Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Sidekick®

USER'S GUIDE
SDK-763 • SDK-765

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Note: This User's Guide is intended for use with BOOKMAN Sidekick models SDK-763 and SDK-765. For information about your specific BOOKMAN Sidekick, read "Specifications."

Key Guide

Color Keys

<kbd>FILES</kbd> **(red)** Cycles through the cardfiles.

<kbd>CALEND</kbd> **(green)** Cycles through the calendar views.

<kbd>NOTES</kbd> **(yellow)** Cycles through the note folders.

<kbd>EDIT</kbd> **(blue)** Displays entry, search, edit, delete and other options.

▶ 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."

Direction Keys

Moves through text or menus, or moves the cursor. In the Calculator, types basic math symbols (i.e., +, x, -, ÷).

<kbd>DN</kbd> <kbd>UP</kbd> Pages down or up.

Other Keys

<kbd>BACK</kbd> Erases a letter, or backs up.

<kbd>CAP</kbd> Shifts a key to type capital letters or punctuation marks.

<kbd>CARD</kbd> Exits the book you are reading.

<kbd>CLEAR</kbd> Clears to the main screen of the current topic.

<kbd>ENTER</kbd> Selects a menu item, or enters search words. In the Calculator, performs a selected math function.

<kbd>HELP</kbd> Displays help messages.

<kbd>MENU</kbd> Displays the main menus.

<kbd>ON/OFF</kbd> Turns your BOOKMAN on or off.

<kbd>?*</kbd> Types a question mark. At menus, displays the full title of a menu item. With <kbd>CAP</kbd>, types an asterisk.

<kbd>SPACE</kbd> Types a space or pages down.

Key Guide

### Key Combinations*

☆ + BACK	Exits a new or edited entry without saving.
☆ + C	Toggles between the Home and World clock.
☆ + EDIT	Opens an entry to edit.
☆ + ENTER	Saves an entry. In the Calendar Daily view, checks or unchecks To Do items and Calls.
☆ + H	In the Calculator, converts a number to a percentage.
☆ + J	In the Calculator, squares a number.
☆ + K	In the Calculator, calculates the square root of a number.
☆ + L	In the Calculator, calculates a reciprocal.
☆ + M	Selects the Calculator (math).
☆ + N	Locks and unlocks the numbered keys.

☆ + Q-P	Types numbers.
☆ + S	Displays the special characters you can type.
☆ + X	Selects Expenses.
☆ + ⬇	At a field or entry screen, types a hyphen.
☆ + ⬆	At a field or entry screen, accents a typed letter.
☆ + DN or UP	Goes to the next or previous entry or match.
CAP + ⬇ or ⬆	Goes to the bottom or top of a list, menu, or entry.

* Hold the first key while pressing the other key.

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Special BOOKMAN Features

Headphone Jack

Volume Control

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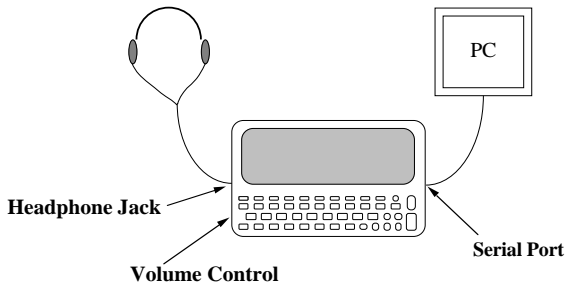
Your BOOKMAN 770 is equipped with several special features that many, but not all, BOOKMAN books use. To learn if you can use the special features with a particular BOOKMAN book, read its User's Guide.

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 BOOKMAN PC-Connect 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.

Getting Started

If you are using your BOOKMAN Sidekick
for the first time, read this section.

It explains how to start using your
BOOKMAN Sidekick, as well as how
to perform basic and important operations.

Installing Batteries

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

1. Turn your BOOKMAN over.
2. Remove the battery cover on the back of your BOOKMAN by compressing its tab with your finger and then lifting the cover.
3. Install the batteries as shown on the diagram in the battery compartment.
**4. Replace the battery cover.**

➤ When the Batteries Are Low

An on-screen warning message will appear when the batteries in your BOOKMAN Sidekick are low on power. This message does not mean that any of the information entered in your BOOKMAN Sidekick is in danger of being lost or erased. However, you may not be able to create new entries until fresh batteries are installed.

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 any installed book cards may be erased. However, information saved in your BOOKMAN Sidekick will not 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.
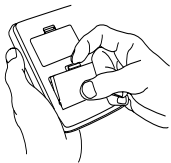
4. Press the book card until it snaps into place.

➤ 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.

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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.

➤ **About the 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 BOOK-MAN is malfunctioning.

Using the Color Keys

The red, green, yellow, and blue keys on your BOOKMAN change their functions according to which book you are using.

When you are using the built-in book, the color keys function as labelled on the BOOKMAN keyboard. When you are using a book card, the color keys function as labelled on that book card.
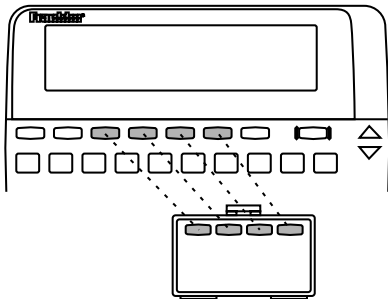
Remember, the color keys for book cards function as labelled on their cards, not as labelled on the BOOKMAN keyboard.

Viewing the Demonstration

Before you start using your BOOKMAN Sidekick, you may want to see a brief demonstration of what it can do.

When a book card is not installed in your BOOKMAN, the demonstration automatically appears after you turn on your BOOKMAN. To stop the demonstration, press CLEAR. To disable it, press 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

At virtually any screen, you can view a help message by pressing HELP. Use ⬇ or DN to read it. To exit help, press BACK.

To read a tutorial about this book, select *Tutorial* from the Setup menu.

You change the language of the help messages, tutorial, and demonstration. To learn how, read "Changing the Settings."
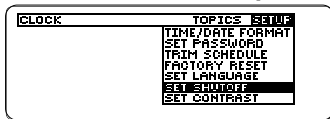
Changing the Settings

You can adjust the screen contrast, automatic shutoff time, the help message language, and the time/date format of the clocks and calendars of your BOOKMAN Sidekick.

The automatic shutoff time is how long your BOOKMAN stays on if you forget to turn it off. The help message language is the language of the help messages, tutorial, and demonstration.

1. Press MENU until the main menus appear.

2. Use the arrow keys to highlight *Time/Date Format*, *Set Language*, *Set Shutoff*, *Set Contrast* on the Setup menu.

```
CLOCK              TOPICS SETUP
                   TIME/DATE FORMAT
                   SET PASSWORD
                   TRIM SCHEDULE
                   FACTORY RESET
                   SET LANGUAGE
                   SET SHUTOFF
                   SET CONTRAST
```

3. Press ENTER.

4. Use ⬆ or ⬇ to change the setting.

Or press BACK to leave it unchanged.

5. Press ENTER to select it.

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Selecting a Topic

Your BOOKMAN Sidekick has seven main functions, or topics: Cardfiles, (Home) Clock, World Clock, Expenses, Calculator, Calendar, and Notes. Here is how to change the selected topic.

1. Press MENU until the main menus appear.
2. Use the arrow keys to highlight the Topics menu.
3. Highlight a topic.
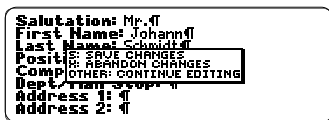**4. Press ENTER to select it.**

▶ **A Quick Way to Select Topics**

You can also select topics using these keys:

To go to...	Press...
Cardfiles	FILES (red)
Home or World Clock	☆ + C
Expenses	☆ + X
Calculator	☆ + M
Calendar	CALEND (green)
Notes	NOTES (yellow)

▶ **If You Forget to Save Your Changes**

If you try to select a topic while creating a new entry or editing an existing entry, or if you press CLEAR while creating an entry, a message appears asking if you want to save your changes.

```
Salutation: Mr.¶
First Name: Johann¶
Last Name: Schmidt¶
Positi S: SAVE CHANGES
Comp X: ABANDON CHANGES
Dept OTHER: CONTINUE EDITING
Main Stop: ¶
Address 1: ¶
Address 2: ¶
```

To save your changes, press S. To exit the entry without saving, press X. To go back to the entry, press any other key except CLEAR, ON/OFF, CAP, or ☆.

▶ **Follow the Arrows**

The flashing arrows at the right of the screen show which arrow keys you can use to view more text, and highlight menus and menu items.

Note: At some menus, you can also highlight menu items by typing the first few letters of their titles.

Typing Characters

Many of the topics in your BOOKMAN Sidekick let you type and save entries that consist of fields, or items of information. For example, below are fields in a single-day appointment.

```
Start time: 4:00pm¶
End time: 4:30pm¶
Event: ¶
Date: 10/ 3/96¶
Alarm (Y/N)?: No¶
Alarm lead time: 00:00¶
Notes: ¶
```

To Type Letters and Accents

At fields that normally require letters, such as names and descriptions, the cursor appears as a flashing triangle. At such fields, simply press the letter keys to type letters.

The first letter in letter fields automatically types as a capital. To type a lowercase letter as the first letter in a letter field, hold CAP and press a letter key. To type subsequent capitals, hold CAP and press the letter keys.

To accent a letter, type it and then hold ☆ and press ⇧ until the desired accent appears.

To Type Numbers

At fields that require numbers, such as dates and times, simply press the numbered keys.

At other fields that often use numbers, such as ZIP codes, the number lock is turned on by default. At such fields, you can type letters from the top row (Q, W, E, R, T, Y, etc.) by holding ☆ and pressing the appropriate key. To unlock or relock the numbered keys, hold ☆ and press N.

Fields that require or normally use numbers are indicated by a flashing box cursor.

To Type Special Characters

At many fields, you can type a variety of special characters, such as monetary symbols and punctuation marks, by first holding ☆ and pressing S.

```
Start time: 4:00pm¶
End time: 4:30pm¶
Ev Q▓W@E#R$T%Y¥U&I£O(P)
Dal A\S(D)F<G>H[J]K:L/
Ala       C_U;B=N,M'
Ala
Notes: ¶
```

Then type the letter to the left of the symbol. Or use the arrow keys to highlight a symbol and then press ENTER.

To limit access to your BOOKMAN Sidekick, you can assign a password that will be required whenever you or anyone else turns on your BOOKMAN Sidekick.

Caution: If you lose or forget your password, you will need to send your BOOKMAN Sidekick to Franklin Electronic Publishers to regain access.

To Set Your Password

1. Press MENU until the main menus appear.

2. On the Setup menu, highlight *Set Password* and then press ENTER.

3. Type all the requested information, including a password.

4. Record your password in a separate location, not on your BOOKMAN.

5. Hold ☆ and press ENTER.
Or hold ☆ and press BACK to exit without setting the password.

6. Press C to set the password.

7. Turn off your BOOKMAN.

8. Turn on your BOOKMAN.

```
Please type your password:
◄
```

9. Type your password and then press ENTER.
The password you type must exactly match the password you set.

To Change or Delete Your Password

1. On the Setup menu, highlight *Set Password* and then press ENTER.

2. To change the password, scroll down to it and retype it.

3. To delete the password, move the cursor to the end of the password, and then use BACK to erase it.

4. Hold ☆ and press ENTER to save your changes.
If you delete the password, it will not be requested when your BOOKMAN Sidekick is turned on.

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Gauging the Memory

▶ **If You Lose or Forget Your Password**

If you misplace your password, you can regain access to your BOOK-MAN Sidekick by contacting Franklin Electronic Publishers, Inc.

In the U.S., first call 1-800-BOOK-MAN to obtain a return authorization code. Then mail your BOOKMAN Sidekick, with your return authorization code, to Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016.

In the U.K., send your carefully packaged BOOKMAN Sidekick to Franklin Electronic Publishers Ltd., Unit 5, West Surrey Estate, Spelthorne Lane, Ashford, Middlesex, TW18 1UH. 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.

The amount of memory in your BOOK-MAN Sidekick varies according to the model. As you enter and transfer information into your BOOKMAN Sidekick, you will occasionally need to check how much memory is available for more entries.

1. **Press MENU.**
2. **On the Setup menu, highlight** *Memory Gauge.*
3. **Press ENTER.**

Empty	Memory	Full
1% used		99% free
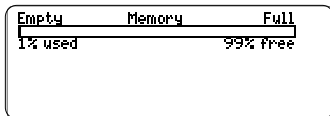
4. **Press MENU to return to the main menus.**

▶ **Resuming Where You Left Off**

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

Using the Clocks

Your BOOKMAN Sidekick has two clocks
that keep time simultaneously:
a Home Clock and a World Clock.

You can set either clock
to any time zone around the world
and then swap the clocks as you travel.

You can also set a daily alarm
that works even when
your BOOKMAN Sidekick is turned off.

The first time that you use your BOOKMAN Sidekick, you should set the Home Clock to the date and time in your time zone.

1. Hold ☆ and press C until the Home Clock appears.
   HOME or a home icon indicates the Home Clock.

2. Press EDIT (blue).

3. Press ENTER to select *Set Date and Time*.
   Or hold ☆ and press EDIT when the Home Clock is on screen.

4. Use ⇨ or ⇦ to highlight a part of the date or time.

> THURSDAY, OCTOBER 3, 1996
>
> **3:36pm**
>
> Eastern Time (New York)
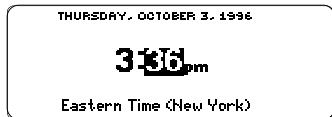
5. Use ⇧ or ⇩ to change it.

6. Use the arrow keys to highlight and change other parts of the date and time.

7. Press ENTER when finished.
   Or press BACK to exit without changing the date or time.

➤ **Setting the Home Clock by Location or Time Zone**

   You can also set the Home Clock to the time and date of any of dozens of locations around the world or to any of 24 world time zones.

   When the Home Clock is on screen, press EDIT (blue) and then select *Set Home Time Zone* from the Clock Edit menu.

> SET ZONE BY:
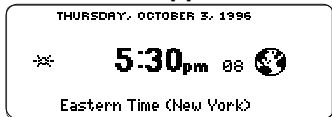> **LOCATION NAME**
> TIME ZONE

   Next, select *Location Name* or *Time Zone*. If you select *Location Name*, start typing a city, country or other location name until it is highlighted and then press ENTER to set the Home Clock to its time. If you select *Time Zone*, highlight a time zone and press ENTER.

Setting the World Clock

After you have set the Home Clock, you can set the World Clock by selecting a time zone or one of dozens locations around the world.

1. Hold ☆ and press C until the World Clock appears.

```
THURSDAY, OCTOBER 3, 1996

  ☀    5:30pm 08 🌍

Eastern Time (New York)
```

A world icon indicates the World Clock.

2. Press EDIT (blue).

3. Highlight *Set World Time Zone* and then press ENTER to select it.

4. Select *Location Name* or *Time Zone*.

5. Start typing a location name until it is highlighted or highlight a time zone.

```
PICK LOCATION NAME
PHILADELPHIA, PA
PHILIPPINES
PHNOM PENH, CAMBODIA
PHOENIX, AZ
PITTSBURGH, PA
POLAND
PORT-AU-PRINCE, HAITI
```

6. Press ENTER to set the World Clock to that time.

Using the Daily Alarm

The Home Clock has an alarm that you can set for waking up and other once-a-day uses. This single, daily alarm makes a series of quick beeps that stops after about 10 seconds.

The daily alarm works even when your BOOKMAN Sidekick is turned off. When the daily alarm sounds, your BOOKMAN Sidekick is automatically turned on and the daily alarm time is displayed.

To Set or Change the Daily Alarm

1. Hold ☆ and press C until the Home Clock appears.

2. Press EDIT (blue).

3. Highlight *Set Alarm Time* and then press ENTER to select it.

4. Select *Set Alarm Time* again.

**5. Type an hour, minutes, and an *a* or *p* (for a.m. or p.m.).**

```
Alarm Time: 3:00am
```

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6. Press ENTER when finished.
A bell icon on the Home Clock indicates the daily alarm is enabled and set.

7. When the daily alarm sounds, press any key except ☆ or CAP to turn it off and clear the daily alarm time display.

To Disable the Daily Alarm

1. Hold ☆ and press C until the Home Clock appears.

2. Press EDIT (blue).

3. Highlight *Set Alarm Time* and then press ENTER.

4. Highlight *Disable Alarm* and then press ENTER.

```
ALARM CONTROL
DISABLE ALARM
SET ALARM TIME
```
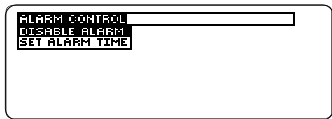
The bell icon disappears from the Home Clock.

5. To re-enable the daily alarm without changing its time, select *Enable Alarm* from the Alarm Control menu.

You may want to change the format of the time and date on the clocks and in the Calendar. The formats you can use are 12- or 24-hour and month/day/year (U.S.) or day/month/year (European).

1. Press MENU to see the main menus.

2. On the Setup menu, highlight *Time/Date Format.*

3. Press ENTER.
A check marks the current format.

4. Highlight another format and then press ENTER.
Or press BACK to exit without changing the format.

➤ **Selecting Daylight Savings or Standard Time**

By default, standard or daylight savings time is automatically set for U.S. time zones. To manually set either option for the Home or World Clock, first press EDIT (blue) when a clock is on screen. Then select *Daylight Savings* or *World Daylight Savings* and either *Standard (Winter) Time* or *Daylight (Summer) Time.*

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Once you have set both the Home and World Clocks, you can swap their times and dates. Swapping the clocks is a useful feature if you frequently travel between time zones.

1. **Hold ☆ and press C until the Home Clock appears.**
2. **Press EDIT (blue).**
3. **On the Clock Edit menu, highlight *Swap Home & World Time.***

```
CLOCK EDIT MENU
SET DATE AND TIME
SET ALARM TIME
DAYLIGHT SAVINGS
SET HOME TIME ZONE
SWAP HOME & WORLD TIME
```

4. **Press ENTER.**

➤ **Understanding Clock Swapping**

When you swap your Home and World Clocks, your daily alarm setting, appointment times and their alarms, and any other time-sensitive calendar entries do not change.

For example, if your daily alarm was originally set for 6:30 a.m. New York time, after swapping the clocks

it will sound at 6:30 a.m. in your new Home Clock time zone. And if you had an appointment scheduled at 9:00 a.m. New York time, after swapping it will be scheduled at 9:00 a.m. in the new time zone.

➤ **Resetting the Clock**

When you remove the batteries from your BOOKMAN Sidekick, or if they lose all power, you may need to reset the Home and World Clocks.

After replacing the batteries, a message may appear asking you to check the Home Clock time. If its time is correct, simply press ENTER.

If the time is incorrect, use the arrow keys to change it. To learn how, read "Setting the Home Clock." To learn how to reset the World Clock, read "Setting the World Clock."

Using the Calendar

The Calendar is a powerful tool
to help you organize your activities.

You can use the Calendar to schedule
appointments, multiple-day events,
to do lists, phone calls, and
special days such as birthdays and anniversaries.

You can see your Calendar
in Daily, Weekly, and Monthly views.
And you can even search your Calendar
for entries containing any word(s).

Your calendar entries can be appointments (single-day and recurring), To Do items, calls, multi-day events, or special days. You can create new calendar entries from the Daily, Weekly, or Monthly calendar view.

1. Press CALEND (green).
2. Press EDIT (blue).
3. Press ENTER to select *New Calendar Entry*.
4. **Highlight an entry type and then press ENTER to select it. For example, select *Appointment*.**
5. **If you selected an appointment, select an appointment type (for example, *Single Day Appointment*).**
6. **Type information.**

```
Start time: 4:00pm¶
End time: 4:30pm¶
Event: ¶
Date: 10/3/96¶
Alarm (Y/N)?: No¶
Alarm lead time: 00:00¶
Notes: ¶
```

To erase, use BACK. To learn more, read "Typing Characters."

7. **Press ENTER to go to the next**

field. Or use the arrow keys to move the cursor.
8. **Hold ⟨⬚⟩ and press ENTER to save your entry.**
Or hold ⟨⬚⟩ and press BACK to exit.

▶ **Understanding Calendar Entries**

Appointments can be for a single day, can recur once a week, or can recur once a month. You can create up to three appointments overlapping any single, 15-minute time span. But you cannot create a single-day appointment that spans two days (for example 11:00 p.m. to 2:00 a.m.). Instead, create a multi-day event.

Every appointment must have a starting time, an ending time, and an event or title description.

You can also set appointment alarms to sound either at an appointment's starting time or with a lead time of up to 23 hours and 59 minutes. Appointment alarms work even when your BOOKMAN Sidekick is turned off. When an appointment alarm sounds,

press any key except ⟨☆⟩ or CAP to turn it off and clear the display.

To Do items must have a title and can have a due date. To Do items appear on the Calendar Daily view on the day they are entered. They carry over to subsequent days until you check them off as completed. On their due dates, To Do items appear bolded on the Daily view. To learn how to check off completed To Do items, read "Using the Daily View."

Calls must have a title. They carry over to subsequent days until you check them off as completed. To learn how to check off completed calls, read "Using the Daily View."

Multi-day Events must have event descriptions and number of days.

Special Days can be annually recurring, such as birthdays, or a single-day occurrence. If you type *N*, for *no*, in the Annual field, that special day entry will not recur.

Duplicating a Calendar Entry

A quick way to create a new calendar entry is to duplicate an existing entry. When you duplicate an entry, a new entry is opened with the same information as an existing entry. To save the new entry, you must change at least one field of information.

1. Press CALEND (green) until the Daily view appears.
This is a sample Daily view.
2. Highlight the calendar entry that you want to duplicate.
3. Press EDIT (blue).
4. Highlight *Duplicate Calendar Entry* and then press ENTER.

```
DAILY CALENDAR EDIT MENU
NEW CALENDAR ENTRY
DUPLICATE CALENDAR ENTRY
SEARCH
EDIT
DELETE
UNDELETE
```

5. Edit at least one field. Use the arrow keys to move around.
6. Hold ⟨☆⟩ and press ENTER to save your entry. Or hold ⟨☆⟩ and press BACK to exit without saving.

Using the Daily View

Once you have created calendar entries, you can view or edit them directly from the Daily view of the Calendar.

From top to bottom, the Daily view lists special days, multi-day events, appointments (by time), To Do items, and calls. You probably will want to use the Daily view as your basic scheduling tool.

1. Press CALEND (green) until the Daily view appears.

```
TUESDAY, OCTOBER 8, 1996
♦ Cal Computer Expo [10/8/96-10...
4:00 Meeting with Julian
   ☐ Open Checking Account
✓☐ Get Football Tickets
   ☎ N. Hornby
```

This is a sample Daily view.

2. Highlight an entry.

To...	Press...
scroll down or up	⬇ or ⬆
page down or up	DN or UP
go to the bottom or top entry	CAP + ⬇ or ⬆
go to the next or previous day	☆ + DN or UP

Using the Daily View

go to the top of the current Daily view	CLEAR

3. Perform one of these functions:

To...	Press...
view a full title	(?*)
check/uncheck a completed To Do item or call	☆ + ENTER
view an entry	ENTER
edit an entry	☆ + EDIT (blue)

Note: When you check off a completed To Do item or call, its title is italicized and checkmarked on the Daily view.

4. If you pressed ENTER to view an entry, you can scroll down, press BACK to exit, or hold ☆ and press EDIT to edit the entry.

5. If you pressed ☆ + EDIT (blue), you can type your changes and then hold ☆ and press ENTER to save them.

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Using the Weekly View

Or hold ⬚ and press BACK to exit without saving your changes.

6. Press CLEAR to return to the Daily view for the current day.

The Weekly view of the Calendar displays your appointments as bar charts showing their time ranges.

1. Press CALEND (green) until a Weekly view appears. Or press CALEND (green), MENU, and then select *Weekly*.
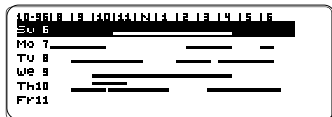
This is a sample Weekly view. The bars indicate the time ranges of your appointments, with up to three overlapping.

▶ Understanding Daily View Icons

On the Daily view, calendar entries are identified by these icons:

This Icon	Means
📅	special day
✚	multi-day event
🔔	appointment alarm
🗋	To Do item
☎	call
✔	completed To Do item or call

2. Use the Direction keys.

To...	Press...
see earlier or later times	⇦ or ⇨
scroll down or up	⬇ or ⬆
page down or up	DN or UP
go to the end or start of a week	CAP + ⬇ or ⬆

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Using the Weekly View

To...	Press...
go to the next or previous week	☆ + DN or UP
go to the current day on the Weekly view	CLEAR

3. To create a new entry or search for existing calendar entries, press EDIT (blue).

4. To go to the Daily view for a given day, highlight it and then press ENTER. Or to go to the Monthly view, press CALEND (green).

Using the Monthly View

The Monthly view lets you quickly scan the Calendar for dates and calendar entries.

1. Press CALEND (green) until the Monthly view appears. Or press CALEND (green), MENU, and then select *Monthly*.

```
 1996    Su Mo Tu We Th Fr Sa
Jan May Sep          1  2  3  4  5
Feb Jun Oct   6· 7· 8· 9·10 11 12
Mar Jul Nov  13 14·15 16 17 18 19
Apr Aug Dec  20 21 22 23 24 25 26
             27 28 29 30 31·
```

This is a sample Monthly view. The dots indicate dates with appointments.

2. Use the Direction keys.

To...	Press...
highlight a date	⇦, ⇨, ⬇, ⬆
go to the next or previous month	DN or UP
go to the next or previous year	☆ + DN or UP

3. To create a new calendar entry, or search for calendar entries, press EDIT (blue).

4. To go to the Daily view for a date, highlight it and then press ENTER.

Editing Calendar Entries

Once you have created calendar entries, it's easy to change or edit them.

1. **Press CALEND (green) until the Daily view appears.**
2. **Highlight the calendar entry that you want to edit.**
3. **Hold ☆ and press EDIT (blue). Or press EDIT (blue) and then select *Edit*.**
4. **Type your changes.**
5. **Hold ☆ and press ENTER to save your entry. Or hold ☆ and press BACK to exit without saving.**

▶ Deleting and Undeleting Entries

To delete a calendar entry, first highlight the entry you want to delete on the Daily view. Then press EDIT (blue) and select *Delete*. Then press D to delete the entry.

If you delete a recurring appointment or recurring special day, all past and future occurrences of that calendar entry will be deleted, too.

To undelete the most recently deleted entry, select *Undelete* from the Daily Calendar Edit menu.
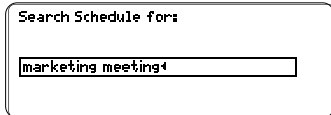
Searching for Calendar Entries

You can search the Calendar for current or future appointments, multi-day events, To Do items, calls and special days.
Note: You can not search for calendar entries that are scheduled before the current date on your Home Clock.

1. **At any Calendar view, press EDIT (blue).**
2. **Highlight *Search* and then press ENTER.**
3. **Type one or more words that occur in the titles, descriptions, or notes of calendar entries.**

```
Search Schedule for:

marketing meeting◄
```

These are sample search words. In your search words you can type numbers (but not to find times), special characters, and accents to find exact matches. You do not need to type capital letters.

4. **Press ENTER to search.**

Searching for Calendar Entries

MONDAY, OCTOBER 14, 1996
🏛 Columbus Day
8:30 Marketing meeting
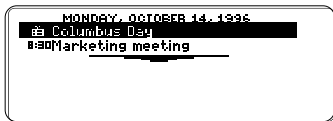
The Daily view of the first date that has a match for your word(s) appears.

Note: Multiple-word searches find only entries containing all your search words.

5. **Hold ☆ and press DN or UP to go to the next or previous day, if any, with matches.**
6. **When finished, press CLEAR to clear your search.**

▶ **Searching for Parts of Words**

In the Calendar, you can search for the first few letters in a word to find inflections, suffixes, and other similar words.

Search Schedule for:

par◄
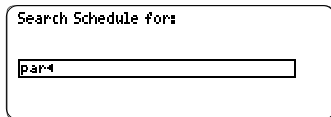
For example, searching for *par* will find entries with *park*, *party*, *apartment*, etc.

Trimming the Schedule

In order not to fill up the memory of your BOOKMAN Sidekick, it is wise to periodically trim your schedule. Trimming the schedule deletes only those calendar entries that were completed prior to a date you specify.

Note: Special days are trimmed only if they are nonannual. Multi-day events and recurring appointments are fully trimmed only if all their dates fall before the date you specify. If they span that date, only their earlier dates are trimmed.

1. **Press MENU.**
2. **From the Setup menu, select *Trim Schedule.***

CALENDAR   TOPICS SETUP
TUTORIAL
MEMORY GAUGE
PC CONNECT
TIME/DATE FORMAT
SET PASSWORD
TRIM SCHEDULE
FACTORY RESET

3. **Type the date before which you want to delete the completed calendar entries.**
4. **Press ENTER.**
5. **Press D to trim the schedule.** Or press any other key to exit without trimming.

Using Cardfiles

Think of your cardfiles as a personalized filing system. You can create cardfiles to organize your business and personal addresses, wine and music collections, favorite restaurants or hotels, and almost anything else.

Each card in a cardfile is like an index card, holding information such as phone numbers, e-mail addresses, company names, birthdays, and more.

And you can search a cardfile to quickly find the cards and information that you need.

Creating a Cardfile

A cardfile is a collection, or database, of cards. You can create six types of cardfiles by choosing one of the following templates, or cardfile types: *Business Address Book*; *Personal Address Book*; *Email Address Book*; *Wine List*; *Hotels, Restaurants*; and *Music/CD Collection*.

Note: You can create more than one cardfile from a particular template.

1. **Press FILES (red). Or select**
   ***Cardfiles* from the Topics menu.**
2. **Press MENU to go to the Cardfiles menu.**
3. **Press EDIT (blue).**
4. **Press ENTER to select *New Cardfile*.**
5. **Use the arrow keys to highlight a cardfile template.**

```
SELECT FILE TEMPLATE
BUSINESS ADDRESS BOOK
PERSONAL ADDRESS BOOK
EMAIL ADDRESS BOOK
WINE LIST
HOTELS, RESTAURANTS
MUSIC/CD COLLECTION
```

6. **Press ENTER.**

7. **Type the name of your new cardfile.**

```
Name of Cardfile

John's Address Book
```
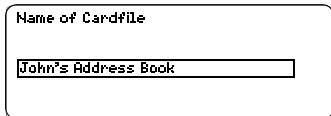
This is a sample cardfile name. To erase a typed character, use BACK.

8. **Press ENTER to create it.**

```
JOHN'S ADDRESS BOOK   TOPICS  SETUP
```
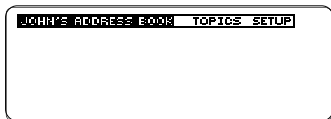
▶ Deleting a Cardfile

Warning: When you delete a cardfile, all the cards contained in it are permanently deleted.

At the Cardfiles menu, highlight the cardfile you want to delete. Then press EDIT (blue), highlight *Delete Cardfile*, and press ENTER. Finally, press D to delete the cardfile and Y to confirm. Press any other key to cancel.

▶ **Renaming a Cardfile**

You can easily change the name of a cardfile.

At the Cardfiles menu, highlight the cardfile that you want to rename. Press EDIT (blue), highlight *Rename Cardfile*, and then press ENTER. Use BACK to erase the typed letters and then type your new cardfile name. Press ENTER to rename the cardfile, or press CLEAR to exit without renaming it.

▶ **Creating Your Own Templates**

You can create your own cardfile templates on your PC Sidekick and then transfer them to your BOOKMAN Sidekick.

To learn how to create custom templates, read your PC Sidekick User's Guide. Then read "Using the BOOKMAN Sidekick Connectivity Software" in this User's Guide to learn how to transfer or merge them to your BOOKMAN Sidekick.

Once you have created a cardfile, you can create cards and add them to it. Cards consist of fields in which you enter information.

1. If needed, use FILES (red) to cycle to the cardfile into which you want to add a card.

2. Press EDIT (blue).

```
JOHN'S ADDRESS BOOK EDIT MENU
NEW CARD ENTRY
DUPLICATE
SEARCH THIS CARDFILE
EDIT THIS CARD
DELETE THIS CARD
UNDELETE CARD
NEW CARDFILE
```
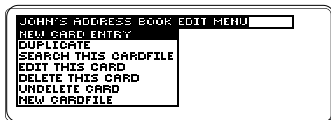
This is a sample Cardfile Edit menu.

3. Press ENTER to select *New Card Entry*.

4. Enter your card information.

```
Salutation: Mr.¶
First Name: Larry¶
Last Name: Anderson¶
Position: Vice President of
Widgets¶
Company: Anderson Widgets¶
Dept/Mail Stop: ¶
Address 1: 321 Widget Road¶
```
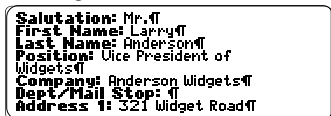
Press ENTER to go to the next field. To move the cursor, use the arrow keys.

5. To add the card, hold ✲ and press ENTER, or press ENTER at the last field.

Or hold ✲ and press BACK to exit without saving.

Duplicating a Card

A quick way to create a new card is to duplicate an existing card. When you duplicate a card, a new card is opened with the same information as the card you selected. To save the new card, you must change at least one field in it.

For example, you can use *Duplicate* to quickly create cards in which fields such as company, business address, etc. are the same, but other fields such as name, home phone, pager, etc. are different.
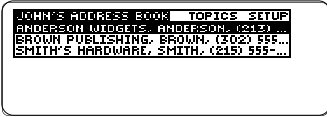
1. **Press FILES (red).**
2. **Highlight the card you want to duplicate.**
3. **Press EDIT (blue).**
4. **Highlight *Duplicate* and then press ENTER.**
5. **Edit at least one field of information.**
6. **Hold ☆ and press ENTER to save your new card.**
   Or hold ☆ and press BACK to exit without saving.

Viewing Cardfiles and Cards

There are several ways to view and access your cardfiles and cards.

1. **Press FILES (red) repeatedly to cycle through your cardfiles.**

To display the full title of a card, press ?* .

2. **To see a list of your cardfiles, press MENU to see the Cardfiles menu.**

To display the full title of a cardfile, press ?* .

Editing Cards

3. Highlight a cardfile and then press ENTER to see its cards.

You can highlight a cardfile by scrolling to it or by typing its title at the menu.

4. Highlight a card and then press ENTER to view it.

5. To go to the bottom or top of a card, hold CAP and press ⇩ and ⇧.

```
Zip: 99999¶
Office Phone: (213) 555-
4312¶
Office Extension: 0002¶
Other Email: wla543@anynet.ed-
u.com¶
Notes: Gets great deals on
widgets¶
```

Note: When you view a card, only the fields in which you typed information are displayed.

6. To go to the next or previous card in the cardfile, if any, hold ☆ and press DN or UP.

7. To edit a card that you are viewing, hold ☆ and press EDIT (blue).

After you have created a card, you can edit or change it.

1. Press FILES (red).

2. To highlight a card, scroll to it or type the first few letters of its title.

```
CD COLLECTION      TOPICS SETUP
BROADWAY CAST, LES MISERABLES, MU...
BRUCE SPRINGSTEEN, BORN IN THE U.S...
EVE'S PLUM, CHERRY ALIVE, ROCK
FRANK SINATRA, DUETS II, POPULAR
STYX, THE GRAND ILLUSION, ROCK
VARIOUS, GET SHORTY, SOUNDTRACK
```

3. Hold ☆ and press EDIT (blue).

Or press EDIT (blue) and then select *Edit This Card.*

4. Enter your card information.

```
Title: Born in the U.S.A.¶
Category: Rock¶
Artist: Bruce Springsteen¶
Publisher: Columbia¶
Format: Compact Disc¶
Date Purchased: 07/ 3/96¶
Price paid: ¶
Notes/Comments: ¶
```

Use BACK to erase typed characters.

5. Hold ☆ and press ENTER to save your changes.

Or hold ☆ and press BACK to exit without saving.

Searching for Cards

▶ Deleting and Undeleting a Card
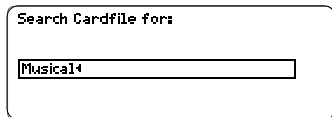
You can delete existing cards. You can also restore a deleted card by undeleting it.

To delete a card, first use FILES (red) to find the desired cardfile and then highlight the card you want to delete. If you want to view the card before you delete it, press ENTER. Then press EDIT (blue) and highlight *Delete This Card*. Press ENTER. Then press D to delete the card. Press any other key to cancel.

To undelete the card most recently deleted card from a selected cardfile, first press EDIT (blue) and then highlight *Undelete Card*. Press ENTER to undelete that card.

You can search a cardfile by entering one or more words that occur in the fields of its cards. Note: You can search only one cardfile at a time.
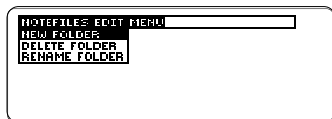
1. If needed, use FILES (red) to find the cardfile you want to search.
2. Press EDIT (blue) and highlight *Search This Cardfile*.
3. Press ENTER.
4. Type one or more words.

```
Search Cardfile for:

Musical◄
```

In your search words you can type numbers, special characters, and accents to find exact matches. You do not need to type capital letters, but if you want to, hold CAP and type a letter.

5. Press ENTER to search.

```
NOTEFILES EDIT MENU
NEW FOLDER
DELETE FOLDER
RENAME FOLDER
```

Matching cards are displayed.

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6. **Highlight a match and press ENTER.**
7. **Hold ✩ and press DN or UP to go to the next or previous match.**
8. **To go back to the list of matching cards, press BACK.**
9. **Press CLEAR to clear your search.**

▶ Searching for Parts of Words

You can search for words in cards by typing the endings, beginnings, and other parts of the word. For example, searching for *par* will find entries with *park*, *party*, *apartment*, etc.

Using Notes

You can use notes and note folders
to create, edit and organize textual information
about anything from travel directions
to grocery lists to business ideas.

You can even search through a note folder
to quickly find the notes that you need.

Creating a Note Folder

Before you can create notes, you must first create note folders in which to hold them.

Note: BOOKMAN Sidekick can hold only one notefile, containing note folders and notes, at a time.

1. **Press NOTES (yellow). Or select *Notes* from the Topics menu.**
2. **Press MENU to go to the Notes menu.**
3. **Press EDIT (blue).**

```
NOTEFILES EDIT MENU
NEW FOLDER
DELETE FOLDER
RENAME FOLDER
```
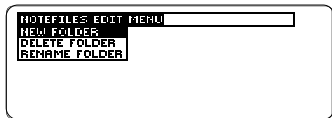
4. **Press ENTER to select *New Folder*.**
5. **Name the folder.**

```
Folder Name:

Business◄
```
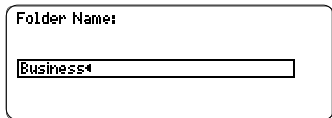
Use BACK to erase a typed character.
6. **Press ENTER to create it.**

▶ Deleting a Note Folder

Warning: When you delete a note folder, all the notes contained in it are permanently deleted.

At the Notes menu, highlight the note folder that you want to delete. Then press EDIT (blue), highlight *Delete Folder*, and press ENTER. Finally, press D to delete the note folder and Y to confirm. Press any other key to cancel.

▶ Renaming a Note Folder

You can easily change the name of an existing note folder.

At the Notes menu, highlight the note folder that you want to rename. Press EDIT (blue), highlight *Rename Folder*, and then press ENTER. Use BACK to erase the typed characters and then type your new folder name. Press ENTER to rename the note folder, or press CLEAR to exit without renaming it.

Adding Notes

Once you have created a note folder, you can create notes and add them to a folder. Each note consists of a subject field and a note field. In their note folders, notes are listed alphabetically by their subjects.

1. If needed, use NOTES (yellow) to find the note folder into which you want to add a note.

2. Press EDIT (blue).

```
BUSINESS EDIT MENU
NEW NOTE ENTRY
DUPLICATE
SEARCH THIS NOTEFILE
EDIT THIS NOTE
DELETE THIS NOTE
UNDELETE NOTE
NEW FOLDER
```
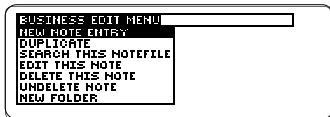
This is a sample Note Folder Edit menu.

3. Press ENTER to select *New Note Entry*.

4. Enter your note information.
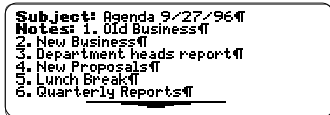
```
Subject: Agenda 9/27/96¶
Notes: 1. Old Business¶
2. New Business¶
3. Department heads report¶
4. New Proposals¶
5. Lunch Break¶
6. Quarterly Reports¶
```

Press ENTER to go to the next field. To move the cursor, use the arrow keys.

To quickly go to the top or bottom of a note, hold CAP and press ⇧ or ⇩.

5. Hold ☆ and press ENTER to add a note.

```
BUSINESS          TOPICS SETUP
AGENDA 9/27/96
```

Or hold ☆ and press BACK to exit without saving.

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Duplicating a Note

A quick way to create a new note is to duplicate an existing note. When you duplicate a note, a new note is opened with the same information as the note you selected. To save the new note, you must change at least one field in it.

1. **Press NOTES (yellow).**
2. **Highlight the note you want to duplicate.**
3. **Press EDIT (blue).**
4. **Highlight *Duplicate* and then press ENTER.**
5. **Edit at least one field of information.**
6. **Hold ☆ and press ENTER to save your new note.**
   Or hold ☆ and press BACK to exit without saving.

Viewing Note Folders and Notes

There are several ways to view and access your notes and note folders.

1. **Press NOTES (yellow) repeatedly to cycle through your note folders.**

   ```
   BUSINESS              TOPICS SETUP
   AGENDA 9/27/96
   BUSINESS LETTER TO CALIFORNIA 9/29...
   MARKETING MEETING 10/23/96
   ```

   To display the full title of a note, press ?* .

2. **To see a list of your note folders, press MENU to go to the Notes menu.**

   ```
   NOTES                 TOPICS SETUP
   BUSINESS
   FOLDER1
   FOLDER2
   PERSONAL NOTES
   ```
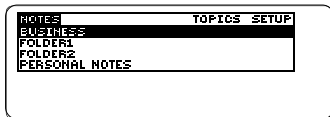
   To display the full title of a note folder, press ?* .

3. **Highlight a note folder and then press ENTER to see its notes.**
   You can highlight a note folder by scrolling to it or by typing its title at the menu.

Viewing Note Folders and Notes

4. **Highlight a note and then press ENTER to view it.**
5. **To go to the bottom or top of a note, hold CAP and press ⬇ and ⬆.**
   Note: When you view a note, only the fields in which you typed information are displayed.
6. **To go to the next or previous note in a note folder, if any, hold ☆ and press EDIT (blue).**
7. **To edit a note that you are viewing, hold ☆ and press EDIT (blue).**

Editing Notes

After you have created a note, you can edit, or change, it.

1. **Press NOTES (yellow).**
2. **To highlight a note, scroll to it or type the first few letters of its title.**

```
BUSINESS          TOPICS SETUP
AGENDA 9/27/96
BUSINESS LETTER TO CALIFORNIA 9/23...
MARKETING MEETING 10/23/96
```

3. **Hold ☆ and press EDIT (blue).**
   Or press EDIT (blue) and then select *Edit This Note*.
4. **Enter your note information.**

```
Subject: Marketing Meeting
10/23/96¶
Notes: Discussion of the new
product design and packaging. ¶
¶
Advertisement Ideas¶
```

Use BACK to erase typed characters.

5. **Hold ☆ and press ENTER to save your changes.**
   Or hold ☆ and press BACK to exit without saving.

➤ Deleting and Undeleting a Note

You can delete existing notes. You can also restore a deleted note by undeleting it.

To delete a note, first use NOTES (yellow) to find the desired note folder and then highlight the note you want to delete. If you want to view the note before you delete it, press ENTER. Then press EDIT (blue) and highlight *Delete This Note*. Press ENTER and then press D to delete the note. Press any other key to cancel.
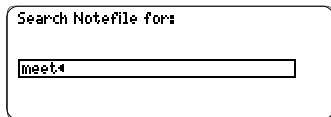
To undelete the most recently deleted note from a selected note folder, first press EDIT (blue) and then highlight *Undelete Note.* Press ENTER to undelete that note.

You can search a note folder by entering one or more words that occur in the fields of its notes. Note: You can search only one note folder at a time.

1. **If needed, use NOTES (yellow) to find the note folder you want to search.**
2. **Press EDIT (blue) and highlight *Search This Notefile*.**
3. **Press ENTER.**
4. **Type one or more words.**

```
Search Notefile for:

meet◄
```

In your search words you can type numbers, special characters, and accents to find exact matches. You do not need to type capital letters, but if you want to, hold CAP and type a letter.

5. **Press ENTER to search.**

```
BUSINESS        TOPICS  SETUP
MARKETING MEETING 10/23/96
```

Matching notes appear.

6. **Highlight a match and press ENTER.**
7. **Hold ☆ and press DN or UP to go to the next or previous match.**
8. **To go back to the list of matches, press BACK.**
9. **Press CLEAR to clear your search.**

▶ **Searching for Parts of Words**

You can search for words in notes by typing the endings, beginnings, and other parts of a word. For example, searching for *par* will find entries with *park*, *party*, *apartment*, etc.

Using Expenses

The Expenses topic tracks
your business and personal expenses.

You can save expense information
such as account and payment type, restaurant, airline,
vendor, currency, remarks, and more.

Then you can quickly calculate your total expenses
according to their account and payment type.

You must enter an account and an amount in every expense entry. You can enter other information such as the date and payment type (e.g., cash, check, etc.). Expense entries are listed alphabetically by their Accounts.

1. Hold ☆ and press X. Or select *Expenses* from the Topics menu.

The Expenses menu is empty the first time you use it.

2. Press EDIT (blue).

```
EXPENSES MAIN MENU
NEW EXPENSE ENTRY
EDIT THIS EXPENSE
DELETE THIS EXPENSE
UNDELETE EXPENSE
COMPUTE ACCOUNT SUMS
COMPUTE PAYMENT TYPE SUMS
```
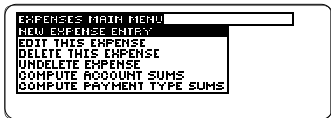
3. Press ENTER to select *New Expense Entry*.

```
Date: 10/ 3/96¶
Account: ¶
Remark: ¶
Amount: ¶
Payment Type: ¶
City: ¶
Description: ¶
Airline: ¶
```
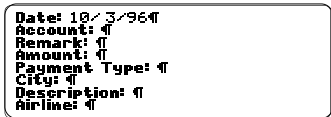
The current date appears in the Date field. To type another date,

simply type over it.

4. Type your expense information.
Note: You do not need to type a dollar sign or other currency symbol in the Amount field. To erase characters, use BACK.

5. Press ENTER to go to the next line. Or use the arrow keys to move the cursor.

6. To save the entry, hold ☆ and press ENTER, or press ENTER at the last field.
Or hold ☆ and press BACK to exit without saving.

➤ **Merging and Transferring Expense Entries to Your PC**

Only if you are using Sidekick 95 or later can you merge or transfer expense entries from your BOOK-MAN Sidekick to your computer using the BOOKMAN Sidekick Connectivity software. The expenses topic is an addition to Sidekick 95 and is not included in earlier versions of PC Sidekick.

Viewing Expense Entries

You can easily view an expense entry to see the information entered in its fields.

1. Hold ☆ and press X to go to the Expenses menu.

```
EXPENSES            TOPICS SETUP
FRANKLIN ELECTRONIC PUBLIS... 123.83
RUTGERS UNIVERSITY, 10/03/96   99.50
UNIVERSITY OF DELAWARE, 10/... 235.54
WEST END PUBLISHING, 10/05/9... 23.94
```

2. Highlight an expense entry and then press ENTER to view it.

To highlight an expense entry, use the arrow keys to scroll to it or start typing its title (Account).

Note: When you view an expense entry, only the fields in which you typed information are displayed.

3. To go to the bottom or top of an expense entry, hold CAP and press ⇩ and ⇧.

4. To go to the next or previous expense entry, if any, hold ☆ and press DN or UP.

To learn about editing expense entries, read "Editing Expense Entries."

Editing Expense Entries

Once you have created expense entries, you can edit them. Your changes will be reflected when you compute your expenses sums.

1. Hold ☆ and press X. Or select *Expenses* from the Topics menu.

2. To highlight an expense entry, scroll to it or type the first few letters of its title.

3. Hold ☆ and press EDIT (blue).

Or press ENTER to view an expense entry and then hold ☆ and press EDIT (blue).

Or press EDIT (blue) and then select *Edit This Expense*.

4. Enter your expense information.

5. To save the entry, hold ☆ and press ENTER, or press ENTER at the last field.

Or hold ☆ and press BACK to exit without saving.

Computing Expense Sums

▶ Deleting and Undeleting an Expense Entry

You can delete any expense entry. You can also restore the most recently deleted expense entry by undeleting it.

To delete an expense entry, highlight it and press EDIT (blue) when the Expenses menu is on screen. Then highlight *Delete This Expense* and press ENTER.

```
University of Delaware, 10/...
Press D to Delete Entry
Any Other Key To Cancel
```
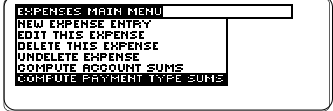
Press D to delete it.

To undelete the most recently deleted expense entry, select *Undelete Expense* from the Expenses menu.

After you have entered expense entries, you can calculate your total expenses by account and payment type.

1. Hold ☆ and press X. Or select *Expenses* from the Topics menu.

2. Press EDIT (blue) and highlight *Compute Account Sums* or *Compute Payment Type Sums*.

```
EXPENSES MAIN MENU
NEW EXPENSE ENTRY
EDIT THIS EXPENSE
DELETE THIS EXPENSE
UNDELETE EXPENSE
COMPUTE ACCOUNT SUMS
COMPUTE PAYMENT TYPE SUMS
```

3. Press ENTER.

```
Amex            23.94
Cash            99.5
Visa           359.47
```

To scroll down, use ⇩ or DN.

4. Press BACK to go back to the Expenses menu.

Using the Calculator

You can use the Calculator
to add, subtract, multiply, divide,
and perform other math functions
such as percentages and square roots.

You can also save and retrieve
the results of your calculations
for use in subsequent calculations.

Making Calculations

1. Hold ⟨☆⟩ and press M. Or select *Calculator* from the Topics menu.
2. Type a number (e.g., *721*) by pressing the numbered keys.

```
                          721▮
```
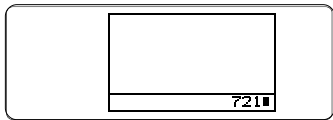
To erase numbers, use BACK.

To type a negative number, press ⏷ before typing a number.

To type a decimal, press the period key.

3. Press one of the arrow keys to type a math symbol (e.g., ÷).
4. Type another number (e.g., *13*).

```
                          721

                          ÷13
```
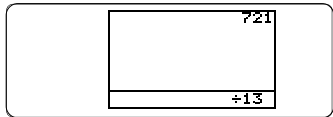
5. Press ENTER to calculate.

```
                          721
                           13
 ÷
 =        55.46153846


                            ▮
```
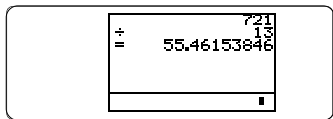
6. To repeat the calculation, press ENTER again.
7. Press the UP or DN key to view your calculation(s).
   You can do more calculations now, if you like.
8. Press CLEAR to erase the current calculation(s).

▶ **Using Other Math Functions**

You can perform the following math functions by typing a number in the Calculator and then using these key combinations:

To...	Use...
convert to a percentage	⟨☆⟩ + H
square a number	⟨☆⟩ + J
calculate a square root	⟨☆⟩ + K
calculate a reciprocal	⟨☆⟩ + L

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Saving and Retrieving Calculations

You can save the results of your calculations and the retrieve them for use in other calculations.

1. Make a calculation.
To learn how, read "Making Calculations."
2. Press EDIT (blue).
3. Press ENTER to select *Save This Result*.
4. Type a name for the result (e.g., *calc1*).
The name can contain numbers but should not begin with a number.
5. Press ENTER to save the result.
6. To retrieve the result, first press EDIT (blue).
7. Then select *Use Previous Result*.

```
USE PREVIOUS RESULT
CALC1 = 55.46153846
```

8. Select a result.
9. Press an arrow key to use the result in the next calculation.

▶ **A Quick Way to Retrieve a Result**

You can quickly retrieve a result by typing its name at the Calculator main screen and pressing ENTER.

For example, you could retrieve the result in the previous example by entering this at the Calculator:

```
                    calc1
```
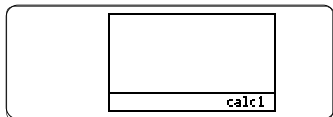
To type the top row of letters in the Calculator, hold ☆ and press the numbered keys.

Note: If you type a number first at the Calculator main screen, you can not type letters after it.

▶ **Deleting a Previous Result**

To delete a previously saved result, press EDIT (blue) at the Calculator main screen and select *Delete Previous Result*. Then highlight a result to delete and press ENTER.

Using the Connectivity Software

The BOOKMAN® Sidekick® Connectivity software is a powerful tool
for sending information between your BOOKMAN Sidekick
and your personal computer. Before you can send information,
you must first link the files that you want to either transfer or merge.

The simplest and quickest way to combine
all your linked BOOKMAN Sidekick and PC Sidekick files
is to use the Merge All option. To perform more complicated transfers or
merges of individual pairs of linked files, use the Advanced Transfer option.

If you make a mistake when transferring or merging files, you can
easily recover your most recently transferred or merged PC Sidekick files.
In addition, for storage and safety, you can back up and restore
all the files from your BOOKMAN Sidekick to your computer,
even if you do not have PC Sidekick.

The Equipment You Need

To use the BOOKMAN Sidekick Connectivity software, you need:
- The BOOKMAN PC-connect serial cable and the BOOKMAN Sidekick Connectivity software disk, packaged with certain BOOKMAN Sidekick models and available only from Franklin Electronic Publishers, Inc.
- An IBM PC Compatible, 386 processor or higher.
- Microsoft Windows version 3.1 or later, or Windows 95.
- Minimum of 2 MB RAM (4 MB is recommended).
- Minimum of 2 MB hard disk space .
- One available communications (COM) port on your computer.
- One 3.5″ high density floppy disk drive.

If you have questions about Sidekick PC software, see your owner's manual or call Starfish Software. For installation or initial configuration questions, call 1 (970) 522-4610. For all other questions, call 1 (800) 953-9995. Or visit the Starfish Software web site at *http://www.starfishsoftware.com*.

Connecting the Serial Cable

Before you can start using the BOOKMAN Sidekick Connectivity software, you must first connect the Franklin BOOKMAN PC-connect serial cable between your BOOKMAN Sidekick and your computer.

Warning: Using a different serial cable may damage your BOOKMAN Sidekick files, as well as your BOOKMAN Sidekick itself or your computer.

1. Turn off your computer.
2. Locate a free communications port on the back of your computer.
   To learn how to find a communications port, read the user manual for your personal computer.
3. Insert the 9-pin plug into the communications port.
   Note which communications port you used (for example, COM1). You will need this information when you start using the connectivity software.
4. Turn on your computer.
5. Turn off your BOOKMAN Sidekick.

Installing the Connectivity Software

6. Firmly insert the 3.5 mm plug completely into the serial port on the right side of your BOOKMAN Sidekick and turn on your BOOKMAN.

Read "Special BOOKMAN Features" for a diagram of the serial port's location.

Caution: Make sure the serial cable plug is pushed all the way into the serial port on your BOOKMAN Sidekick. If a secure connection is not made, you will not be able to send files between your BOOKMAN and computer.

To disconnect your BOOKMAN Sidekick, it is recommended that you remove the 3.5 mm plug from your BOOKMAN Sidekick and leave the 9-pin plug inserted in the communications port.

▶ **Connectivity Help is Always at Hand**

You can view a help message at virtually any window in the connectivity software by clicking *Help* on your computer. Use the scroll bars to read the help message. To exit help, click *Close*.

Here is how to install the connectivity software for Windows version 3.1 or later, or Windows 95. This section assumes a basic understanding of the Windows environment.

Note: If you upgrade your PC Sidekick software at a later date, you must reinstall the connectivity software and select the appropriate Sidekick version.

Caution: After you have installed the connectivity software, you will be prompted to reboot Windows.

1. Insert the BOOKMAN Sidekick Connectivity disk into a 3.5" floppy disk drive.
2. If you are using Windows 3.1 or later, select *Run* from the File menu in the Program Manager. If you are using Windows 95, select *Run* from the Start menu.
3. Type *a:\setup* and then click *OK* (with *a:* being the letter of your 3.5" floppy drive).

Installing the Connectivity Software

4. **At the BOOKMAN Sidekick Connectivity Software Installation screen, click *OK*.**
5. **Select the version of PC Sidekick that is installed on your computer and then click *OK*.**
   If you do not have a version of PC Sidekick installed on your computer, select *Sidekick not installed on PC*. This will allow you to only backup and restore your files.
6. **Type the destination drive and directory and then click *OK*.**
   Or, click *Cancel* to stop the installation. The default directory is *C:/BOOKSDK*.
7. **Click *OK*.**
8. **Click *Yes* to reboot Windows.**
   When you reboot Windows, a new program group called BOOKMAN appears, containing the BOOKMAN Sidekick Connectivity icon. If you do not reboot, this window and icon will not be created.

Once you have connected the serial cable and installed the BOOKMAN Sidekick Connectivity software on your computer, you can start using the connectivity software.

1. **On your computer, start the BOOKMAN Sidekick Connectivity Software.**
   If you are using Windows, double-click the BOOKMAN Sidekick Connectivity icon.
   If you are using Windows 95, select *Programs/BOOKMAN/BOOKMAN Sidekick Connectivity* from the Start menu or double-click the BOOKMAN Sidekick Connectivity icon in the BOOKMAN window. Note: If you close the BOOKMAN window, the icon cannot be accessed again.
2. **When the BOOKMAN Sidekick Connectivity main window appears, click the COM port pull down menu to match the communications port to which you connected the serial cable.**

Testing Your Connection

Once you have selected a communications port, you do not need to select it again, unless you change the port you are using.

3. On your BOOKMAN Sidekick, press MENU, highlight *PC Connect* on the Setup menu, and then press ENTER.

```
┌─────────────────────────────────┐
│ CLOCK          TOPICS  SETUP     │
│            TUTORIAL              │
│            MEMORY GAUGE          │
│            PC CONNECT            │
│ CONNECTING TO PC...E FORMAT      │
│            SET PASSWORD          │
│            TRIM SCHEDULE         │
│            FACTORY RESET         │
└─────────────────────────────────┘
```
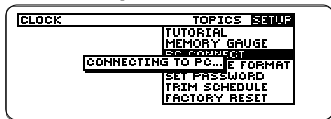
The BOOKMAN Sidekick remains in this state until you start linking, transferring, or merging.

4. You now can test the connection.
To learn how, read "Testing Your Connection."

▶ **Shutoff During Connection**

If your BOOKMAN Sidekick automatically shuts off while connected to your computer, do not worry. Simply turn your BOOKMAN Sidekick back on and then select *PC Connect* from the Setup menu to reconnect.

You should test the connection when you connect your BOOKMAN Sidekick and your computer for the first time, whenever you have disconnected the serial cable, or if you forget which communications port you are using.

Note: You do not need to select a COM port on the BOOKMAN Sidekick Connectivity main window before you click *Test*.

1. At the main window of the BOOKMAN Sidekick Connectivity software, click *Test*.
The BOOKMAN Sidekick Port Finder window appears.

2. Click *Start*.
If the Status box says that your BOOKMAN Sidekick is not detected on any communications port, make sure that the serial cable is fully inserted in the serial port and that you have selected *PC Connect* from the Setup menu of your BOOKMAN Sidekick.

3. Click *OK* when finished.

4. Make sure the selected COM port matches the communications port found by the test.

Before you can merge or transfer files, you must first link them in pairs. When you link a pair of files, you create a connection between a BOOKMAN Sidekick file and a PC Sidekick file. Linking itself does not merge or transfer information from one file to another. Note: You only need to link the files that you want to merge or transfer.

There are three linking options:

• Linking Two Existing Files: This option links an existing BOOKMAN Sidekick file to an existing PC Sidekick file.

• Linking a New BOOKMAN Cardfile: This option links an existing PC Sidekick cardfile to a new BOOKMAN Sidekick cardfile.

• Linking a New PC Sidekick File: This option links an existing BOOKMAN Sidekick file to a new PC Sidekick file.

Note: You can only link expenses in the Sidekick 95 version or later, not in the Sidekick 2.0 version.

Caution: If your BOOKMAN Sidekick and your computer are not prop-erly connected, you will not be able to link files. Read "Testing Your Connec-tion" for more information.

To Link Two Existing Files

1. On the BOOKMAN Sidekick Connectivity main window, click *Link*.

The Link Databases dialog box ap-pears. You can exit this window by clicking *Cancel*. This will remove all links currently selected in this window.

2. Click the Database Type pull down menu to select the type of file you want to link.

Link Databases
Database Type: **Notes** ±

BOOKMAN Sidekick	PC Sidekick
Notes	Not Linked
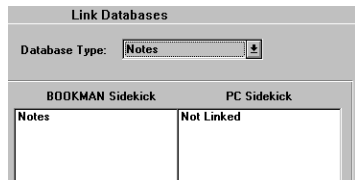
Note: This screen display and any oth-ers in "Using the Connectivity Soft-ware" were taken from Windows 3.1. If you are using Windows 95, or any

later version, your screen may vary.

3. Click the BOOKMAN Sidekick file to highlight it.

4. Click *Link To PC File*.
You can also select a BOOKMAN Sidekick file to link to a PC Sidekick file by simply double-clicking the BOOKMAN Sidekick file at the Link Databases dialog box.

5. Select a directory and then high-light a PC Sidekick file.

6. Click *OK*.
The pair of linked files now appear side by side.

7. Link more files, if desired.
If needed, change the database type.

8. Click *OK* again to return to the main window.

To Link a New BOOKMAN Cardfile

Note: A new BOOKMAN Sidekick file is not actually created until you transfer or merge the file from your computer to your BOOKMAN Sidekick.

1. On the BOOKMAN Sidekick Connectivity main window, click *Link*.

2. Select *Cards* as the Database Type.

3. Click *New BOOKMAN File*.

4. Type the name of the new BOOKMAN Sidekick cardfile to be created.

5. Click *Link*.

6. Highlight a PC Sidekick file.
Or you can click *Cancel* to return to the *Create BOOKMAN File* dialog box.

7. Click *OK*.
The new BOOKMAN Sidekick Cardfile will be double bracketed (*<<sample>>*).

8. Click *OK* again to return to the main window.

To Link a New PC Sidekick File

Note: The PC Sidekick file is not actu-ally created until you transfer or merge the file from your BOOKMAN Sidekick to your personal computer.

1. On the main window, click *Link*.

2. Select a Database Type.
3. Highlight a BOOKMAN Sidekick file.
4. Click *Link To PC File*.
5. Type the name of the new PC Sidekick file to be created.
You do not need to type a file extension because the connectivity software automatically adds one.
6. Click *OK* twice to return to the main window.
The new PC Sidekick file is double bracketed (*<<SAMPLE>>*).

➤ **Updating Your Links**

If you add, delete or rename the cardfiles on your BOOKMAN Sidekick while using the connectivity software, and these changes do not appear on the Link Databases dialog box, you should update your links.

From the main window, select *Update Links* from the File menu. This checks your BOOKMAN Sidekick for changes made to your cardfiles and then automatically updates your links.

➤ **Maintaining and Removing Links**

You do not need to relink your files every time you use the connectivity software. Even if you turn off your computer, your linked files remain linked until you unlink them, or delete or rename a file.

To unlink a pair of linked files, first click *Link* to go to the Link Databases dialog box. Then click a pair of linked files and click *Unlink*.

➤ **Linking Multiple BOOKMAN Cardfiles**

You can link a single PC Sidekick cardfile to multiple BOOKMAN Sidekick cardfiles.

However, if you link a PC Sidekick cardfile to more than one BOOKMAN Sidekick cardfile and then click *Merge All*, the linked BOOKMAN Sidekick cardfiles merge in the order that they appear in the Link Databases dialog box.

Merging All Linked Files

Once you have linked files, the simplest way to combine your BOOKMAN Sidekick and PC Sidekick files is to merge all your linked files. Please note, *Merge All* is the recommended way to combine your linked files.

Merging all your linked files saves all their nonidentical entries on both your BOOKMAN Sidekick and your PC Sidekick. Identical entries in your linked files remain unchanged. The result is linked files that are identical on both your BOOKMAN Sidekick and PC Sidekick.

Caution: When you merge files, the previously existing linked files on your BOOKMAN Sidekick and computer are overwritten.

1. **On the BOOKMAN Sidekick Connectivity main window, click *Merge All.***

   Before you merge all your files, you must first link them. To learn how, read "Linking Files."

   If you are currently running PC Sidekick, it will automatically quit when you transfer or merge.

2. **If you are overwriting data to your BOOKMAN Sidekick, click *OK.***

3. **If duplicate records are found, select one of the three options and then click *OK.***

▶**More Information About Merging Entries**

If: Two entries are found in which all the field information matches, → **Then:** One entry will appear in both files.

If: Two entries are found with matching index field information, but with different non-index fields, → **Then:** You must decide which entry to save in both files. To learn how, read "Understanding Duplicate Records."

If: Two entries are found in which one or more index fields do not match, → **Then:** Both entries will appear in both files.

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To learn more, read "Understanding Duplicate Records."

4. If the Merge Options dialog box appears, click one of the four buttons.

Merge Options		
Field Comparison		
	BOOKMAN Sidekick	**PC Sidekick**
	First Name ⟷	First Name
Use PC Only	Last Name ⟷	Last Name
	Address ⟷	Address
Use BOOKMAN Only	City ⟷	City
	State ⟷	State
Use All Fields	Fax ⟷	Fax
	Zip ⟷	Zip
Cancel	Office Phone ⟷	Office Phone
	Office Extension ⟷	Office Extension
	Home Phone ⟷	Home Phone
	No Match ⟷	E-Mail
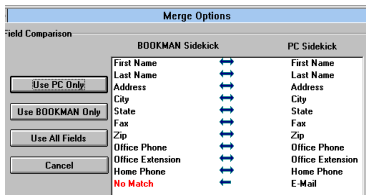
The Merge Options dialog box appears only if you are merging two cardfiles that have one or more non-identical field names. Here is what the buttons do:

- *Use PC Only* copies all the field names from the PC Sidekick file.
- *Use BOOKMAN Only* copies all the field names from the BOOK-MAN Sidekick file.
- *Use All Fields* copies all of the unique field names from both the PC Sidekick file and the BOOK-MAN Sidekick file.

- *Cancel* stops these two files from merging.

5. If you are merging Calendars, the Date Range dialog box will appear. If needed, change the start and end dates and then click *OK*.
Or click *Ignore* to merge all of the entries from both Calendars.
Warning: If you select a date range, all the entries on your BOOKMAN Sidekick outside the selected range will be permanently erased. To learn more about merging Calendars, read "Transferring Calendars."

6. When the main window appears, your files are merged.

▶ **Merging Your Notes**

If you merge a pair of linked notefiles, all note folders with identical names will be saved in both notefiles. All nonidentical notes in either note folder will be saved to both files, and all identical notes in both note folders will remain unchanged.

▶ **Merging New Files**

It is also possible to merge an existing file, either a PC Sidekick or BOOKMAN Sidekick file, to a newly created file. For example, if you linked an existing PC Sidekick cardfile to a new BOOKMAN cardfile, you can still click *Merge All*. *Merge All* adds all of the entries from the existing file to the new file.

▶ **Understanding Duplicate Records**

Each BOOKMAN Sidekick entry, or record, has up to three index fields. Index fields contain the information that is displayed in menu items on your BOOKMAN Sidekick. Index fields are also used for sorting entries and files on your PC Sidekick.

The Duplicate Record Assignment dialog box appears whenever you try to merge two entries that have identical information in their index fields, but have different information in their other fields. When the Duplicate Record dialog box appears you must choose one of these options:

• *Use...from Sidekick* saves the entry from the PC Sidekick file and discards the entry from the BOOKMAN Sidekick file.

• *Use...from BOOKMAN* saves the entry from the BOOKMAN Sidekick file and discards the entry from the PC Sidekick file.

• *Both* saves the entries from both the BOOKMAN Sidekick file and the PC Sidekick file.

The *Preference* box lets you choose how carefully you want to look at future duplicate records.

Continue Querying on Each Occurrence allows you to examine each pair of duplicate records.

Use Same Selection for Future Occurrences automatically applies the current selection to all future duplicate records in this current file.

Advanced Transfers and Merging

Once you have linked files, you can transfer or merge individual linked files between the computer and your BOOKMAN Sidekick using the Advanced Transfer button.

Transferring, like merging, sends entries between your BOOKMAN Sidekick and the computer. But unlike merging, transferring copies all the entries from one file and overwrites them in the other, thereby deleting all the previous entries in the file copied to. For example, if you transfer a cardfile from your computer to your BOOKMAN Sidekick, all the cards in the BOOKMAN cardfile will be replaced by the cards in the cardfile from PC Sidekick.

Caution: Before you transfer files from your computer to your BOOKMAN Sidekick, you may want to check the memory gauge on your BOOKMAN Sidekick to make sure that it has enough memory available to hold the new files. Read "Gauging the Memory" for more information.

Note: To recover the PC Sidekick files that you most recently transferred, read "Recovering Files."

1. On the BOOKMAN Sidekick Connectivity main window, click *Advanced Transfer*.
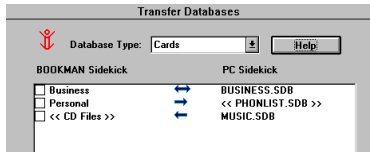
This is the Transfer Databases dialog box.

A right pointing arrow ($\Rightarrow$) indicates that entries can be transferred or merged only from a BOOKMAN Sidekick file to a (new) PC Sidekick file.

A left pointing arrow ($\Leftarrow$) indicates that entries can be transferred or merged only from a PC Sidekick file to a (new) BOOKMAN Sidekick file. A double pointing arrow ($\Leftrightarrow$) indicates entries can be transferred or

merged to or from both files.

2. Select a Database Type.

3. Click the linked pair that you want to transfer or merge.

An *X* in the check box to the left of files indicates they are selected for transferring or merging. To deselect files, click them again.

4. Do one of the following:

To...	Click...
Transfer the file(s) from PC to your BOOKMAN	*To BOOKMAN*
Transfer the file(s) from your BOOKMAN to the PC	*To PC*
Merge your PC and BOOKMAN files	*Merge*

5. Click *OK* to transfer or merge.

Or click *Cancel* to stop.

6. Click *OK* again to return to the main window.

‣ **Transferring Calendar Entries**

Using *Advanced Transfer*, you can transfer or merge one or more calendar entry types: appointments, To Do items, calls, multi-day events, and special days.

To select a calendar entry type, first change the Database Type to *Calendars*. Then highlight one or more calendar entry types to select it. To deselect an entry type, highlight it again. You can now transfer or merge the calendar entries.

When you merge calendar entries between your BOOKMAN Sidekick and your PC Sidekick, the Date Range dialog box appears. By setting the date range, you trim your BOOKMAN Sidekick to display only the calendar entries within that range. To merge all your calendar entries, click *Ignore*.

Note: If you use *Merge All*, you will not be able to transfer a specific calendar entry type.

Recovering Files

▶ Merging and Transferring Notes from Sidekick 95

In Sidekick 95, notes are referred to as Write files, which contain text that can be formatted as you would a word processing file (e.g., bolding, italicizing, font size, paragraph alignment, etc.).

If you transfer or merge a Write file to your BOOKMAN Sidekick and then *transfer* the same file back to your computer, its text formatting will be lost.

Every time you transfer a file from your BOOKMAN Sidekick to your computer, as well as every time that you merge a pair of linked files, a recovery file is created on your computer. Recovery files contain all the information from the PC Sidekick file that was overwritten when you merged that file or transferred to that file.

Caution: Recovery files contain information from only the most recent time that a PC Sidekick file was transferred or merged. Each time a file is transferred or merged to a PC Sidekick file, its recovery file is overwritten.

Recovery files are saved in a subdirectory, called *Recovery*, located in the same directory as the BOOKMAN Sidekick Connectivity software. All recovery files retain their original names and extensions. You can retrieve recovery files in PC Sidekick, by opening the *Recovery* subdirectory, and selecting a recovery file.

Caution: If you attempt to transfer or merge a recovery file, you risk losing the information which was saved in the recovery file.

Backing up and Restoring Files

Even if you do not have PC Sidekick, you can back up all the information on your BOOKMAN Sidekick into one file on your computer. This file can be restored later for use on your BOOKMAN Sidekick.

Warning: If you open the backup file as a text file on your computer, you may damage or alter the file. The damaged backup file cannot be restored to your BOOKMAN Sidekick.

This file will be stored in the same directory as the BOOKMAN Sidekick Connectivity software. The backup file is an image file, called *Bookman.img*. The backup file is overwritten each time that you back up your BOOKMAN Sidekick.

Note: The time it takes to back up or restore your BOOKMAN Sidekick files can vary from five minutes to forty-five minutes or longer, depending on the amount of information.

To Back up Your Files

1. **From the BOOKMAN Sidekick Connectivity main window, select *Backup* from the File menu to back up all your BOOKMAN Sidekick files.**
2. **When your backup is completed, click *OK*.**

To Restore Your Files

Warning: When you restore your BOOKMAN Sidekick files from the backup file all your current BOOKMAN Sidekick files will be overwritten.

1. **From the BOOKMAN Sidekick Connectivity main window, select *Restore* from the File menu.**

   If you do not have *Bookman.img* in the same directory as the BOOKMAN Sidekick Connectivity software, this option will not be available.

2. **Click *OK* to restore your files, or *Cancel* to not restore them.**

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I do not have the BOOKMAN PC-connect serial cable or the BOOKMAN Sidekick Connectivity software disk.

To order one or both, contact Franklin Electronic Publishers, Inc.

While installing the BOOKMAN Sidekick Connectivity software, I realize that I do not want to reboot Windows.

Click *Cancel*. This will return you to the Windows main window.

I have installed the connectivity software, but I cannot find its program icon.

The BOOKMAN Sidekick Connectivity icon should appear in the newly created BOOKMAN program group. If one or both do not appear, Install the connectivity software again. To learn how, read "Installing the Connectivity Software."

I clicked *Test* to discover which communications port is being used, and the screen says that BOOKMAN Sidekick is not found on my system.

Do the following:

• Make sure that you are using the Franklin BOOKMAN PC-connect serial cable. No other cable will work with your BOOKMAN Sidekick.

• Make sure the cable is inserted as far as it will go into the serial port, and not the headphone jack, on your BOOKMAN Sidekick. Read "Special BOOKMAN Features" for more information.

• Make sure that the cable is properly connected to a communications port on your computer.

• Make sure that your BOOKMAN Sidekick is turned on and *PC Connect* is selected from the Setup menu on your BOOKMAN Sidekick.

A Data Error dialog box appears, saying *Unable to receive data from the BOOKMAN*.

The Data Error dialog box appears when you are linking files, merging all your files, or using the Advanced Transfer option. Do one of the following:

• Click *OK* and make sure the COM Port to matches the communications port in which the serial cable was inserted.

• Click *OK* and then click *Test* to test your connection.

The Retrieving File Descriptors box has remained on for over one minute without any progress.

If you have a large amount of information in your BOOKMAN Sidekick, there may be a short delay before progress is shown.

When transferring or merging files, I realized that I did not intend to overwrite a PC Sidekick file.

Every time that a BOOKMAN Sidekick file is transferred to your computer and every time a pair of Sidekick files are merged, a PC Sidekick recovery file is created. To learn how to recover the file, read "Recovering Files."
Note: Only the information that existed before the most recent transfer or merge is contained in a recovery file.

I realized that I did not intend to overwrite a BOOKMAN Sidekick file.

There is no way to recover a BOOKMAN Sidekick file if it is overwritten due to a transfer or merge.
In the future, you may want to create a backup file to insure that your files will not be permanently lost. To learn how, read "Backing up and Restoring Files."

In Windows 95, I opened a Write file and all its text formatting is gone.

Any new notes or note folders that were added to the Write file because of a merge will have no text formatting. But any previously existing notes or note folders in the Write file retain their original formatting.

All text formatting in Write files is automatically deleted when you transfer a notefile from your BOOKMAN Sidekick to your computer. You may be able to recover your formatting by recovering the notefile. Read "Recovering Files" for more information.

Doing a Factory Reset

Warning: Doing a factory reset permanently erases all the records saved in your BOOKMAN Sidekick. Unless you want to erase all your information, do not perform a factory reset.

In addition, when you do a factory reset, any settings that you have changed, such as the screen contrast or help message language, are reset to their default settings. Also, all sample cardfiles or note folders (e.g., *Folder 1*) will be restored but they will not contain any notes or cards.

1. **Press MENU.**
2. **On the Setup menu, highlight** *Factory Reset.*

```
CLOCK               TOPICS SETUP
                    TUTORIAL
                    MEMORY GAUGE
                    PC CONNECT
                    TIME/DATE FORMAT
                    SET PASSWORD
                    TRIM SCHEDULE
                    FACTORY RESET
```
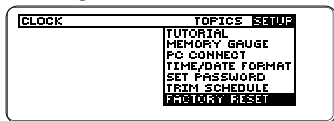
3. **Press ENTER.**
4. **Press F to start the factory reset. Or press any other key to exit without doing a factory reset.**

Resetting Your 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 Sidekick. In addition, resetting your BOOKMAN Sidekick restores certain settings to their defaults, and may erase user-entered information in any installed book cards.

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 your BOOKMAN.

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: SDK-763
- size: 12 x 8.3 x 1.4 cm
- weight: 7 oz
- memory: 512 kb
- records:
  20-characters: approx. 19,500
  30-characters: approx. 12,999
- ISBN 1-56712-313-9

Model: SDK-765
- size: 12 x 8.3 x 1.4 cm
- weight: 7 oz
- memory: 1 mb
- records:
  20-characters: approx. 45,500
  30-characters: approx. 30,331
- ISBN 1-56712-314-7

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FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of 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.

U.S. Patents 4,490,811; 4,830,618; 4,891,775; 4,982,181; 5,113,340; 5,203,705; 5,218,536; 5,229,936; 5,295, 070; 5,333,313; 5,007,019; 5,153,831; 5,249,965; 5,321,609; 5,396,606; European Patent 0 136 379; Deutsch Pats. M 9409743.7 and M 9409744.5.
Pat. Pend.

Limited Warranty (U.S. only)

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