

***Dictionary
and
Thesaurus***

User's Guide

Contents

License Agreement	2
Key Guide	3
Using the Clocks	5
Using the Dictionary	7
Using the Thesaurus	10
Using the Word List	11
Playing the Games	13
Using the Databank	16
Using a Password	19
Using the Calculator	20
Using the Converters	21
Changing the Battery	22
Product Care	23
Limited Warranties	24












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Key Guide

-  **GOES TO THE DICTIONARY.**
-  **SHOWS THE SYNONYM/ANTONYM LIST.**
-  **SHOWS THE USER LIST MENU.**
-  **TOGGLES BETWEEN DATABANK AND CALCULATOR.**
-  **TOGGLES BETWEEN HOME TIME AND WORLD TIME.**
-  **TYPES A ? TO STAND FOR AN UNKNOWN LETTER IN A WORD. IN A DICTIONARY ENTRY, SHOWS CONFUSABLES (WHEN PRESENT).**
-  **CLEAR TO THE INITIAL SCREEN OF THE CURRENT FUNCTION. FOR EXAMPLE, IN THE DICTIONARY, IT GOES TO THE *Enter a word* SCREEN.**
-  **BACKS UP, ERASES LETTERS, OR REMOVES AN UNDERLINE.**
-  **ENTERS A SEARCH, SELECTS A MENU ITEM, OR STARTS AN UNDERLINE.**
-  **SHOWS THE MAIN MENUS.**
-  **MOVE UP OR DOWN IN TEXT OR LISTS; DARKEN OR LIGHTEN CONTRAST AT THE *Home Time* OR *World Time* SCREEN.**

Key Guide

- ◀ Moves left.
- ▶ SPACE Moves right. Enters a space at the *Enter a word* screen.
- ? + ▲ Types an asterisk (*).

✓ Changing the Contrast

You can adjust the screen contrast to suit your viewing needs. Press  and then press ▼ and ▲ to adjust the contrast.

✓ Viewing a Demonstration

To view a demonstration of this product, press Menu and then press ▼ until you see *Demo*. Press **ENTER**. To stop the Demonstration, press **CLEAR**.

✓ 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.

Using the Clocks

This product has a Home Time clock that you can set and a World Time clock with which you can view the local time in 43 cities around the world. Each time you turn the product on, you see the Home Time clock. You can check the time even when the lid is closed.

To Set Home Time

1. Press .

* in the upper left corner indicates Home Time.

2. Press **S** to enter the setting mode.

3. Use **▼** or **▲** to scroll through the list of available settings.


You can select a 12- or 24-hour time format, turn DST on or off, set the time and date, and select a Home city.

4. Press **ENTER** to select a setting.

5. Use the arrow keys to change the setting.

The flashing arrows to the right of the screen indicate which ones to use.

6. Press **ENTER** to save the changes and return to the Setting menu.


7. Press  to exit the setting mode and see the time in your Home city.

To View World Time

The time in the World cities depends on your settings in Home Time. You can however, turn DST on or off in the World Time mode.

1. Press  twice.

The absence of a * in the upper left corner indicates World Time.

2. Press **S** to enter the setting mode.
3. Press **ENTER** to select *Set DST*.
4. Use **▼** or **▲** to select *On* or *Off* and press **ENTER** to save your setting.
5. Press **▼** to see *World City* and press **ENTER**.
6. Use **▼** or **▲** to scroll through the list of available cities and press **ENTER** when you see the one you want.
7. Press  to exit the setting mode and see the time in your selected World city.

Note: For a complete list of World Cities and their abbreviations, please see the inside back cover of this manual.



Using the Dictionary

You can find the definition of any word in this dictionary very easily.

1. Press DICT.

2. Type a word.

Press **BACK** or  to erase a letter.



To type a period, a hyphen or an apostrophe, press  and then press  repeatedly until the character you want appears.

3. Press ENTER to view the definition.

Use the arrow keys to read the complete definition. The flashing arrows on the right indicate the arrows to use.

4. Press CLEAR to return to the *Enter a word* screen.

✓ Finding a Letter

If you are uncertain about a letter in a word, type a question mark in place of each unknown letter. For example, if you're not sure how to spell *receipt*, type *rec??pt*. Press **ENTER**. You see the matching word, or a list of matches if there is more than one matching word. Use  or  to scroll through the list. When you see the word you want, press **ENTER** to view its definition.

Using the Dictionary

✓ Using ? in 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*, type *?h??w* and press **ENTER** to see a list of matching words.

✓ Finding a Series of Letters

You can find prefixes, suffixes and other parts of words using an asterisk (*) to 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.

At the *Enter a Word* screen, type a word. For example, to find all the words in this dictionary that begin with **anti**, type *anti**. (To type an *, press ? and then ▲.) Press **ENTER**. You see a list of matches. Use ▼ or ▲ to scroll through the list. When you see the word you want, press **ENTER** to view its definition.

✓ Correcting Misspellings

If you misspell a word, a list of corrections appears. Use ▼ to move down the list. When you see the word you want, press **ENTER** to view its definition.

To Find Confusables

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, ? will flash once on the screen.

1. Press **DICT**.

2. Type a word (for example, type *rein*).

? flashes on the screen.

3. Press ?.

A list of Confusables appears. Confusables come with identifying words. Use ▼ or ▲ to scroll through the list.

4. To see the definition of a word, press **ENTER** for an underline and use ▼ or ▲ to move the underline to the word you want.

5. Press **ENTER** to see the definition of the underlined word or press **THES** to see possible synonyms and antonyms.

✓ Looking up Selected Words

Another way to look up words is by selecting them in dictionary definitions. In a definition, press **ENTER** for an underline. When a word is underlined, press **ENTER** for a definition. Press **THES** for synonyms and antonyms.

Using the Thesaurus

You can find synonyms and antonyms using the thesaurus.

1. Press **DICT**.
2. Type the word for which you want synonyms and antonyms.
3. Press **THES**.
A list of words appears.
4. Use ▼ or ▲ to scroll through this list.
5. To see the definition of a word, press **ENTER** for an underline and use ▼ or ▲ to move the underline to the word you want.
6. Press **ENTER** to see the definition of the underlined word.
7. Press **CLEAR** to return to the *Enter a word* screen.

✓ Understanding Thesaurus Lists

The list of words that appears when you press **THES** contains synonyms, antonyms and classmates. Classmates are words that belong to the same class as the word you entered. For example, the classmates for “oxygen” are other elements from the periodic table.

Using the Word List

You can create a User List of approximately 40 words. You can even add words to your User List that are not in this dictionary.

To Add a Word to the User List

1. Press **LIST** to see the User List menu.
2. Select *Add a word*.
3. Type a word to add.
4. Press **ENTER** to add it.
5. Select *View List*.

You see the word you just added.

To Add Selected Words

In a definition, you can select a word and add it to your User List. The selected word is underlined.

1. At text, press **ENTER** for an underline.

The headword is underlined. You can either add this word or use the arrow keys to select another word. Note: Words such as “and” and “if” cannot be selected.

2. Press **LIST**.

You see *Add “your word”*.

3. Press **ENTER** to add the word.

✓ Adding Words Not in Dictionary

When you add a word not in this dictionary, you're given two options: *Cancel* and *Add anyway*. 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.

To Delete a Word

1. Press LIST.
2. Select *Delete word*.
3. Move the underline to the word you want to delete.
4. Press ENTER to delete it.

To Delete Your User List

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

Playing the Games

There are four games to choose from: *Anagram Solver*, *Hangman*, *Anagrams* and *Jumble*. You can select a skill level. Your selected skill level will apply to all the games.

To Select a Skill Level

There are five skill levels for the games: *Beginner* (the default), *Intermediate*, *Advanced*, *Expert* and *Wizard*. To select a skill level, do the following.

1. Press **MENU**.
2. Press **▼** to see *Skill Level* and press **ENTER**.
3. Press **▼** or **▲** to scroll through the available skill levels.
4. When you see the one you want, press **ENTER** to select it.

To Select a Game

1. Press **MENU**.
2. Press **ENTER** to select *Games*.
3. Press **▼** or **▲** to scroll through the available games.
4. When you see the one you want, press **ENTER** to select it.

Playing the Games

✓ Keys to the Games

You can use these keys in most games:

To...	Press...
End a round and reveal the answers	?
Begin a new round	▶ SPACE
View the definition of a game word	ENTER

Also, when a flashing **T** appears at the right of a word after a round, you can see its thesaurus entries by pressing **THES**. To return to the game, press **BACK**.

Anagram Solver

Anagram Solver builds words of a minimum size from letters that you enter. Type up to 12 letters and press **ENTER**. If the letters you typed do not make a word, you see *No words*. Use ▼ or ▲ to view the words built from your letters.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be re-established by pressing the reset key, ON/OFF or by removing/replacing batteries.

Hangman

Hangman challenges you to guess mystery words one letter at a time. Each letter is hidden by a question mark. The number of wrong guesses appears at the right of the screen. Type the letters you think are in the word.

Anagrams

Anagrams asks you to form a word from the letters of another word. Each anagram must have the minimum number of letters that flashes before each round. Each letter can be used only as many times as given.

Type an anagram and press **ENTER**. Use ▼ or ▲ to view the anagrams you have entered.

Jumble


Jumble tests your skill at unscrambling letters to form words. Each given letter must be used in every word that you make. The number to the right of the letters shows how many words must be made with the letters in order to win. Type your answers and press **ENTER**. Use ▼ or ▲ to view the words you have entered.

Using the Databank

This product has a databank that can save approximately 100 names and phone numbers. The total number of records you can save depends on the number of characters in each record.


To Add a Record



1. Press .

2. Use  if necessary to see *New Entry* and press ENTER.

3. Type a name and press ENTER.

Only capital letters will be entered. Each name can contain up to 30 characters, including spaces.

To delete a character, press **BACK**. To insert a space, press .


To type a period, a hyphen or an apostrophe, press  and then press  repeatedly until the character you want appears.

4. Type a phone number and press ENTER to store the record.


To type a hyphen, press  and then press  repeatedly until the hyphen is displayed.

You cannot type letters in the phone number field.


✓ Checking Free Memory

To see how much memory is free in the databank, press  and then press ▼ to see *Free: x%*.

To View a Record

1. Press .
2. Use ▲ or ▼ to see *View List* and then press ENTER.
3. To find a name, type it or use ▼.
The name and number are displayed.
4. To view another record, use ▲ or ▼, or start to type a name.




To Edit a Record

1. Press .
2. Use ▲ or ▼ to see *Edit Entry* and then press ENTER.
3. To find a name, type it or use ▼.
4. Press ENTER to select it.
Follow the instructions on the screen.
5. Type your changes and press ENTER to store them.



✓ Keep Written Copies of Important Data

Warning! Your databank information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. Always keep written copies of your important information.


To Delete one Record

1. Press .
2. Use  until you see *Delete Entry* and press ENTER.
3. To find a name, type it or use .
4. When you see the record you want to delete, press ENTER.
5. Press Y to delete the entry or press N to cancel the deletion.

To Delete all the Records



1. Press .
2. Use  until you see *Erase All Data* and press ENTER.
3. Press Y to delete all the entries or press N to cancel the deletion.

Using a Password

You can use a password to keep the information in your databank private. Your password will be requested whenever anyone turns on the unit and presses .

Warning! After you set a password, it will be required whenever you try to access the phone list for the first time during a session. So always keep a written copy of your password.


To Add/Remove a Password

1. Press .
2. Use  until you see *Set Password* and then press **ENTER**.
3. Type a password and then press **ENTER**.

Your password can have up to 8 letters.

You will be asked to confirm your password. Type your password again exactly as you did the first time, and then press **ENTER** to confirm it.


Remember! Write your password down just in case you forget it.

4. To disable your password, press  and type your password. Repeat Step 2 above. When you see the *Password* screen, press **ENTER**.

Your password is disabled.


Using the Calculator

To Use the Calculator

1. Press  until you see the Calculator screen.
2. Use the numbered keys to type a number.
To type a decimal point, press **V**.
3. Press **A(+)**, **S(-)**, **D(x)**, or **F(÷)** to add, subtract, multiply, or divide.
4. Type another number.
5. Press **ENTER(=)** to calculate the equation.
6. Press **CLEAR** to clear the Calculator.

To...	Press...
Calculate a percentage	X(%)
Calculate a square root	C(√)
Change the sign of a number	Z(±)
Add a positive number to memory	L(M+)
Add a negative number to memory	K(M-)
Retrieve a number from memory	J(MR)
Clear the memory	H(MC)

Using the Converters

You can convert temperatures, weights, liquid measures, and lengths between imperial and metric measurements. You can also convert currencies using an exchange rate that you enter. To see the Metric Converter, press  until you see the Calculator, then press **M(conv)**. To see the Currency Converter, select *Money* on the Converter menu.

To Use the Metric Converter

1. Use ▼ to select a conversion category.
2. When you see the one you want, press ENTER to select it.
3. Use ▼ repeatedly to scroll through the available conversions, and press ENTER when you see the one you want.
4. Type a number and press ENTER to do the conversion.
5. Press CLEAR to return to the Conversions menu.

✓ Converting Money

The first time you select the Currency Converter, you must set the exchange rate equal to one unit of the home currency. Type an exchange rate and then press ENTER. Use ▼ or ▲ to select a conversion direction between *Home* and *Other*. Type the amount to be converted and press ENTER.

Changing the Battery

The battery should be changed when the screen contrast is too light even after adjustment. Before you replace the battery, have the new battery on hand. **Warning!** If the battery loses power completely, all the information stored in the unit will be permanently lost. Furthermore, any time that you change the battery you run the risk of losing all user-entered data, so always keep written copies of your databank information.

✓ Replacing the Battery

This product uses one CR-2032 3-volt lithium battery. To replace the battery, press the tab down and carefully remove the back cover. Install the new battery with the plus sign (+) facing you, and replace the cover.

Battery Information

1. Different types of batteries or new and used batteries are not to be mixed.
2. Only batteries of the same or equivalent type as recommended are to be used.
3. Batteries are to be inserted with the correct polarity.
4. Exhausted batteries should be removed.
5. Supply terminals are not to be short-circuited.

Product Care

Specifications

Model DMQ-118: *Dictionary & Thesaurus*

Battery: 1 CR2032, lithium

Size: 10.6 x 7 x 1.6 cm.

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FOR HOME OR OFFICE USE.

FCC tested to comply with FCC Standards.

Cleaning and Storage

To clean, spray a mild glass cleaner onto a cloth and wipe the screen. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions.

Customer Service

If you have a problem with this product, refer to the limited warranty. If you purchased this product outside the United Kingdom, contact the place of purchase to obtain warranty or repair information.

U.S. Patents: 4,490,811; 4,830,618; 4,891,775;
5,113,340; 5,203,705; 5,218,536; 5,229,936;
4,982,181; 5,295,070; 5,153,831; 5,249,965;
5,321,609; 5,396,606.

Euro pat. 0 136 379. **PATENTS PENDING.**

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Limited Warranties

Limited Warranty (EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland 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.

Limited Warranty (outside U.S., EU and Switzerland)

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

Products purchased outside the United States, the European Union and Switzerland 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.