

**Franklin®**

**BOOKMAN®**

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**ELECTRONIC BOOK CARD**

**Hutchinson  
Popular  
Encyclopedia**

**USER'S GUIDE**

**EMQ-2061**

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## Introduction

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Welcome to the world of BOOKMAN®!

With your new EMQ-2061 book card you can carry and read the *Hutchinson Popular Encyclopedia* anywhere. Your new electronic encyclopedia has over 17,000 articles, many of which include chronologies that highlight historical events related to the subject of the article.

You can also search for words, expand your searches to find more articles, read cross-references, and even add your own bookmarks to quickly find the articles you read most often.

Read this User's Guide to learn how.

### ► 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.

## Key Guide

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### Colour Keys

- (MORE)** Expands a word search.
- (X-REF)** Highlights, or selects, a cross-reference.
- (SEARCH)** Goes to the word search screen.
- (LIST)** Displays your bookmark list, and lets you add or remove bookmarks.

### ► Understanding the Colour Keys

The colour 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 colour key functions, which are labeled on their keyboards or book cards. To learn more, read "Using the Colour Keys."

## Key Guide

### Other Keys

- BACK** Erases a letter, backs up, or turns off the highlight in an article.
- CAP** Shifts the keys to type capitals or punctuation.
- CARD** Exits the book you are reading.
- CLEAR** Clears all of your entries.
- ENTER** Selects a menu item, enters search words, or starts a highlight.
- HELP** Displays help messages.
- MENU** Displays the main menus.
- ON/OFF** Turns BOOKMAN on or off.
- ?\*** At an article, displays the article location. At a menu, displays a full menu title. With **CAP**, types an \* to stand for a series of letters.
- SPACE** Types a space, or pages down.

### Direction Keys



Moves in the indicated direction, or moves the cursor or highlight.



Pages down or up.

### Key Combinations\*

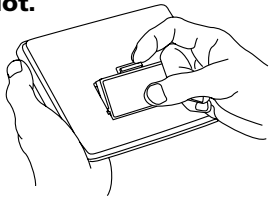
- ☆** + **BACK** Goes to the main menu from a submenu.
- ☆** + **ENTER** At a menu, goes directly to the text of an article. At an article, highlights cross-references or bookmarks.
- ☆** + **DN**  
or **UP** Goes to the next or previous article or word search match.
- ☆** + **↓** Types a hyphen.
- ☆** + **Q-P** Types numbers.
- CAP** + **↓**  
or **↑** Goes to the bottom or top of menus. In entries with multiple sections, goes to the next or previous section.
- CAP** + **↑** In an article, goes to the top of an article.

\* Hold the first key while pressing the other key.

## Installing a Book Card

**Warning:** Never install or remove a book card while your BOOKMAN is turned on. If you do, information that you have entered in the built-in book, as well as in any other installed book cards, may be erased.

1. Turn your BOOKMAN off.
2. Turn your BOOKMAN over.
3. Align the tabs of 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 in the removed book card may be erased.

## Selecting a Book

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

1. Turn your 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.

### ► Follow the Arrows

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

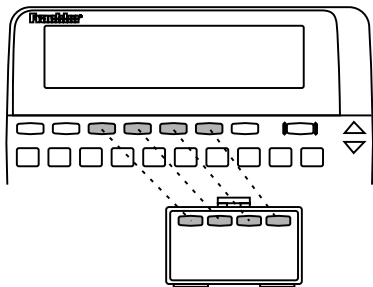
### ► Resuming Where You Left Off

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

## Using the Colour Keys

The red, green, yellow, and blue keys on the top row of your BOOKMAN change their functions according to which book you have 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 colour keys function as labeled on that card.



Remember, when you have selected a book card, the colour keys function as labeled on that card, not as on the keyboard.

## 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 stays on if you forget to turn it off.

The screen contrast is how light or dark the screen display appears.

1. Press **CLEAR**.
2. Use **⇒** or **⇐** to highlight the **Setup** menu.
3. Press **↓** to highlight **Set Type Size**, **Set Shutoff**, or **Set Contrast**.



A slanted arrow indicates a submenu.

4. Press **ENTER**.
  5. Press **↑** or **↓** to change the setting.
- To leave the settings unchanged, press **BACK**.
6. Press **ENTER** to select it.

## Viewing a Demonstration

Before you start using your book card, you may want to see a brief demonstration of what it can do. Here's how.

1. Press **CLEAR**.
2. Use the arrow keys to highlight the Setup menu.
3. Use **↓** to highlight *View Demo*.
4. Press **ENTER** to start the demonstration.
5. To stop the demonstration at any time, press **CLEAR**.

### ▶ Help is Always at Hand

You can view a help message at virtually any screen by pressing **HELP**. Press **↓** or **↓** to read the help. Press **BACK** to exit the message.

To read about how to use this encyclopedia and what the keys do, select *Tutorial* from the Setup menu.

## Finding Encyclopedia Articles

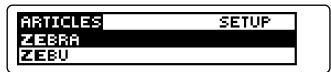
The Articles menu lists all the articles in this encyclopedia alphabetically by title. Finding an article is as easy as typing the name of its title.

1. Press **CLEAR**.



The Articles menu is highlighted.

2. Start typing an article title. For example, type *zebra*.



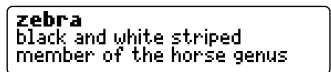
You do not need to type capitals.

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

To display a full menu title, press **?\***.

You can also find article titles by using the Direction keys at the Articles menu.

3. When the title is highlighted, press **ENTER** to see its article.





## Finding Encyclopedia Articles

Or select a submenu item, if needed.

4. Press **↓**, **▽**, or **SPACE** to scroll down to read the text.
5. Hold **☆** and press **▽** to view the next article in this encyclopedia.

To view the previous article in this encyclopedia, hold **☆** and press **△**.

6. To go back to the Articles menu, press **BACK**.
7. Press **CLEAR** to clear your request.

### ▶ What Article Are You Reading?

When you are reading an encyclopedia article, you can view its title or Article location by pressing **?\***.



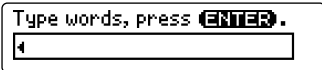
ARTICLE LOCATION:  
ZEBRA

Press **BACK** to go back to the article.

## Searching for Words

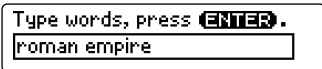
You can search for words occurring in articles and their titles. Each occurrence that you find is called a match.

1. Press **CLEAR**.
2. Press **SEARCH** (the yellow key).



Type words, press **ENTER**.  
|

3. Type up to four words. For example, type *roman empire*.



Type words, press **ENTER**.  
roman empire

You don't need to type capitals, but if you want to, hold **☆** and press a letter key.

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

To type a space, press **SPACE**.

4. Press **ENTER** to search.



2 ARTICLES SETUP  
HOLY ROMAN EMPIRE  
ROMAN EMPIRE

5. Use the Direction keys to highlight a title and then press **ENTER** to view its article.

## Searching for Words

Holy **Roman Empire**  
empire of CHARLEMAGNE and  
his successors, and the Ger-

The matching words are boxed.

6. Hold **☆** and press **⏮** repeatedly to view the next matches.

To view a previous match, hold **☆** and press **⏭**.

7. Press **⏪** to go back to the list of matches.
8. Press **SEARCH** (yellow) to clear your search and begin a new one.

### ► If You Misspell a Word

If you enter a misspelled search word, a list of corrections appears. Highlight a correction and press **ENTER** to search for it.

### ► Finding Incomplete Words

If you are not sure which form of a word to search for, type an asterisk in place of letters in the word (e.g., *psych\**) and then press **ENTER**. To type an asterisk, hold **CAP** and press **?\***.

Next, highlight a complete word and press **ENTER** to search for it.

## Searching for Words

### ► Understanding Word Searches

When you search for words, the encyclopedia searches first for matches of the words in the titles of articles.

If no matches are found in article titles, it automatically searches for matches in the articles themselves. If no exact matches are found in articles, the encyclopedia then searches for synonyms and related words.

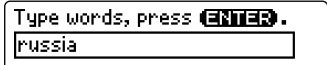
Searches of more than one word find matches regardless of the order or proximity of the words. For example, if you search for *space travel*, you will find articles that have the words *travel* and *space* in their text or titles.

## Expanding Your Searches

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When you press **MORE** (the red key) after a word search, your search can expand up to three times to include matches in the text of articles, if none were already found, synonyms, or related words.

1. Press **CLEAR**.
2. Press **SEARCH** (yellow) and type up to four words. For example, type *russia*.



Type words, press **ENTER**.  
russia

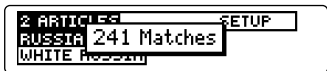
To erase a letter, press **BACK**.

3. Press **ENTER** to search.



Type words, press **ENTER**.  
russia 2 Matches

4. Press **MORE** (red) to expand the search.



2 ARTICLES SETUP  
RUSSIA 241 Matches  
WHITE Russian

5. Press **MORE** (red) again.

## Expanding Your Searches

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6. Press **MORE** (red) once more to fully expand the search.
7. Use the arrow keys to highlight a title and then press **ENTER** to view its article.

Note: You can also highlight a title by typing its first few letters.

8. Hold **STAR** and press **DOWN** repeatedly to view the next matches.

To view a previous match, hold **STAR** and press **UP**.

9. To go back to the list of matches, press **BACK**.
10. Press **CLEAR** to clear your search.

## Highlighting Search Words

You can also search for words by highlighting them in articles. Then you can find their matches in other articles. Try this example.

1. Press **CLEAR**.
2. On the Articles menu, highlight **English Channel** and then press **ENTER**.

To learn how, read “Finding Encyclopedia Articles.”

**English Channel**  
stretch of water between  
England and France, leading

3. Press **ENTER** again to start the highlight.

**English Channel**  
stretch of water between  
England and France, leading

You can turn off the highlight by pressing **BACK**.

4. Use the arrow keys to highlight a word. For example, highlight **France**.

**English Channel**  
stretch of water between  
England and **France**, leading

## Highlighting Search Words

5. Press **ENTER** to search for it.

5 ARTICLES SETUP  
FORT-DE-FRANCE  
FRANCE (COUNTRY)

6. To search for more articles, press **MORE** (red).
7. Highlight an article and press **ENTER** to select it.
8. Hold **☆** and press **DOWN** repeatedly to view the next matches.

To view a previous match, hold **☆** and press **UP**.

9. Press **CLEAR** when finished.

### ► Finding Abbreviation Meanings

You can find the meanings of abbreviations used in this encyclopedia (e.g., *SW*, *kph*, *MLR*, etc.). First find an abbreviation in an article or title and press **ENTER** to start a highlight. Then use the arrow keys to highlight the abbreviation. (If needed, select the appropriate abbreviation.) Finally, press **ENTER** again to see its meaning. To return to the article, press **BACK** to go back.

## Using Cross-References

Cross-references appear in articles as words in all capital letters. Each cross-reference is the title of another encyclopedia article.

Note: When you are using the small type size, cross-references are indicated by an XREF marker (XREF).

1. Press **CLEAR**.
2. On the Articles menu, highlight **Camelot** and then press **ENTER**.  
To learn how, read "Finding Encyclopedia Articles."
3. Press **X-REF** (the green key).

**Camelot**  
legendary seat of King  
ARTHUR.

Or hold **☆** and press **ENTER** to highlight a cross-reference.

To turn off the highlight, press **BACK**.

4. Press **X-REF** (green) again or **ENTER** to go to the cross-referenced article.

**Arthur**  
Legendary British king and hero in stories of CAMELOT

5. Press **BACK** to go back.

## Using Bookmarks

### Adding a Bookmark

You can personalize your encyclopedia by adding up to 10 bookmarks to articles. Then you can use your bookmarks for quick reference. The **BKM** marker shows the placement of the bookmark.

1. Find an encyclopedia article.

To learn how, read "Finding Encyclopedia Articles."

2. Press **LIST** (the blue key).

BOOKMARKS:  
**ADD BOOKMARK**

3. Press **ENTER** to add a bookmark.

**BKM**Hemingway  
Ernest (Miller)  
1899–1961. US writer. War,

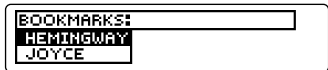
### Finding and Viewing a Bookmark

Once you have added bookmarks, it is easy to find or remove them.

1. Press **CLEAR**.

## Using Bookmarks

### 2. Press **LIST** (blue).



This is a sample bookmark list. Bookmarks appear in the order they were saved.

3. Use **↓** to highlight a bookmark.
4. Press **ENTER** to view the article in which the bookmark is placed.

## Removing a Bookmark

1. Find a bookmark in an article.  
To learn how, read "Finding and Viewing a Bookmark."
2. Press **LIST** (blue).



To see the full title of an article that contains a bookmark, press **?\***.

3. Press **ENTER** to remove the highlighted bookmark.

## Sending a Word Between Books

You can look up words from this book in certain other BOOKMAN books, and vice versa.

To send or receive a word to or from another book, you must have installed a book card in your BOOKMAN that is able to send or receive words, as well. To learn if a book card can send or receive words, read its User's Guide.

### 1. Highlight a word in the text of an article.



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. If needed, press **ENTER** to look up the word.

## 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.

**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 any installed book card.

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

If nothing happens, try Step 2.

**2. Use a paper clip to gently press reset button on BOOKMAN.**

To learn where the reset button is located on your BOOKMAN, read its User's Guide.

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.

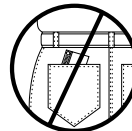
## Book Card Care

- **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.**



## Specifications

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### **Model: EMQ-2061**

*Hutchinson Popular Encyclopedia*

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

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**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 4,490,811; 5,113,340; 4,830,618; 5,218,536; 5,396,606.

Deutsch Patents M9409743.7 and M9409744.5.

European Patent 0 136 379.  
Patents Pending

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## Limited Warranty

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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 returned under warranty should be sent 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.



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