



Collins
Dictionary

User's Guide

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Introduction

Welcome to the world of Franklin. Thank you for purchasing the DMQ-450 which is a powerful, portable, electronic reference book. With this electronic *Collins Dictionary*, you can look up over 250,000 words, phrases & definitions, and over 800,000 synonyms plus antonyms, definitions & Classmates™. You can view Confusables®, save words to *My Word List*, sharpen your spelling with *Spelling Bee* and use *Flashcards* to improve your vocabulary. You can also save names and phone numbers to the databank and play seven fun and educational games.

To stay informed about new and exciting products from Franklin, please log on to **www.franklin.com/uk** and sign up for *Wordbug*, our email newsletter.

Enjoy!

<p>To get started, gently pull the battery insulation sheet to remove it. Use a thin pointed object to press the reset button on the back of the device.</p>
--

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Key Guide

Main Keys

- MENU** Shows the Main Menu: *Settings, Games, Game Setup, Tutorial and View Demo.*
- DICT** Goes to the dictionary.
- THES** Goes to the thesaurus.
- CALC** Goes to the calculator. Press **P** for the converter.
- ?*** Goes to the Confusables® list. At the Word Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.
- CLOCK** Toggles between the Home and World Clock.

- DATA** Goes to the Databank menu.
- LEARN** Goes to the Learning Exercises menu.

Function Keys

- CLEAR** In the dictionary, goes to the Word Entry screen. In the calculator, clears all entries. In the converter and databank, goes to its main menu.
- BACK** Backs up, erases a letter, or turns off the highlight at an entry.
- CAP** Shifts to type capital letters and punctuation marks.
- ENTER** Enters a word, selects an item, or begins a highlight in an entry.
- HELP** Displays a help message.
-  Turns the unit on or off.

Key Guide

Direction Keys



Moves in the indicated direction.

NEXT

Goes to the next entry.

PREV

Goes to the previous entry.

(SPACE)

At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

Key Combinations*

(CAP)

+ At a dictionary entry, goes to the top or bottom of an entry.

▼ or



At menus, goes to the top or bottom of a list.

(CAP)

+ At the Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint or shuffles the letters.

(?*)

Calculator Keys

L(1/x)

Calculates a reciprocal.

J(x)

Calculates a square root.

K(x²)

Squares a number.

M(%)

Calculates a percentage.

B(+), H(-) Adds, subtracts, multiplies, or divides numbers.

U(x), I(÷)

N(+/-)

Changes the number on the screen to a negative or positive number.

S(M+)

Adds the number on the screen to the number stored in the memory.

W(M-)

Subtracts the number on the screen from the number stored in the memory.

A(MR)

Recalls the number stored in the memory.

Q(MC)

Clears the memory.

**Hold down the first key while pressing the second.*

Installing Batteries

Your DMQ-450 is powered by two CR2032, 3-volt batteries. Follow these instructions to install or replace them.

Warning!! If the batteries wear out completely, any user-entered information will be erased. When changing the batteries, please remove and replace one battery at a time. If you remove both batteries at once, you may lose any information you entered. You should always keep written copies of your important information.

1. Turn the unit over.
2. Lift the battery cover on the back of your DMQ-450 by pushing it in the direction of the arrow.
3. Install the batteries positive side facing up.
4. Replace the battery cover.

Battery Information

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

► Help is Always at Hand

You can view a help message at any screen by pressing **HELP**. Use the direction keys to read the message. To exit help, press **BACK**. To read a tutorial describing how to use the product, select *Tutorial* from the Main Menu.

Setting the Clock

The clock lets you set a Home Time and view local times around the world. You must set the Home Time before viewing World Time because World Time is based on Home Time.

► Setting Home Time

1. Press **CLOCK**.

You see the Home Time mode.



```
Home City: LON
01-01-2004
12:00:59
```

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

3. Press **ENTER** to select **Set Time Format**.

Press ▼ or ▲ to cycle through the 12- and 24-hour *Day/Month/Year* formats. Press **ENTER** to save your selection.

4. Press ▼ to highlight **Set DST** and press **ENTER** to select it.

Press ▼ or ▲ to cycle between *DST On* or *DST Off*. Press **ENTER** to select your choice.

5. Press ▼ to highlight **Set Time** and press **ENTER** to select it.

Press ▼ or ▲ until the current hour is displayed. Press ► to move to minutes, then press ▼ or ▲ until the current minute is displayed.

Press **ENTER** to set the time.

6. Press ▼ to highlight **Set Date** and press **ENTER** to select it.

Use ► or ◀ to move to the next or previous field.

Setting the Clock

Use ▼ or ▲ to scroll to the current day/month/year.

Press **ENTER** to set it.

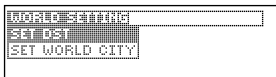
7. Press ▼ to highlight **Set Home City** and press **ENTER** to select it.

Press ▼ or ▲ until your local city is displayed. Press **ENTER** to select it.

8. Press **CLOCK** to exit setting mode.

► Setting World Time

1. Press **CLOCK** until you see **World City**.
2. Press **S** to enter the Setting mode.



3. Press **ENTER** to select **Set DST**.

Press ▼ or ▲ to cycle between *DST On* or *DST Off*. Press **ENTER** to select your choice.

4. Press ▼ to highlight **Set World City** and press **ENTER** to select it.

Press ▼ or ▲ until the city you want is displayed. Press **ENTER** to select it.

5. Press **CLOCK** to exit Setting Mode and see the World City time.

► Follow the Arrows

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

Changing the Settings

When using this dictionary, you can adjust the screen contrast, the shutoff time, and the type size. The shutoff time is how long your DMQ-450 stays on if you forget to turn it off.

1. Press **MENU**.
2. Press **ENTER** to select **Settings**.
3. Press **▼** or **▲** to highlight **Contrast, Shutoff, or Type Size**.
4. Press **ENTER** to select the one you want.
5. Press **▼** or **▲** to highlight a new setting and press **ENTER** to select it. Press **BACK** to leave the setting unchanged.
6. Press **CLEAR** to return to the Word Entry screen.

Viewing a Demonstration or Tutorial

You can view a tutorial or a demonstration of this dictionary at any time.

1. Press **MENU**.
2. Press **▼** or **▲** to highlight either *Tutorial* or *View Demo*.
3. Press **ENTER**.
To stop the demonstration or exit from the Tutorial and go to the Word Entry screen, press **CLEAR**.

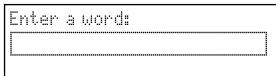
► About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your DMQ-450 is malfunctioning.

Finding Definitions

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

1. Press **DICT**.



Enter a word:

This is the Word Entry screen.

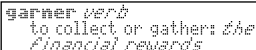
2. Type a word (e.g., *garner*).

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

To type a capital, hold **CAP** and press a letter key.

To look up a hyphenated word, type a space in place of the hyphen.

3. Press **ENTER** to view the definition.

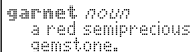


garner *verb*
to collect or gather; *She*
financial rewards

4. Press **▼** or **SPACE** to scroll down through the definition.
5. Press **CLEAR** to return to the Word Entry screen.

► Browsing the Dictionary

While in a definition, press **NEXT** or **PREV** to view the next or previous definition.



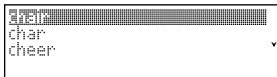
garnet *noun*
a red semiprecious
gemstone.

Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically. You can even spell it phonetically.

1. **Type a misspelled word at the Word Entry screen (e.g., *chear*).**
To erase a letter, press **BACK**.

2. **Press ENTER.**



3. **Press ▼ or ▲ 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 finished.**

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 at the Word Entry screen (e.g., *conc??ve*).**
2. **Press ENTER.**
3. **Press ▼ or ▲ to highlight a match.**
4. **Press ENTER to view the definition.**
5. **Press CLEAR when finished.**

► Crossword Solver

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* 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 ✖ at the Word Entry screen.**
To type an asterisk, hold **CAP** and press **?**.
2. **Press ENTER.**
3. **Press ▼ or ▲ to highlight a match.**
4. **Press ENTER to view the definition.**
5. **Press CLEAR when finished.**

Viewing Thesaurus Entries

1. **Press DICT.**
2. **Type a word and press ENTER.**
When you see **THES** flash once to the upper right of the screen, that word has a thesaurus entry.
3. **Press THES.**
In a thesaurus entry, a brief definition of the word is followed by a list of synonyms and antonyms.
4. **Press ▼ or SPACE to move down.**
To look up the definition of a synonym or antonym, press **ENTER** to start a highlight, use **▼** to move it to the word you want, and press **ENTER**.
5. **Press CLEAR when finished.**

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



A screenshot of a dictionary interface. It shows a list of words with their definitions: 'rain: precipitation', 'reign: rule', and 'rein: harness'. A small cursor is visible to the right of the list.

Confusables come with identifying words.

5. Press **ENTER** again and then use the arrow keys to highlight a word.
6. Press **ENTER** to define it, or press **THES** to view its synonym list(s).
7. Press **CLEAR** when finished.

Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, synonym or correction lists.

1. At any text or list, press **ENTER** to start the highlight. To turn the highlight off, press **BACK**.
2. Use the arrow keys to highlight a word.
3. Do one of the following:

To...	Press...
define the word	ENTER
view synonyms	THES
view Confusables	?
add the word to <i>My Word List</i>	LEARN
4. Press **CLEAR** to return to the Word Entry screen.

Using My Word List

You can save up to 40 words in *My Word List* for personal study or review. **Warning:** All the words in *My Word List* will be erased if your batteries run out of power or your DMQ-450 is reset.

► Adding Words

1. Press LEARN.
2. Press ENTER to select *My Word List*.



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

3. Highlight *Add a Word* and press ENTER.
4. Type a word and then press ENTER to add it.

► Adding Highlighted Words

At any text, you can highlight a word and add it to *My Word List*.

1. At text, press ENTER to start the highlight.
2. Use the arrow keys to highlight the word you want.
3. Press LEARN.
Add "your word" appears in the menu.
4. Press ENTER to add the word.

► Viewing My Word List

1. Press LEARN and select *My Word List*.
2. Highlight *View List: x word(s)* and press ENTER.
You see the word or words you added.

Using My Word List

► **Deleting One Word from My Word List**

1. Press **LEARN**, highlight *My Word List* and press **ENTER**.
2. Press ▼ or ▲ to highlight *Delete a Word* and press **ENTER**.
3. Press ▼ or ▲ to highlight to the word you want to remove and press **ENTER**. The message “Word deleted” appears on the screen and the word is removed from *My Word List*.

► **Erasing My Word List**

1. Press **LEARN**, highlight *My Word List* and press **ENTER**.
2. Press ▼ or ▲ to highlight *Erase the List*.

3. Press **ENTER**.

4. Press **Y** to erase the entire list. Press **N** to return to the *My Word List* menu without erasing the list.

► **Adding Words Not Found in This 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 to *My Word List* not found in this dictionary uses considerably more memory than words that are. If you add only words that are not in the dictionary, *My Word List* may only hold as few as 10 words.

Using Learning Exercises

You can test your spelling skills and improve your vocabulary with Learning Exercises.

► Spelling Bee

1. Press **LEARN**.
2. Press ▼ or ▲ to highlight *Spelling Bee* and press **ENTER**.
Spelling Bee selects words at random from the dictionary. *My Spelling Bee* displays words from *My Word List*.
Note: Accented words from *My Word List* will not be used in *My Spelling Bee*.
3. **Select the one you want and press ENTER.**
A word will flash on the screen for you to spell.
4. **Type in the word you just**

saw and press ENTER to see if you spelled it correctly.

5. **Press ENTER to see the definition of the word or press SPACE for a new word.**
6. **Press CLEAR when finished.**

► Flashcards

1. Press **LEARN**.
2. Press ▼ or ▲ to highlight **Flashcards** and press **ENTER**.
Flashcards selects words at random from the dictionary. *My Flashcards* displays words from *My Word List*.
3. **Select the one you want and press ENTER.**
A word will be displayed on the screen for you to study or define.
4. **Press CLEAR when finished.**

Playing the Games

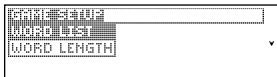
► Selecting a Game

1. Press **MENU**.
2. Press **▼** to highlight *Games* and press **ENTER** to select it.
3. Press **▼** or **▲** to move the highlight to the game you want and press **ENTER** to select it.

► Changing Game Settings

You can choose the skill level, the word list and the word length for a game.

1. Press **MENU**.
2. Press **▼** to highlight *Game Setup* and press **ENTER** to select it.



3. Press **▼** or **▲** to highlight a new setting and press **ENTER** to select it.
4. Press **▼** or **▲** to change the setting and press **ENTER** when finished to save the new setting.
5. Press **BACK** to return to the Main Menu.

► Getting Help in the Games


During any game you can read instructions by pressing **HELP**.

In any game, except *Noughts & Crosses*, you can get a hint by holding **CAP** and pressing **?** or reveal the game word or words by pressing **?**.

Note: If you reveal the word or words, you lose the round.

Playing the Games

Anagram Solver



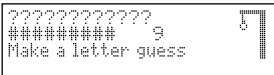
```
Anagram Solver
^
```

Anagram Solver finds all the words that can be made from a word or letters that you type in. The words found may not use all the letters, but a letter will be used only as many times as it has been entered.

The number of possible anagrams is displayed to the right of the screen. Use ▼ or ▲ to see the anagrams. To look up a word, use the arrow keys to move the highlight to the word you want, and press **DICT** to see the definition or press **THES** to see its thesaurus entry.

Press **BACK** to return to the game.

Hangman



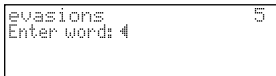
```
???????????????
##### 9
Make a letter guess
```

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #'s.

Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark or marks.

Playing the Games

Anagrams

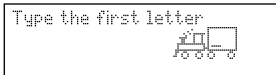


Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press **ENTER**. Use the arrow keys to view anagrams you've already entered. Press **DICTIONARY** to see the definition of the word.

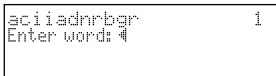
Press **BACK** to return to Anagrams.

Word Train



In *Word Train*, you and the train take turns typing letters to form a word. Whoever types the last letter of the word, wins. Press **?** to end the round and reveal the word. Press **DICTIONARY** to see the definition of the word. Press **BACK** to return to *Word Train*.

Jumble



Playing the Games

Jumble tests your ability to unscramble letters and form words. *Jumble* shows a series of letters. Type words made from these letters and then press **ENTER**.

Hold **CAP** and press **?** to shuffle the letters in the root word. To see the definition of a particular word, use **▼** or **▲** to move the highlight to the word you want and press **DICT**. Press **BACK** to return to *Jumble*.

Noughts & Crosses



In *Noughts & Crosses*, your challenge is to get three Xs in a row before your opponent can

get three O's in a row. Use the arrow keys to move your **X** to the spot you want and press **ENTER**.

You can choose to play *Noughts & Crosses 1 Player* in which you play against the DMQ-450 or *Noughts & Crosses 2 Player* in which you play against a friend.

Storing Names & Phone Numbers

This product has a databank that can save as many as 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

► To Add an Entry to the Phone List

1. Press **DATA**.
2. Use ▼ to highlight *New Entry* and press **ENTER**.



```
NAME:4
NUMBER:
```

3. Type a name and then press **ENTER**.

Each name can contain up to 30 characters, including spaces, with letters appearing as capitals.

Note: Accented characters are not supported in the phone list.

To delete a character, press

BACK. To edit, press ◀.

To Type...	Press...
------------	----------

a space	SPACE
---------	--------------

a hyphen	CAP+▶
----------	--------------

a period	.'
----------	----

an apostrophe	CAP + .'
---------------	-----------------

4. Use the numbered keys to type a phone number and then press **ENTER**.

Note: You cannot type letters in a phone number.

► To View the Phone List

1. Press **DATA**.
2. Press ▼ or ▲, if needed, to see *View: xx entries (xx% free)* and then press **ENTER**.

Storing Names & Phone Numbers

3. To view a name, type it or use ▼ or ▲ to see the name you want.

► To Edit Phone List Entries

1. Press **DATA**.
2. Press ▼ or ▲ , if needed, to see *Edit Entry*, then press **ENTER**.
3. Type the name you want to edit, or use ▼ or ▲ to highlight it, then press **ENTER**.

Edit the name field. You can use **BACK** to delete characters. Press **ENTER** to move to the number field. Edit the number field and press **ENTER** to save all changes.

To cancel the edit and return to the Databank menu without saving changes, press **DATA**.

Keep Copies of Important Data

Warning! Your phone list 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 an Entry From the Phone List

1. Press **DATA**.
2. Press ▼ or ▲ to highlight *Delete Entry* and then press **ENTER**.

Storing Names & Phone Numbers

3. Press ▼ or ▲ to highlight the entry you want to delete.
4. Press ENTER.
5. Press Y to delete the entry or N to cancel the deletion.

► To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

1. Press DATA.
2. Press ▼ or ▲ to highlight *Erase all data* and then press ENTER.
3. Press Y to erase all the entries or N to cancel the operation.

Using a Password

You can use a password to keep the information in the phone list private. The password is requested when the unit is turned on and the phone list is accessed.

Password Warnings

Warning! After you set the password, you must enter the password to access the phone list for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the phone list. **Warning!** Resetting the unit erases all user-entered information. Always keep written copies of your data.

If you have a reset button, use the end of a straightened paper clip to gently press the reset button.

Using a Password

If you do not have a reset button located on the back of your unit, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see “Installing the Battery” on page 6.

► Password Setup

1. Press **DATA**.
2. Press **▼** or **▲** to see **Set Password** and press **ENTER**.
3. Type a password and then press **ENTER**.
Your password can have up to 8 characters. You are prompted to retype your password, and press **ENTER** to confirm.
4. To disable the password, repeat Steps 1 and 2 above, and press **ENTER** when **Enter Password** displays.

Using the Calculator

► Making Calculations

1. Press **CALC**.
2. Use the numbered keys to type a number.
To make a number negative or positive, press **N(+/-)**.
3. Press **B(+)**, **H(-)**, **U(x)** or **I(÷)** to add, subtract, multiply or divide.
To find a square root, press **J(x)**.
4. Type another number.
5. Press enter for the calculation.
To clear the calculator, press **CLEAR**.

Using the Calculator

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.
2. To add the number on the screen to the number stored in memory, press **S(M+)**. To subtract the number on the screen from the number stored in memory, press **W(M-)**.
M indicates the number is stored in memory.
3. To retrieve the number from memory, press **A(MR)**.
4. To clear the memory, press **Q(MC)**.

Using the Converter

The converter allows you to easily convert measurements and currency.

► Making Metric Conversions

1. Press **CALC** and press **P**.
2. Press **▼** to select a conversion category and press **ENTER**.
3. Press **▼** to select a sub-category and press **ENTER**.
4. Type a number after one of the units.
Press **▼** or **▲** to move between the lines. Press **BACK** to delete a number.
5. Press **ENTER** to convert it.
6. Press **CLEAR** when finished.

Using the Converter

► Making Currency Conversions

1. Press **CALC** and then press **P**.
2. Press **CAP** and then ▼ to highlight *Currency* and then press **ENTER**.

3. Enter a conversion rate and press **ENTER**.

The rate should be in units of the other currency per one unit of the home currency (n other/1 home).

4. Enter an amount for the home or other currency. Press ▼ or ▲ to move between the lines. Press **BACK** to erase a number.
5. Press **ENTER** to convert it.
6. Press **CLEAR** when finished.

Resetting the DMQ-450

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold **CLEAR** and press **⓪**.
If nothing happens, try Step 2.

2. Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Pressing the reset button with more than light pressure may permanently disable your DMQ-450. In addition, resetting the DMQ-450 erases settings and user-entered information.

<p>This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, ⓪, or by removing/replacing batteries.</p>

Specifications

Model: DMQ-450 Collins Dictionary

- **Batteries:** Two CR-2032 lithium
 - **Size:** 12.66 x 7.8 x 1.65 cm.
- ISBN 1-59074-259-1

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. 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. If you have a problem with this product, refer to the warranty.

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning! Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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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.

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