

Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Merriam-Webster®
**Collegiate® Dictionary,
Speaking Edition**

USER'S GUIDE

SCD-770

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Introduction

Welcome to the world of BOOKMAN! This BOOKMAN 770 model is a powerful, portable electronic reference with a built-in book, plus two slots in the back for more book cards. With *Merriam-Webster's Collegiate Dictionary, Speaking Edition*, you can:

- find over 500,000 in-depth definitions, many containing parts of speech and usage examples,
- use the built-in thesaurus to find a word's synonyms, antonyms, and other related words,
- use the Dictionary word list to quickly browse all the words in this dictionary,
- use the Subject menu to view specialized dictionaries for over 130 subjects,
- hear the pronunciations of most headwords, and many others,
- use the Dynamic Pronunciation Guide, which can pronounce each sound in a word and is ideal for those learning English as a second language,
- see a word's inflected forms, which include plurals of nouns, comparatives and superlatives of adjectives, tenses of verbs, etc.
- see many tables of useful information, including tables of chemical elements, ship's bells, and signs of the Zodiac,
- use the Grammar Guide, a comprehensive outline of English grammar that includes fun quizzes and lessons on such topics as parts of speech, spelling, style and usage, etc.
- create a User List of study words, and
- play five fun and educational words games, including Hangman, Anagrams, Jumble, Word Builder, and Flashcards.

To learn more, read this User's Guide.

Key Guide

Color Keys

- THES** (red) Displays the thesaurus entries for a word, or words.
- SAY** (green) Pronounces a word, or words.
- GRAM** (yellow) Displays the English Grammar Guide.
- SUBJ** (blue) Displays a list of specialized dictionaries organized by subjects.

Direction Keys



Moves through text or menus, or moves the cursor or highlight.

- DN** **UP** Pages down or up.

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

Other Keys

- BACK** Erases a letter, backs up, or turns off a highlight.
- CAP** Shifts a key to type capitals or punctuation.
- CARD** Exits the book you are reading.
- CLEAR** Clears all entries.
- ENTER** Enters a word, selects a menu item, or starts a highlight.
- HELP** Displays help messages.
- MENU** Displays the Topic and Setup menus.
- ON/OFF** Turns your BOOKMAN on or off.
- ?*** Displays Confusables, types a ? to stand for an unknown letter in a word. At menus, displays a full menu title. In games, displays correct answers.
With **CAP**, types an * to stand for a series of letters in a word, and in games, gives a hint.
- SPACE** Types a space or pages down.

Key Guide

Key Combinations*

-  +  Displays the Tables menu.
-  +  Displays Confusables®.
-  +  Displays the Dictionary word list.
-  +  Displays a word's inflected forms.
-  +  Displays your User List.
-  +  Displays the games list.
-  +  -  Types numbers.
-  +  Displays a list of Signs and Symbols.
-  +  In the Grammar Guide, highlights a quiz icon.
-  +  Types a hyphen.
-  + 
or  Goes to the next or previous dictionary entry or match.
-  + 
or  Goes to the bottom or top of a list, menu, or dictionary entry.

* Hold the first key while pressing the other key.

Installing Batteries

Your BOOKMAN 770 is powered by two AAA, 1.5-volt batteries. Here is how to install or replace them.

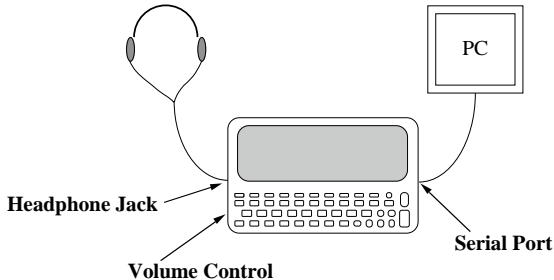
Warning: When the batteries lose power or are removed from your BOOKMAN, information that you entered in its built-in book as well as in any installed book card will be erased.

- 1. Turn your BOOKMAN over.**
- 2. Remove the battery cover, located above the speaker, by compressing its tab with your finger and then lifting the cover.**
- 3. Install the batteries as shown in the diagram in the battery compartment.**
- 4. Replace the battery cover.**

► 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 Special Features



Your BOOKMAN 770 is equipped with several special features that many, but not all, BOOKMAN books use. To learn if you can use the special features with a particular BOOKMAN book, read its User's Guide.

Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. **Caution:** Monophonic headphones will not work with this BOOKMAN model.

Volume Control: The dial located under the headphone jack controls the volume of the speaker or headphones.

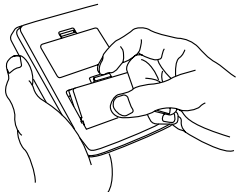
Serial Port: The serial port allows certain BOOKMAN books, when Franklin's 3.5 mm serial cable is connected to your BOOKMAN, to transfer data to a personal computer (PC). **Warning:** Using a serial cable other than the one obtained from Franklin may damage your BOOKMAN and/or PC. Franklin's serial cable is specifically designed for the transfer of data between BOOKMAN and a PC.

Speaker: The speaker is located on the back of your BOOKMAN near the serial port. For best results, do not cover the speaker with your hand.

Installing Book Cards

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

1. Turn your **BOOKMAN** off.
2. Turn your **BOOKMAN** over.
3. Align the book card tabs with the notches in a card slot.



4. Press the book card until it snaps into place.

▶ Removing Book Cards

Warning: When you remove most book cards, information that you entered is not saved in the book cards. If you change the batteries or reset your BOOKMAN, that information will be erased.

Selecting a Book

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

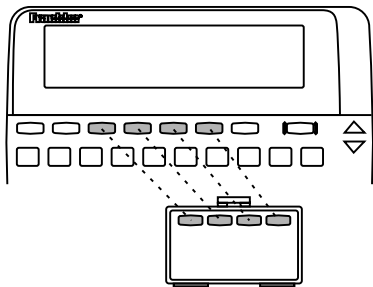
▶ Resuming Where You Left Off

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

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.



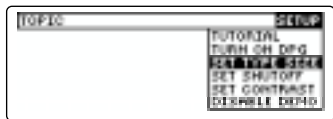
Remember, when you've selected a book card, the color keys function as labeled on that card, not as on the keyboard.

Changing the Settings

You can adjust the type size, shutoff time, and screen contrast of your BOOKMAN by using the Setup menu.

The shutoff time is how long your BOOKMAN stays on if you forget to turn it off. Contrast refers to how light or dark the screen is.

1. Press **(MENU)**.
2. Press **↔** to highlight the **Setup menu**.
3. Highlight **Set Type Size**, **Set Shutoff**, or **Set Contrast**.



4. Press **(ENTER)**.
To leave the settings unchanged, press **(BACK)**.
5. Use the arrow keys to highlight a new setting and press **(ENTER)**.

If you select *Set Contrast*, press **↑** or **↓** repeatedly to make the screen darker or lighter and press **(ENTER)**.

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)**. Then use the arrow keys to highlight the Setup menu. Then select *View Demo*.

► Help is Always at Hand

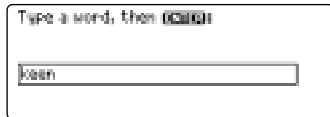
You can view a help message at virtually any screen by pressing **(HELP)**. Press **↓** or **(DN)** to read the help. Press **(BACK)** to exit the message.

To read about how to use the product and what the keys do, select *Tutorial* from the Setup menu.

Finding Dictionary Entries

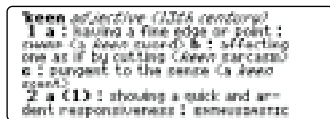
Finding the dictionary entry of a word in this dictionary is easy. Simply type the word at the Word Entry screen and press **(ENTER)**. Some words may have more than one dictionary entry.

1. Press **(CLEAR)**.
2. Type a word or words. For example, type *keen*.



You don't need to type capitals. To erase a letter, press **(BACK)**.

3. Press **(ENTER)**.



This is a dictionary entry.

4. Press **↓**, **(DN)**, or **(SPACE)** to read.
5. Hold **(☆)** and press **(DN)** to see the next dictionary entry, if any.

Finding Dictionary Entries

To go to a previous dictionary entry, hold **(☆)** and press **(UP)**.

6. Press **(CLEAR)** when finished.

► 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, the approximate date of its origin, and then its dictionary entry. After the dictionary entry, you may see usage examples and other forms of the word.

► Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. resume, resumé). When the word you are looking up has multiple forms, the different forms appear in a list. Simply highlight the form you want and press **(ENTER)** to see its dictionary entry. For example, enter *dutch* at the Word Entry screen. Highlight the form you want and press **(ENTER)** to see its dictionary entry. To go back to the multiple forms list, press **(BACK)**.

Finding Dictionary Entries

► Correcting Misspellings

If you misspell a word, don't 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 *jiraph* at the Word Entry screen. Highlight the form you want and press **(ENTER)** to see its dictionary entry. To go back to the correction list, press **(BACK)**.

► Typing Numbers and Capitals

Some dictionary entries include numbers (e.g. A1, 4WD, etc.). To type a number, hold **(☆)** and press a numbered key.

To type capitals, hold **(CAP)** and press a letter key.

► Follow the Arrows

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

Using the Word List

You can also find dictionary entries by searching for words on the Dictionary word list. The Dictionary word list can be found by selecting *Dictionary* on the Topic menu.

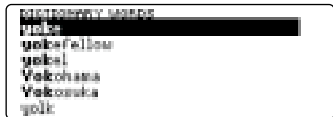
1. Press **CLEAR**.

2. Hold **☆** and press **D**.

Or press **MENU** and select *Dictionary* from the Topic menu.



3. Start typing a word until it is highlighted. For example, type *yoke*.



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

You don't need to type capitals.

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

Using the Word List

4. Do one of the following:

To...

find a dictionary entry

Press... **ENTER**

hear the word

SAY

pronounced

find a thesaurus entry

THES

find Confusables

☆ + **C**

find inflected forms

☆ + **F**

add word to User List

☆ + **L**

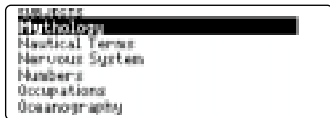
5. To go back to the word list, press **BACK**.

6. Press **CLEAR** when finished.

Using the Subject Menu

You can also find dictionary entries by using the Subject menu to search for specialized words associated with over 130 specific subjects. Subjects range from professions and science, to literature, theater, and more. The Subject menu is ideal for solving crossword puzzles.

1. Press **(SUBJ)** (the blue key).
2. Start typing a subject until it is highlighted. For example, type *Mythology*.



Or use the arrow keys to highlight a subject.

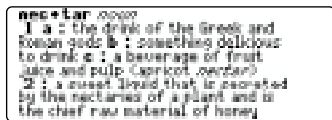
3. When the subject is highlighted, press **(ENTER)**.
4. Use **↓**, **(DN)**, or **(SPACE)** to highlight a word. For example, highlight *nectar*.

Using the Subject Menu



Or start typing a word until it is highlighted.

5. When the word is highlighted, press **(ENTER)**.



6. Use **↓**, **(DN)**, or **(SPACE)** to scroll down to read.
7. Press **(BACK)** to go back.
8. Press **(CLEAR)** when finished.

Hearing Words

► Hearing Multiple Pronunciations

When a word has more than one pronunciation, a list of possibilities and their meanings will be displayed on the screen after you press **(SAY)** (green). Simply highlight the word you want to hear and press **(SAY)** (green). For example, type *lead* at the Word Entry screen and press **(SAY)** (green).



Highlight a word and press **(SAY)** (green) to hear its pronunciation.

► Finding Abbreviations

You can find the meanings of abbreviations used in this dictionary (e.g. *fr*, *esp.*, *ML*, etc.). First, find an abbreviation. Then press **(ENTER)** and use the arrow keys to highlight the abbreviation. Press **(ENTER)** again to see the meaning of the abbreviation. Press **(BACK)** to go back.

Using the Dynamic Pronunciation Guide

Your dictionary is equipped with a Dynamic Pronunciation Guide (DPG), which illustrates the pronunciation of a word by giving examples of its component sounds. To use the DPG, you first have to turn it on by selecting *Turn on DPG* from the Setup menu. Once you turn it on, the DPG will appear after each time you press **(SAY)** (green).

1. Press **(MENU)** and select *Turn on DPG* from the Setup menu.

To turn the DPG off, select *Turn off DPG* from the Setup menu.

2. Type a word at the Word Entry screen. For example, type *perseverance*.

3. Press **(SAY)** (green).



Sample words that contain the highlighted sound are also displayed.

Using the Dynamic Pronunciation Guide

4. Press **SAY** (green) to hear the word again.
5. Press **ENTER** to hear the highlighted sound.
6. Use the arrow keys to highlight different sounds.



7. Do one of the following:
To... hear the word **Press...** **SAY**
hear the highlighted sound **ENTER**
8. Press **BACK** to go back.
9. Press **CLEAR** when finished.

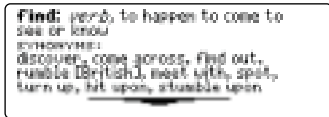
Using the Thesaurus

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 definition, a list of synonyms, antonyms, and Classmates™ (words related by subject).

1. Press **CLEAR**.
2. Type a word and press **ENTER**.
For example, enter *find*.
3. Press **THES** (the red key).



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



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

6. Press **BACK** to go back.
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. Type a word at the Word Entry screen or find a dictionary entry.

To learn how, read "Finding Dictionary Entries."



2. Hold and press .

Or press  and select *Inflections* from the Topic menu.

If *Inflections* is italicized, then your word does not have any inflected forms.

3. Highlight a part of speech, if needed, and press .


4. Hold and press or hold and press to see more inflections, if any.

To see a previous inflection, if any, hold  and press .

5. Press to go back.


6. Press when finished.

Finding Confusables®

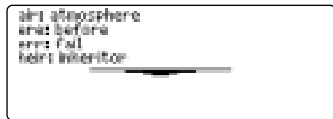
Confusables are words that are often confused or that sound alike but are spelled differently. Rain, reign, and rein are examples of Confusables. Not every word will have Confusables. Note: You can also find Confusables in text by highlighting a word and pressing .

1. Type a word at the Word Entry screen. For example, type *air*.

2. Hold and press .

Or press  and select *Confusables* from the Topic menu.

If *Confusables* is italicized, then your word does not have Confusables.



3. Press to start a highlight.

4. Highlight a Confusable or its meaning and do one of the following:

To...

find a dictionary entry

hear the word

pronounced

find a thesaurus entry

Press...





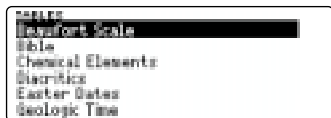


Reading the Tables

This dictionary contains many tables of useful information, like a table of world money, a table of chemical elements, a table of International Morse Code, etc. Here's how to find a table.

1. Press **MENU and select *Tables* on the Topic menu.**

Or hold **☆** and press **B**.



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

2. Highlight a topic and press **ENTER to select it.**

Or highlight a topic, and hold **☆** and press **ENTER** to go directly to the text.

3. If needed, select a subtopic.

4. Use **↓, **DN**, or **SPACE** to scroll down to read.**

5. Press **BACK to go back.**

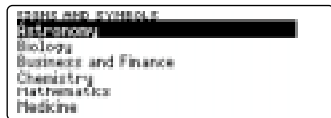
6. Press **CLEAR when finished.**

Reading Signs and Symbols

Your dictionary also has lists of signs and symbols used in different subject areas or professions. You can see lists of symbols and their meanings that are used in biology, physics, weather, and more. Here's how.

1. Press **MENU and select *Signs and Symbols* on the Topic menu.**

Or hold **☆** and press **S**.



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

2. Highlight a topic and press **ENTER to select it.**

3. If needed, select a subtopic.

4. Use **↓, **DN**, or **SPACE** to scroll down to read.**

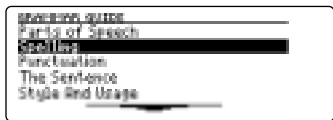
5. Press **BACK to go back.**

6. Press **CLEAR when finished.**

Getting Grammar Guidance

Your dictionary is equipped with a Grammar Guide, which contains an outline of English grammar topics. If you are viewing a word at the Word Entry screen or in text, you will see grammar information relating to that word. You can see the entire Grammar Guide by first pressing **CLEAR** and then following the steps below.

1. Press **GRAM** (the yellow key).
2. Use **↓** or **↑** to highlight a topic and then press **ENTER**.



Or hold **☆** and press **ENTER** to go directly to the text.

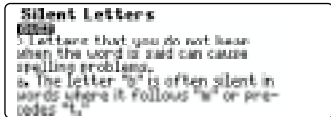
3. Highlight a subtopic and then press **ENTER**.
4. If needed, highlight another subtopic and press **ENTER**.
5. Use **↓**, **DN**, or **SPACE** to scroll down to read.

Getting Grammar Guidance

6. To see your location in the Grammar Guide, press **?***.
7. Press **BACK** to go back.
8. Press **CLEAR** when finished.

▶ Taking a Grammar Guide Quiz

Most Grammar Guide topics have quizzes to test your grammar knowledge. From the Grammar Guide, find a quiz icon.






Hold **☆** and press **ENTER** to highlight the quiz icon. Or press **ENTER** and use the arrow keys to highlight the quiz icon. Press **ENTER** and follow the screen directions to take the quiz. To reveal the correct answer to a quiz question, press **?***. Press **BACK** to go back.

Saving Words for Study

► Deleting One Word











1. Hold  and press .
- Or press  and select *User List*.
2. Select **Delete A Word**.
3. Highlight a word on the list.
4. Press  to delete it.
Or press  to cancel.

► Erasing Your User List

1. Hold  and press .
- Or press  and select *User List*.
2. Select **Erase The List**.
3. Press **Y** to erase the entire list.
Or press **N** to cancel.

Changing Games Settings

Your dictionary has five 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  and select **Games from the Topic menu**.
Or hold  and press .
 2. Press  to select **Game Set-Up**.
 3. Use  or  to highlight the **Skill Level or Word Size menu**.
 4. Use  or  to highlight a setting and press .
- The check marks your current selection. To leave the settings unchanged, press .

► 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 User 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. Press **MENU** and select **Games** from the Topic menu, if not already at the Games list.

Or hold **☆** and press **M**.

2. Use **↓** or **↑** to highlight a game.
3. Press **ENTER** to select it.
4. Press **CLEAR** when finished.

► After a Round...

When you finish a round, you can find the dictionary entry of a mystery word, hear it pronounced, find its thesaurus entry, and see its Confusables 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
- hear the word pronounced
- find a thesaurus entry
- find Confusables
- find inflected forms

Press...

SPACE

ENTER

SAY

THES

☆ + **C**

☆ + **F**

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 have left appears to the right of the #'s. For a hint, hold **CAP** and press **?***. Note: If you ask for a hint, you will lose the round. To end the round and reveal the mystery word, press **?***. To start a new round, press **SPACE**. Your score appears after each round of Hangman.

► 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 **ENTER**.

Use the arrow keys to view the anagrams that you have already entered. Hold **CAP** and press **?*** to shuffle the letters of the given word. To end the round and reveal the remaining anagrams, press **?***. Press **SPACE** to start a new round.

Playing the Games

► Jumble

Jumble shuffles the letters of a mystery word. You must unscramble all the letters to form a word. The number of words that can be formed appears to the right of the letters. Type your guess and then press **ENTER**. Hold **CAP** and press **?*** to shuffle the letters of the given word. To end the round, press **?***. To start a new round, press **SPACE**.

► Word Builder

Word Builder forms words from the letters that you type. Simply type letters at the *Enter your letters* screen and press **ENTER**. Use the arrow keys to scroll through the list of anagrams. To start a new round, press **SPACE**.

► Flashcards

Flashcards flashes words for you to define, pronounce, or study. Press **ENTER** to see the word's dictionary entry. Then press **BACK** to go back to Flashcards. Press **SAY** (green) to hear the word pronounced. To start a new round, press **SPACE**.

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 an installed book card in your BOOKMAN that is able to send or receive words, too. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word.

To highlight a word, 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. If needed, press **ENTER** to look up the word.

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 paperclip to *gently* press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole on the back of BOOKMAN.

► 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.

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: SCD-770

- batteries: 2 AAA, 1.5-volt
- size: 14 x 8.9 x 1.6 cm
- weight: 7 oz

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U.S. Patents 4,490,811; 4,830,618; 4,891,775; 4,406,626; 4,982,181; 5,113,340; 5,153,831; 5,203,705; 5,218,536; 5,229,936; 5,249,965; 5,295,070; 5,321,609; 5,333,313; 5,396,606; 5,007,019; European Patent O 136 379; Reg. No. M 9409743.7 and M 9409744.5. Pat. Pend.

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Annotations from SCD-770.pdf

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Errata; Franklin Electronic Publishers, Inc.; Date: 12/17/2003 10:59:06 AM

The description of the Serial Port and data transfer function is in error. The SCD-770 does not support transfer of data between BOOKMAN and a PC.