

Franklin®
Electronic Publishers

B·O·O·K·M·A·N™
Cartridge

SPEAKING
Deutsch/Englisch
Professor

User's Guide

BDS-2023

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING ANY BOOKMAN CARTRIDGE.

YOUR USE OF THE BOOKMAN CARTRIDGE DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE BOOKMAN CARTRIDGE AND YOUR PURCHASE PRICE WILL BE REFUNDED. BOOKMAN CARTRIDGE means the software product and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

LIMITED USE LICENSE

All rights in the BOOKMAN CARTRIDGE remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use the BOOKMAN CARTRIDGE on a single FRANKLIN BOOKMAN at a time. You may not make any copies of the BOOKMAN CARTRIDGE or of the data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the BOOKMAN CARTRIDGE. You may not export or reexport, directly or indirectly, the BOOKMAN CARTRIDGE without compliance with appropriate governmental regulations. The BOOKMAN CARTRIDGE contains Franklin's confidential and propriety information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

Contents

Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic reference with a built-in book and a slot in the back for more books. With this *German/English Dictionary* you can translate more than 200,000 words, view their inflections with

examples, correct misspellings, hear English words pronounced, save words to your User list, and play fun, educational word games that will help you learn German.

To learn how to use other books, read their User's Guides.

Installing Cartridges	21
Selecting Books	21
Using the Color Keys	22
Changing Settings	22
Viewing a Demonstration	23
Changing the Language	23
Beginner Tips	24
Finding Words	25
Finding Phrases	25
Finding Inflections	26
Advanced Tips	26
Highlighting Words	27
Hearing a Word in English	27
Finding a Letter	28
Finding a Series of Letters	28
Using the User List	29
Playing the Games	30
Sending Words	32
Optional Features	33
Limited Warranty (US only)	34
Copyrights & Patents	34

Key Guide

Function Keys



- CLEAR** Clears to an entry screen.
- MENÜ** Shows the main menu.
- FLEKT** **(red)** Shows inflections.
- E/D** **(green)** Switches languages.
- SPIEL** **(yellow)** Shows the games menu.
- TON** **(blue)** Says an English word.
- KARTE** Exits the selected book.
- AN/AUS** Turns BOOKMAN on or off.

► Differences in Keys

This German/English dictionary cartridge can be used in any BOOKMAN unit. Some BOOKMAN units have German keys while others have English. Throughout this User's Guide we will use both German and English keys where necessary.


*Hold  while pressing the other key.

Other Keys




- ZURÜCK** Backs up, erases letters, or stops a highlight.
-  Shifts keys to type capitals.
- EINGABE** Enters a search, selects a menu item, or starts a highlight.
- HILFE** Shows help messages.
-  Types a space or pages down.
- ? *** Types a ? to stand for an unknown letter in a word; shifted, types an * to stand for a series of unknown letters.

Direction Keys



- Move in indicated direction.
-  Accents a German letter.
- AUF/AB** Page up or down.

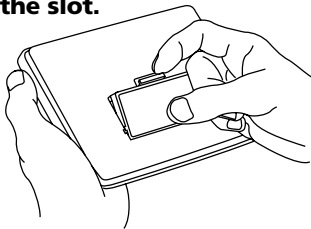
Star Key Combinations*

-  + **KARTE** Sends a word between books.
-  + **AB** Shows the next match.
-  + **AUF** Shows the previous match.

Installing Cartridges

Warning: Never install or remove a cartridge when BOOKMAN is on. If you do, information that you entered in its built-in book, and in an installed cartridge, will be erased.

1. Turn **BOOKMAN** off.
2. Turn **BOOKMAN** over.
3. Align the tabs on the cartridge with the notches in the slot.



4. Press the cartridge down until it snaps into place.

► Removing Cartridges

Warning: When you remove a cartridge to install another, information that you entered into the removed cartridge will be erased.

Selecting Books

Once you have installed a cartridge in your BOOKMAN, you must select which book you want to use.

1. Turn **BOOKMAN** on.
2. Press **KARTE** or **CARD**.



These are sample books.

3. Press **→** or **←** to highlight the book you want to use.



4. Press **EINGABE** or **ENTER** to select it.

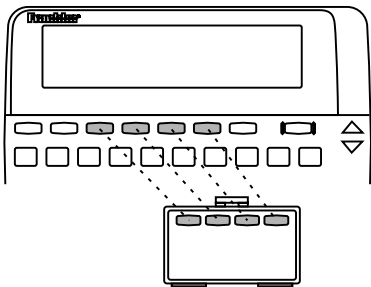
The first time you use this dictionary, you will need to choose the language you want the messages to appear in.

5. Press **B** if you speak English or press **A** if you speak German.
6. To adjust the screen contrast, press **CLEAR** and then press **↑** or **↓** repeatedly.

Using the Color Keys

The red, green, yellow, and blue keys on your BOOKMAN change functions according to which book is selected.


When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a cartridge book is selected, the color keys function as labelled on that cartridge.



Remember, the color keys for BOOKMAN books in cartridges function as labelled on their cartridges, not as on the keyboard.

Changing Settings

You can adjust the font size and shut-off time to your liking. The font size changes the number of lines of text that appear on screen. The shutoff time is how long BOOKMAN stays on if you forget to turn it off.

1. Press **MENU** or **MENU**.
 2. Press the arrow keys to highlight the **Other** menu.
 3. Highlight **Select Font** or **Set Shutoff**.
- 
4. Press **EINGABE** or **ENTER**.
 5. Highlight a setting.
 6. Press **EINGABE** or **ENTER** to select it.

► Setting Other Cartridges

When you install a BOOKMAN cartridge, you will not need to change its settings. It will copy the settings you have selected for this book.

Viewing a Demonstration

Before you start using this book, you can view a demonstration of what it can do.

The demonstration automatically appears the first time that you turn this dictionary on. If you want to stop the demonstration, press **CLEAR**. To disable it, press **MEN Ü** or **MENU**, highlight the Other menu, and then select *Disable Demo*.

► Help is Always at Hand

You can view a help message at virtually any screen by pressing **HILFE** or **HELP**. Press the direction keys to read it. To exit help, press **ZURÜCK** or **BACK**.

If you want to read a tutorial of what this product can do and what the keys do, select *Tutorial* from the Other menu.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

Changing the Language

► Message Language

The message language is the language of prompts, help and other messages. NOTE: For examples in the English half of this manual, the message language is English.

1. **If not at menus, press **MEN Ü** or **MENU**.**
2. **Highlight *Message Language* from the Other menu.**
3. **Press **EINGABE** or **ENTER**.**

► Entry Language

The entry language is the language in which you enter words at entry screens. This determines which dictionary you will use, German or English.

1. **If not at an entry screen, press **CLEAR**.**
2. **Press **E/D** (green) to switch dictionaries.**

Beginner Tips

► Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the BOOKMAN book described in this User's Guide.

Other books have their own color key functions, which are labelled on their cartridges and listed in their User's Guides. For more information, read "Using the Color Keys."

► Resuming Where You Left Off

You can turn off BOOKMAN at any screen. When you turn BOOKMAN on again, the screen that you last viewed appears.

► About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

Beginner Tips

► A Faster Way to Change Languages

At the main menu press **E/D** (green) for English/Deutsch. Pressing **E/D** (green) changes the message language at the menus and help, or changes the entry language at the entry screen.

► Understanding Definitions

Each dictionary entry contains a wealth of information. Headwords (i.e., main-words) are in bold type followed by a part-of-speech label. Grammatical information is in angle brackets (< >). Special usages are noted in regular brackets ([]).

► If You Misspell a Word

Don't worry. A list of corrections automatically appears. Highlight a correction and then press **EINGABE** or **ENTER** to view its definition(s).

Finding Words

The simplest way to translate or define a word is to enter it at an entry screen. You do not need to type accents or capital letters.

1. At the German entry screen, type a German word (e.g., *kaufen*).

Type a word in German

kaufend

To erase a letter, press **ZURÜCK** or **BACK**.

2. Press **EINGABE** or **ENTER**.

kaufen (transitive verb):
to buy
Kaufmann (masculine)

3. Press **↓** or the space key to move down.

4. Hold **☆** and press **AB** or **DN** to view the next dictionary entry.

Or hold **☆** and press **AUF** or **UP** to view the previous one.

5. Press **CLEAR** when done.

Finding Phrases

This product also contains many phrases. You can find phrases simply by entering a single word from a phrase.

1. Select *German Phrases* from the Topics menu.
2. Type a word in a German phrase (e.g., *noch*).

Type a German phrase word

noch

3. Press **EINGABE** or **ENTER**.

noch nicht:
not yet
noch nie!

4. Hold **☆** and press **AB** or **DN** repeatedly to view the next items.
5. Press **CLEAR** when done.

Finding Inflections

This dictionary includes extensive inflections of nouns, verbs, modifiers, and other words.

1. At the German entry screen, type a German word (e.g., *schwimmen*).
2. Press **FLEKT** (red).



```
ich schwimme (now)
ich schwamm (past)
ich bin geschwommen +
```

These are the principal parts of the verb *schwimmen*.

3. Press **↓** or the space key to move down.
4. Press **FLEKT** (red) repeatedly to view more inflections.
5. Press **CLEAR** when done.

► Getting Grammar Guidance

When viewing inflections, you can press **HILFE** or **HELP** to view detailed descriptions of how to use inflections, with usage examples.

Advanced Tips

► Viewing Complete Menu Items

The words and phrases followed by ellipses are too long to fit onto one line. At any highlighted menu item, press **?*** to view the whole item.

► Umlauting & Capitalizing German Letters

You don't need to type umlauts at entry screens. However, if you want to umlaut a letter, first type the letter and then press **↑** repeatedly until the correct umlaut, or accent, appears. To capitalize a letter, do the same until the letter is capitalized.

► Another Way to Find Words

Instead of entering words only at entry screens, try searching the dictionary menus. First, press **MEN Ü** or **MENU**. Then start typing a word. When the word you want is highlighted, press **EINGABE** or **ENTER** to view its definition(s).

Highlighting Words

To learn more about a word appearing in a definition, you can highlight the word and find its definition(s) and inflections.

1. **At the English entry screen, type an English word (e.g., *train*).**
2. Press **EINGABE** or **ENTER**.
3. Press **EINGABE** or **ENTER** again to start the highlight.



Schleppe (noun):
Schw <m>
[of dress]: Schleppe

To turn off the highlight, press

ZURÜCK or **BACK**.

4. **Press the arrow keys to highlight *Schleppe*.**
5. **Press one of these keys.**
To . . . **Press . . .**
view its definition(s) **EINGABE**/**ENTER**
view its inflections **FLEKT** (red)
hear an English word **TON** (blue)
6. **Press **ZURÜCK** or **BACK** to back up.**

Hearing a Word in English

You can hear an English word pronounced at the Entry screen, in text, or in a list. NOTE: You can only hear words if you have a speaking BOOKMAN unit.

► At the Entry screen

1. **Type a word at the Entry screen.**
2. Press **TON** (blue).

► In Text

1. **Go to a definition.**
2. Press **TON** (blue).
The headword is pronounced.
3. Press **EINGABE** or **ENTER** to start the highlight.
4. **Press the arrow keys to highlight a word you want to hear.**

You can highlight most words.

5. Press **TON** (blue).

► In a List

1. **Go to a correction list or to your User's list.**
2. Press **↑** or **↓** to highlight a word on the list.
3. Press **TON** (blue) to hear the word.

Finding a Letter

If you are uncertain about a letter in a word, type a question mark in place of each unknown letter.

1. At the German entry screen, type a word with ?'s.

Type a word in German
versch??den

2. Press **EINGABE** or **ENTER**.

versch??den
Verschieden
verschulden

3. Highlight a match.
4. Press **EINGABE** or **ENTER** to view its definition(s) or **FLEKT** (red) to view its inflections.
5. Press **CLEAR** when done.

► Tips for Finding Spellings

Use ?'s to help solve crossword puzzles and other word games (e.g., if the second letter of a five-letter word is *p* and its last letter is *r*, enter *?p???r*).

Finding a Series of Letters

To find prefixes, suffixes, and other parts of words, type an asterisk in a word. Asterisks stand for a series of letters. NOTE: If you type an asterisk at the beginning of a word, it may take a while to find the matching words.

1. Type a word with an *.

Type a word in German
Pfei*4

To type an asterisk, hold **↑** or **CAP** and press **?***.

2. Press **EINGABE** or **ENTER**.
3. Highlight a match.
4. Press **EINGABE** or **ENTER** to define it.

Pfei*4
Pfeifer
Pfeil

Pfeife (feminine noun):
whistle
[Tabakpfeife,

5. Press **CLEAR** when done.

Using the User List

► Adding Words

For study or for fun, you can create your own personal word lists. The words are saved as long as the batteries have power or you reset your BOOKMAN. NOTE: Only words from the dictionary in this product can be added to the personal word lists.

1. Select **Personal List** from **Topics**. Or hold  and press .
2. Select **Add a word**.
3. Type a German word (e.g., *tier*).





German list word to add:

tier

To switch between lists, press .










3. Press  or  twice to add *tier*.

► Adding Highlighted Words




You can also add words to your personal word lists from definitions, and correction or MatchMaker lists. Highlight a word and hold  and press . Then press  or .

Using the User List


► Viewing Your List

1. Select **Personal List** from **Topics**. To switch between your English and German lists, press  (green).
2. Press  or  to view the list.
3. Highlight a word on the list.
4. Press  or  to view its definition(s) or  (red) to view its inflections.
5. Press  or  to go back to the list. Or press  when done.

► Deleting a Word

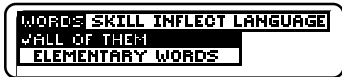
1. Select **Personal List** from **Topics**.
2. Select **Delete a word**.
3. Highlight a word.
4. Press  or  to delete it.
5. Press  when done.

► Erasing Your List

1. Select **Personal List** from **Topics**.
2. Select **Erase the list**.
3. Press  for yes.

Playing the Games

To set the difficulty of the games, first press **(SPIEL)** (yellow), and then select *Game Settings* from the games menu. Next select a word list, skill level, inflections or no inflections, and a language.



Under Words, *All Of Them* means all the words in this dictionary, *TOEFL* means Test of English as a Foreign Language, and *Type Them In* means that you will enter a word before you play.

To start playing a game, press **(SPIEL)** (yellow) and then select a game.

► Help in Games

Press **(HILFE)** or **(HELP)** while you're in a game whenever you need help. It will explain the game you are playing. To exit help, press **(ZURÜCK)** or **(BACK)**.

Playing the Games

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. As you type letters, your correct guesses appear in place of the question marks and your wrong guesses appear below (#). You must guess the word before you run out of tries and your man hangs.

Word Auction™

In Word Auction, you try to bid for all the letters of a mystery word, indicated by \$'s, before your cash runs out. Your starting pot is set by the skill level. The amount of each bid depends on the frequency of the letter. All bids will cost you whether correct or incorrect. You can buy a letter, at a fee, by holding **(↑)** or **(CAP)** and pressing **(?*)**. If you guess the word, your remaining cash is added to the next round.

Word Blaster™

In Word Blaster you try to guess the mystery word, represented by ?'s, before all its letters appear. As soon as you know the word, press **(EINGABE)** or **(ENTER)** to stop the clock. Then type your guess and press **(EINGABE)** or **(ENTER)**. The speed of the letters is set by the skill level.

Playing the Games

Flashcards

Flashcards flashes words for you to define or study. To view the definitions of the word, press **EINGABE** or **ENTER**. Then press **ZURÜCK** or **BACK** to return to Flashcards and try another word.

Word Train™

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold **↑** or **CAP** and press **?***.

► Keys to the Games

To . . .

change the language

view help

get a hint

reveal answer(s)

and end a round

view definition(s)

go back to the game

after viewing the defn.

play a new round

Press . . .

E/D (green)

HILFE / **HELP**

↑ + **?***

?*

EINGABE / **ENTER**

ZURÜCK / **BACK**

○ / **SPACE**

Playing the Games

NOTE: These two games test your knowledge of German words only.

Gender Tutor™

Gender Tutor asks you to guess the gender of German nouns. Type *m* for masculine, *f* for feminine, or *n* for neuter. But hurry! There is a time limit set by the skill level. To view inflections after a round, press **FLEKT** (red). To go back to Gender Tutor, press **ZURÜCK** or **BACK**.

Conjumania!™

Conjumania! teaches verb conjugations. It shows you an infinitive German verb and asks you to enter a conjugation. Your conjugation must include accents where needed. To accent a letter, press **↑** repeatedly until the accent you want appears. To try a new conjugation, press **?*** for the answer and then press the space key for a new conjugation.

Sending Words

This BOOKMAN dictionary can send words to and receive words from certain other BOOKMAN books.

To send a word, you must first install a cartridge in your BOOKMAN, and that cartridge must be able to send or receive words. To learn if a cartridge can send or receive words, read its User's Guide.

1. Highlight a word in this book.





calendar (noun):
calendar <m>
calendar month (noun):

See "Highlighting Words" in this User's Guide.




2. Hold and press or .

3. Highlight the other book.

4. Press or .

The other book may automatically enter your word. However, if your word stops at the initial screen of the receiving book, simply press  or  to look it up.

Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press  and then press  or  twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered into its built-in book, and in an installed cartridge.

1. Hold and press .

If nothing happens, try Step 2.

2. Use a paperclip to gently press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the cartridge slot.

► Troubleshooting BOOKMAN

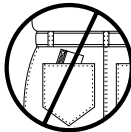
- Make sure your cartridge, if any, is installed correctly.
- Check that the cartridge's metal contacts are dirt-and dust-free.

Cartridge Care

- **Do not touch the metal contacts on the cartridges.**
Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a cartridge or built-in book.



- **Do not put excessive pressure on the cartridges.**



- **Do not expose the cartridges to heat, cold, or liquids.**



Optional Features



AC adaptor jack: Your BOOKMAN may be equipped with a standard 3.5 mm jack for use with a 9-volt, 200-300 milliamp AC/DC adaptor.



This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If your AC/DC adaptor does not have this symbol, confirm its compatibility at its place of purchase.

Headphone jack: Your BOOKMAN may also have a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headset.

Limited Warranty (US only)

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., 122 Burrs Road, Mt. Holly, NJ 08060, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

Data contained in the BOOKMAN PRODUCT may be provided under license to FRANKLIN. FRANKLIN makes no warranty with respect to the accuracy of data in the BOOKMAN PRODUCT. No warranty is made that the BOOKMAN PRODUCT will run uninterrupted or error free. You assume all risk of any damage or loss from your use of the BOOKMAN PRODUCT.

This warranty does not apply if, in the sole discretion of FRANKLIN, the BOOKMAN PRODUCT has been tampered with, damaged by accident, abused, misused, or misapplication, or as a result of service or modification by any party, including any dealer, other than FRANKLIN. This warranty applies only to products manufactured by or for FRANKLIN. Batteries, corrosion, or battery contacts and any damage caused by batteries are not covered by this warranty. NO FRANKLIN DEALER, AGENT, OR EMPLOYEE IS AUTHORIZED TO MAKE ANY ADDITIONAL WARRANTY IN THIS REGARD OR TO MAKE ANY MODIFICATION OR EXTENSION OF THIS EXPRESS WARRANTY. THE FOREGOING WARRANTY IS EXCLUSIVE AND IS IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES, WRITTEN OR ORAL, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. YOUR SOLE AND EXCLUSIVE REMEDY SHALL BE FRANKLIN'S OBLIGATION TO REPLACE OR REFUND AS SET FORTH ABOVE IN THIS WARRANTY. Some States do not allow the exclusion of implied warranties, or limitations on how long a warranty lasts. This warranty gives you specific rights; you may also have additional rights which vary from State to State. This warranty shall not be applicable to the extent that enforcement of any provision may be prohibited by applicable law.

FRANKLIN SHALL IN NO EVENT BE LIABLE TO YOU OR TO ANY OTHER PERSON FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR ANY OTHER INDIRECT LOSS OR DAMAGE, ARISING OUT OF YOUR PURCHASE, THE MANUFACTURE OR SALE OF THE BOOKMAN PRODUCT, THIS LICENSE, OR ANY OBLIGATION RESULTING THEREFROM OR THE USE OR PERFORMANCE OF THE BOOKMAN PRODUCT UNDER ANY LEGAL THEORY, WHETHER BREACH OF CONTRACT, TORT, STRICT LIABILITY OR ANY OTHER CAUSE OF ACTION OR PROCEEDING, WHICH DAMAGES SHALL INCLUDE, BUT NOT BE LIMITED TO, LOST PROFITS, DAMAGES TO PROPERTY, OR PERSONAL INJURY (BUT ONLY TO THE EXTENT PERMITTED BY LAW). FRANKLIN'S ENTIRE LIABILITY FOR ANY CLAIM OR LOSS, DAMAGE, OR EXPENSE FROM ANY SUCH CAUSE SHALL IN NO EVENT EXCEED THE PRICE PAID FOR THE BOOKMAN PRODUCT. THIS CLAUSE SHALL SURVIVE FAILURE OF AN EXCLUSIVE REMEDY. This license and warranty is governed by the laws of the United States and the State of New Jersey.

Copyrights & Patents

Model: BDS-2023

- size: 5.9 x 4.2 x 0.6 cm
- weight: 0.4 oz.

© 1994-1995 Franklin Electronic Publishers, Inc., Mt. Holly, NJ 08060 USA.

All rights reserved.

© 1989 William Collins Sons & Co., Ltd.

All rights reserved.

BOOKMAN is a trademark of Sherwin M. Borsuk. Used under license.

© 1993 First Byte. All rights reserved.

FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

U.S. Patents: 4,406,626; 4,490,811;
4,830,618; 4,891,775; 4,982,181;
5,007,019; 5,113,340; 5,153,831;
5,203,705; 5,218,536; 5,229,936;
5,249,965; 5,295,070; 5,321,609;
5,333,313; 5,396,606; Euro. Pat. 0 136 379
Pat. Pend. ISBN 1-56712-203-5

FRB-28026-00 A P/N 7201188



Franklin[®]

Electronic Publishers

www.franklin.com