9. How do I change the battery?
On the back of the calculator is a circular battery compartment, use a coin or screwdriver and carefully rotate the cover in an anti clockwise direction to unlock. Replace the battery - your calculator requires an LR1130. Replace the cover and carefully tighten.
IMPORTANT – when you change or remove the battery always perform a reset, see below.
10. My calculator is performing strangely and requires resetting.
Locate the reset button on the back of the calculator – there is a small hole in the case marked 'RESET'. Using a blunt but narrow object (the end of a paperclip or small screwdriver should do) gently depress the reset button. This should reset your calculator and will solve many potential problems.
11. My calculator has stopped working – what should I do?
Firstly you should try a Reset (see above); if you suspect the battery has failed then you should replace this (see above). If you believe your calculator is faulty and you purchased it less than 1 year ago then it is covered by a manufacturer's warranty. Please contact your supplier for details.

www.aurora-ltd.co.uk.

9219250

Producer
Aurora Electronics (UK) LTD.
Unit 1 & 2 Shires Industrial Estate
Lichfield, Staffordshire, WS14 9AZ, U.K.

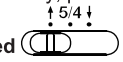
AURORA

DT930P

Thank you for purchasing your new Aurora DT930P calculator, please remove and recycle all packaging.

Instructions and FAQ's:

1. Turning your calculator on and off.
Your calculator is equipped with a patented 'direct number input' feature, which allows you to press 'any' key to turn your calculator on, should you press a number key, then this number will also register in the display. The calculator is equipped with an 'auto off' feature and will power down by itself after a period of inactivity.
2. What are the COST, SELL and MARGIN keys for?
These buttons allow you to calculate 'gross profit margin' and your required cost or sell prices. There are 3 variables - Cost, Sell and Margin, if you input two of these variables the calculator will automatically solve the 3rd.
Example 1.
My cost is 30, I will sell for 60 – what gross profit margin am I making?
[Input 3, 0, COST, 6, 0, SELL] – The answer will be displayed as 50%
Example 2.
My cost is 30, I want to make 50% gross profit – what should I sell it for?
[Input 3, 0, COST, 5, 0, MARGIN] – The answer will be displayed as 60
Example 3.
I will sell for 60 and want to make 50% gross profit – what should my cost be?
[Input 6, 0, SELL, 5, 0, MARGIN] – The answer will be displayed as 30
After you have solved any 3rd variable you can review all 3 variables by pressing the cost, sell and margin keys again.
3. What are the '+TAX' and '–TAX' keys for?
These buttons allow you to add or remove a user definable percentage at the touch of a button.
A common use for these buttons is to add or remove sales tax.
Firstly you need to set the tax rate.
Example – Setting a tax rate of 20%
[Input 2,0, RATE, SET] – The SET key is on the same key as '+TAX'.
The tax rate is now set at 20% and will remain in the memory until you change it even when the calculator turns off. Now you have set your tax rate you can simply add or remove tax easily by using the '+Tax' and '-Tax' Keys
Example1 – The price is 60 including 20% sales tax, what is the price exclusive of tax?
[Input 6, 0, -TAX] – The answer is displayed as 50.00
Example 2 – The price is 60 excluding 20% sales tax, what is the price including tax?
[Input 6, 0, +TAX] – The answer is displayed as 72.
You can also view the actual tax content and the total by pressing the same tax key again.
You can also review the currently programmed Tax rate by pressing 'RATE' and 'RECALL' (the recall key is on the same key as the '-TAX' key) the currently set tax rate will be displayed on the screen.

4. How do the memory keys work?
Your calculator has a memory and you can store a variable number, to store a number press the 'M+' key, you can store a simple number or an answer from a calculation. The memory also has a running total, so you can add and deduct numbers using the M+ and M- keys. To see the number stored in the memory or the running total press the MR key once. To clear the memory and reset back to zero press MC or just press the AC key.
Example1 – Store the answers to the simple sums 2+2 and 3+3 in the memory and calculate the total.
[Input 2, +, 2, M+, 3, +, 3, M+] now press the MR key once, the correct answer of 10 will be displayed.
Example 2 – Use the memory to add these number together 5, -6, 8,9,-4.
[Input 5, M+, -6, M+, 8, M+, 9, M+, -4, M+] – now press MR and the correct answer 12 will be displayed. To clear and reset your memory press the MC key or the AC key.
Whenever a number is stored in the memory an 'M' will show on the display.
5. What does the C/CE key do?
CE means clear entry, pressing this will remove your last entry but not your whole sum.
C means cancel, pressing the key again will cancel your whole calculation.
6. What does the ▷ do?
This is the backspace or delete key, pressing this deletes the last digit you entered.
7. What is the switch marked  **for?**

This switch is the round up/down switch, there are 3 positions, the first is marked with the arrow pointing upwards, on this setting the calculator will round all answers up.
The middle setting is marked 5/4, on this setting the calculator will use the mathematical rule of rounding up when above 5 and rounding down when below 5, the 3rd setting marked by the arrow pointing down will round all answers down.
IMPORTANT – the rounding and number of decimal places will be affected by the setting of the decimal place switch see below.
8. What is the switch marked 'A 0 2 4 F' for?
This is the decimal place setting switch. The first setting 'A' stands for Add mode, here addition and subtraction functions are performed with an automatic 2 digit decimal this is useful when working with currency and it speeds up data entry. i.e. If you enter 1, 0, 0, 0 then press +, you will notice that the display shows 10.00, it assumes when you typed 1,0,0,0 you were entering 10.00 and not 1000.
The second setting '0' fixes the decimal place to zero places, all answers will be rounded to zero decimal places based on the setting of your rounding key (see above).
The 3rd setting is '2', as above all answers will now be rounded to two decimal places.
The 4th setting is '4', as above all answers will now be rounded to four decimal places.
The 5th setting is 'F' which stands for floating, you answer will not be shortened and will be displayed using the largest amount of digits the screen permits.