

Franklin®

BOOKMAN®

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

**USER'S GUIDE
MODE D'EMPLOI
BQF-440**

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Contents

Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic library 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 200,000 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.
- LISTE** (blue) Shows Personallist menu.
- 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 card described in this User's Guide.

Other books have their own color key functions, which are labelled on their 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 **?*** to type an asterisk.
- ENTRE** Enters a search, selects a menu item, or starts a highlight.
- AIDE** Shows help messages.
- ESPACE** 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.

Direction Keys



Moves 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.

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

Installing Batteries

BOOKMAN model 440 uses two lithium CR-2032 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 card, will be erased.

1. Turn **BOOKMAN** over.
2. Slide off its battery cover in the direction of the triangle.
3. Install the batteries following the diagram in the case.
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 Cards

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

1. Turn **BOOKMAN** off.
2. Turn **BOOKMAN** over.
3. Align the tabs on the 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 a Book

Once you have installed a card in your BOOKMAN, you can 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.

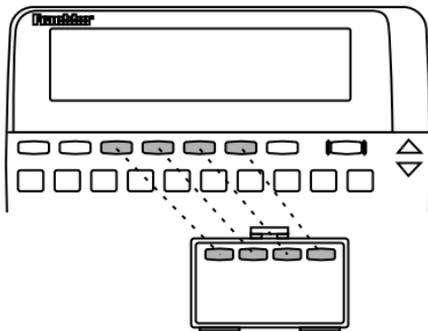
► About Screen Illustrations

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

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 card book is selected, the color keys function as labelled on that card.



Remember, the color keys for BOOKMAN books in cards function as labelled on their cards, not as on the keyboard.

Changing the Language

► 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.

A si vous parlez français.
B if you speak English.

Changing the Language

► 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
4

Ready for a French word
4

► 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 card 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 card 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 noun:  
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> shows the word to be feminine.

Translating English Words

► 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]: piece <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

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 **↓**.

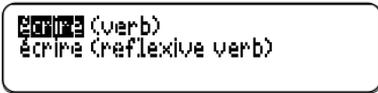
```
poisson masculine noun:  
fish <inv>  
les Poissons:
```

4. Press **EFFAC** when done.

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)

These are the principal forms of the verb *écrire*.

4. Press either **(CONJ)** or hold **(☆)** and press **BAS** repeatedly to view more inflections.



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

If the word is a noun, an adjective, or another modifier, then there won't be any other inflections.

5. Use the direction keys to read.
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

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, but 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 **ENTRER**.

ports
porto
ports

3. Highlight a match.
4. Press **ENTRER** 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 **MAJ** and press **?***.

2. Press **ENTRER**.

armoires
armoires
armoires

3. Highlight a match.
4. Press **ENTRER** to see the French translation.
5. Press **EFFAC** when done.

Correcting Misspellings

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

► 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 **LISTE.**

2. Highlight *N*: Add new word and press **ENTRER, or simply press **N**.**



3. Type a word in the current entry language.



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

5. Add another word if desired.

6. Press **EFFAC when done.**

Using your Personal List

► 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 **(LISTE)** to go to the Personal list menu, and press **(A)** to add the word. Press **(EFFAC)** when finished.



```

LISTE
N: Add new word
V: View French list

```

► Adding Highlighted Words

You can also add words to your personal word lists from definitions, and correction lists. Highlight a word and then press **(LISTE)** to go to the Personal list menu. Press **(A)** to add the word. Press **(EFFAC)** to return to the ready screen.

Using your Personal List

► Viewing Your List

1. Press **(LISTE)**.
2. Press **(LANG)** to change the entry language, if needed.
3. Press **(V)** to view 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 **(LISTE)**.
2. Press **(V)** to view the list.
3. Highlight the word you want to delete.
4. Press **(R)** to remove that word.

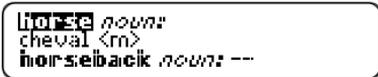
► Erasing Your List

1. Press **(LISTE)**.
2. Press **(V)** to view the list.
3. Press **(E)** to erase the list.
4. Press **(Y)** for yes.

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.

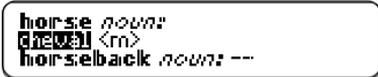
1. At any text, press **ENTRER** to start the highlight.



horse *noun:*
cheval <rn>
horse:eback *noun:* --

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

2. Use the arrow keys to highlight a word.



horse *noun:*
cheval <rn>
horse:eback *noun:* --

3. Do one of the following:
To... Press...
define the word **ENTRER**
view inflections **CONJ**
add word to Personal list **LISTE**

Sending a Word Between Books

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.



chess *noun:*
échecs <mpl>
chess:board *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: **FRANCAIS**
Word list: Main
Difficulty: Beginner

3. Use **↓** or **↑** to highlight an option.
4. Press **⇒** to change settings.

► Understanding Settings

Language: Select the language you want to play the games with.

Word list: Choose which words you will play the games with (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

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.



▶ Adjust 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 **ESPACE** 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

► 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 is hanged.

► Word Blaster™

In Word Blaster you try to guess the mystery word before all of 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.

► 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 help, press **ARR**.

Playing the Games

► 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 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.

► Game Options

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

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

Playing the Games

► 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.

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.

► Conjunmania!™

Conjunmania! 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**.

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 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 **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 card.

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 card slot.

► Troubleshooting BOOKMAN

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

Limited Warranty (U.S. 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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Model: BQF-440

- batteries: 2 CR-2032, 3-volt lithium
- size: 12 x 8.3 x 1.4 cm
- weight: 4 oz. (without batteries)

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