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Electronic Publishers

B·O·O·K·M·A·N™

Dictionary & Thesaurus

User's Guide

MWS-840

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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 this *Dictionary & Thesaurus* you can find and hear over 83,000 dictionary entries, and 41,000 thesaurus entries with 496,000 synonyms. You can also correct misspellings, save words to your User list, and play three fun, educational word games. To learn how to use other books, read their User's Guides.

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Key Guide

Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Shows the main menus.
- THES** (red) Shows a thesaurus entry.
- SAY** (green) Says a word.
- GAMES** (yellow) Shows the games list.
- LIST** (blue) Shows the User list menu.
- CARD** 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 book described in this User's Guide.

Other BOOKMAN 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 ? to stand for an unknown letter in a word. Shows Confusables in text. Shifted, types an * to stand for a series of unknown letters.

Direction Keys



- SPACE** Types a space or pages down.

Star Key Combinations*

- ☆ + CARD** Sends a word between books.
- ☆ + DN** Shows next entry or match.
- ☆ + UP** Shows previous entry or match.

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

Installing Batteries

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 your **BOOKMAN** over.
2. Slide off its battery cover in the direction of the triangle.
3. Install the batteries following the diagram inside the battery case.
4. Replace the battery cover.

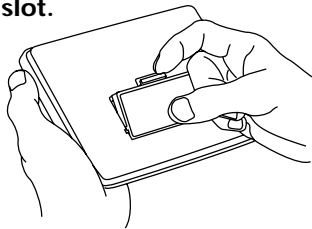
► Resuming Where You Left Off

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

Installing Book 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 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 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.

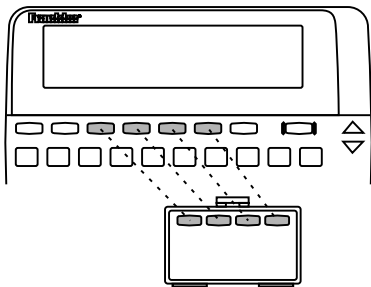
► About Screen Illustrations

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 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 book card 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 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*.



5. Press **ENTER** to select it.
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 this book, you can view a demonstration of what it can do.

The demonstration automatically appears the first time that you press **ON/OFF**. If you want to stop the demonstration, press **CLEAR**. To disable it, press **MENU**, highlight the Setup menu, and then select *Disable 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** or **HELP**.

If you want to read an overview of this product and the key's functions, highlight *Tutorial* on the Other menu and then press **ENTER**.

► 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.

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*).

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

ENTER your word:

knowledge

3. Press **ENTER**.

knowledge (*noun*)
1: understanding gained by
experience

This is a dictionary entry.

4. Press **↓** or **SPACE** to read.

2: range of information
~~knowledge~~**able**
(*adjective*)

5. Hold **☆** and press DN to browse the next dictionary entry.
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 Other menu.
4. Type a word (e.g., *legal*).
5. Press **ENTER**.

action (*noun*)
plural actions;
1: legal proceeding

6. Press **↓** or **SPACE** to read.
7. Hold **☆** and press DN to view the next definition with your word in it.

appealant (*noun*)
plural appealants;
: person who appeals a legal

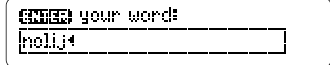
To see the previous one, hold **☆** and press UP.

8. Press **CLEAR** when done.

Correcting Misspellings

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

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



ENTER your word:
nolij

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

2. Press **ENTER**.



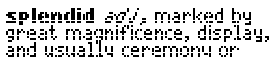
1 nolij
2 noels
3 nulls

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 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**.



splendid *ad/*, marked by great magnificence, display, and usually ceremony or

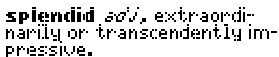
This is the first thesaurus entry.

4. Press **↓** to view synonyms.



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

5. Hold **☆** and press **DN** to view more thesaurus entries.



splendid *ad/*, extraordinarily or transcendently impressive.

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

6. Press **CLEAR** when done.

Finding Synonyms

► 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.

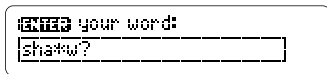
Finding Spellings

If you are uncertain about how to spell a word, 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. Each asterisk stands for a series of letters or spaces.

NOTE: If you type an asterisk at the beginning of a word, it may take awhile to find the matching words.

1. Type a word with ?'s or an *.



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

2. Press **ENTER**.



3. Highlight a match.

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

5. Press **CLEAR** when done.

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.

```
know|ledge (noun)
1# understanding gained by
experience
```

To turn the highlight off, press

BACK.

2. Press the arrow keys to highlight a word.

```
know|ledge (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	?*
add word to User list	LIST

Finding Confusables®

Confusables are words that sound alike, but are spelled differently. If a word has Confusables, a question mark will flash once in the upper right of the screen.

1. Type a word (e.g., *rein*).
2. Press **ENTER**.
3. Press **?***.

```
rein# harness
rain# precipitation
reign# rule
```

4. Press **ENTER** and then highlight a word.

```
rein# |harness|
rain# precipitation
reign# rule
```

5. Do one of the following:

To...	Press...
define the word	ENTER
view a thesaurus entry	THES
view Confusables	?*
add word to User list	LIST




Hearing Words

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




► At the Entry screen

1. Type a word at the Entry screen.
2. Press .

► In Text

1. Go to a definition.
2. Press .
The headword is pronounced.
3. Press  to start the highlight.
4. Press the arrow keys to highlight a word you want to hear.
You can highlight most words.
5. Press .

► In a List

1. Go to your User's or Path list.
2. Press  or  to highlight a word on the list.
3. Press .

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 **View path list** from the **Other** menu.



SCIENTIFIC
experience
knowledge

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

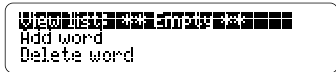
2. Highlight a word.
3. Do one of the following:

To...	Press...
define the word	
view a thesaurus entry	
view Confusables	
add word to User list	

Using the User List

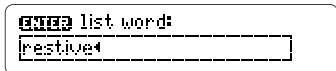
You can create a User list of up to 40 words. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

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



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

2. Highlight *Add word*.
3. Press **ENTER**.
4. Type a word (e.g., *restive*).



5. Press **ENTER** to add the word.
6. Select *View list*.



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 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 this 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 done.

► Erasing Your User List

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

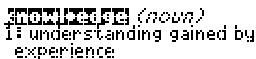
Sending Words

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*)
is 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

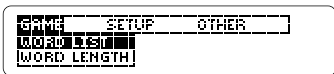
You can change the game settings at any time. Each setting applies to all the games.

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. Select *SAT test words* to practice for the Scholastic Aptitude Test.

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

Skill level lets you select the level of difficulty. There are five levels.

1. Press **(MENU)**.
2. Press **↩** to highlight the Game menu.



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

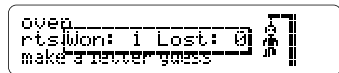
Playing the Games

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.

► Keeping Score

In Hangman and Word Train, your score briefly appears after each round until you choose a new game or press **(CLEAR)**.



Playing the Games

Hangman



```
re????e?
##### 9
make a letter guess
```

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of wrong 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 **ENTER** to define the word. Press **BACK** to return to Hangman. Press **SPACE** to start a new round.

Anagrams



```
worshiping 61
ENTER word: 4
```

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.

Playing the Games

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 **ENTER**. 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 return to Anagrams.

Word Train™



```
SPACE to continue
t p e p l i e r
o o o o o o o o o o
```

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 dictionary define the word.

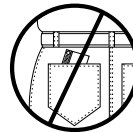
Book card Care

- **Do not touch the metal contacts on the book 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 book cards.**



- **Do not expose the book 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 book 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 book card slot.

► Troubleshooting BOOKMAN

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

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 milliamp 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.

Copyrights and Patents

BOOKMAN Model MWS-840

- batteries: 4 AAA
- size: 14 x 10.2 x 2.5 cm
- weight: 7 oz. (without batteries)

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U.S. Patents 4,490,811; 4,830,618;
4,891,775; 5,007,019; 5,113,340;
5,203,705; 5,218,536; 5,249,965;
4,406,626; 5,229,936; 5,333,313;
European Patent 0 136 379.

Pat. Pend. ISBN 1-56712-163-2

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