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B·O·O·K·M·A·N™
Cartridge

Parents'
EMERGENCY
MEDICAL GUIDE

User's Guide

EMG-2006

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Contents

Welcome to the world of BOOKMAN! With this *Parents' Emergency Medical Guide*, you can narrow down the symptoms of your child's emergency to find the best possible advice; find answers to many pediatric medical illnesses or emergencies quickly and









easily; as well as read common problems and concerns; and learn how to prevent accidents, illnesses, and more.

Use your BOOKMAN to read this cartridge. See "Installing Cartridges" to learn how.

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Key Guide

Function Keys






-  Clears to the entry screen.
-  Shows the main menus.
-  **(red)** Shows reference information about a particular topic and the topic's outline location.
-  **(green)** No function.
-  **(yellow)** No function.
-  **(blue)** No function.
-  Exits the selected book.
-  Turns BOOKMAN on or off.

► Understanding the Color Keys

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

Other BOOKMAN books have their own color key functions, which are labelled on their cartridges or on the keyboard. For more information, read "Using the Color Keys."

Other Keys

-  Backs up a step or erases a letter.
-  No function.
-  Enters a search, selects a menu item, or goes directly to cross-referenced text.
-  Shows help messages.
-  Shows a full menu item; in text, shows the topic's outline location.

Direction Keys



Move in indicated direction.









Page up or down.



Pages down.

Star Key Combinations*

-  + **Q...** Shifts top row of letters to type numbers.
-  +  Shows next title or paragraph.
-  +  Shows the previous title or paragraph.

*Hold  while pressing the other key.

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 until it snaps into place.

► Removing Cartridges

Warning: When you remove a cartridge to install another, information that you entered in 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 **CARD**.



These are sample books.

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



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

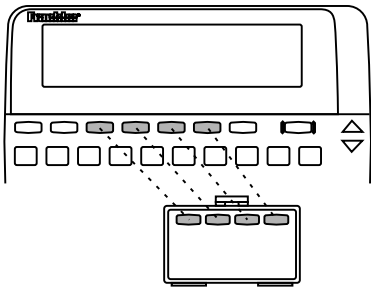
► Resuming Where You Left Off

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

Using the 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.

Viewing a Demonstration

When no book cartridge is installed in your BOOKMAN, a demonstration automatically appears after you select this book. To stop the demo, press **CLEAR**. To disable it, press **MENU** and then select *Disable Demo*. To re-enable it, select *Enable Demo*.

When a book cartridge is installed, select *View Demo* from the Other menu to view its demo.

► Help is Always at Hand

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

► Follow the Arrows

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

Changing Settings

You can adjust the type size, shutoff time, and screen contrast. The type 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 **CLEAR**.
2. Press **MENU**.
3. Press the arrow keys to highlight the **Other** menu.
4. Highlight **Set Type Size, Set Shutoff, or Set Contrast**.



5. Press **ENTER**.
6. Highlight a setting.
Or press **↑** or **↓** if you selected *Set Contrast*. To exit without changing settings, press **BACK**.
7. Press **ENTER** to select it.

Answering Questions

Throughout this product you will find decision trees asking you various questions about your child's emergency. This will narrow down the emergency so you can quickly find the doctor's advice you need.

At the end of a question you will see **YES NO**. Press **Y** to answer yes, or press **N** to answer no. There will often be more than one question to answer.

Your child has hit her head.
Is she unconscious? **YES NO**

Does your child's neck hurt?
YES NO

Can you answer yes to any
of the following questions?
* Was your child knocked

Finding Information

To find information about your child's problem, type the symptom, illness, or emergency at the entry screen. You can find anything from a *Bee sting* to a *Broken bone*.

1. Press **CLEAR**.
2. Start typing *nosebleed*.



You go directly to the index list.

3. Press **ENTER** when *nosebleed* is highlighted.
4. Press **↓** to read the advice.
There is a question at the end of the advice.
5. Press **Y** to answer yes or press **N** to answer no.
6. Continue answering all questions.
7. Press **↓** to read the advice.
8. Press **CLEAR** when done.

Using the Contents Menu

The Contents menu is divided into three categories. *Emergencies*, *Common Problems and Concerns*, and *Prevention*. They include general information about many children's health concerns. Read them to learn more about caring for your child's health.

1. Press **MENU**.
2. Select a category from the Contents menu (e.g., *Emergencies*).
3. Select a topic (e.g., *Choking*).



4. Select a sub-topic, if needed (e.g., *Doctor's advice*).



5. Press **↓** to read.
6. Press **BACK** to go back to the previous screen.

Using the Contents Menu

► Emergencies

This category has a section on general information including *How to Handle Emergencies*, *Cardiopulmonary Resuscitation*, *The Emergency Room*, and *The Hospital*. After *General Information* there are fifteen emergency topics from which to choose.

1. Bone & joint injuries
2. Breathing problems
3. Burns
4. Choking
5. Convulsions (seizures)
6. Cuts & bleeding
7. Drowning
8. Electrical injuries
9. Eye injuries
10. Fainting
11. Frostbite
12. Head injuries
13. Heat illnesses
14. Neck & back injuries
15. Poisoning

Using the Contents Menu

► Common Problems and Concerns


In this category, you will find information on many common illnesses or problems. The General Information section includes *How to Use Medicines*, *How to Use a Thermometer*, and *How to Choose a Doctor For Your Child*. The following list shows the topics.

16. Bites & stings
17. Car sickness
18. Child abuse
19. Colds
20. Constipation
21. Coughing
22. Diaper rash
23. Diarrhea
24. Earaches
25. Feeding babies & young children
26. Fever
27. Fussy babies
28. Growth & development
29. Headaches
30. Head lice
31. Newborn babies



Using the Contents Menu

32. Nosebleeds
33. Pinkeye & sties
34. Pinworms
35. Rashes
36. Reye's syndrome
37. Sore throats & tonsillitis
38. Stomach aches
39. Sunburn
40. Toddlers who say "no"
41. Vomiting
42. Warts

► Typing Numbers

You can also find a category by typing the number in front of it. To type a number, hold  and press a numbered key.

► Using the Index Menu

You can also go to the Index by pressing going to the main menus and then highlighting *Index*. Start typing an emergency to zoom directly to it. Press  to go to the questions and then the advice. Press  (red) to read the topic's general reference information.

Using the Contents Menu

► Prevention

This category is divided into three main topics with many sub-topics on preventing accidents, illnesses, and injuries.

43. Prevention of accidents

Here you will find tips on everything from *The risks as your child grows* to *Toy safety*.

44. Immunizations (shots)

Select this topic to find out about specific vaccines, if vaccines are safe, if your child should receive a dpt, and when your child should be immunized.

45. Physical fitness

Select this topic to learn how much exercise your child needs and when and how to start. There's also a word about smoking.

Using the INFO key

Use the **INFO** (red) key to quickly find reference information about a topic, where you are in the outline, and to see a full name when only part is visible.

► To find reference information

Another way to find reference information is to type the topic you want to learn more about (e.g., *fainting*) and then press **ENTER**. Next press **INFO** (red) and then press **↓** to read about fainting.

► To find a topic's location

While you are in text, press **INFO** (red) again. Or press **?***.



You are reading general information about fainting found in the Emergencies category.

Using the INFO key

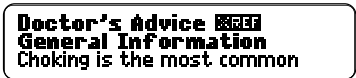
► To view a full name

Some names and menu items are too long to fit onto one line. To view the full name, press **?*** when the item is highlighted.



► Reading Cross-References

When you see an **REF**, press **ENTER** to go to the cross-referenced text. Press **BACK** to go back to the screen you were previously viewing.



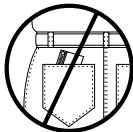
Cartridge Care

- **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.**



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 cartridge.

1. Hold **CLEAR** and press **ON/OFF**.

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

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

Optional Features



AC adaptor jack: Some BOOK-MAN models are 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: Some BOOK-MAN models also have a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headset.

Product Information

Model: EMG-2006

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

About the Author:

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