Franklin®

DMQ-2016

# QUEEN'S ENGLISH Dictionary & Thesaurus

**USER'S GUIDE**

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# 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 *Dictionary & Thesaurus* you can find over 83,000 dictionary entries and 41,000 thesaurus entries with 496,000 synonyms, correct misspellings, save words to your User list, and play three fun, educational word games. To learn how to use other books, read their User's Guides.


**Installing Cards** ..... **4**
**Selecting Books** ..... **4**
**Using the Colour Keys** ..... **5**
**Changing Settings** ..... **5**
**Viewing a Demonstration** ..... **6**
**Finding Definitions** ..... **6**
**Finding Words in Definitions** ..... **7**
**Correcting Misspellings** ..... **7**
**Reviewing Words** ..... **8**
**Finding a Letter** ..... **8**
**Finding a Series of Letters** ..... **9**
**Finding Synonyms** ..... **9**
**Finding Confusables™** ..... **10**
**Highlighting Words** ..... **11**
**Using the User List** ..... **11**
**Sending Words** ..... **13**
**Changing Game Settings** ..... **13**
**Playing the Games** ..... **14**
**Copyrights & Patents** ..... **16**
**Limited Warranty (U.S. only)** ..... **17**
**Index** ..... **18**

# Key Guide

## Function Keys

CLEAR Clears to *Enter your word*.

MENU Shows the main menus.

THES **(red)** Shows the synonym list(s).

CONF **(green)** Shows Confusables™ list.

GAMES **(yellow)** Shows the games list.

LIST **(blue)** Shows the User list menu.

CARD Exits the selected book.

ON/OFF Turns BOOKMAN on or off.

### ➤ Understanding the Colour Keys

The colour 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 colour key functions, which are labelled on their cards and listed in their User's Guides. For more information, read "Using the Colour Keys."

## Other Keys

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

CAP Shifts keys to type punctuation.

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

HELP Shows help messages.

SPACE 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.

## Arrow Keys

⇧ ⇩ Move up or down in text or lists; darken or lighten contrast at the Entry screen.

⇦ ⇨ Move left or right.

## Star Key Combinations*

☆ + CARD Sends a word between books.

☆ + DN Shows the next match.

☆ + UP Shows the previous match.

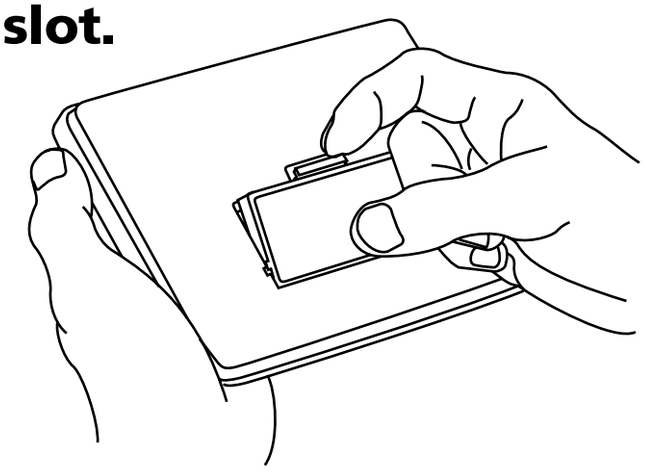
☆ + ⇩ Types a hyphen.

**Hold* ☆ *while pressing the other key.*

# Installing Cards

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

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



4. **Press the card down until it snaps into place.**

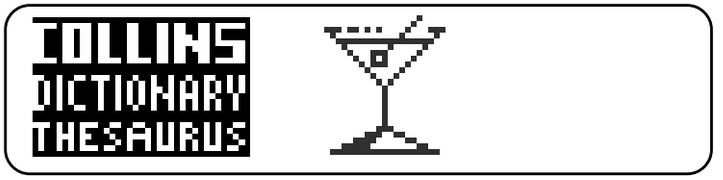
## ➤ Removing Cards

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

# Selecting Books

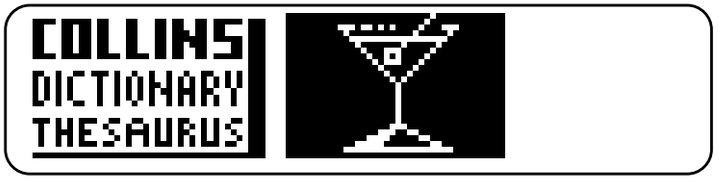
Once you have installed a book card in your BOOKMAN, you must select which book you want to use.

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




These are sample books.

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




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

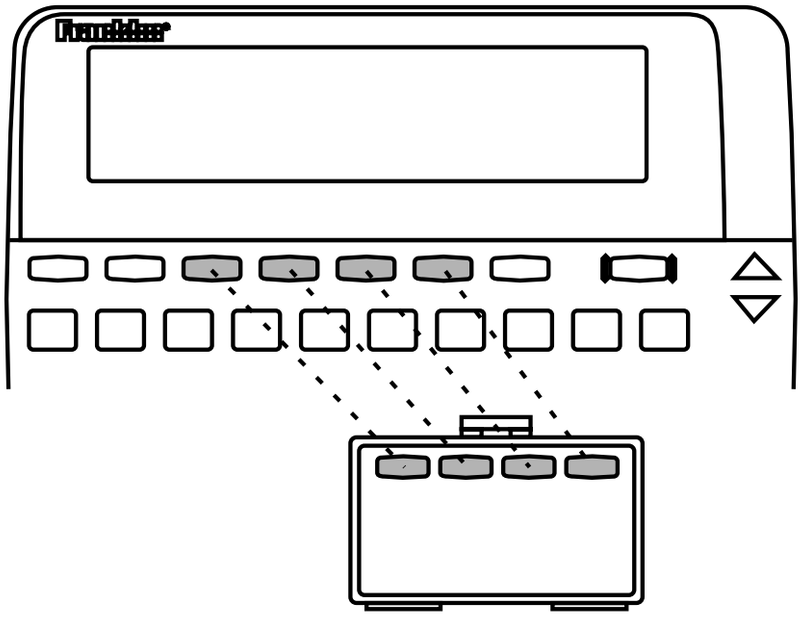
## ➤ Resuming Where You Left Off

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

# Using the Colour 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 colour keys function as labelled on the BOOKMAN keyboard. When a book card is selected, the colour keys function as labelled on that card.



*Remember, the colour keys for BOOKMAN book cards function as labelled on their cards, not as on the keyboard.*

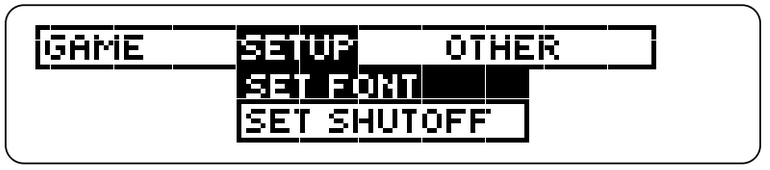
# Changing Settings

You can adjust the font size, shutoff time, and screen contrast. 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.**

**2. Press the arrow keys to highlight the Setup menu.**

**3. Highlight *Set Font*, *Set Shutoff*, or *Set Contrast*.**




**4. Press ENTER.**

**5. Highlight a setting.**

Or press ⇧ and ⇩ if you selected *Set Contrast*.

**6. 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.

# Viewing a Demonstration

Before you begin, you may want to see a brief demonstration of how to use this book. Simply install the book card and then follow these steps.

**1. Press CLEAR.**

**2. Use the arrow keys to highlight the Setup menu.**

**3. Press ⇩ to highlight *View Demo*.**

**4. Press ENTER to start the demonstration.**

**5. To stop the demonstration, press CLEAR.**

### ➤ Help is Always at Hand

You can view a help message at virtually any screen by pressing HELP. Press ⇩ to read it. To exit help, press BACK or HELP.

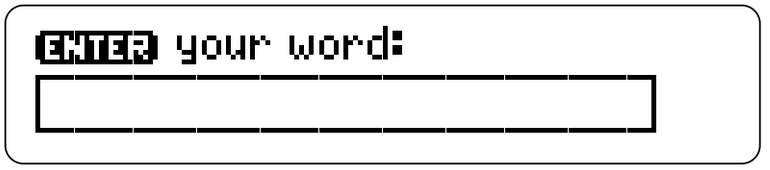
### ➤ Follow the Arrows

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

# Finding Definitions

You can find definitions by typing a word at the Entry screen and then pressing ENTER. Try this example.

**1. Press CLEAR.**




This is the Entry screen.

**2. Type a word (e.g., *acumen*).**

**3. Press ENTER.**

**4. Press ⇩ or SPACE to move down.**

### ➤ Browsing the Dictionary

While in a definition, hold ☆ and press DN to view the next dictionary definition. To view the previous one, hold ☆ and press UP. Dictionary entries are not always in alphabetical order.

## Finding Words in Definitions

*Search for a Word* lets you find all of the definitions in which a specific word appears.

1. **Press CLEAR.**
2. **Press MENU.**
3. **Select *Search for a word* from the Other menu.**
4. **Type a word (e.g., *legal*).**
5. **Press ENTER.**

6. **Hold ☆ and press DN to view the next definition that includes your word.**

To view the previous one, hold ☆ and press UP.

7. **Press ⇩ or SPACE to move down.**
8. **Press CLEAR when finished.**

## Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically.

1. **Type a misspelled word.**

To erase a letter, press BACK.

2. **Press ENTER.**

3. **Press ⇩ to highlight a correction, if needed.**
4. **Press ENTER to view its dictionary entry.**

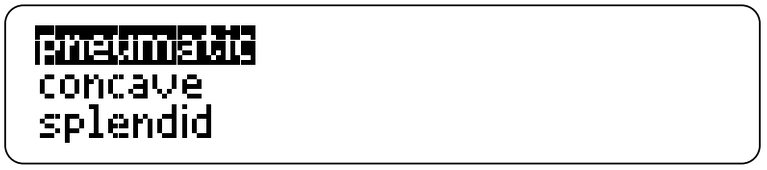
To go back to the correction list, press BACK.

5. **Press CLEAR when finished.**

# Reviewing Words

The Path list lets you review the last 15 words you looked up. Your Path list is automatically saved between sessions until the batteries lose power.

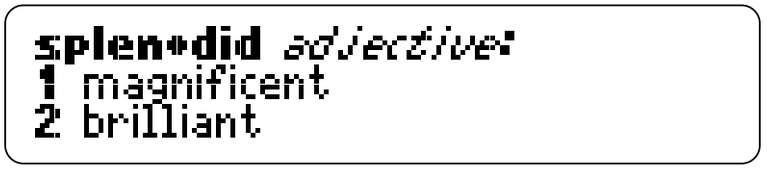
**1. Select *View Path list* from the Other menu.**




This is a sample Path list. If you haven't looked up any words, you see: *Path is empty*.

**2. Press ⇩ to highlight a word.**

**3. Press ENTER to define it.**



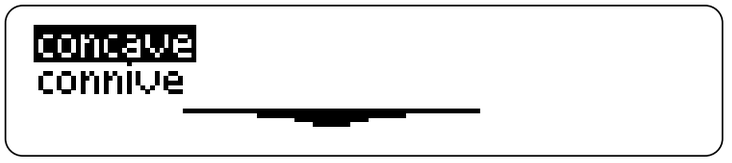

**4. Press THES (red) to view a thesaurus entry or CONF (green) to view its Confusables, if any.**

# Finding a Letter

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

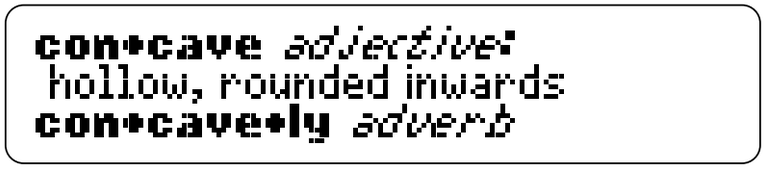
**1. Type a word with ?'s.**

**2. Press ENTER.**




**3. Highlight a match.**

**4. Press ENTER to define it.**




**5. Press CLEAR when finished.**

## ➤ Spelling Finding Tips

You can also use *?*'s to help solve crossword puzzles. For example, if the second letter of a five-letter word is *h* and its last letter is *w*. Enter *?h??w* to see possible answers.

# 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 ✶.**

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

**2. Press ENTER.**

**3. Highlight a match, if needed.**

**4. Press ENTER to define it.**

**5. Press BACK to go back.**
**Or press CLEAR when finished.**

# Finding Synonyms

When you see THES flash once in the upper right of the screen, that word has a thesaurus entry.

**1. Press CLEAR.**

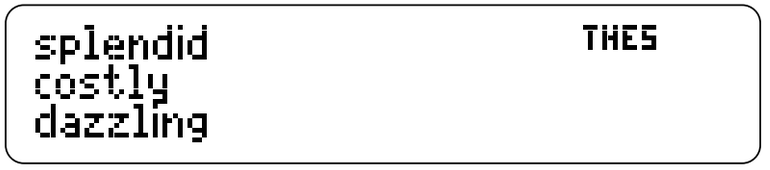
**2. Type a word (e.g., *splendid*).**

**3. Press THES (red).**

This is the first synonym list.

**4. Press ⇩ or SPACE to move down.**

**5. Hold ☆ and press to view the next synonym list.**




To return to the previous synonym list, hold ☆ and press .

**6. Press CLEAR when finished.**

## ➤ Understanding Dictionary Entries

In dictionary entries, the headword appears in bold with hyphenation points followed by its part of speech. NOTE: If the word you are searching for is grouped under a different headword, you'll go to the middle of the definition.

## ➤ Understanding Synonym Lists

Synonym lists start with your search word and then list the synonyms that have similar meanings.

## ➤ Looking Up a Word from a List

If you see a word in a synonym or correction list that you want to define, press ENTER and then use the arrow keys to highlight the word. Next, press ENTER when the word you want is highlighted to find its definition.

# Finding Confusables™

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, **CONF** will flash once in the upper right of the screen.

1. **Type a word (e.g., *rein*).**
2. **Press ENTER.**
3. **Press CONF (green).**
   Confusables come with identifying words.
4. **Press ENTER and then use the arrow keys to highlight a word.**

5. **Press ENTER to define it, or press THES (red) to view its synonym list(s).**

6. **Press CLEAR when finished.**

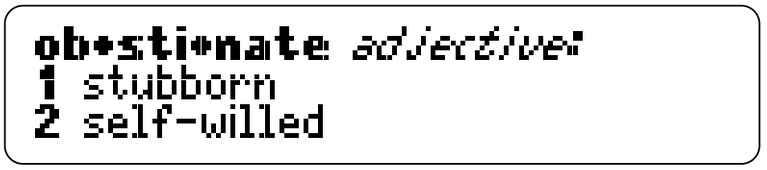
# Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, synonym or correction lists. Then you can find their definitions, thesaurus entries, Confusables, or add them to your User list.

**1. At any text or list, press ENTER to start the highlight.**

To turn the highlight off, press BACK.

**2. Use the arrow keys to highlight a word.**



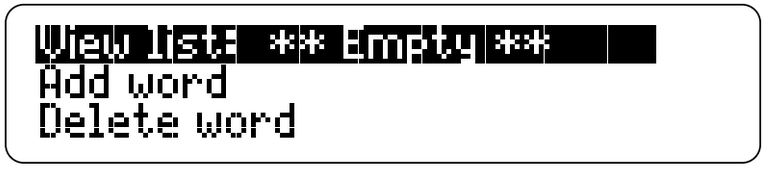

**3. Do one of the following:**

| To... | Press... |
|---|---|
| define the word | ENTER |
| view a synonym list | THES (red) |
| view Confusables | CONF (green) |
| add word to User list | LIST (blue) |

# Using the User List

You can create a User list of approximately 35 words. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

**1. Press LIST (blue) to view the User list menu.**



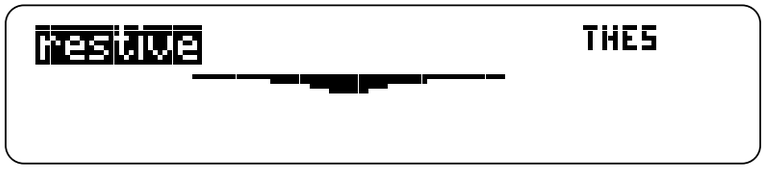

If you haven't added words to your User list, *View list: **Empty**** appears.

**2. Select *Add word*.**

**3. Type a word (e.g., *restive*).**

**4. Press ENTER to add the word.**

**5. Select *View list: 1 word*.**




This is a User list of one word.

## ▶ Adding Highlighted Words

At any text, you can highlight a word and add it to your User list.

1. **At text, press ENTER to start the highlight.**
2. **Highlight a word.**
3. **Press LIST (blue).**
4. **Select *Add "your word"*.**

### ➤ Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you're given three options: *Cancel*, *Add anyway*, or *Correction candidate(s)*. Select an option. **Caution:** Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, your User list may hold as few as 10 words.

Using the User List

You can delete one or all the words in your User list. Here's how.

## ▶ Deleting One Word

1. **Press LIST (blue).**
2. **Select *Delete word*.**
3. **Highlight a word on the list.**
4. **Press ENTER to delete it.**
5. **Press CLEAR when finished.**

## ▶ Deleting Your User List

1. **Press LIST (blue).**
2. **Select *Erase list*.**
3. **Press Y to erase the entire list. Or press N to cancel.**

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

**1. Highlight a word in this book.**

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

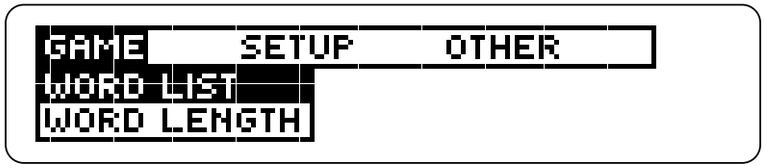
**5. Press ENTER to look up the word.**

# Changing Game Settings

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

**1. Press MENU.**

**2. Press ⇦ to highlight the Game menu.**




**3. Highlight a setting.**

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

## ➤ About Game Settings

*Word List* lets you pick which words you'll play the games with. If you select *Type Them in*, you'll need to type in words after you select a game.

*Word Length* lets you pick how many letters will be in the words (3-13).

*Skill Level* lets you select the level of difficulty.

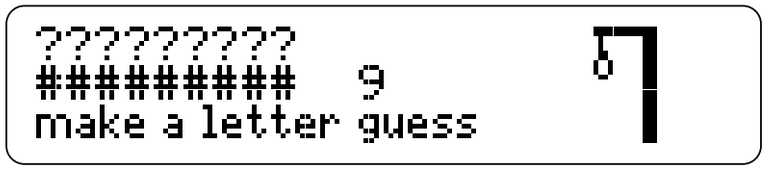
# Playing the Games

Now that you have the games set, let's play.

**1. Press (GAMES) (yellow).**

**2. Press ⇧ or ⇩ to highlight a game.**

**3. Press (ENTER) to start it.**




**4. Press (SPACE) to start a new round.**

## ➤ Keeping Score

Your score automatically appears after each round of Hangman and Word Train until you exit the game.

## Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you can make appears to the right of the #'s. For a hint hold (CAP) and press (?*) Or press (?*) to end the round. NOTE: If you ask for a hint, you will lose the round. Press (SPACE) to start a new round. Press (ENTER) to view the definition of the word. Press (BACK) to exit a game and view the games list.

## Anagrams

Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press ENTER. Use the arrow keys to view anagrams you've already entered. Hold CAP and press ?* to shuffle the letters in the selected word. Press ?* to end a round and reveal the remaining anagrams. Highlight a word, and then press ENTER to see its dictionary definition. Press BACK to exit Anagrams.

## Word Train

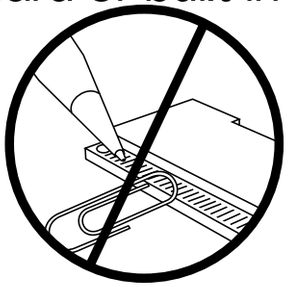
All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold CAP and press ?*. Or press ?* to end a round and reveal the word. Press ENTER to view the dictionary definition of the word.

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.

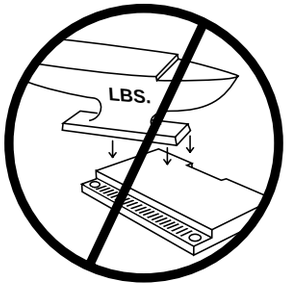
# Card Care

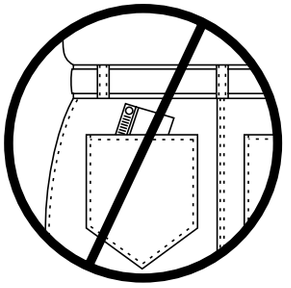
- **Do not touch the metal contacts on the cards.**

  **Caution:** Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.

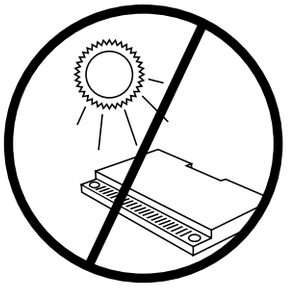


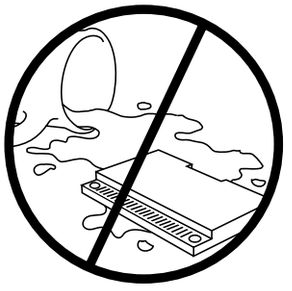
- **Do not put excessive pressure on the cards.**



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





# Resetting 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 BOOKMAN erases settings and information entered into its built-in book, and in an installed card.

1. **Hold CLEAR and press ON/OFF.**
   If nothing happens, try Step 2.
2. **Use a paperclip to *gently* press BOOKMAN's reset button.**

## ➤ Troubleshooting BOOKMAN

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

# Copyrights & Patents

**Model: DMQ-2016**

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

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U.S. Patents 4,490,811; 4,830,618; 4,891,775; 4,982,181; 5,113,340; 5,153,831; 5,203,705; 5,218,536; 5,249,965; 5,295,070; 5,321,609; 5,333,313; European Patent 0 136 379; German Patent Reg. No. M9409744.5. Pat. Pend. ISBN 1-56712-192-6

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# Index

**?* key 8, 14**
**Anagrams game 14**
**Arrow keys 6**
**Changing Bookman's settings 5**
**CONF message 10**
**Confusables, finding 10**
**Correcting misspellings 7**
**Games**
changing settings 13
playing 13
**Hangman game 14**
**Help, finding 6**
**Highlighting words 11**
**Messages**
add anyway 12
cancel 12
correction list 12
path is empty 8
type them in 13
view list: empty 11
**Misspellings, correcting 7**
**Path list 8**
**Reviewing words 8**
**Searching for words 7**
**Shutoff**
changing 5
setting 5
**Spelling finding tips 8**
**STAR key**
combinations 3
with CARD 13
with DN 3, 7, 9
with UP 3, 7, 9
**Synonym lists, understanding 10**
**THES message 9**
**User List**
adding words not in dictionary 12
viewing list 11
**Word Train game 15**

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