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Electronic Publishers

**B·O·O·K·M·A·N™**

**French Professor/™  
Professeur d'Anglais**

*Speaking/parlant*

**User's Guide/Mode d'emploi**

**BFS-840**

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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 *French Professor*, you can now translate and define more than 250,000 words, cor-

rect misspellings of both French and English words, view noun, adjective, and verb inflections, and save words to a Personal word list for a more enjoyable way to learn. To learn how to use other books, read their User's Guides.

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# Key Guide

## Function Keys

- EFFAC** Clears to the Ready screen.
- MENU** Shows Additional Functions menu.
- CONJ** (red) Show inflections of a word.
- LANG** (green) Switches between English and French entry languages.
- JEUX** (yellow) Shows the games list.
- PARLE** (blue) Says an English word.
- CARTE** Exits the selected book.
- ON/OFF** 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 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."

## Other Keys

- ARR** Backs up, erases letters, or stops a highlight.
- MAJ** Shifts keys to type punctuation.
- ENTRER** Enters a search, selects a menu item, or starts a highlight.
- AIDE** Shows help messages.
- SPACE** Types a space or pages down in text.
- ?\*** 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.

## Star Key Combinations\*

- ☆ + CARTE** Sends a word between books.
  - ☆ + BAS** Shows the next word or inflection group.
  - ☆ + HT** Shows the previous word or inflection group.
  - ☆ + L** Shows the personal word list.
- \*Hold **☆** while pressing the other key.

## Installing Batteries

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BOOKMAN model 840 uses four AAA batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from BOOKMAN, information that you entered in its built-in book, and in an installed book card, will be erased.

1. Turn **BOOKMAN** over.
2. Slide off its battery cover in the direction of the triangle.
3. Install the batteries with their positive sides facing you.
4. Replace the battery cover.

### ► 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.

## Installing Book Cards

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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: Never install or remove a book card while your BOOKMAN is on. Any information that was entered in the built-in book or book 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 **CARTE**.



These are sample books.

3. Press **→** or **←** to highlight the book you want to use.



4. Press **ENTRER** to select it.

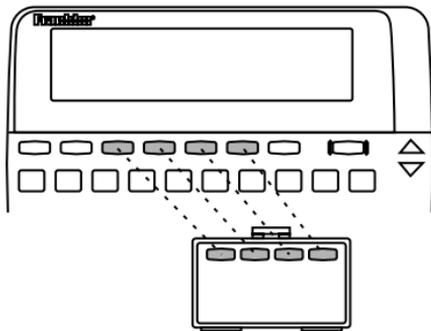
### ► About Screen Illustrations

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.

## Using the Color Keys

On the top row of your BOOKMAN the red, green, yellow, and blue colour keys change functions according to the book card you select.

If you are using the built-in book, the colour keys function as labeled on the BOOKMAN keyboard. If you select a book card, the colour keys function as labeled on that book card.



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

# Changing the Message Language

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## ► 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 prompts, help, and other messages. You can change the message language after your initial decision.

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

1. Press **(MENU)** if you are not at the Message Language screen.
2. Press **(A)** to select the Message Language screen.
3. Press **(B)** to select English as the message language; press **(A)** to select French.

**(B)** si vous parlez français.  
**(B)** if you speak English.

# Changing the Message Language

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## ► Entry Language

The entry language is the language in which you enter words at ready screens. This determines which dictionary you will use, French or English.

1. If not at the Ready screen, press **(EFFAC)**.
2. Press **(LANG)** to switch between dictionaries.

Ready for an English word  
↓

Ready for a French word  
↓

## ► Changing the Contrast

If you want to change the screen contrast, repeatedly press **↑** or **↓** at the blank ready screen.

## 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 **EFFAC**. 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 menu to view the demo.

### ► Help is Always at Hand

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

To read a tutorial of how to use the main functions and keys of this book, select *Tutorial* from the Additional Functions 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 view more text.

## Translating English Words

With the French Professor you are able to translate English words to French simply by typing English words.

1. Press **EFFAC**.
2. Press **LANG** to change the entry language to English, if needed.
3. Type a word (e.g., *cat*).  
To erase a letter press **ARR**.
4. Press **ENTRER**.

```
cat: /0007:  
chat <m>
```

5. Press **EFFAC** when finished.

### ► Explanation of Genders

French nouns are different than English nouns in that they must either be masculine or feminine. The <m> means that the word listed (e.g., *chat*) is masculine. Likewise an <f> would show the word to be feminine.

## Translating English Words

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### ► Understanding Definitions

When you find a definition, you may see that there are several different meanings for your word. Here is an example.

1. Type *man*.
2. Press **ENTRER**.

```
man noun  
homme <m>  
[CHESS]: pièce <f>
```

This screen shows that “homme” is the most common use of the word.

The capitalized words found in brackets indicate there's another category that this word could be used with. For example, if you are talking about a chess man, you would use the word “pièce” instead of “homme”.

## Translating French Words

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Your French Professor is fully bilingual. Try translating a French word.

1. Press **LANG** to change the Entry language from English to French, if needed.
2. Type a word (e.g., *poisson*).

If you need to type an accent: type the letter (e.g., e) and press **↑** repeatedly until the accent you want appears.

3. Press **ENTRER**.

In addition to “poisson”, the French Professor translates words with similar meanings such as “les Poissons”, which means the astrological sign Pisces. To view more press **↓**.

```
poisson masculine noun  
fish <inu>  
les Poissons:
```

4. Press **EFFAC** when done.

## Highlighting a Word

You can look up most words by highlighting them within dictionary definitions. You can then find their definitions, translations, and synonyms. NOTE: By searching for a highlighted word, the entry language changes to the language of the word for which you searched.

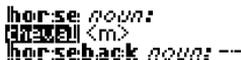
1. At any text, press **ENTRER** to start the highlight.



horse noun:  
cheval <m>  
horseback noun: --

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

2. Use the arrow keys to highlight a word.



horse noun:  
cheval <m>  
horseback noun: --

3. Do one of the following:  
To... Press...  
define the word **ENTRER**  
view inflections **CONJ**  
hear an English word **PARLE**

## Hearing an English Word

You can hear any English word pronounced at the Ready screen, in text, or in a list. NOTE: You can only hear words if you have a speaking BOOKMAN unit.

### ► Hearing Words from the Ready Menu

1. Type a word at the Ready screen.
2. Press **PARLE**.

### ► Hearing Words in Text

1. Go to a definition.
2. Press **PARLE**.  
The headword is pronounced.
3. Press **ENTRER** to start the highlight.
4. Use the arrow keys to highlight a word.
5. Press **PARLE**.  
The highlighted word is pronounced.

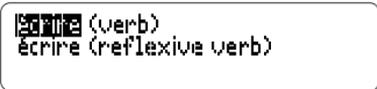
### ► Hearing Words in a List

1. Go to your User's or Path list.
2. Press **↑** or **↓** to highlight a word on the list.
3. Press **PARLE** to hear the word.

## Learning Inflections

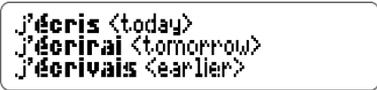
Inflections show changes in a word's meaning or function. This dictionary includes extensive inflections of nouns, verbs, modifiers, and other words.

1. Press **LANG** to switch to the French ready screen.
2. Type a French word (e.g., *écrire*).
3. Press **CONJ**.



écrire (verb)  
écrire (reflexive verb)

4. Highlight the desired word form, and press **ENTRER**.



J'écris <today>  
J'écrirai <tomorrow>  
J'écrivais <earlier>

4. Use the direction keys to read.
5. Press either **CONJ** or hold **☆** and press **BAS** repeatedly to view more inflections.  
If the word is a noun, an adjective, or another modifier, then there won't be any other inflections.
6. Press **EFFAC** when done.

## Learning Inflections

### ► Getting Grammar Guidance

When viewing inflections, you can press **AIDE** to view detailed descriptions of how to use inflections, with usage examples.

### ► Viewing English Inflections

If you are unfamiliar with inflections, it may be helpful to look at some inflected forms of English verbs. Switch the entry language back to English, type *be*, and press **CONJ** to see the different forms of the English verb “to be”. This will give you a good idea of each inflection form.

### ► Verb Inflection Forms

Your French Professor has the following verb forms: present indicative, imperfect indicative, past definite, future, conditional, present subjunctive, imperfect subjunctive, perfect indicative, pluperfect indicative, preterite anterior, future perfect, conditional perfect, perfect subjunctive, pluperfect subjunctive, imperative, and the present participle.

## Finding a Letter

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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. **Type a word with ?'s (e.g., *port?*).**

Ready for a French word  
port?\*

2. **Press .**

**port**  
porto  
ports

3. **Highlight a match.**
4. **Press  to see the word's translation.**

### ► Deeper Correction

If you select *Deeper correction* from a correction list, you will get a longer list of more detailed corrections than the previous list.

## Finding a Prefix

---

To find prefixes type an asterisk in a word. Asterisks stand for a series of letters.

1. **Type a word ending with an \* (e.g., *armo\**).**

Ready for a French word  
armo\*

To type an asterisk, hold  and press .

2. **Press .**

**armo**  
armoires  
armoires

3. **Highlight a match.**
4. **Press  to see the word's translation.**
5. **Press  when done.**

## Correcting Misspellings

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If you misspell a word in either language, the French Professor shows you a list of suggestions from which to choose in the selected language.

1. **Type a misspelled word (e.g., *chein*).**

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

2. **Press **ENTRER**.**



3. **Use the arrow keys to highlight a correction.**

4. **Press **ENTRER** to select the word.**

5. **Press **EFFAC** when done.**

## Using Your Personal List

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### ► Adding Words

You can save up to 80 words total, for both English and French, in your Personal word list for personal study or review. The Personal word list is saved between sessions unless the batteries run out of power or your BOOKMAN is reset.

1. **Press **MENU**.**

2. **Select *D: Personal Word List*.**

3. **Select *N: Add new word*, or press **N**.**



4. **Type a word in the current entry language.**



5. **Press **ENTRER** to add the word.**

6. **Add another word if desired.**

7. **Press **EFFAC** when done.**

## Using your Personal List

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### ► Adding Entered Words

You can also add words to your Personal word list directly from the ready screen. Type the word you want to add to your word list. Press **(MENU)** and select *Word List*, to go to the Personal list menu. Press **(A)** to add the word. Then press **(EFFAC)** to return to the ready screen.

### ► Adding Highlighted Words

You can also add words to your personal word lists from definitions, and correction lists. First highlight a word. Then press **(MENU)** and select *Word List*. The word you highlighted will show up as it did when you added an entered word.

### ► Personal Word List Shortcut

An easier way to access your Personal word list is to hold **(☆)** and press **(L)**. This will take you directly to the Word list menu.

## Using your Personal List

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### ► Viewing Your List

1. Press **(MENU)**, and then press **(D)**.
2. Press **(LANG)** to change the entry language, if needed.
3. Press **(V)** to view the list.
4. Highlight a word on the list.
5. Press **(ENTRER)** to view its definition(s) or **(CONJ)** to view its inflections.

### ► Deleting a Word

1. Press **(MENU)**, and then press **(D)**.
2. Press **(V)** to view the list.
3. Highlight the word you want to delete.
4. Press **(R)** to remove that word.

### ► Erasing Your List

1. Press **(MENU)**, and then press **(D)**.
2. Press **(V)** to view the list.
3. Press **(E)** to erase the list.
4. Press **(Y)** for yes.

## Sending a Word

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

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

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

```
chess: noun:  
échecs <impl>  
chessboard noun:
```

To highlight a word in a list, press the arrow keys. To highlight a word in text, press **ENTRER** and then use the arrow keys.

2. Hold **☆** and press **CARTE**.  
3. Highlight the other book.

### 4. Press **ENTRER**.

The word that you highlighted appears in the other book.

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

## Changing Game Settings

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

1. Press **JEUX**.  
2. Press **ENTRER** or press **A** to adjust the settings.

```
Language: English  
Word list: Main  
Difficulty: Beginner
```

3. Use the arrow keys to highlight an option.  
4. Press **↔** to change settings.

### ► Understanding Settings

*Language:* Select the language with which you wish to play the games.

*Word list:* Select which word list to use in the games (Main or Personal list).

*Difficulty:* Select the level of difficulty: Beginner, Intermediate, Advanced, TOEFL, and Expert. TOEFL means the difficulty equals that of the Test of English as a Foreign Language.

*Inflected forms:* Choose whether or not to use inflections among your game words.

## Playing the Games

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

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



```

In: No Just Settings
B: Hangman
C: Word Blaster

```

You can also select a game by typing the letter in front of its name.

3. Press **(ENTRER)** to select it.
4. Press **(SPACE)** to play another round.

### ► Selecting Game Difficulty

When you select either Hangman or Word Auction™, you then must choose certain options for those games. In Hangman, you must use the direction keys to choose the number of guesses allowed. In Word Auction you must use the direction keys to determine how much your bankroll will be. These options make the games more or less difficult according to the setting. The default options are at an intermediate skill level.

## Playing the Games

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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.

### ► Word Blaster™

In Word Blaster you try to guess the mystery word before all its letters appear. As soon as you know the word, press **(ENTRER)**. Then type your guess and press **(ENTRER)**. If you're wrong, Word Blaster asks you for another word. The speed at which the letters appear is set by the skill level.

## Playing the Games

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### ► Word Auction™

In Word Auction, you try to bid for all the letters of a mystery word, before your cash runs out. The amount of each bid depends on the frequency of the letter. All bids will cost you whether correct or incorrect. If you guess the word, your remaining cash is added to the next round.

### ► 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.

### ► Flashcards

Flashcards flashes words for you to define or study. To view the definition of the word, press **ENTRER**. Press **ARR** to return to Flashcards, and then press **↓** to try another word.

## Playing the Games

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NOTE: These next two games test your knowledge of French words only.

### ► Gender Tutor™

Gender Tutor asks you to guess the gender of French nouns. Press *M* for masculine and *F* for feminine. Your score is shown in the top right corner of the screen.

### ► Conjumania!™

Conjumania! teaches verb conjugations. It shows you an infinitive French verb and asks you to enter a conjugation. Your conjugation must be spelled correctly, including accents. To try a new conjugation press **ESPACE**.

## Playing the Games

### ► Help in Games

Press **AIDE** while you're in a game if you need help. It will explain the game you are playing. To exit **AIDE**, press **ARR**.

### ► Game Options

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

To...	Press...
Play another round	<b>ESPACE</b>
View the word's definition	<b>ENTRER</b>
Play a different game	<b>ARR</b>
Go to the ready screen	<b>EFFAC</b>

## Optional Features



**AC adaptor jack:** Your BOOKMAN may be equipped with a standard 3.5 mm jack for use with a 9-volt, 200-300 milli-amp 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:** Your BOOKMAN may also have a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headset.

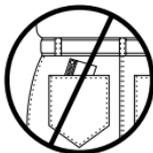
## Cartridge Care

- **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 **EFFAC** 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 **EFFAC** 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 recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the cartridge slot.

### ► Troubleshooting BOOKMAN

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

## Limited Warranty (US only)

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016-4907, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

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## Copyrights & Patents

Model: BFS-840

- batteries: 4 AAA (not included)
- size: 14 x 10.2 x 2.5 cm
- weight: 7 oz. (without batteries)

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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.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing  or by removing/replacing batteries.

U.S. Patents 4,406,626; 4,490,811; 4,830,618; 4,891,775; 4,982,181; 5,007,019; 5,113,340; 5,153,831; 5,203,705; 5,218,536; 5,229,936; 5,249,965; 5,295,070; 5,321,609; 5,333,313; 5,396,606 European Patent 0 136 379. Pat. Pend.



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