the memory and item counter without automatic clearance.
4. **Memory Minus Equal Key:** For the results of multiplication/division. The calculated products or quotients are simultaneously subtracted from the contents of the memory.
5. **Memory Plus Equal Key:** For the results of multiplication/division. The calculated products or quotients are simultaneously added to the contents of the memory.
6. **Clear Key:** For the clearance of the complete calculating register but with the exception of the memories.
7. **#/Date Key:** For the input of dates and invoice numbers.
8. **Square Root Key:** Square root calculation is performed on the contents of the display.
9. **Clear Entry Key:** For the clearance of incorrect entries (overflow).
10. **Numeric Keys:** Numeric Keys – Double zero key.
11. **Decimal Point Key:** Manual placement of decimal location when automatic selector not utilized.
12. **Decimal Point Selector:** Floating decimal point during the keying in of values and fixed during the display of results. Range of settings: 0-6 A<sub>1</sub> Add-Mode 1 A<sub>2</sub> Add-Mode 2. F Floating.
13. **Print & Display Selector Switch:** Print & Display can be switched to either Print only (P), Print with Item count (IP), or Display only (NP).
14. **Minus Equal Key:** Subtracts results of calculation from add register.
15. **Plus Equal Key:** Adds results of calculation to add register.
16. **Round-Off Switch:** Round-up, Round-down, Round-off.
17. **Sigma Switch:** Multiplication and division calculation accumulates in memory. Use TOTAL key to recall memory.
18. **Grand Total Switch:** When engaged, ADD/SUB result can be accumulated into GT Register.
19. **Display:** Allows for verification of entries prior to printing. 9.6MM Blue.
20. **Standard 2 1/4" Paper:** May be pulled by hand for extra lengths without damaging print head.
21. **Mark-Up Key:** For the calculation of sales or purchase price with profit margin.
22. **Sign Change Key:** Reverses the sign of the data on the following key entry.
23. **Percent Key:** For the calculation of percentages. The results of the addition or subtraction of percentages are printed following the operation of either of the addition or subtraction key.
24. **Sub Total Key:** The recall of the contents of the accumulator and item counter without automatic clearance.
25. **Total Key:** Recalls, prints and clears the addition and subtraction accumulator only, and also transfers contents of the accumulator to the GT memory when on.
26. **Right-Shift Correction Key (Back-Space Key):** Allows you to delete the last entry.
27. **Delta Percent Key:** For the calculation of percentile differences.
28. **Multiplication Key:** Multiplication.
29. **Equal Key:** For the results of multiplications and divisions concluding each calculation.
30. **Division Key:** Division.
31. **Grand Total Key:** Recalls, prints and clears the contents of GT memory.
32. **Printer:** Prints both red and black with 12-digit capacity.

