

Editing

- Recall the entry to be edited.
- Press [EDIT]. The cursor starts to flash.
 - In Telephone mode press [ENTER] several times to display each field (the address field and so on).
- Press [▶], [◀], [▲], or [▼] to move the cursor to the position to be edited.
- Enter, insert, or delete characters (refer to "Entering Characters").
 - To cancel editing, press [CCE].

- Press [ENTER] several times (until "STORED!" appears briefly) to finish editing and to store the entry.

Deleting

- Recall the entry to be deleted.
- Press [DEL].
 - "DELETE?" is displayed.
 - To cancel the deletion operation, press [CCE].
- Press [ENTER] to delete the entry.

Calculator Mode

The Organizer can calculate numbers of up to 10 digits. Press [CALC/CONV] several times to display the Calculator mode screen (Calculator → Currency conversion → Unit conversion → Calculator...).

Calculation

Be sure to press [CCE], [CCE], and [CM] to clear the display and memory before performing a calculation.

Note

- When ⊖, ⊕, ⊗, or ÷ is pressed, the respective symbol, +, -, ×, or ÷ is displayed. (In the examples in this manual, these symbols are not described.)

If an error occurs

If the calculation result or the integer section in the numerical value in the memory exceeds 10 digits or if a number is divided by zero (0), an error occurs ("ERR" is displayed).

Calculation examples

Example	Operation	Display
(-24+2)÷4=-5.5	[CCE] ⊖ 24 ⊕ 2 ⊕ 4 ⊖	-5.5
34+57=91	34 ⊕ 57 ⊖	91.
45×57=102	45 ⊗ 57 ⊖	102.
	(The addend becomes a constant.)	
68×25=1700	68 ⊗ 25 ⊖	1700.
68×40=2720	40 ⊗ ⊖	2720.
	(The multiplicand becomes a constant.)	
200×10%=20	200 ⊗ 10 [%]	20.
9÷36=25%	9 ⊕ 36 [%]	25.
200+(200×10%)=220	200 ⊕ 10 [%]	220.
500-(500×20%)=400	500 ⊖ 20 [%]	400.
4 ⁶ =(4 ³) ² =4096	4 ⊗ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖	4096.
1/8=0.125	8 ⊖ ⊖	0.125
25×5=125	[CM] 25 ⊗ 5 [M+]	M 125.
-)84+3=88	84 ⊖ 3 [M-]	M 28.
+168+17=85	68 ⊕ 17 [M+]	M 85.
	[RM]	M 182.
√25=9=4	25 ⊖ 9 ⊖ [√]	4.
1234567890×145	1234567890 ⊗	ERR
=179012344050	145 ⊖	17.90123440
	[CCE]	17.90123440
	(17.90123440×10 ¹⁰ =179012344000)	

Currency/Unit Conversion Mode

1. Setting a currency rate

- Press [CALC/CONV] several times to display the currency conversion mode screen (refer to "Calculator mode").

Example: 1 CAD (Canada dollars) = 0.66 USD (US dollars)
- Press [NEXT] [NEXT] [NEXT] to change the display and press [SHIFT] [SET]. The initial character of "CAD" starts to flash.
 - You can change each currency name by entering characters (up to 4 in each) and using [▶], if needed.
- Press [ENTER]. "0" starts to flash.
- Enter the rate (up to 10 digits).

CAD → USD^{CMS}
0.66
- Press [ENTER] to store in the memory.

2. Converting currency/unit

- You need to set the conversion rate before making the currency conversion.
- Example: Convert 500 CAD into USD using the rate that you have set.
- Display the screen: "CAD → USD".
 - Enter the value to be converted.

500
 - Press [▶] to convert CAD into USD.

CAD → USD^{CMS}
330.

 - To convert in reverse order (e.g. 200 USD into CAD), enter 200 and press [◀].
 - You can use the unit conversion in the same manner. You cannot change the units or the rates for units.
 - The conversion result may have a slight error as a result of rounding off the number (e.g. up to 2 decimal places for currency conversions). Use the conversion result for reference.

Game Mode

Press [GAME] to play the game "ALPHA ATTACK".

For EL-6810 only: Each time you press [GAME], the display switches between "BLACKJACK" and "ALPHA ATTACK".

ALPHA ATTACK

Type in characters (A to Z, 0 to 9) displayed on the 1st line to clear them. The game is divided into 20 levels in speed.

- Press [GAME] to display the following Game mode screen.

ALPHA ATTACK^{CMS}
01 Level
- Enter the level number (2 digits from 01 to 20).
 - 01: slow, 20: fast
- Press [ENTER] to start a game.

EY3KW^{CMS}
01
- Press the same key as the first character at the left end of the 1st line. (In this case, press keys in the order: E → Y → 3 → K → W.)
 - Pressing the correct key in the correct order deletes the character.
 - When 12 characters are displayed in each level, the game continues in the faster level (up to 20).
 - When no more characters can be displayed, the game is over. The Game mode screen with the level when the game is over is displayed.

For EL-6810 only: BLACKJACK (Twenty-one)

Make your "hand" (the total of the numbers on the cards) close to 21, without going over 21.

- Press [GAME] to display the following Game mode screen.

BLACKJACK^{CMS}
30 Your chips
- Press [ENTER] to start a game. The left 2 cards are dealt for you. (One is facing up and one is facing down.)

Your hand The dealer's hand
J 2 8 ■ 4
10 20
Your bet Your chips
- Agree the left-displayed maximum bet (up to 10) or enter the fewer bet. Pressing [▶] also can bet to the maximum.
- Press [SPACE] to see your hand. Each time you press [SPACE], a new card is dealt.
 - "J", "Q", and "K" are counted as 10.
 - "A" can be counted as 1 or 11.
 - When first 2 cards are "A" and a face card ("J", "Q", or "K"), your hand is "BLACKJACK".
- Press [ENTER] to stop being dealt and hold your hand. The dealer's hand and the results are displayed.
 - When you win, your total flashes and your bet is doubled.
 - When you win with "BLACKJACK", your bet is tripled.
- Press [ENTER] and display the Game mode screen.
 - When you have no more chips to bet, the game is over.
 - To quit the game, press [CCE] or any mode key. Your chips are stored for the next time.
 - To return your chips to 30, press [DEL] and [ENTER] on the Game mode screen.

Memory Storage

1. Checking memory storage

- Press [TEL] ([TEL1] or [TEL2]), [SCHEDULE], or [MEMO] to display "NAME?", "SCHEDULE?", or "MEMO?".
- Press [SHIFT] [M<C>K].

CAPACITY^{CMS}
6254

Notes

- The Organizer can store up to the following bytes in the memory (excluding the Calculator mode memory).
 - EL-6053: 7671 bytes/EL-6810: 66838 bytes
- 1 byte is required per character (in the 1st line) for telephone, schedule, and memo entries.
- 1 byte is required for 2 digits in the number part (in the 2nd and 3rd lines) of telephone and memo entries. (When there is an odd number of digits in a number entry, the last digit occupies 1 byte.)

- In addition to the memory size for characters (in the 1st line) and numbers (in the 2nd and the 3rd lines), each entry requires the following memory size:
 - Telephone entry EL-6053: 5 bytes
EL-6810: 6 bytes
 - Schedule entry 8 bytes (including date and time)
 - Memo entry 3 bytes

2. Deleting all the memory contents

- Perform steps 2 and 3 as described in the section, "Using the Organizer for the First Time".
- To cancel the deletion operation, press [CCE] instead of [SHIFT] [ENTER] in step 3.

Secret Function

1. Registering a password and storing secret entries

Up to 6 characters can be registered as the password.

- One password is valid for Telephone, Schedule, and Memo modes.

If the password is forgotten, you cannot delete the password only. You have to delete all the memory contents. (Perform steps 2 and 3 as described in the section, "Using the Organizer for the First Time".) As a safeguard, make a written record of the password.

Registering a password

- Press [TEL] ([TEL1] or [TEL2]), [SCHEDULE], or [MEMO] to display "NAME?", "SCHEDULE?", or "MEMO?".
- Press [SECRET].

PASSWORD?^{CMS}
- Enter the password (case sensitive), e.g. ABC.
- Press [SECRET] to register it.
 - The display returns to the screen in step 1 with the symbol "☛".
 - If "ERROR!" appears briefly, a password has already been registered. Enter the correct password or delete the password and all the memory contents.
- Press [SECRET] [SECRET] to turn Secret function on. "☛" disappears.

Storing secret entries

- Enter characters in Telephone, Schedule, or Memo mode when "☛" is not displayed (Secret function is on).
 - When "☛" is displayed, press [SECRET] [SECRET] to turn Secret function on.
- Press [SECRET] before pressing [ENTER] to store. "☛" appears.
- Press [ENTER] to store a secret entry in the memory.
 - "STORED!" appears briefly, and the display returns to the mode screen without "☛" (Secret function is on).
 - You cannot display the secret entry until you turn Secret function off.

2. Turning Secret function on and off

When Secret function is on, "☛" is not displayed.

- You can display, edit, or delete entries except secret entries.
- You can enter new entries as secret or non-secret.

When Secret function is off, "☛" is displayed.

- You can display, edit, or delete secret entries only. (You cannot display non-secret entries.)
- You cannot enter a new entry.

Turning Secret function off

- Press [TEL] ([TEL1] or [TEL2]), [SCHEDULE], or [MEMO] and check that "☛" is not displayed.
- Press [SECRET]. "PASSWORD?" is displayed.
- Enter the password and press [SECRET].
 - "☛" is displayed and you can display secret entries.
 - If you enter an incorrect password, "ERROR!" appears briefly. Follow the above steps and enter the correct password.
 - Even when Secret function is turned off, it will be automatically turned on ("☛" will disappear):
 - A) when you press [GAME], [CLOCK], or [CALC/CONV],
 - or B) after the power is turned off manually or automatically.

Turning Secret function on

- Press [TEL] ([TEL1] or [TEL2]), [SCHEDULE], or [MEMO] and check that "☛" is displayed.
- Press [SECRET]. The password is displayed. Memorize it again.
- Press [SECRET] again. "☛" disappears and you cannot display secret entries.

3. Changing the password

- Turn Secret function off ("☛" appears).
- Press [SECRET]. The password is displayed.
- Press [EDIT]. The initial character of the password starts to flash.
- Enter, or edit characters and make a new password.
- Press [SECRET]. The new password is now registered.

Caring for Your Organizer

- Do not carry the Organizer in the back pocket of slacks or trousers.
- Do not drop the Organizer or apply excessive force to it.
- Do not subject the Organizer to extreme temperatures.
- Since this product is not waterproof, do not use it or store it where fluids can splash onto it.
- Clean only with a soft, dry cloth.
- Use only a SHARP approved service facility.

Replacing Battery

Battery used

Type	Model	Quantity
Lithium battery	EL-6053: CR2025	1
	EL-6810: CR2032	

- Improper replacement of the battery may change or lose the memory contents.
- Be sure to write down any important information stored in the memory before replacing the battery.
- Make sure the power is turned off before replacing the battery.
- Do not press [OFF] until the battery replacement procedure is completed.

1. Precautions

- Since improper use of the battery may cause leakage or explosion, strictly observe the following instructions.
- Insert the battery with the positive side (+) correctly facing up.
 - Never throw the battery into a fire because it might explode.
 - Keep the battery out of the reach of children. Because the battery in the Organizer was installed at the factory, it may become depleted before the specified expiration time is reached.

2. Battery replacement

If the display becomes dim and difficult to read, immediately replace the battery with a new one. Continued use of the Organizer with an exhausted battery can alter or clear the memory contents.

For EL-6053 only:

- Do not use a metallic object to pry out the battery. The Organizer will be subjected to an electrical shock and all the memory contents will be cleared.
- Complete the replacement of the battery within 1 minute, otherwise all the memory contents may be cleared.

For EL-6053 only:

- Press [OFF] to turn the power off.
- Loosen the screw and remove the battery holder cover on the back of the unit. (Slide the cover off.)
- Remove the exhausted battery by prying it out from the holder with the corner of the holder cover. (Fig. 1)
- Install a new battery with the positive side (+) facing up into the holder.
- Replace the holder cover and secure it with the screw.
- Press [OFF] to turn the power on.
 - If nothing appears on the display, press the RESET switch and press [CCE].
 - Do not press [SHIFT] [ENTER]. Pressing [SHIFT] [ENTER] clears all the memory contents.
- Set the clock.



Fig. 1

For EL-6810 only:

- Press [OFF] to turn the power off.
- Loosen the screw and remove the battery holder cover on the back of the unit. (Slide the cover off.)
- Install a new battery with the positive side (+) facing up into the upper or lower empty holder. (Fig. 1)
- Remove the exhausted battery by prying it out with a ball-point pen. (Fig. 2)
- Replace the holder cover and secure it with the screw.
- Press [OFF] to turn the power on.
 - If nothing appears on the display, press the RESET switch and press [CCE].
 - Do not press [SHIFT] [ENTER]. Pressing [SHIFT] [ENTER] clears all the memory contents.
- Set the clock.

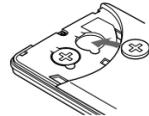


Fig. 1



Fig. 2

Specifications

- Model:** EL-6053
EL-6810
- Product name:** Electronic Organizer
- Display:** 3 lines of 12 digits
- Memory capacity:** EL-6053: 7671 bytes
EL-6810: 66838 bytes
- Clock mode:**
 - Accuracy:** ± 60 seconds/month at 25°C/77°F
 - Display:** Year, month, day, day of the week, hour, minute, second, AM/PM
 - Clock function:** 12-hour/24-hour format (switchable), 3 kinds of date type (switchable), world clock function, daylight saving time (summer time) display, daily alarm, hourly alarm
- Telephone mode:** Entering and recalling of telephone entry (name, address, E-mail address, and phone number; and web address (URL) for EL-6810 only)
- Schedule mode:** Entering and recalling of schedule entry (details, year, month, day, hour, and minute), schedule alarm
- Memo mode:** Entering and recalling of memo entry
- Calculator mode:** 10 digits (with calculation status symbols), arithmetical calculations, percentage, square root, memory calculation, etc.
- Currency/unit conversion mode:** 5 kinds of currency conversion (editable) and 9 kinds of unit conversion
- Game mode:** EL-6053: 1 game
EL-6810: 2 games
- Power consumption:** EL-6053: 0.003 W
EL-6810: 0.003 W
- Operating temperature:** 0°C to 40°C (32°F to 104°F)
- Power supply:** 3V --- (DC), lithium battery
EL-6053: CR2025 × 1
EL-6810: CR2032 × 1
- Auto-power off:** Approx. 7 minutes
- Battery life:** Approx. 2 years at ambient temperature of 25°C/77°F, assuming the following daily use: 30 minutes display, alarm sounding for 20 seconds and key touch tone turned on/off 100 times.
- Weight (including battery):** EL-6053: Approx. 88 g (0.194 lb.)
EL-6810: Approx. 105 g (0.231 lb.)
- Dimensions:**
 - EL-6053:**
 - Open: 125.0 mm (W) × 168.5 mm (D) × 8.3 mm (H)
 - 4-29/32" (W) × 6-5/8" (D) × 5/16" (H)
 - Closed: 125.0 mm (W) × 86.3 mm (D) × 12.0 mm (H)
 - 4-29/32" (W) × 3-13/32" (D) × 15/32" (H)
 - EL-6810:**
 - Open: 139.0 mm (W) × 174.7 mm (D) × 9.5 mm (H)
 - 5-15/32" (W) × 6-7/8" (D) × 3/8" (H)
 - Closed: 139.0 mm (W) × 89.5 mm (D) × 13.7 mm (H)
 - 5-15/32" (W) × 3-17/32" (D) × 17/32" (H)
- Accessories:** 1 lithium battery (installed), operation manual