

Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Macquarie
Dictionary

USER'S GUIDE

DMM-440

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING ANY BOOKMAN ELECTRONIC BOOK.

YOUR USE OF THE BOOKMAN ELECTRONIC BOOK DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE BOOKMAN ELECTRONIC BOOK AND YOUR PURCHASE PRICE WILL BE REFUNDED.

BOOKMAN ELECTRONIC BOOK means the software product, hardware, and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

LIMITED USE LICENSE

All rights in the BOOKMAN ELECTRONIC BOOK remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use the BOOKMAN ELECTRONIC BOOK on a single FRANKLIN BOOKMAN at a time. You may not make any copies of the BOOKMAN ELECTRONIC BOOK or of the preprogrammed data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the BOOKMAN ELECTRONIC BOOK. You may not export or reexport, directly or indirectly, the BOOKMAN ELECTRONIC BOOK without compliance with appropriate governmental regulations. The BOOKMAN ELECTRONIC BOOK contains Franklin's confidential and propriety information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

Contents

Welcome to the world of BOOKMAN®!
With your *Macquarie Dictionary*, you can find over 95,000 words and 500,000 synonyms, antonyms, and Classmates™.

You can also find phrases, correct misspellings, save words to your personal list, and play four fun words games. Read this User's Guide to learn how.

Installing Batteries and Installing a Book Card	4
Selecting a Book and Using the Colour Keys	5
Changing the Settings and Viewing a Demonstration	6
Finding Dictionary Entries	7
Using the Word List	8
Highlighting Words	8
Finding Thesaurus Entries	9
Finding Phrases	9
Finding Inflections	10
Finding Confusables®	10
Finding Parts of Words	11
Saving Words for Study	11
Changing Games Settings	12
Playing the Games	13
Sending a Word Between Books	14
Resetting Your BOOKMAN	15
Specifications	15

Key Guide

Colour Keys

INFL

(red) Displays the inflected forms, if any, of the selected word.

THES

(green) Displays synonyms, antonyms, and Classmates™, if any, of the selected word.

PHRASE

(yellow) Displays phrases, if any, that contain the selected word.

LIST

(blue) Displays the personal list menu.



Direction Keys

Moves in the indicated direction.

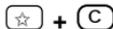


Pages down or up.

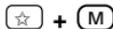


Accents a typed letter.

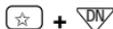
Key Combinations*



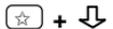
Displays Confusables®, if any, of the selected word.



Displays the games menu.



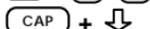
Goes to the next or previous entry or match.



Types a hyphen.



Types numbers.



Goes to the bottom or top of an entry or menu.



Other Keys

BACK

Backs up a step, erases a letter, or turns off the highlight.

CAP

Shifts the keys to type capitals or punctuation.

CARD

Exits the book you are reading.

CLEAR

Clears all of your entries.

ENTER

Enters a search, selects a menu item, or starts a highlight.

HELP

Displays help messages.

MENU

Displays the main menus.

ON/OFF

Turns BOOKMAN on or off.

?*

Types a **?** to stand for an unknown letter; with **CAP**, types an ***** to stand for a series of letters. At a dictionary entry, displays the headword. At a menu, displays a full menu title.

SPACE

Types a space or pages down.

► 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 labelled on their keyboards or book cards. To learn more, read "Using the Colour Keys."

* Hold the first key while pressing the other key.

Installing Batteries

Note: If battery insulation tape is installed, carefully remove it by pulling the battery installation tape out of the battery compartment.

BOOKMAN 440 models use two CR2032 3-volt batteries. Here is how to install or replace the batteries.

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

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

► Follow the Arrows

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

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.

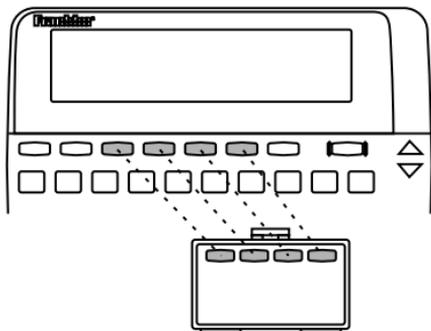
► Resuming Where You Left Off

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 labelled on the BOOKMAN keyboard. If you have selected a book card, the colour keys function as labelled on that card.



Remember, when you have selected a book card, the colour keys function as labelled 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 **(MENU)**.
2. Use **⇨** or **⇧** to highlight the Setup menu.
3. Press **⇩** to highlight *Set Type Size, Set Shutoff, or Set Contrast*.



4. Press **(ENTER)**.
5. Use **⇩** or **⇧** to change the setting.
To leave the settings unchanged, press **(BACK)**.
6. Press **(ENTER)** to select it.

► 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.

Viewing a Demonstration

Before you start using your new BOOKMAN, you may want to see a brief demonstration of what it can do.

When no book card is installed in your BOOKMAN, the demonstration will automatically appear after you turn the unit on. To stop the demonstration, press **(CLEAR)**. To disable it, press **(MENU)**, and use the arrow keys to highlight the Setup menu. Highlight *Disable Demo* and press **(ENTER)**. To re-enable it, select *Enable Demo* from the Setup menu.

When a book card is installed in your BOOKMAN, press **(MENU)**. Use the arrow keys to highlight the Setup menu and then select *View Demo*.

► Help is Always at Hand

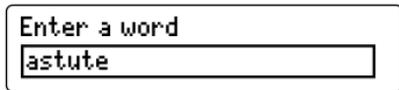
You can view a help message at virtually any screen by pressing **(HELP)**. Press **⇩**, **(SPACE)**, or **⇩** to read the help. Press **(BACK)** to exit the message.

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

Finding Dictionary Entries

You can find a dictionary entry simply by typing one or more words at the *Enter a word* screen and then pressing **ENTER**.

1. Press **CLEAR**.
2. Type a word (e.g., *astute*).

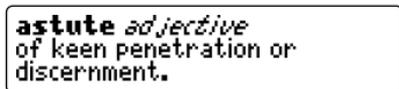


Enter a word
astute

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

To accent a typed letter, first type the letter to be accented and then use **UP** or **DOWN** to find the desired accent mark.

3. Press **ENTER**.



astute *adjective*
of keen penetration or
discernment.

This is a sample dictionary entry.

4. Press **DOWN**, **SPACE**, or **DOWN** to see more.
5. To see the dictionary entries of the next or previous word listed in this dictionary, hold **STAR** and press **DOWN** or **UP**.
6. Press **CLEAR** when finished.

Finding Dictionary Entries

► Correcting Misspellings

If you misspell a word, do not worry. The dictionary automatically gives you a list of corrections. Simply use the arrow keys to highlight the correction you want and press **ENTER** to see its dictionary entry. For example, enter *nolij* at the *Enter a word* screen. Highlight the correction you want and press **ENTER** to see its dictionary entry. To go back to the correction list, press **BACK**.

► Understanding Dictionary Entries

The bold word at the top of the dictionary entry is called the headword. The headword is followed by its part of speech and its definition(s). After the definition(s), you may see other forms of the word.

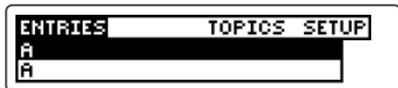
► Choosing Multiple Forms

Some words in this dictionary have more than one form. When the word you are looking up has multiple forms, the different forms automatically appear in a list. Highlight the form you want and press **ENTER** to see its dictionary entry.

Using the Word List

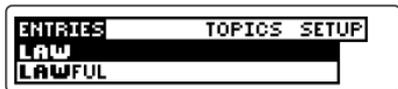
You can also find dictionary entries by searching for words on the Entries menu.

1. Press **MENU**.



To see a full menu title, press **?***.

2. Start typing a word until it is highlighted. For example, type *law*.



You can also highlight words by using **↓** or **↑**.

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

3. Do one of the following:

To...

find a dictionary entry

find a thesaurus entry

find inflected forms

find phrases

add word to your list

find Confusables

Press...

ENTER

THES

INFL

PHRASE

LIST

☆ + C

4. To go back, press **BACK**.

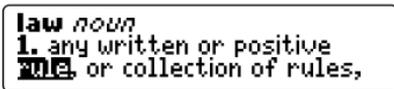
Highlighting Words

Another way to look up a word is to highlight it in text. Then you can find that word's dictionary entry, thesaurus entry, inflections, Confusables, or save it in your personal list.

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

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

2. Use the arrow keys to move the highlight.



3. Do one of the following:

To...

find a dictionary entry

find a thesaurus entry

find inflected forms

find phrases

add word to your list

find Confusables

Press...

ENTER

THES

INFL

PHRASE

LIST

☆ + C

4. To go back, press **BACK**.

Finding Thesaurus Entries

When you see THES flash once in the upper right of the screen, the selected word has a thesaurus entry. A thesaurus entry can contain a part of speech, a brief meaning, and a list of available synonyms, antonyms, synonymous phrases, and Classmates™ (words related by subject).

1. Press **CLEAR**.
2. Type a word. For example, type *dry*.

If you want, press **ENTER** to see its dictionary entry.

3. Press **THES** (the green key).

dry noun lacking water
SYNONYMS:
anhydrous, arid, dehydrated,

4. Use the Direction keys to read.
5. Hold **☆** and press **DN** to see the next thesaurus entry, if any.

dry verb to remove
moisture from
SYNONYMS:

To see a previous thesaurus entry, hold **☆** and press **UP**.

6. Press **BACK** to go back.
7. Press **CLEAR** when finished.

Finding Phrases

You can find phrases containing specific words.

1. Press **CLEAR**.
2. Type a word. For example, type *house*.
If you want, press **ENTER** to see its dictionary entry.
3. Press **PHRASE** (the yellow key).

house of cards
keep house
keep open house

4. Use **↓** to highlight a phrase and then press **ENTER**. For example, select *keep house*.

16. keep house, to manage a house; look after a home.
17. keep open house, to

5. Hold **☆** and press **DN** to see the next phrase, if any.
To see a previous phrase, hold **☆** and press **UP**.
6. Press **BACK** to go back to the list of phrases.
7. Press **CLEAR** when finished.

Finding Inflections

Inflections are the changes in a word's form such as case, gender, number, tense, person, mood, or voice. Verbs have more inflections than other parts of speech.

1. Press **CLEAR**.
2. Type a word. For example, type *mean*.
If you want, press **ENTER** to see its dictionary entry.
3. Press **INFL** (the red key).

```
mean (adjective)
mean (noun)
mean (verb)
```

4. Highlight a part of speech, if needed, and press **ENTER**. For example, select *mean (verb)*.

```
I mean; he means
I meant
I have meant
```

5. Press **INFL** (red) or hold **☆** and press **▽** to see more inflections, if any.

To see a previous inflection, hold **☆** and press **△**.

6. Press **CLEAR** when finished.

Finding Confusables®

Confusables are words that are often confused or that sound alike but are spelled differently. Rain, reign, and rein are examples of Confusables. Not every word will have Confusables.

1. Press **CLEAR**.
2. Type a word. For example, type *air*.
If you want, press **ENTER** to see its dictionary entry.
3. Hold **☆** and press **C**.

```
air: atmosphere
err: fail
heir: inheritor
```

4. Press **ENTER** to start a highlight.
5. Highlight a Confusable or its meaning and do one of the following:

To...

find a dictionary entry
find a thesaurus entry
find inflected forms
find phrases
add word to your list

Press...

ENTER
THES
INFL
PHRASE
LIST

Finding Parts of Words

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

To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Asterisks stand for a series of letters.

1. Press **CLEAR**.
2. Type a word with ?'s or *'s.

Enter a word

sc?n*

To type an asterisk, hold **CAP** and press **?***.

3. Press **ENTER**.

scan
scandal
scandalise

4. Highlight a match and press **ENTER** to find its dictionary entry.

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

5. Press **CLEAR** when finished.

Saving Words for Study

You can create a personal list of words of up to 10 words for study and review.

Note: You can only add words that are in this dictionary to your personal list.

► Adding and Viewing Words

1. Press **CLEAR**.
2. Press **LIST** (the blue key).
3. Highlight *Add A Word*.
4. Press **ENTER**.
5. Type a word.
6. Press **ENTER** to add the word to your personal list.
7. Highlight *View List...* and press **ENTER** to view your personal list.

► Deleting One Word

1. Press **LIST** (blue).
2. Highlight *Delete A Word* and then press **ENTER**.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.
Or press **BACK** to cancel.

Saving Words for Study

► Erasing Your Personal List

1. Press **LIST** (blue).
2. Highlight *Erase The List* and then press **ENTER**.
3. Press **Y** to erase the entire list.
Or press **N** to cancel.

► Other Ways to Add Words

You can also add a word to your personal list by typing it at the *Enter a word* screen or by highlighting it in text or in a list.

To enter a word at the *Enter a word* screen, first type a word and then press **LIST** (blue). Press **ENTER** to add the word.

To add a word in text, press **ENTER** to start the highlight and then use the arrow keys to highlight a word. Then press **LIST** (blue). Press **ENTER** to add the word.

To add a word in a list, use the arrow keys to highlight a word and then press **LIST** (blue). Press **ENTER** to add the word.

Changing Games Settings

Your dictionary has four fun and educational word games you can play. You can select the skill level and choose the word size you will play with. Here's how.

1. Press **MENU** and select **Game Setup** from the Topics menu.
2. Use **⇨** or **⇧** to highlight **Word Size** or **Skill Level**.
3. Use **↓** or **↑** to highlight a setting and press **ENTER**.

The tick marks your current setting. To leave the settings unchanged, press **BACK**.

► Understanding Game Skill Levels

There are five skill levels to choose from: Beginner, Intermediate, Advanced, Expert, and Wizard. Beginners, for example, have more chances to guess mystery words than Wizards.

► Selecting the Game Word Size

You can choose to play the games with a random word list, your personal list, your own words, or with words that have from three to 14 letters.

Playing the Games

Now that you have the game set, let's play.

1. Hold and press .

Or press  and then select *Games* from the Topics menu.

2. Use or to highlight a game.

3. Press to select it.

4. Press when finished.

► After a Round...

When you finish a round, you can find the dictionary entry or thesaurus entry of a mystery word, and see its Confusables, phrases, or inflected forms. You may have to highlight a word first. After a round, do one of the following:

To...

- start a new round
- find a dictionary entry
- find a thesaurus entry
- find inflected forms
- find phrases
- add word to your list
- find Confusables

Press...

- 
- 
- 
- 
- 
- 
-  + 

Playing the Games

► Anagrams

Anagrams challenges you to find all of the words that can occur within a given word. Each letter can only be used as many times as it appears in the given word. Each anagram must be a specified minimum length, which will flash on the screen before each round. The number of possible anagrams is shown on the right side of the screen. Type an anagram and then press .

Use the arrow keys to view the anagrams that you have already entered. Hold  and press  to shuffle the letters of the given word. To end the round and reveal the remaining anagrams, press .

► Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you have left appears to the right of the #'s. For a hint, hold  and press . Note: If you ask for a hint, you will lose the round. To end the round and reveal the mystery word, press .

Playing the Games

► 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 view the dictionary definition of the word.

► Flashcards

Flashcards flashes words for you to define or study. Press **ENTER** to see the word's dictionary entry. Then press **BACK** to go back to Flashcards.

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 text.

To highlight a word in text, press **ENTER** and then use 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 search for 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.

The reset button is recessed in a pin-sized hole on the back of the BOOKMAN. Look for it on the battery cover or near the book card slot.

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.

Specifications

Model: DMM-440

Macquarie Dictionary

- size: 12 x 8.3 x 1.4 cm
- weight: 113.4 g

© 1997 Franklin Electronic Publishers, Inc., Burlington, N.J. 08016-4907 U.S.A. All rights reserved.

© 1990 The Macquarie Library Pty Ltd. All rights reserved.

FCC Notice: This device complies with part 15 of the 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; 4,891,775; 5,153,831; 5,113,340; 5,321,609; 4,830,618; 5,218,536; 5,396,606; 5,203,705; 5,229,936; 4,982,181; 5,295,070, 5,333,313; 5,007,019; 5,249,965; 4,406,626.

U.K. Reg. Des. 2043953; German Patents M 9409743.7 and M 9409744.5; European Patent 0 136 379.

Patents Pending
ISBN 1-56712-386-4

Limited Warranty (outside U.S.)

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 purchased outside the United States that are returned under warranty should be returned 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. No provision of the Warranty shall operate to restrict or modify the rights of the Owner conferred by the Trade Practices Act 1974 or similar provisions in legislation of the States and Territories of Australia which it is prohibited by law to restrict or modify.

Index

- ?* key 11, 13
- Anagrams game 13
- Arrow keys 4
- Auto-resume feature 5
- Batteries, installing 4
- Blue (LIST) key 3, 11, 13
- BOOKMAN
 - resetting 15
 - specifications 15
- CARD key 5, 14
- Changing
 - font size 6
 - screen contrast 6
 - shutoff time 6
- Classmates 9
- CLEAR key 7
- Colour keys
 - understanding 3
 - using 5
- Confusables 8, 10, 13
- Demonstration
 - disabling 6
 - enabling 6
 - viewing 6
- Dictionary entries
 - finding 7
 - understanding 7
- Direction keys 3
- FCC Notice 15
- Flashcards game 14
- Font size 6
- Game Setup 12
- Game words 12
- Games
 - skill levels 12
 - word size 12
- Green (THES) key 8, 9, 10, 13
- Hangman game 13
- HELP key 6
- Help messages 6
- INFL (red) key 3, 8, 10, 13
- Inflections 8, 10, 13
- Limited Warranty 16
- LIST (blue) key 3, 11, 12, 13
- Misspellings, correcting 7
- Multiple forms 7
- Numbers, typing 3
- Personal list
 - adding words 11
 - deleting a word 11
 - erasing 12
 - viewing 11
- PHRASE (yellow) key 8, 10, 13
- Phrases 9
- Red (INFL) key 3, 8, 10, 13
- Resetting BOOKMAN 15
- Selecting books 5
- Set Contrast 6
- Set Shutoff 6
- Set Type Size 6

Index

Setup menu 6

Shutoff time 6

Specifications 15

STAR key

with C 8, 10, 13

with CARD 14

with M 3, 13

with UP, DN 3

THES (green) key 8, 9, 10, 13

Thesaurus entry 9

Tutorial 6

Viewing

help messages 6

demonstration 6

Word Train game 14

Yellow (PHRASE) key 8, 10

Franklin[®]
Electronic Publishers