Franklin®

BOOKMAN®

ELECTRONIC BOOK CARD

Dictionary
and Thesaurus

USER'S GUIDE
MWD-2001

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Contents

Welcome to the world of BOOKMAN! With this *Dictionary & Thesaurus* you can find over 83,000 dictionary entries; 41,000 thesaurus entries with 496,000 synonyms; as well as correct misspellings; save words to your User list; and play three fun, educational word games. Use your BOOKMAN to read this book card. See "Installing Book Cards" to learn how.

Key Guide

Color Keys

- `THES` **(red)** Shows thesaurus entries.
- `CONF` **(green)** Shows Confusables™.
- `GAMES` **(yellow)** Shows the games list.
- `LIST` **(blue)** Shows the User list menu.

Function Keys

- `BACK` Backs up and erases letters.
- `CAP` Shifts keys to type punctuation.
- `CLEAR` Clears to *Enter your word*.
- `ENTER` Enters a search, selects a menu item, or starts a highlight.
- `HELP` Shows help messages.
- `MENU` Shows the main menus.
- `CARD` Exits the selected book.
- `ON/OFF` Turns BOOKMAN on or off.
- `? *` 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.

- `SPACE` Types a space or pages down.

Star Key Combinations*

- `☆` + `CARD` Sends a word between books.
- `☆` + `DN` Shows next entry or match.
- `☆` + `UP` Shows previous entry or match.
- `☆` + `C` Shows Confusables™.
- `☆` + `P` Shows the Path list.
- `☆` + `T` Shows thesaurus entries.

*Hold `☆` 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 card 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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Installing a Book Card

Warning: Never install or remove a book card while your BOOKMAN is turned on. If you do, information that you entered in its built-in book and in an installed book will 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.**
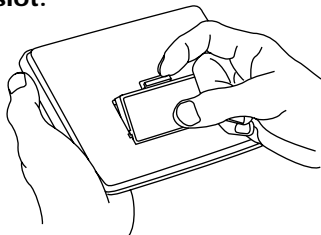
4. **Press the book card down until it snaps into place.**

➤ **Removing a Book Card**

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

Selecting a Book

Once you have installed a book card in your BOOKMAN, you must 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.**

➤ **About Screen Illustrations**

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

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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 book card is selected, the color keys function as labelled on that book card.
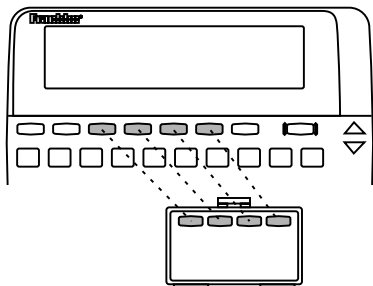
> ➤ **Resuming Where You Left Off**

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

Changing Settings

Using the Setup menu, 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 (CLEAR).**
2. **Press (MENU).**
3. **Press the arrow keys to highlight the Setup menu.**
4. **Highlight *Set Font*, *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.**

Viewing a Demonstration

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

1. Press (MENU) and highlight the Setup menu, if necessary.

2. Press ⬇ to highlight *View Demo*.

3. Press (ENTER) to start the demonstration.

4. 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 the direction keys to read it. To exit help, press (BACK).

If you need a reminder of what each key does, select *Tutorial* from the CMDS 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 to view more text.
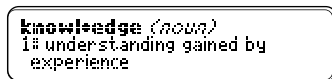
Finding Definitions

It's easy to look up a word in this dictionary. Simply type it and press (ENTER). Try this example.

1. Press (CLEAR).

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

> **ENTER** your word:
> knowledge_____
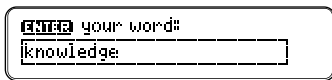
You cannot type capitals. To erase a letter, press (BACK).

3. Press (ENTER).

> **knowl•edge** *(noun)*
> 1: understanding gained by
> experience

This is a dictionary entry.

4. Press ⬇ or (SPACE) to read.

> 2: range of information
> --**knowl•edge•able**
> *(adjective)*

5. Hold (☆) and press ⬇ to view the next dictionary entry alphabetically listed.

6. Press (CLEAR) when done.

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 CMDS menu.**
4. **Type a word (e.g., *legal*).**
5. Press (ENTER).

> **acetion** *(noun)*
> *plural* **acetions;**
> 1: legal proceeding

6. Press ⬇ or (SPACE) to read.
7. **Hold ⭐ and press 🔽 repeatedly to view the next dictionary entry with your word.**

> **apepelelant** *(noun)*
> *plural* **apepeleiants;**
> : person who appeals a legal

To see a previous one, hold ⭐ and press 🔼.

8. Press (CLEAR) when done.

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).**
   Or hold ⭐ and press T.

> **splendid** *adj*, marked by
> great magnificence, display,
> and usually ceremony or

This is its first thesaurus entry.

4. **Press ⬇ to view synonyms.**

> formality.
> SYNONYMS: grand; gorgeous;
> impressive; lavish; luxuri-

5. **Hold ⭐ and press 🔽 to view the next thesaurus entry.**

> **splendid** *adj*, extraordi-
> narily or transcendently im-
> pressive.

To return to the previous thesaurus entry, hold ⭐ and press 🔼.

6. Press (CLEAR) when done.

Finding Spellings

➤ **Understanding Thesaurus Entries**

A thesaurus entry consists of a thesaurus meaning and a synonym list. A thesaurus meaning is a definition shared by a list of synonyms.
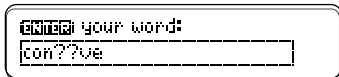
➤ **Two Ways to Back Up**

Pressing (BACK) takes you back to the previous screen you viewed. You can continue to back up until you get to *Enter your word.*

Holding ☆ and pressing △ takes you to the previous screen of similar information. For example, if you were viewing a dictionary entry, you would go to the previous dictionary entry.

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

1. Type a word with ?'s.

> **ENTER** your word:
> con??ve_____

2. Press (ENTER).

> **CONCAVE**
> connive_____

3. Highlight a match.
4. Press (ENTER) to define it.

> **con•cave** *(adjective)*
> : curved like the inside of a
>   sphere
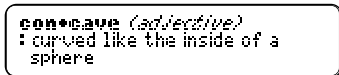
5. Press (CLEAR) when done.

➤ **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 view possible answers.
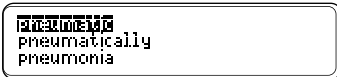
Finding Parts of Words

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 ✳.

> **ENTER** your word:
> pn✳_____
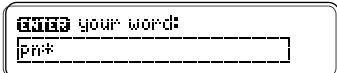
To type an asterisk, hold `CAP` and press `?✳`.

2. Press `ENTER`.

> **pneumatic**
> pneumatically
> pneumonia

3. Highlight a match.

4. Press `ENTER` to define it.

> **pneumonia** *(noun)*
> : inflammatory lung disease
> ─────────────────────

To go back to the list of matches, press `BACK`.

5. Press `CLEAR` when done.

Correcting Misspellings

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

1. Type a misspelled word.

> **ENTER** your word:
> noli,j◄_____
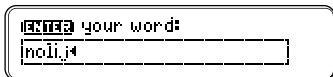
To erase a letter, press `BACK`.

2. Press `ENTER`.

> 1 **knowledge**
> 2 noels
> 3 nulls
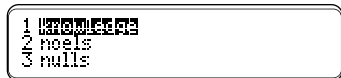
3. Press ⬇ to highlight a correction.

4. Press `ENTER` to view its dictionary entry.

To go back to the correction list, press `BACK`.

5. Press `CLEAR` when done.

Highlighting Words

Another way to look up words is by high-lighting them in dictionary entries, the-saurus entries, and word lists. Then you can find their definitions, thesaurus meanings, synonyms, Confus-ables, or save them in your User list.

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

> **knowledge** *(noun)*
> 1 understanding gained by experience

To turn the highlight off, press (BACK).

2. Press the arrow keys to highlight a word.

> **knowl•edge** *(noun)*
> 1 understanding gained by **experience**

3. Do one of the following:

To...	Press...
define the word	(ENTER)
view a thesaurus entry	(THES) (red)
view Confusables™	(CONF) (green)
add word to User list	(LIST) (blue)

Finding Confusables™

Confusables are words that sound alike but are spelled differently. If a word has Confusables, CONF will flash once in the upper right of the screen. Try this example.

1. Type a word (e.g., *rein*).
2. Press (CONF) (green).

Or hold (☆) and press C.

> rein: harness
> rain: precipitation
> reign: rule

Confusables come with identifying words.

3. Press (ENTER) and then highlight a word.

> rein: **harness**
> rain: precipitation
> reign: rule

4. Press (ENTER) to define it, or press (THES) (red) to view its thesaurus entry.

> **har•ness** *(noun)*
> *plural* **har•ness•es;**
> : gear of a draft animal

Reviewing Words

Use the Path list to review the last 15 words you looked up. Your Path list is automatically saved between sessions unless the batteries lose power or your BOOKMAN is reset.

1. Select *Path list* from the CMDS menu.

Or hold ✩ and press P.

```
EXPERIENCE
experience
knowledge
```

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

2. Highlight a word.

3. Do one of the following:

To...	Press...
define the word	(ENTER)
view a thesaurus entry	(THES) (red)
view Confusables™	(CONF) (green)
add word to User list	(LIST) (blue)

4. Press (BACK) to go back to the list.

5. Press (CLEAR) when done.

Saving Words

You can save up to 40 words in your User list for personal study or review. The User list is saved between sessions unless the batteries run out of power or your BOOKMAN is reset. Here is how to save your first word.

1. Press (LIST) (blue).

```
View list: **Empty**
Add word
Delete word
```

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

2. Highlight *Add word*.

3. Press (ENTER).

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

```
ENTER list word:
restive▪
```
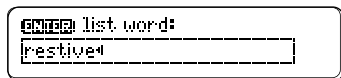
5. Press (ENTER) to add the word.

6. Select *View list: 1 word*.

```
restive
```

Saving Words	Deleting Saved Words

Saving Words

▶ 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"*.**
5. **Press (CLEAR) when done.**

➤ Adding Words Not Found in This Dictionary

When you try to add a word not in this dictionary, you're given three options from which to choose: *Cancel*, *Add anyway*, and *Correction list*. **Caution:** Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only those words that are not in this dictionary, it is possible as few as 10 words can be added.

Deleting Saved Words

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.**

▶ 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.**

➤ Removing the Book Card

Warning: Your User list will be erased when you remove this book card from BOOKMAN.

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Sending a Word Between Books

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

To send or receive words between books, you must install at least one book card in your BOOKMAN unit. In addition, the installed book card(s) and/or its built-in book must be able to send or receive words. To learn if a book can send ore receive words, read its User's Guide

1. Highlight a word in this book.

knowledge *(noun)*
1: understanding gained by
  experience

To highlight a word in text, press (ENTER) and then press the arrow keys. To highlight a word in a list, use the arrow keys. (See "Highlighting Words" for more detail.)

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.

GAME   SETUP   CMDS
WORD LIST
WORD LENGTH

3. Highlight an option.
4. Press (ENTER).
5. Highlight a setting.
6. Press (ENTER) to select it.

➤ Understanding 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 once you select a game.

Word Length lets you pick how many letters will be in the words.

Skill Level lets you select the level of difficulty.

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.**

▶ 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 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 define 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.

➤ Keeping Score

Your score will appear after each round of a game.

```
Won 1  Lost 0
```

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Playing the Games

Type an anagram and then press (ENTER). Use the arrows 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 entry. 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 define the word.

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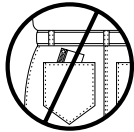
• **Do not expose the book cards to heat, cold, or liquids.**

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Resetting 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 book card.

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.

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.

➤ **Troubleshooting**

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

Copyrights & Patents

Model MWD-2001
• size: 5.9 x 4.2 x 0.6 cm
• weight: 0.4 oz.

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; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,333,313; 5, 396, 606;
Deutsch Pats. No. M 9409743.7 and M 9409744.5
European Patent 0 136 379. Pat. Pend.

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