

## SECTION G — PHYSICS

## G06 COMPUTING; CALCULATING; COUNTING

**G06C DIGITAL COMPUTERS IN WHICH ALL THE COMPUTATION IS EFFECTED MECHANICALLY** (score computers for card games A63F 1/18; construction of keys, printing mechanisms, or other parts of general application to the typewriting or printing art B41; keys or printing mechanisms for special applications, see the relevant subclass, e.g. G05G, G06K; cash registers G07G 1/00) [4]

**Note(s)**

This subclass does not cover details of mechanisms covered by main groups G06C 9/00, G06C 11/00 or G06C 15/00, which are applicable to mechanical counters driven only through the lowest denomination. Such details are covered by subclass G06M.

**Subclass index**

MACHINES CHARACTERISED BY THEIR STRUCTURAL INTERCONNECTION.....	27/00
FUNCTIONAL ELEMENTARY MECHANISMS	
Input; transfer; output; storage; computing.....	7/00, 9/00, 11/00, 13/00, 15/00
AUXILIARY MECHANISMS OR ARRANGEMENTS	
Conversion; decimal-point; programming; driving; auxiliary arrangements.....	17/00, 19/00, 21/00, 23/00, 25/00
NON-FUNCTIONAL ELEMENTS: HOUSINGS, FRAMEWORKS.....	5/00
COMBINATIONS OF COMPUTING MACHINES WITH OTHER MACHINES.....	29/00
COMPUTING AIDS, OTHER THAN MACHINES.....	1/00, 3/00

<b>1/00</b>	<b>Computing aids in which the computing members form at least part of the displayed result and are manipulated directly by hand, e.g. abacus, pocket adding device [1, 2006.01]</b>	<b>9/02</b>	• Back-transfer arrangements, e.g. to transfer a value accumulated in a register back into the selection mechanism [1, 2006.01]
<b>3/00</b>	<b>Arrangements for table look-up, e.g. menstruation table [1, 2006.01]</b>	<b>11/00</b>	<b>Output mechanisms</b> (marking record carriers in general, visual presentation in general of results of the mathematical operations G06K) [1, 2006.01]
<b>5/00</b>	<b>Non-functional elements [1, 2006.01]</b>	11/02	• with visual indication, e.g. counter drum [1, 2006.01]
5/02	• Housings; Frameworks [1, 2006.01]	11/04	• with printing mechanisms, e.g. for character-at-a-time or line-at-a-time printing [1, 2006.01]
<b>7/00</b>	<b>Input mechanisms</b> (pin carriage G06C 13/02) [1, 2006.01]	11/06	• • having type hammers [1, 2006.01]
7/02	• Keyboards [1, 2006.01]	11/08	• with punching mechanism [1, 2006.01]
7/04	• • Interlocking devices, e.g. between keys (interlocking devices covered by this subclass, in general G06C 25/00) [1, 2006.01]	11/10	• Arrangements for feeding single sheets or continuous web or tape, e.g. ejection device (conveying record carriers G06K 13/00); Line-spacing devices [1, 2006.01]
7/06	• • with one set of keys for each denomination [1, 2006.01]	11/12	• • for feeding tape [1, 2006.01]
7/08	• • with one set of keys for all denominations, e.g. ten-key board [1, 2006.01]	<b>13/00</b>	<b>Storage mechanisms</b> (mechanical counters with input only to the lowest order G06M; information storage in general G11) [1, 2006.01]
7/09	• Transfer of data from record carrier to computing mechanisms (sensing record carriers G06K 7/00) [1, 2006.01]	13/02	• Operand stores, e.g. pin carriage (input mechanisms G06C 7/00) [1, 2006.01]
7/10	• Transfer mechanisms, e.g. transfer of a figure from a ten-key keyboard into the pin carriage [1, 2006.01]	13/04	• Print buffer stores [1, 2006.01]
7/12	• Resetting devices, e.g. for the keyboard [1, 2006.01]	<b>15/00</b>	<b>Computing mechanisms; Actuating devices therefor</b> (mechanisms for operating automatically upon more than two numbers otherwise than by repeated addition or subtraction G06C 21/00) [1, 2006.01]
<b>9/00</b>	<b>Transfer mechanisms, e.g. for transmitting figures from the input mechanism into the computing mechanism</b> (G06C 7/10, G06C 11/00, G06C 15/00 take precedence) [1, 2006.01]	15/02	• operating on the binary scale [1, 2006.01]

**Note(s)**

Group G06C 15/02 takes precedence over groups G06C 15/04-G06C 15/42.

- 15/04 • Adding or subtracting devices (G06C 15/08 takes precedence) [1, 2006.01]
- 15/06 • • having balance totalising; Obtaining sub-total [1, 2006.01]
- 15/08 • Multiplying or dividing devices; Devices for computing the exponent or root [1, 2006.01]
- 15/10 • • having more than one denominational set of keys operating directly on computing mechanism [1, 2006.01]
- 15/12 • • having pin carriage [1, 2006.01]
- 15/14 • • having pin wheel, e.g. Odhner type [1, 2006.01]
- 15/16 • • having stepped-toothed actuating drums, e.g. Thomas type [1, 2006.01]
- 15/18 • • having multiplication table for forming partial products [1, 2006.01]
- 15/20 • • adapted for short-cut multiplication or division [1, 2, 2006.01]
- 15/22 • Arrangements for two or more computing devices; Arrangements for subdivision into two or more computing mechanisms, e.g. splitting [1, 2006.01]
- 15/24 • Devices for counting the cycles of operation in division or multiplication (item-counting devices G06C 25/02) [1, 2006.01]
- 15/26 • Devices for transfer between orders, e.g. tens-transfer device [1, 2006.01]
- 15/28 • • where transfer is effected in one step [1, 2006.01]
- 15/30 • • where transfer is effected in two steps [1, 2006.01]
- 15/32 • • • with provision for simultaneous transfer between all orders [1, 2006.01]
- 15/34 • • where transfer is effected by planet gear, i.e. crawl type [1, 2006.01]
- 15/36 • • • with aligning means [1, 2006.01]
- 15/38 • • for pin-wheel computing mechanisms [1, 2006.01]
- 15/40 • • for stepped-toothed-drum computing mechanism [1, 2006.01]
- 15/42 • Devices for resetting to zero or other datum [1, 2006.01]
- 15/44 • Devices for comparing numerical values, e.g. zero check [1, 2006.01]
- 15/46 • Arrangements for rounding-off [1, 2006.01]
- 15/48 • Arrangements for selection of one out of several counting registers (arrangements for controlling subsequent operating functions G06C 21/04; item counters G06C 25/02) [1, 2006.01]

- 17/00 **Mechanisms for converting from one notational system to another, i.e. radix conversion [1, 2006.01]**
- 19/00 **Decimal-point mechanisms; Analogous mechanisms for non-decimal notations [1, 2006.01]**
  - 19/02 • Devices for indicating the point [1, 2006.01]
  - 19/04 • Devices for printing the point [1, 2006.01]
- 21/00 **Programming-mechanisms for determining the steps to be performed by the computing machine, e.g. when a key or certain keys are depressed (mechanisms merely for producing multiplication by repeated addition G06C 15/08) [1, 2006.01]**
  - 21/02 • in which the operation of the mechanism is determined by the position of the carriage [1, 2006.01]
  - 21/04 • Conditional arrangements for controlling subsequent operating functions, e.g. control arrangement triggered by a function key and depending on the condition of the register (arrangements for selection of one out of several counting registers G06C 15/48) [1, 2006.01]
- 23/00 **Driving mechanisms for functional elements [1, 2006.01]**

Note(s)

Group G06C 23/08 takes precedence over groups G06C 23/02-G06C 23/06.

  - 23/02 • of main shaft [1, 2006.01]
  - 23/04 • of pin carriage, e.g. for step-by-step movement [1, 2006.01]
  - 23/06 • of tabulation devices, e.g. of carriage skip [1, 2006.01]
  - 23/08 • Hydraulic or pneumatic actuation [1, 2006.01]
- 25/00 **Auxiliary functional arrangements, e.g. interlocks (interlocks in keyboards G06C 7/04) [1, 2, 2006.01]**
  - 25/02 • Item-counting devices (devices for counting the cycles of operation in division or multiplication G06C 15/24) [1, 2006.01]
- 27/00 **Computing machines characterised by the structural interrelation of their functional units, e.g. invoicing machines [1, 2006.01]**
- 29/00 **Combinations of computing machines with other machines, e.g. with typewriter, with money-changing apparatus [1, 2006.01]**