Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Dictionary
& Thesaurus

USER'S GUIDE
MWD-640

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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 *BOOKMAN Dictionary & Thesaurus* you can find over 83,000 dic-tionary entries, 41,000 thesaurus entries with 496,000 synonyms, correct misspellings, save words to your User list, and play three fun, educational word games. To learn how to use other book cards, read their User's Guides.

Key Guide

Function Keys

CLEAR   Clears to *Enter your word.*

MENU   Shows the main menus.

THES   **(red)** Shows a thesaurus entry.

CONF   **(green)** Shows Confusables™.

GAMES   **(yellow)** Shows the games list.

LIST   **(blue)** Shows the User list menu.

CARD   Exits the book you are reading.
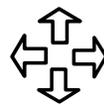
ON/OFF   Turns your BOOKMAN on or off.

➤ 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

BACK   Backs up, erases letters, or stops a highlight.

CAP   Shifts keys to type punctuation.

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

HELP   Shows help messages.

? ★   Types a question mark to stand for an unknown letter in a word. Shifted, types an asterisk to stand for a series of 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 the next match.

☆ + **UP**   Shows the previous match.

☆ + **T**   Shows a thesaurus entry.

☆ + **P**   Shows the Path list.

*Hold ☆ while pressing the other key.

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Installing Batteries

BOOKMAN model 640 uses four AAA batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from your BOOKMAN, information that you have entered in its built-in book as well as in any 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 following the diagram in the case.**
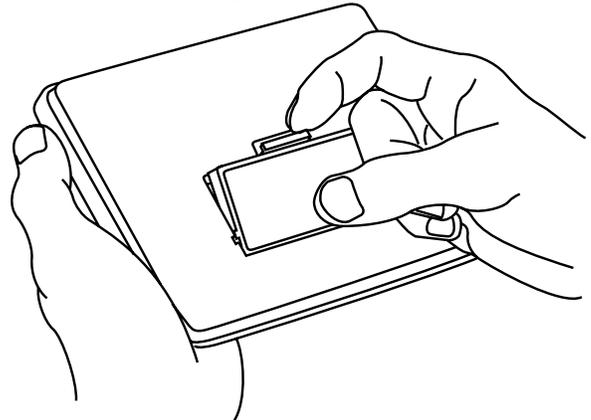4. **Replace the battery cover.**

➤ **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 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 as well as in any other installed book cards, 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 Book Cards**

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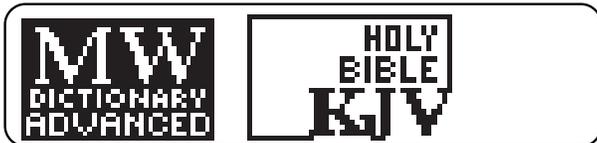
Selecting Books

Once you have installed a book card in your BOOKMAN, you can select which book you want to use. Follow these steps.

1. Turn BOOKMAN on.

2. Press CARD.

These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.
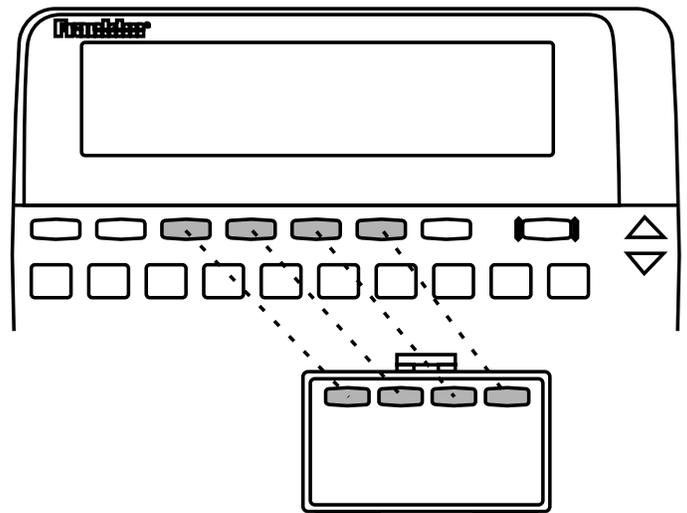

4. Press ENTER to select it.

➤ **About Screen Illustrations**

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

Using the Color 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 color keys function as labeled on the BOOKMAN keyboard. If you have selected a book card, the color keys function as labeled on that card.

Remember, when you've selected a book card, the color keys function as labeled on that card, not as on the keyboard.

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Changing Settings

You can adjust the font size, shutoff time, and screen contrast. *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*.

```
┌─────────────────────────────┐
│ GAME    SETUP     CMDS       │
│         SET FONT             │
│         SET SHUTOFF          │
└─────────────────────────────┘
```

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 start using your BOOK-MAN, you can view a brief demonstration of what it can do.

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

When a book card is installed in your BOOKMAN, select *View Demo* from the CMDS menu to view the demo.

➤ 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.

To read a tutorial and key guide describing the functions of this book, 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 the menus or to view more text.

Finding Definitions

It's easy to look up a word in the dictionary. Simply type it at the Entry screen and press ENTER. Try this example.

1. Press CLEAR.

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

```
ENTER your word:
knowledge
```

3. Press ENTER.

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

This is a dictionary entry.

4. Press ⇩ or SPACE to move down.

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

5. Hold ☆ and press DN 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.

```
ac•tion (noun)
 plural ac•tions;
 1: legal proceeding
```

6. Hold ☆ and press DN to view the next definition with your word in it.

```
ap•pel•lant (noun)
 plural ap•pel•lants;
 : person who appeals a legal
```

To see the previous one, hold ☆ and press UP.

7. Press ⇩ or SPACE to read.

8. Press CLEAR when done.

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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.

Or hold ⭐ and press T.

```
splendid adj. marked by
great magnificence, display,
and usually ceremony or
```

This is the first thesaurus entry.

4. Press ⇩ to view synonyms.

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

5. Hold ⭐ and press DN to view more thesaurus entries.

```
splendid adj. extraordi-
narily or transcendently im-
pressive.
```

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

6. Press CLEAR when done.

➤ **Understanding Thesaurus Entries**

Thesaurus entries consist of thesaurus meanings 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 UP takes you to the previous screen of similar information. For example, if you were viewing a dictionary definition, you would go to the previous definition.

Finding a Letter

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.

```
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 see possible answers.

Finding a Series of Letters

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.

```
pneu•mo•nia (noun)
: inflammatory lung disease
```

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.

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.

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

```
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 to view its thesaurus meaning.

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

5. Press CLEAR when done.

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Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, or word lists. Then you can find their definitions, thesaurus entries, Confusables, or add them to your User list.

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

```
knowl•edge (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
view Confusables	CONF
add word to User list	LIST

Reviewing Words

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

1. **Select *Path list* from the CMDS menu.**
   Or hold ☆ and press **P**.

```
splendid
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. **Press ENTER to define it.**

```
ex•pe•ri•ence (noun)
 plural ex•pe•ri•enc•es;
1: a participating in or living
```

4. **Press THES to view a thesaurus entry or CONF to view its Confusables, if any.**

```
experience noun. knowl-
edge of something based on
personal exposure.
```

You can create a User list of up to 40 words. 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.
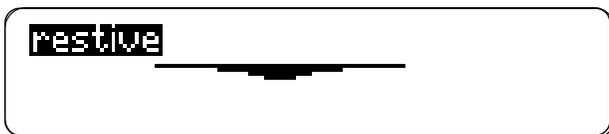
1. Press LIST to view the User list menu.

```
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*. Then press ENTER.

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

```
ENTER list word:
restive◄
```

4. Press ENTER to add the word.

5. Select *View list: 1 word*.

```
restive
```

This is a User list of one word.

▶ **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 list*. 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.

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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.**

▶ 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

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

To send a word, you must first install a book card in your BOOKMAN, and that book card must be able to send or receive words. To learn if a book card can send or 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 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.
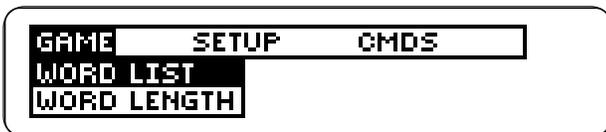5. **Press ENTER to look up the word.**

Changing Game Settings

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

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.

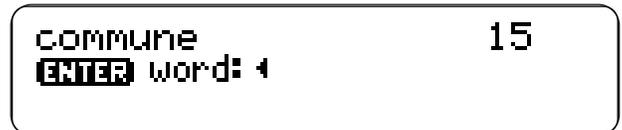**1. Press MENU.**

2. Press ⇦ to highlight the Game menu.

```
GAME      SETUP      CMDS
WORD LIST
WORD LENGTH
```

3. Highlight a setting.

4. Press ENTER to select it.

Playing the Games

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

1. Press GAMES.

2. Press ⇧ or ⇩ to highlight a game.

3. Press ENTER to start it.

```
commune                    15
ENTER word: ◄
```

> ➤ **Keeping Score**

Your score appears after each round of a game.

```
Won 1   Lost 0
```

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 view the definition of 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.

Type an anagram and then press EN-TER. 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 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 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.

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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 your BOOKMAN unit erases settings and information entered into its built-in book, and in any installed books.

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 your BOOKMAN. Look for it on the battery cover or near the book card slot.

➤ **Troubleshooting BOOKMAN**

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

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Model MWD-640
- batteries: 4-AAA, 1.5 volt
- size: 14 x 2.5 x 10.3 cm
- weight: 6 oz. (without batteries)

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.

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