

Franklin®
Electronic Publishers

BOOKMAN®

QUEEN'S ENGLISH
Dictionary
& Thesaurus

User's Guide

DMQ-440

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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 your new *Dictionary & Thesaurus* you can find over 83,000

dictionary entries and 41,000 thesaurus entries with 496,000 synonyms, correct misspellings, save words to your User list, and play three fun and educational word games. To learn how, read this User's Guide.

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Key Guide

Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Shows the main menus.
- THES** **(red)** Shows synonym lists.
- CONF** **(green)** Shows Confusables®.
- GAMES** **(yellow)** Shows the games.
- LIST** **(blue)** Shows the User list menu.
- CARD** Exits the selected book.
- ON/OFF** Turns the BOOKMAN on or off.

► Understanding the Colour Keys

The colour 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 colour key functions, which are labelled on their cards and listed in their User's Guides. For more information, read "Using the Colour Keys."

*Hold  while pressing the other key.








Other Keys

- BACK** Backs up, erases letters, or turns off a highlight in the text.
- CAP** Shifts keys to type punctuation.
- ENTER** Enters a search, selects a menu item, or starts a highlight.
- HELP** Shows help messages.
- SPACE** 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.

Arrow Keys

-   At text, menus, and lists, move up or down. At the Entry screen, darken or lighten the contrast.
-   Move left or right.

Star Key Combinations*

-  + **CARD** Sends a word between books.
-  +  Shows the next match.
-  +  Shows the previous match.
-  +  Types a hyphen.

Installing Batteries

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.

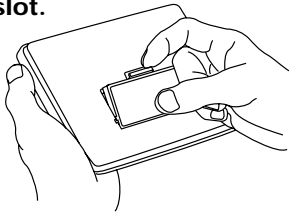
► Resuming Where You Left Off

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

Installing Cards

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

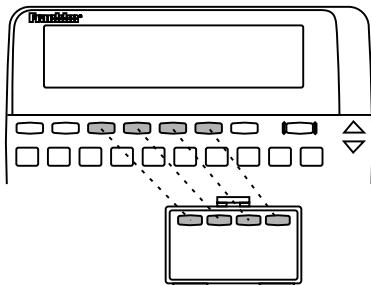
► About Screen Illustrations

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

Using the Colour Keys

The red, green, yellow, and blue keys on your BOOKMAN change functions according to which book you are using.

When the built-in book is selected, the colour keys function as labelled on the BOOKMAN keyboard. When a book in a card is selected, the colour keys function as labelled on that card.



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

Changing Settings

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 **MENU**.
2. Press the arrow keys to highlight the Setup menu.
3. Highlight *Set Font, Set Shutoff, or Set Contrast*.



4. Press **ENTER**.
5. Highlight a setting.
Or press **↑** and **↓** if you selected *Set Contrast*.
6. Press **ENTER** to select it.

Viewing the Demonstration

Before you start using your BOOKMAN, you can see a demonstration of what it can do.

When no card is installed in your BOOKMAN, the demonstration automatically appears when you turn on your BOOKMAN. To stop the demonstration, press **CLEAR**. To disable it, press **MENU**, and then select *Disable Demo* from the menus. To re-enable it, select *Enable Demo*.

When a card is installed in your BOOKMAN, select *View Demo* from the menus to see the demonstration.

► Help is Always at Hand

You can view a help message at virtually any screen by pressing **HELP**. Then press **↓** to read it. To exit help, press **BACK** or **HELP**.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can use to move around menus or view more text.

Finding Definitions

You can find definitions simply by typing a word at the Entry screen and then pressing **ENTER**. Try this example.

1. Press **CLEAR** to clear the Entry screen.
2. Type a word (e.g., *acumen*).

ENTER your word:
acumen

3. Press **ENTER** to see its definition(s).

acumen *noun*
sharpness of wit, perception, penetration

The main word appears in bold type with hyphenation points, followed by its part of speech.

4. Press **↓** or **SPACE** to see more.
5. To see the definition(s) of the next or previous word listed in this dictionary, hold **☆** and press **↓** or **↑**.
6. Press **CLEAR** when finished.

Finding Synonyms

It's easy to find synonyms for words by using the **THES** key.

1. Press **CLEAR**.
2. Type a word (e.g., *splendid*).
3. Press **THES** to see synonyms of the word.

splendid
admirable
brilliant

4. Press **↓** or **SPACE** to move down.

heroic
outstanding
rare




Each thesaurus entry lists synonyms with closely related meanings. Many words have more than one thesaurus entry.

5. Hold **☆** and press **↓** to see the next list of synonyms, if any.

splendid
costly
dazzling

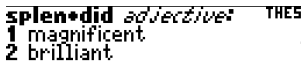
THES

Finding Synonyms




- To return to the previous synonym list, hold  and press .
- Press  when finished.

▶ Another Way to Find Synonyms

You can also find synonyms when you see a **THES** flash at the upper right of the screen.





splendid *adjective* THES
1 magnificent
2 brilliant

Simply press  to see synonyms of the main or highlighted word. Then hold  and press  to see the next list of synonyms, if any.

Finding Confusables®

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, **CONF** will flash once in the upper right of the screen.

- Type a word (e.g., *rein*).
- Press .
- Press .





rein: harness
rain: precipitation
reign: rule

Each Confusable is paired with an identifying word.

- Press  and then use the arrow keys to highlight a word.



rein: ~~harness~~
rain: precipitation
reign: rule

- Press  to see its definition(s).
- Press  when finished.

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

aforementioned
adjective
chiefly in legal documents

6. Hold **☆** and press **▽** to see the next definition that includes your word.

alienist *noun* **alienists:**
US
psychiatrist who specializes

To see the previous one, hold **☆** and press **△**.

7. Press **↓** or **SPACE** to move down.
8. Press **CLEAR** when finished.

Highlighting Words

Another way to look up words is by highlighting them in definitions, synonym lists, or correction lists. Then you can find their definitions, synonyms, Confusables, or add them to your User list.

1. At any definition or list, press **ENTER** to start the highlight.

forward *adjective:*
~~obstinate~~ contrary

To turn the highlight off, press

BACK.

2. Use the arrow keys to highlight a word.

obstinate *adjective:*
1 stubborn
2 self-willed

3. Do one of the following:

To...

view definition(s)

view synonyms **THES**

view Confusables

add word to User list

Press...

ENTER

CONF

LIST

Correcting Misspellings

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

1. Type a misspelled word.



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

2. Press **ENTER**.



3. Press **↓** to highlight a correction, if needed.

4. Press **ENTER** to see its definition(s).

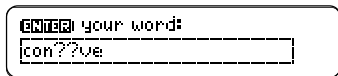
5. To go back to the correction list, press **BACK**.

6. Press **CLEAR** when finished.

Finding a Letter in a Word

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

1. Type a word with ?'s in it.



2. Press **ENTER**.



3. Highlight a match.

4. Press **ENTER** to define it.



5. Press **CLEAR** when finished.

► Crossword Puzzles

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 see possible answers.

Finding a Series of Letters

To find prefixes, suffixes, and other parts of words, type an asterisk in a word. Each asterisk stands 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 * in it.



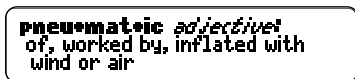
To type an asterisk, hold **CAP** and press **?***.

2. Press **ENTER**.



3. Highlight a match, if needed.

4. Press **ENTER** to define it.



5. Press **BACK** to go back. Or press **CLEAR** when finished.

Reviewing Your Words

The Path list lets you review the last 15 words you looked up. The Path list is automatically saved between sessions unless the batteries lose power.

1. Select **View Path list** from the **Other** menu.



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

2. Press **↓** to highlight a word.

3. Press **ENTER** to define it.



4. Press **THES** to see synonyms or **CONF** to see its Confusables, if any.

5. Press **CLEAR** when finished.

Using the User List

You can create a User list of approximately 35 words for personal study. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

1. Press **LIST** to see the User list menu.

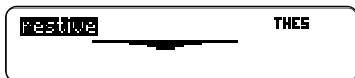


If you haven't added words to your User list, *View list: **Empty*** appears.

2. Select **Add word**.
3. Type a word (e.g., *restive*).



4. Press **ENTER** to add the word.
5. Select **View list: 1 word**.



This is a User list of one word.

Using the User List

► 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**.
4. Select **Add "your word"**.

► Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you're given three options: *Cancel*, *Add anyway*, or *Correction candidate(s)*. Select an option.

Caution: Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, your User list may hold as few as 10 words.

Using the User List

You can delete one or all the words in your User list. Here's how.

► Deleting One Word

1. Press **LIST**.
2. Select *Delete word*.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.
5. Press **CLEAR** when finished.

► Deleting Your User List

1. Press **LIST**.
2. Select *Erase list*.
3. Press **Y** to erase the entire list. Or press **N** to cancel.

Sending Words 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.

circus *noun* **circuses**
1 (performance of) travel-
ling group of **PERFORMERS**.

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

2. Hold **☆** and press **CARD**.
3. Highlight the other book.
4. Press **ENTER**.

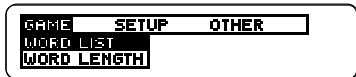
The word that you highlighted appears in the other book.

5. 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.



3. Highlight a setting.
4. Press **ENTER** to select it.

► About the Game 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 after you select a game.

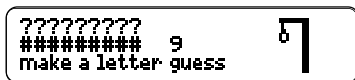
Word Length lets you pick how many letters will be in the words (3-13).

Skill Level lets you select the level of difficulty.

Playing the Games

Now that you have the game settings to your liking, let's play.

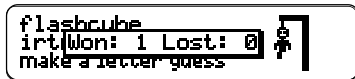
1. Press **GAMES**.
2. Press **↑** or **↓** to highlight a game.
3. Press **ENTER** to start it.



4. Press **SPACE** to start a new round.

► Keeping Score

Your score automatically appears after each round of Hangman and Word Train until you exit the game.



Playing the Games

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 the 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 see the definition of the word. Press **BACK** to exit a game and see 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.

Playing the Games

Type an anagram and then press **ENTER**. Use the arrow keys 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 definition. 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 see 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 see the dictionary definition of the word.

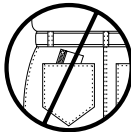
Card Care

- **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 book 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 **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 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.

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 book cards, if any, are installed correctly.
- Check that the cards' metal contacts are dirt-and dust-free.

Limited Warranty

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products returned under warranty should be sent to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Copyrights and Patents

BOOKMAN Model DMQ-440

- batteries: 2 CR2032, 3-volt lithium
- size: 12 x 1.4 x 8.3 mm
- weight: 3.5 oz. (without batteries)

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U.S. Patents 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;
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