

**Franklin®**

**BOOKMAN®**

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**Deutsch-Englisch  
Professor PLUS**

**BEDIENUNGSANLEITUNG/  
USER'S GUIDE**

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# Key Guide

## Colour Keys

WÖRTER

**(red)** Goes to the Dictionary menu.

E/D

**(green)** Changes the entry language.

DATEN

**(yellow)** Goes to the Databank menu.

RECHNE

**(blue)** Goes to the calculator.

## Function Keys

CLEAR

Goes to the Word Entry screen in the dictionary, clears the calculator, and goes to the main menus in the Databank and Converter.

ZURÜCK

Backs up, erases a letter, or turns off the highlight at an entry.

↑

Shifts to type capital letters and punctuation marks.

KARTE

Exits the book you were reading.

EINGABE

Enters a word, selects an item, or begins a highlight in an entry.

HILF

Displays a help message.

MENU

Displays the main menus in the Dictionary, Databank and Converter.

AN/AUS  
(○)

Turns the BOOKMAN on or off.

?

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.

## Direction Keys

Move in the indicated direction.



Pages up and down.



















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



## Key Guide











### Key Combinations<sup>1</sup>

-  + **P<sup>2</sup>** In the dictionary, shows inflections.
-  + **O<sup>2</sup>** In the dictionary, shows the Phrases menu.
-  + **I<sup>2</sup>** In the dictionary, shows the User list menu.
-  + **U<sup>2</sup>** In the dictionary, shows the Games menu.
-  + **B<sup>2</sup>** Goes to the Conversions menu.
-  +  At the Word Entry screen, types an asterisk to stand for a series of letters in a word.
-  +   
or  At the menu, goes to the first or last item. At a dictionary entry, goes to the start or end of the entry.
-  +  Transfers a word between books.
-  +  At a dictionary entry, displays the previous or next entry.
-  +  At a databank entry, exits without saving your entry.

<sup>1</sup>Hold the first key while pressing the second.

<sup>2</sup>These key combinations apply only when using the dictionary.

### Calculator Keys

- Q-P** Types numbers in the calculator.
-  + **A<sup>3</sup>** Calculates a reciprocal ( $1/x$ ).
-  + **S<sup>3</sup>** Calculates a square root ( $\sqrt{x}$ ).
-  + **D<sup>3</sup>** Squares a number ( $X^2$ ).
-  + **F<sup>3</sup>** Calculates a percentage (%).
-  + **Y<sup>3</sup>** Changes the number on the screen to a negative or positive number (+/-).
-  + **X<sup>3</sup>** Adds the number to the number stored in the memory (M+).
-  + **C<sup>3</sup>** Subtracts the number from the number stored in the memory (M-).
-  + **V<sup>3</sup>** Recalls the number stored in the memory (MR).
-  + **B<sup>3</sup>** Clears the memory (MC).
-  Clears the calculation(s).

<sup>3</sup>These key combinations apply only when using the calculator.

## Installing Batteries

Your BOOKMAN 1460 is powered by two AAA, 1.5-volt batteries. Follow these easy instructions to install or replace them.

1. Turn your BOOKMAN® over.
2. Lift the battery cover on the back of your BOOKMAN by pushing it in the direction of the arrow.
3. Install the batteries as shown on the diagram in the battery compartment.
4. Replace the battery cover.

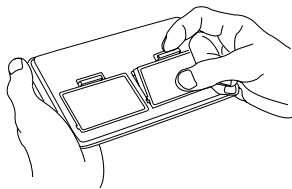
**Warning:** If the batteries wear-out completely, or if you take more than approximately a minute while changing the batteries, any information that was entered in the built-in book or book card will be erased.

### ▶ Resuming Where You Left Off

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

## Installing Book Cards

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:** Never install or remove a book card while your BOOKMAN is on. Any information that was entered in the built-in book or book card will be erased.

## Selecting a Book

Once a book card is installed in the BOOKMAN, you can select which book you want to use.

**1. Turn your BOOKMAN on.**

**2. Press** .



These are sample books.

**3. Press**  or  to highlight the book you want to use.



**4. Press**  to select it.

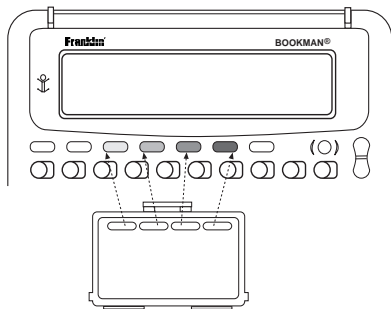
### ► About Screen Illustrations

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

## Using the Colour Keys

The red, green, yellow, and blue colour keys on your BOOKMAN change functions according to the book card you select.

If you are using the built-in book, the colour keys function as labelled on the BOOKMAN keyboard. If you select a book card, the colour keys function as labelled on that book card.



Remember, when you select a book card, the colour keys function as labelled on that book card, not the keyboard.

# Changing the Language

You can change the message and entry language of this dictionary to German or English.

The message language is the language of the menus, prompts, and help messages. The entry language is the language in which you enter words.

The examples in the English part of this User's Guide use English as the message language.

## ► Changing the Message Language

1. Press **MENU** until the main menus appear.
2. Use the arrow keys to highlight **Message Language** on the **Sonstiges** menu.

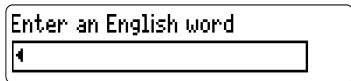


3. Press **EINGABE** [ENTER].

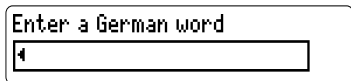
## ► Changing the Entry Language

1. Press **WÖRTER** (red).
2. Press **E/D** (green) to toggle between the English and German entry screens.

This is the English entry screen.



This is the German entry screen.



3. Press **MENU** to see the Dictionary menus.
4. Press **E/D** (green) to toggle between the two dictionaries.





## Changing the Settings

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

Note: The screen illustrations in this User's Guide use the normal type size.

1. Press **[MENU]** **[MENU]** in the Dictionary, Databank or calculator.
2. Use the arrow keys to highlight **Set Type Size**, **Set Shutoff**, or **Set Contrast** on the Setup menu.



3. Press **[EINGABE]** **[ENTER]**.
4. Use **↑** or **↓** to highlight a new setting.
5. Press **[EINGABE]** **[ENTER]** to select it. Press **[ZURÜCK]** **[BACK]** to leave the setting unchanged.

## Viewing a Demonstration

When no book card is installed, a demonstration of this dictionary will appear automatically when you turn on the BOOKMAN.

To stop the demonstration, press **[CLEAR]**. To disable it, press **[MENU]** **[MENU]** and then select *Disable Demo* from the Setup menu. To re-enable it, select *Enable Demo*.

When a book card is installed in your BOOKMAN, select *View Demo* from the Setup menu to see the demonstration.

### ► Help is Always at Hand

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

# Finding English Words

## ► Finding English Words

1. Press **WÖRTER** (red).
2. Press **E/D** (green) until the English entry screen appears.  
To find a German word, use the German entry screen.
3. Type one or more English words.

Enter an English word

renew\*

To erase a letter, press **ZURÜCK** [BACK].

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

To type a hyphen, hold **☒** and press **↓**.

4. Press **EINGABE** [ENTER].

renew [ri'nju:] [*transitive verb*]

1. erneuern



5. Use **↓**, **AB** or **○** [SPACE] to scroll down.
6. To see the entry word, press **☒**.

auffrischen

5. ~~Verz~~renew/längern

6. ~~Wechseln~~prolongieren

7. Hold **☒** and press **AB** or **AUF** to see the next or previous dictionary entry.
8. Press **CLEAR** when finished.

## ► Finding Letters in Words

At the Word Entry screen, you can type a question mark to stand for any letter, or an asterisk to stand for a series of letters. To type an asterisk, hold **↑** [CAP] and press **☒**. For example, enter *conc??\*at* at the English entry screen. You will see a list of matching words. Choose the one you want and press **EINGABE** [ENTER].

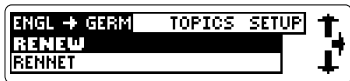
## ► Misspelling Words

If you enter a misspelled word a list of corrections appears. If you enter a word that is not in this dictionary you will see a list of possible component words. Highlight the word you want, and then press **EINGABE** [ENTER] to see its dictionary entry.

## Finding English Words

### ► Using the English Menu

1. Press **WORTER** (red) and then **MENÜ** [MENU].
2. Press **E/D** (green) till you see **ENGL → GERM**.
3. Start typing an English word, for example *renew*.



To undo a typed letter, press **ZURÜCK** [BACK]. You can use the direction keys to move the highlight.

4. When the word is highlighted, press **EINGABE** [ENTER].
5. Use **↓**, **AB**, or **○** [SPACE] to scroll down.
6. To see the entry word, press **↻**.
7. Hold **☆** and press **AB** or **AUF** to see the next or previous dictionary entry.

**rennet** ['renit] [noun]  
(Kälber)Lab n

8. Press **CLEAR** when finished.

### ► Understanding Definitions

Each dictionary entry contains the headword in bold type followed by the pronunciation guide (English only). Grammatical information is in brackets (□). Special information is in parentheses. Phrases containing the headword (if any) are listed last.

### ► Understanding Next and Prev

When you hold **☆** and press **AB** or **AUF** at a dictionary entry, one of two things happens.

If the entry word has more than one dictionary entry, the next or previous entry for that word appears.

If the entry word has only one entry, the next or previous alphabetically listed word appears.

## Highlighting Words

You can highlight a word in a dictionary entry and find its dictionary entry, inflections or related phrases (if any).

### 1. Find the dictionary entry for **emergency**.

To learn how, read "Entering English Words".

### 2. Press **EINGABE** [ENTER] to start the highlight.


### 3. Use the arrow keys to highlight a word.



**emergency** [I'mɛ:dʒənsɪ]  
Innow/Dringlichkeits-,  
Notfall m. 

### 4. Press **EINGABE** [ENTER] to view its definition.

Or press  + P to view its inflections.

Or press  + O to view its phrases.

### 5. Press **ZURÜCK** [BACK] to return to the highlighted word.

### 6. Press **ZURÜCK** [BACK] again to turn off the highlight.

### 7. Press **CLEAR** when finished.

## Finding Phrases

### 1. From the Topics menu, select **Traveller's Phrases** or press + O [PHRASE] at a blank Word Entry screen.

### 2. Select a category, (for e.g. **Emergencies**) and then a subcategory (for e.g. **General**).

### 3. Highlight a phrase (for e.g. **It's urgent**).

You can highlight an item by typing it or by scrolling to it.

If necessary, press **E/D** (green) to make the input language English.

### 4. Press **EINGABE** [ENTER] to view it.

### 5. Hold and press or to see the next or previous phrase.

### 6. Press **MENÜ** [MENU] to return to the dictionary menus.

# Finding Inflections

You can find the inflections of nouns, verbs, and certain other words.

- 1. At an entry screen or at a menu, type a word. For example, type *examine* at the English entry screen.**

If you want, press **EINGABE** [ENTER] to see its dictionary entry.

- 2. Press **☆** + **P** [INFLECTIONS].**

If the word you typed has more than one part of speech, first highlight the form you want and then press **EINGABE** [ENTER].

```
I examine (now/often)
I examined (in the past)
I have examined (already) ↓
```

- 3. To see more inflections of the word press **☆** + **P** [INFLECTIONS] repeatedly, or hold **☆** and press **AB**.**

```
PRESENT INDICATIVE
I examine
you examine ↓
```

```
PRESENT PROGRESSIVE
I am examining
you are examining ↓
```

- 4. To see the previous inflections, hold **☆** and press **AUF**.**
- 5. Press **CLEAR** when finished.**

## ► Understanding Inflections



When you are viewing inflections in their various tenses, you can press **HLF** [HELP] to see grammar help and descriptions of the inflections, as well as usage examples.

```
Where English uses the pro- ↑
gressive form, German uses ↓
the simple present:
```

To return to the inflections, press **ZURÜCK** [BACK].

# Using the Personal Wordlist

You can add both English and German words to your Personal Wordlist.

1. From the Topics menu, select **Personal Wordlist** or press  + I [LIST].
2. Press  (green) to select the language you want.
3. Select **Add a Word**.





ENGLISH LIST: EMPTY  
ADD A WORD  
DELETE A WORD  
ERASE THE LIST


4. Type a word in the current entry language.





English word to add:  
↓





5. Press  [ENTER] to add it.
6. Press  [BACK] to return to the menu.

## ► Other Ways to Add Words

You can also add words to your Personal Wordlist directly from the Word Entry screen or from a dictionary entry. Type the word you want to add at the Word Entry screen, or highlight the word of your choice in a dictionary entry. Press  + I [LIST]. You will see the Wordlist menu with your word next to *Add...*

Press  [ENTER] to add it. Press  to return to the Word Entry screen.

## ► Viewing and Deleting Words

1. Press  + I [LIST] and then  (green) for the language of your choice.
2. To view your list, select **...List** and press  [ENTER].  
You can then scroll through your list of words.
3. To delete a word, select **Delete a Word**.  
Highlight the word of your choice and press  [ENTER] to delete it.
4. To erase the entire list, select **Erase the List** and press **Y**.

# Playing the Games

## ► Changing Game Settings

You can choose the language you wish to play in, the source and size of the words, and the skill level.

1. From the Topics menu select **Games**, or press + U [GAMES].
2. Press [ENTER] to select **Game Settings**.



3. Highlight a new source and size in the **WORDS** menu and press .  
Note: If you choose *Personal List*, *Toefl-English Only* or *Enter Your Own*, you cannot choose the size of the words.
4. Highlight a new skill level in the **SKILL** menu and press .
5. Highlight **Yes** or **No** in the **INFLECT** menu and press to choose whether or not you want inflections used in the games.
6. Highlight **English** or **German** in the **LANG** menu and press .

## ► Selecting a Game

1. From the Topics menu select **Games**, or press + U [GAMES].
2. Highlight a game and press [ENTER].

## ► Getting Help in the Games

During any game you can read instructions by pressing [HELP].

In all the games except Flashcards, you can get a hint by holding [cap] and pressing or reveal the game word by pressing .

Note: If you get a hint or reveal the word, you lose the round.

## Hangman

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(s).

## Playing the Games

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### Flashcards

Flashcards flashes words on the screen for you to define or study. You can practice your vocabulary in either English or German. To view the definition of the word, press **EINGABE**. Then press **ZURÜCK** [BACK] to try another word.

### Conjumania™

Conjumania helps you practice conjugating English verbs. Enter the requested form of the verb at the top of the screen. To see the correct form, hold **↑** [CAP] and press **?**. To conjugate another form of the same verb, press  [SPACE]. To conjugate another verb, hold **☆** and press **AB**.

### Word Blaster™

In Word Blaster you try to guess the mystery word, represented by ?'s, before all its letters appear. As soon as you know the word, press **EINGABE** to stop the clock. Then type your guess and press **EINGABE**. The speed at which the letters appear is set by the skill level.

### 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.

### Gender Tutor

Gender Tutor asks you to guess the gender of German nouns. Press *M* for masculine, *F* for feminine and *N* for Neuter. Your score flashes on the screen at the end of the round.

### Word Auction

In Word Auction you must guess a mystery word by buying letters before you run out of money. Each letter costs money, regardless of whether it is correct, incorrect, or whether it has been guessed already. Commonly used letters cost more than letters used infrequently. The starting amount of money varies depending on the level.

To play, type a letter. If the letter that you guess appears in the mystery word, it will be revealed each time that it occurs in the word. Continue typing letters until you correctly guess the word or until you run out of money.

Note: If you ask for a hint, it will cost you the price of the letter plus \$25.

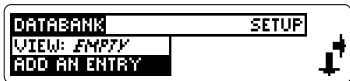


# Using The Databank

## ► Adding Entries

You can store as many as 100 names and telephone numbers in the databank. The total depends on the size of each entry.

1. Press **DATEN** (yellow) to see the Databank menu.



2. Select **Add an entry**.

To select a menu item, highlight it and press **EINGABE** [ENTER].

3. Enter a name and press **EINGABE** .

To type a capital, hold **↑** [CAP] and press a letter key. The first letter is automatically capitalized. To make it lower case hold **↑** and type the letter.

4. Enter a number and press **EINGABE** to add your entry.

### To Type...

a hyphen  
an underscore  
a slash  
an @ sign  
a period  
a comma

### Use...

**☒** + **↓**  
**☒** + **N**  
**☒** + **K**  
**☒** + **M**  
**☒** + **L**  
**☒** + **J**

Note: In the Number: field, Q-P type numbers. To type a letter (i.e. an email address) hold **☒** and press the letter key.

## ► Viewing or Editing Entries

1. Press **DATEN** (yellow) to see the Databank menu.
2. Select **View: XX entries (X% free)**.
3. Highlight an entry by scrolling to it or by typing its name.
4. To edit a highlighted entry, press **EINGABE** [ENTER] and then enter your changes.

You can press **EINGABE** to save your changes or hold **☒** and press **ZURÜCK** [BACK] to cancel your changes.

## ► Deleting Entries

1. In the Databank menu, select **Delete an entry**. Highlight an entry on the list, and then press **EINGABE** [ENTER] .
2. To delete all the databank entries, select **Erase the list**, and then press **Y**.

### ► Using a Password

You can use a password to prevent unauthorized access to the databank.

**Warning!** Always write the password in a safe, separate location. If you lose or forget the password, you may be able to use the databank again only by removing the batteries from your BOOKMAN, which will permanently erase all the information stored in the databank.

1. Press **DATEN** (yellow) to see the Databank menu.
2. Select **Set password**.

Enter new password:

1

3. Type a password of up to eight characters and press **EINGABE** [ENTER].
4. Press **C** to confirm.  
The password that you set will now be requested the first time that the databank is used during a session.
5. To change the password, repeat Steps 1-4.

To remove a password, press **EINGABE** on a blank screen.

If you misplace your password, you can regain access to your BOOKMAN by contacting Franklin Electronic Publishers, Inc.

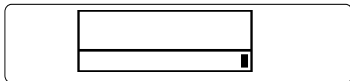
In the U.S., first call 609-239-4333 to obtain a return authorization code. Then mail your BOOKMAN unit, with your return authorization code, to Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016.

In Germany, send your carefully packaged BOOKMAN unit to Franklin Electronic Publishers (Deutschland) GmbH, Lohstrasse 22b, D-85445 Schwaig, Flughafen München, Deutschland. Remember to enclose a note explaining your need to regain access through having lost or forgotten your password and make sure your full name and address is included.

# Using the Calculator

## ► Making Calculations

### 1. Press **RECHNE** (blue).



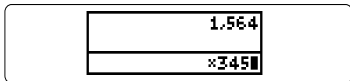
### 2. Type a number.

You can type up to 10 digits. To type a decimal, press the full stop (.) key.

To change the sign of a number, press Y (+/-).

### 3. Press one of the arrow keys to enter a math function.

### 4. Type another number.



### 5. Press **EINGABE** [ENTER].

To repeat the calculation, press **EINGABE** again. To scroll up or down, use **SUP** or **AB**.

### 6. Press **CLEAR** to clear the current calculations.

## To Calculate...

reciprocals ( $1/x$ )

squares ( $x^2$ )

percentages (%)

square roots ( $\sqrt{x}$ )

negative numbers (+/-)

## Use...

 + **A**

 + **D**

 + **F**

 + **S**

 + **Y**

## ► 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 **X (M+)**. To subtract the number on the screen from the number stored in memory, press **C (M-)**.

M indicates the number is stored in memory.

3. To retrieve the number from memory, press **V (MR)**.

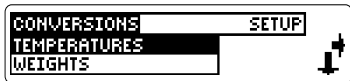
4. To clear the memory, press **B (MC)**.

# Using the Converter

The converter allows you to convert measurements and currency.

## ► Making Metric Conversions

1. Press  $\boxed{\star}$  +  $\beta$ .



2. Select a conversion category (for e.g., *Weights*).
3. Select a conversion (for e.g., *grams/ounces*).
4. Type a number after one of the units.  
Use  $\downarrow$  or  $\uparrow$  to move between the lines.

5. Press  $\boxed{\text{EINGABE}}$  [ENTER] to convert it.

A screenshot of a calculator display showing the conversion of 450 grams to ounces. The text on the screen is:  
grams = ounces  
grams: 450  
ounces: 15.87328287

6. Use  $\boxed{\text{ZURÜCK}}$  [BACK] to delete a number.

## ► Making Currency Conversions

1. Press  $\boxed{\star}$  +  $\beta$ .
2. Use  $\uparrow$  +  $\downarrow$  to select *Currency Converter*. Press  $\boxed{\text{EINGABE}}$  [ENTER].

A screenshot of a calculator's currency converter screen. The text on the screen is:  
Rate: ■  
Home:  
Other:

3. Enter a conversion rate.

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.

Use  $\downarrow$  or  $\uparrow$  to move between the lines. Use  $\boxed{\text{ZURÜCK}}$  to erase a number.

A screenshot of a calculator display showing the currency conversion results. The text on the screen is:  
Rate: 1.7  
Home: 193.50  
Other: 328.95

5. Press  $\boxed{\text{EINGABE}}$  [ENTER] to convert it.

## Transferring Words Between Books

This dictionary can transfer words with certain other BOOKMAN book cards.

To send a word to another book, you must first install a book card in your BOOKMAN unit, and that book card must be able to send or receive words in the selected language. To learn if a book card can send or receive words, read its User's Guide.

### 1. Highlight a word in this dictionary.

To highlight a word in a dictionary entry, press **[EINGABE]** [ENTER] and then use the arrow keys. To highlight a word in a list use **[DOWN]** or **[UP]**.

### 2. Hold **[STAR]** and press **[KARTE]** [CARD].

### 3. Highlight the icon of the other book.

### 4. Press **[EINGABE]**.

The word you highlighted appears in the other book.

### 5. Press **[EINGABE]** again if needed to search for that word.

## Resetting Your BOOKMAN

If the keyboard fails to respond, or if the screen performs erratically, first press **[CLEAR]** [CLEAR] and then press **[RESET]** twice. If nothing happens, follow the steps below.

**Warning!** Pressing the reset button with more than light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered in its built-in book, and in an installed bookcard.

### 1. Hold **[CLEAR]** and press **[RESET]**.

If nothing happens, try Step 2.

### 2. Use a paper clip to gently press the reset button on BOOKMAN.

The reset button is recessed in a pin-sized hole to the left of **[RESET]**.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, **[RESET]**, or by removing/replacing batteries.

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## Model BKD-1460

- Batteries: two AAA 1.5-volt
- Size: 12.9 x 8.5 x 1.6 cm.
- Weight: 113.39 g.

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