Franklin®

BOOKMAN®

Dizionario Inglese-Italiano Compatto

GUIDA ALL'USO/USER'S GUIDE
BQL-2066

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Contents

Key Guide

Color Keys

(CO NIU) **(red)** Displays inflections of a word.

(LING) **(green)** Switches between English and Italian entry languages.

(GIOCHI) **(yellow)** Displays the games list.

(LISTA) **(blue)** Displays the personal word list menu.

Function Keys

(BACK) Backs up, erases letters, or stops a highlight.

(CAP) Shifts keys to type capitals and punctuation marks.

(CARD) Exits the book you are reading.

(CLEAR) Erases all entries and returns to the entry screen.

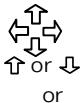**(ENTER)** Enters a search, selects a menu item, or starts a highlight.

(HELP) Displays help messages.

(MENU) Displays the main menus.

(ON/OFF) Turns your BOOKMAN on or off.

(SPACE) Types a space or pages down.

(?*) Types a **?** to stand for an unknown letter in a word, displays a full menu item, or displays the headword in a dictionary entry.

Direction Keys

⇦⇧⇨⇩ Move in indicated direction.

⇧ or ⇩ Accents a typed letter.

or Pages up or down.

Key Combinations*

(☆) + (CARD) Sends a word between books.

(☆) + or Shows the next or previous word or inflection group.

(☆) + (Q) - (P) Types letters.

(☆) + ⇩ Types a hyphen.

(CAP) + ⇧ or ⇩ Goes to the top or bottom of the text or menus.

(CAP) + (?*) Types an **✽** to stand for a series of unknown letters.

* Hold the first key while pressing the other key.

▶ 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 book cards and listed in their User's Guides. For more information, read "Using the Color Keys."

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Introduction

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 *Dizionario Inglese-Italiano Compatto*, you can now translate and define more than 34,000 words, correct misspellings of both Italian and English words, view English inflections, and save words to a personal word list for a more enjoyable way to learn. To learn how to use this dictionary, read this User's Guide.

Use your BOOKMAN to read this book card. Read "Installing Book Cards" to learn hot to get started.

▶ Resuming Where You Left Off

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

▶ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

Installing Book Cards

Warning: Never install or remove a book card while BOOKMAN is on. If you do, information that you entered in its built-in book, as well as in an installed book card, may be erased.

1. **Turn your BOOKMAN off.**
2. **Turn your BOOKMAN over.**
3. **Align the tabs on the book card with the notches in the slot.**
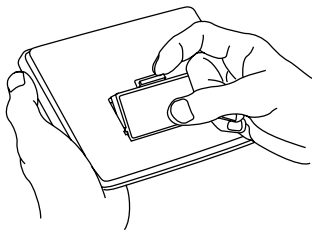
4. **Press the book card down until it snaps into place.**

▶ Removing Book Cards

Warning: When you remove a book card to install another, information that you entered into the removed book card may be erased.

Selecting a Book

Once you have installed a book card in your BOOKMAN, you can then select which book you want to use.

1. Turn your BOOKMAN on.

2. Press (CARD).

ENG DEU	ITALIANO
MED FRA	ENGLISH

These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.

ENG DEU	**ITALIANO**
MED FRA	**ENGLISH**

4. Press (ENTER) to select it.

▶ 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.

Note: The examples in the English half of this manual use English as the message language.

Using the Color Keys

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

If you have selected the built-in book, the colour keys function as labeled on the BOOKMAN keyboard. If you have selected a book card, the color keys function as labeled on that card.
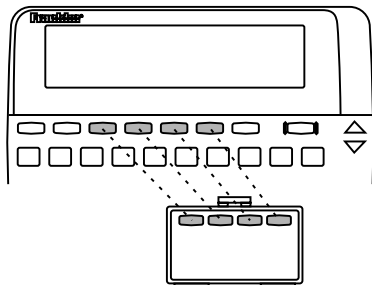
Remember, when you have selected a book card, the color keys function as labeled on that card, not as on the keyboard.

Setting the Message Language

When you turn on this product for the first time, you must choose the message language. The message language is the language of the prompts, screen instructions, menu items, and help messages.

> Italiano: premere Ⓐ
> English: press Ⓑ

- **To select English as the message language, press Ⓑ.**
- **To select Italian as the message language, press Ⓐ.**

▶ Changing the Message Language

Once you have set the message language, you may wish to change it.

Here is how to change the message language from Italian to English. First press MENU to go to the main menus, and use the arrow keys to highlight the Setup menu. Then highlight *Lingua del Messagio* and press ENTER to select it.

To change the message language from Italian to English, select *Message Language* from the Setup menu.

Viewing a Demonstration

Before you start using your BOOKMAN, you can view a brief demonstration of what it can do.

When no book card is installed in your BOOKMAN, the demonstration will automatically appear after you turn the unit on. To stop the demonstration, press CLEAR. To disable it, press MENU and then use the arrow keys to highlight the Setup menu. Highlight *Disable Demo* from the Setup menu and press ENTER to select it. To re-enable it, select *Enable Demo* from the Setup menu.

When a book card is installed in your BOOKMAN, press MENU. Then use the arrow keys to highlight *View Demo* from the Setup menu and then press ENTER to view the demo.
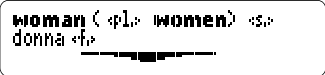
▶ Help is Always at Hand

You can view a help message at virtually any screen by pressing HELP. Use the Direction keys to read it. To exit help, press BACK.

To read about what the keys do, select *Tutorial* from the Setup menu.

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Changing the Settings

You can adjust the type size, shutoff time, and screen contrast of this book.

The shutoff time is how long your BOOKMAN remains on if you forget to turn it off. The screen contrast is how light or dark the screen display appears.

1. Press (MENU).
2. Use ⇦ or ⇨ to highlight the Setup menu.
3. Press ⬇ to highlight *Set Type Size*, *Set Shutoff*, or *Set Contrast*.

```
ENGL → ITAL     LANG SETUP
       SET TYPE SIZE
SET SHUTOFF
```

4. Press (ENTER).
5. Press ⬆ or ⬇ to change the setting.
   To leave the settings unchanged, press (BACK).
6. Press (ENTER) to select it.

Changing the Entry Language

The entry language is the language in which you type search words. In dictionary entries, the entry language always appears at the beginning of the entry. You can change the entry language at the entry screen or the main menus.

1. **Press (CLEAR) to go to the entry screen, if needed.**

```
Enter an English word
|
```

2. **Press (LING) (green) to change the entry language from Italian to English.**

```
Enter an Italian word
|
```

3. **Press (MENU) to go to the main menus.**
4. **Press (LING) (green) to change the entry language from English to Italian.**

```
ENGL → ITAL      LANG SETUP
A
ABACK
```

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Finding Dictionary Entries

With this dictionary, you can translate English words to Italian and Italian words to English simply by typing the word.

1. **Press** (CLEAR).
2. **Press** (LNG) **(green) to change the entry language to English, if needed.**
3. **Type a word. For example, type** *woman*.

   To erase a letter press (BACK).
4. **Press** (ENTER).

   ```
   woman ( ‹pl› women) ‹s›
   donna ‹f›
   ```

5. **Use the Direction keys to read the dictionary entry, if needed.**
6. **Press** (CLEAR) **when finished.**

▶ Understanding Dictionary Entries

The bold words at the top of the dictionary entry is the headword with its tense and gender in parentheses, which is followed by any available translation(s) of the headword. Other definitions, variants of the word, and similar words are shown along with their translations, if any are available.

▶ Typing Accents and Diacritical Marks

You do not need to type accent and diacritical marks when you are entering words at the entry screen. They will be added automatically. If you type a word which has two forms (for example, *resume*, *résumé*) that are accented differently, you must highlight the form that you want and press (ENTER).

If you want to type accent and diacritical marks, you must use the correct marks or the word will be treated as a misspelling. To type an accent or diacritical mark, type the desired letter (for example, *e*) and press ⇧ or ⬇ until the desired mark appears.

▶ Browsing Dictionary Entries

Here is how to move around in the dictionary entries.

To...	Press...
Go to the next or previous dictionary entry	⌖ + ⇧ or ⬇
Go to the top or bottom of the dictionary entry	⬆ + ⇧ or ⬇
Page up or down	or

Highlighting a Word

▸ **Another Way to Find Words**

Instead of entering words at the entry screen, you can also search the dictionary list. First press (MENU). Then start typing a word at the dictionary list. To erase a letter, press (BACK).

When the word you want translated is highlighted, press (ENTER) to view its dictionary entry. You can also use the Direction keys to help you highlight words on the dictionary list.
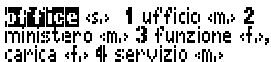
▸ **Changing the Entry Language from the Main Menus**

You can also change the entry language from the main menus. Simply highlight the Ling menu and select either *Ital→ Engl* to change the entry language to Italian or select *Engl → Ital* to change the entry language to English. Or press (LING) (green) to change the current entry language.

Another way to search for words is by highlighting them in dictionary entries or in any word lists. Then you can find their definitions, inflections, or add them to your personal words list. Note: If you look up a word in a language other than your current entry language, the entry language is temporarily changed to the other language. When you press (CLEAR) or (MENU), your selected entry language is restored.

1. At any text, press (ENTER) to start the highlight.

> **office** ⟨s.⟩ **1** ufficio ⟨m.⟩ **2** ministero ⟨m.⟩ **3** funzione ⟨f.⟩, carica ⟨f.⟩ **4** servizio ⟨m.⟩

You can turn the highlight off by pressing (BACK).

2. Use the arrow keys to highlight at word.

> **office** ⟨s.⟩ **1** ufficio ⟨m.⟩ **2** ministero ⟨m.⟩ **3** funzione ⟨f.⟩, carica ⟨f.⟩ **4** servizio ⟨m.⟩

3. Do one of the following.

To...	Press...
define the word	(ENTER)
view English inflections	(CO NIU)
add words to the personal list	(LISTA)

Finding English Inflections

Inflections show changes in the meaning or function of a word. This dictionary includes inflections of English nouns, verbs, modifiers, and other words

1. Press ⬡(LING) (green) to change the entry language to English, if needed
2. Type an English word. For example, type *swim*.
3. Press ⬡(CONIU) (red).

```
swim (verb)
swim (noun)
```

Some words may have more than one form or part of speech. In this example, you have to select the desired part of speech.

4. **Highlight the desired form, if needed, and press (ENTER).**

```
I swim:
   he swims (usually)
I swam (yesterday)
```

These are the principal parts of the verb swim.

5. Press ⬇, , or (SPACE) to read.

6. **Press (CONIU) (red) repeatedly to view inflections.**
   Or you can also hold ☆ and press ⬆ or ⬇ to go through the list of inflections.
7. **Press (CLEAR) when finished.**

▶ **Getting Grammar Guidance**

When viewing inflections, you can press (HELP) to view detailed descriptions of how to use inflections, with examples of use.

▶ **English Verb Inflection Forms**

Here are the English verb forms listed in this dictionary in the order that they appear: present, past, future, present progressive, past progressive, future progressive, present perfect, past perfect, future perfect, conditional, past conditional, present perfect progressive, past perfect progressive, imperative, subjunctive, infinitive, perfect infinitive, negatives, and interrogatives.

Finding a Letter in a Word

If you are uncertain how to spell a word, type a question mark in place of each unknown letter. You can use more than one question mark per word. However, you will get a longer list of matches.

1. Press (CLEAR).
2. **Type a word with ?'s. For example type tr??e.**

```
Enter an Italian word
tr??e
```

3. Press (ENTER).

```
trave
truce
```

4. **Highlight a matching word.**
5. **Press (ENTER) to see the dictionary entry for that word.**

```
tràve ‹s. f.› beam
```

Or press (CONIU) (red) to view the inflections for that word.

6. **Press (CLEAR) when finished.**

Finding a Series of Letters

Use the asterisk (✱) to find prefixes, suffixes, and other parts of words. Each asterisk stands for a series of letters.

1. **Type a word with an ✱. For example, type sco✱.**

```
Enter an Italian word
sco*
```

To type an asterisk, hold (CAP) and press (?*).

2. Press (ENTER).

```
scoccare
scocciare
scocciatore
```

3. **Highlight a matching word.**
4. **Press (ENTER) to see the dictionary entry for that word.**

```
scoccàre:
A ‹v. tr.› to shoot
B ‹v. intr.› 1 (scattare) to
```

Or press (CONIU) (red) to view the inflections for that word.

5. **Press (CLEAR) when finished.**

Correcting Misspellings

If you misspell a word in either language, this dictionary shows you a list of corrections from which you can choose.

1. Type a misspelled word. For example, *dociente*.

To erase a letter, press (BACK).

2. Press (ENTER).

> dociente
> toccante
> decente

3. Use the arrow keys to highlight a correction.

4. Press (ENTER) to select the word.

> docénte
> A (agg.) teaching
> B (s. m. e f.) teacher

5. Press (CLEAR) when finished.

Using Your Personal List

Adding Words

You can save up to 10 words total, in both English and Italian, in your personal word list for study or review. The personal word list is saved between sessions, unless the batteries run out of power or your BOOKMAN is reset.

This dictionary has both an English and Italian words list, you can press (LING) (blue) at any time to switch between them.

1. Press (LISTA) (blue).

> ADD A WORD
> DELETE A WORD
> ERASE LIST

2. Use the arrow keys to highlight *add a word*, and then press (ENTER).

3. Type a word in the current entry language

> Italian word to add:
> cane‹

4. Press (ENTER) to add the word

5. Press (CLEAR) when finished.

▶ **Adding Typed Words**

You can also add words to your personal word list directly from the entry screen. Type the word you want to add to your personal word list. Press (LISTA) (blue) to go to the personal word list menu, and press (ENTER) to add the word. Then press (CLEAR) to return to the entry screen.

Note: You can add the headword of a dictionary entry, by pressing (LISTA) (blue) from within the entry.

▶ **Adding Highlighted Words**

You can also add words to your personal word lists from dictionary entries and correction lists. Highlight a word you want to add to your personal word list. Press (LISTA) (blue) to go to the personal word list menu, and then press (ENTER) to add the word. Press (CLEAR) to return to the entry screen.

Viewing Your List

1. Press (LISTA) (blue).
2. Press (LING) (green) to toggle between your English and Italian word lists, if needed.

3. Press (ENTER) to view the current word list.
4. Highlight a word on the list.
5. To view the dictionary entry for the word, press (ENTER).

Deleting a Word

1. Press (LISTA) (blue).
2. Press (LING) (green) to toggle between your English and Italian word lists, if needed.
3. Highlight *Delete a word*, and then press (ENTER).
4. Use ⇧ or ⇩ to highlight a word.
5. Press (ENTER) to delete the word.

Erasing Your List

1. Press (LISTA) (blue).
2. Highlight *Erase List*.
3. Press (ENTER).
4. Press (Y) for yes.
   This will only erase the personal word list in the current entry language.
5. Press (CLEAR) to return to the entry screen.

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Changing Game Settings

You can change the game settings at any time. Each setting applies to all of the games.

1. **Press (GIOCHI) (yellow).**
2. **Press (ENTER) to select *Game Settings*.**

> WORDS SKILL LEVEL LANGUAGE
>   3 LETTERS
> ▼RANDOM

3. **Use ⇦ or ⇨ to highlight an option, if needed.**
4. **Press ⇧ or ⇩ to select the desired game setting.**
5. **Press (ENTER) to select the setting.**
6. **Press (BACK) to return to the games.**

▶ Understanding Settings

Words: Determines the size of the words with which you play the games (from 3 to 14 letters). Also you can choose from *Random*, *Enter Your Own*, and *Personal Words*.

Level: Selects the level of difficulty: *Beginner*, *Intermediate*, *Advanced*, *Expert*, and *Wizard*.

Language: Selects the language with which you want to play the games.

Playing the Games

Now that you have selected the settings for the game, let's play them.

1. **Press (GIOCHI) (yellow).**
2. **Highlight a game using the arrow keys.**

> Hangman
> Anagrams
> Flashcards
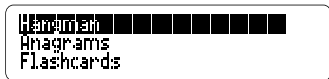
3. **Press (ENTER) to select it.**
4. **After the round is over, press (SPACE) to play another round.**

▶ Help in Games

Press (HELP) while you are in a game if you need help. It will explain the game you are playing. To exit help, press (BACK).

▶ Game Options

After you finish a round, you can do the following:

To...	Press...
Play another round	(SPACE)
View the dictionary entry for the word	(ENTER)
Play a different game	(BACK)

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Hangman

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

To reveal a single letter, hold `CAP` and press `?*`. Or press `?*` to reveal the word and end the round. Note: If you ask for a hint, you will automatically lose the round.

Anagrams

Anagrams challenges you to find all of the words that can occur within a given word. Each letter can only be used as many times as it appears in the given word. Each anagram must contain at least the number of letters that appear on the screen before each round.

Type an anagram and then press `ENTER`. Use the arrow keys to view any anagrams you have already entered. Hold `CAP` and press `?*` to shuffle the letters of the given word. Press `?*` to end a round and reveal the remaining anagrams.

Flashcards

Flashcards flashes words for you to define or study. To view the definition of the word, press `ENTER`. Press `BACK` to return to Flashcards, and then press ⬇ to 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 during your turn, hold `CAP` and press `?*`. Or press `?*` to end the round.

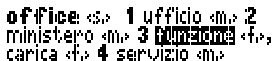# Sending a Word Between Books

Conjumania™-English

Conjumania teaches verb conjugations. It shows you an infinitive English verb and asks you to enter a conjugation. Your conjugation must be spelled correctly, including accents. To try a new conjugation for the same word, press (SPACE). To try a new conjugation for a new word, hold ☆ and press . Note: after four conjugations, the word will automatically be changed.

For a hint, hold (CAP) and press (?∗). Or press (?∗) to end the round. Note: If you ask for a hint, you will automatically lose the round.

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

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

1. Highlight a word in this book.

> office ‹s› 1 ufficio ‹m› 2
> ministero ‹m› 3 **direzione** ‹f›,
> carica ‹f› 4 servizio ‹m›

To highlight a word in a list, press the arrow keys. To highlight a word in text, press (ENTER) and then use the arrow keys.

2. Hold ☆ and press (CARD).

3. Highlight the other book.

4. Press (ENTER).
The word that you highlighted appears in the other book.

5. If needed, press (ENTER) to look up the word.

Limited Warranty (outside U.S.)

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, (ON/OFF) or by removing/replacing batteries
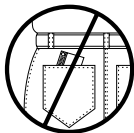
Book Card Care

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

• **Do not put excessive pressure on the book cards.**

• **Do not expose the book cards to heat, cold, or liquids.**

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Resetting Your BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press (CLEAR) and then press (ON/OFF) 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 your BOOKMAN erases settings and information entered into its built-in book and in any installed book cards.

1. Hold (CLEAR) and press (ON/OFF).
   If nothing happens, try Step 2.
2. Use a paper clip to *gently* press BOOKMAN's reset button.
   The reset button is located in a pin-sized hole either on the back or front of your BOOKMAN unit. To learn where the reset button is located, see the User's Guide for your BOOKMAN unit.

> ▶ Troubleshooting BOOKMAN

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

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Model BQL-2066
• size: 5.9 x 4.2 0.6 cm
• weight 11.34 g (without batteries)

FCC Notice: Compiles 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 4,490,811; 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536; 5,229,936; 5,295,070; 5,333,313; 5,007,019; 5,153,831; 5,249,965; 5,321,609; 5,396,606; GERMAN PATS M9409743.7 and M9409744.5
European Patent 0 136 379. Pat. Pend

Key Appendix

Some BOOKMAN keyboards use different words on the keys. Use the chart below for reference if the words on the keys of your BOOKMAN do not match the ones in this User's Guide. To learn what the keys do, read "Key Guide."

English	Italian
BACK	INDIETRO
CAP	⇑
CARD	SCHED
CLEAR	CANC
DN	GIÙ
ENTER	INVIO
HELP	GUIDA
MENU	MENU
NEXT	SUCC
ON/OFF	ON/OFF
PREV	PREC
SPACE	SPAZIO
UP	SU