

12-Language Advanced Global Translator

User's Guide
www.franklin.com

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effective until terminated by Franklin. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

Please read the following safety warnings and precautions before using your device.
Note: If this device is to be used by young children, this User's Guide should be read to them by an adult and their use of the device should be monitored. Failure to do so may cause injury.

Battery Precautions

- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickle-cadmium) batteries. Different types of batteries or new and used batteries are not to be mixed.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for

battery use.

- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Product Care

Your device is designed to be light, compact and durable. However, it is an electronic device and must be treated carefully. Putting unnecessary pressure on it or striking the device against other objects can cause damage. In order to avoid damage to your device, please:

- Keep the lid closed when you are not using it. This will protect the screen from being broken, scratched or marred in any way.
- Do not drop, crush, bend, or apply excessive force to the device.
- Do not expose your device to moisture, extreme or prolonged heat, cold, humidity, or other adverse conditions. Avoid storing it in damp, humid or wet places. It is not waterproof.
- Clean the device by spraying a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on your device.
- Should the device's display glass break, properly dispose of the product avoiding contact with your skin, then wash your hands immediately.
- Please keep screen protectors and plastic bags away from babies and children to avoid danger of suffocation.

Product Registration

Visit www.franklin.com/de/registrierung for product registration.

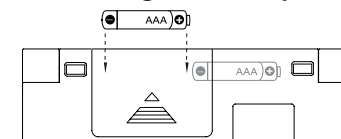
Installing the Batteries

Your device is powered by two AAA batteries. Follow these easy instructions to install or replace them. The batteries should be

changed when you see a low battery warning. Please have the new batteries at hand before you remove the old ones.

Warning! If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, any user entered information may be erased. You should always keep written copies of your important information.

1. Turn the unit off and turn it over.
2. Slide the battery cover off by gently pushing in the direction of the arrow.
3. Remove the old batteries.
4. Install 2 new AAA batteries following the +/- markings in the compartment.



Important: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.

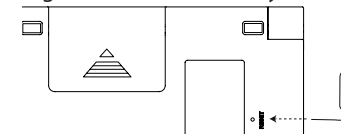
5. Replace the battery cover.

Resetting Your Device

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

1. Hold CLEAR and press . If nothing happens, try Step 2.
2. Use a paper clip to gently press the reset button on your device.

The reset button is in a pin-sized hole on the right side of the back of your device.



3. Press the letter of the message language you want.

See "Message Language" for more information.

The message "Erase All? Y/N" is displayed.
Note: This message refers to user-entered information, not the text in the translator. User-entered information includes the databank and any settings you may have changed.

4. Press N to save your information.
















Press Y to erase your information.

Warning! Pressing the reset button with more than light pressure may permanently disable

your unit. In addition, resetting the unit may erase settings and other information you may have entered.

Key Guide

Function Keys

-  Turns the device on or off.
-  Shifts letter keys to type uppercase letters and special marks.
-  Displays options for enhancing your personal interactive experience.
-  Displays text entry field. Search the entire translation book by typing a search term or phrase.
-  Displays a list of the most commonly used phrases arranged by topic.
-  Displays a menu of available source languages (the language you already know).
-  Displays a menu of available target languages (the language you do not know).
-  Displays a menu of available games.
-  With each repeated keypress, toggles through date and time settings for your home city and one world city you select from a list of 50 world cities.
-  Reverts to the main menu or screen within a given mode. Clears the text entry field or calculator.
-  Backs up or erases a letter.
-  With each keypress, cycles through available type sizes. Not available in all modes.
-  Turns the backlight on or off. The backlight helps you view the screen in temporary low light conditions. The backlight automatically turns itself off after use to conserve power.
-  Displays the Databank menu for organizing names and numbers.
-  Displays the calculator input field for mathematical computations. Refer to the numeric images on the keypad when using letter keys

in this mode.



Displays the Conversions menu for currency, distance, temperature, weight, and liquid volume conversions.



Inserts blank space, for example, in between words of a phrase. In lists and menus, jumps to the next screen or page until the last available item is selected.



When entering letters, press this key to cycle through available diacritical marks before selecting one.



When entering letters, press this key to cycle through common punctuation marks before selecting one.



Confirms the current selection, input, or menu item, and continues to the next screen in a sequence. Also performs a calculation and returns a result.



Scrolls up to the previous page in a list.



Scrolls down to the next page in a list.

Navigation Keys



Press the up (▲), down (▼), left (◀), or right (▶) portion of this key to move in the direction indicated. Note: Flashing arrows along the right edge of each screen show which navigation keys you can press to move around menus or view more text.

Calculator Keys

Q-P = 1-0, **A** = $1/x$, **S** = \sqrt{x} , **D** = x^2 , **F** = %, **G** = . (decimal point), **H** = +, **J** = -, **K** = \times , **L** = \div , **Z** = +/-, **X** = (MC) clears the number stored in memory, **C** = (MR) recalls the number stored in memory, **V** = (M-) subtracts the currently displayed value from the number stored in memory, **B** = (M+) adds the currently displayed value to the number stored in memory.





Message Language

The first time you use this translator, you will be prompted to set the message language used for on-screen instructions and menu items. Press the letter for the language you

want: English (**E**), Czech (**C**), Dutch (**N**), French (**F**), German (**D**), Hungarian (**M**), Italian (**I**), Polish (**O**), Portuguese (**P**), Russian (**R**), Spanish (**S**), and Turkish (**T**).


Source and Target Languages




The source language is the language in which you enter a word at the translator entry screen. The target language is the language in which you wish to view the translation. The initial source and target languages are assigned when you select a message language. The source language is the same as the message language. If you select English message language, the target language is French. If you select any other message language, the target language is English. To change the source and target languages, do the following.

1. Press . The list of source languages is displayed.
2. Press ▲ or ▼ to select a source language. Press .
3. Press . The list of target languages is displayed.
4. Press ▲ or ▼ to select a target language. Press .

Changing Settings

At any time, you may adjust settings for your device using the basic steps below:


1. Press .
2. Press ▲ or ▼ to select a menu item. *Contrast* — adjust the light or dark appearance of your screen. *Message Language* — change the language of the menus, prompts, and help messages on your device. *Type Size* — set the size of display text. *Shutoff* — specify the length of idle time permitted before the device automatically powers off. This feature prolongs battery life if you forget to turn off your device after use. *Demo* — view a brief on-screen demonstration about your device.

3. Press .
4. Press ▲ or ▼ to adjust the selected setting. Press  to confirm. Or, press  to leave the setting unchanged. The demo will auto-play. Press CLR to stop it.

5. Press  to return to the Translator Entry screen.

Translating Words



Use your device to translate words from a source language to a target language. Change the source and target languages at any time (see “Source and Target Languages” to learn how).


1. Press  to go to the Translator Entry screen. The entry language will be your source language.

2. Type a word to look up.

If you type an inflected word form (e.g., “went”) matching root entries automatically appear (e.g., “go”).

You can type accents, umlauts, diacritical marks, and capital letters, but they are not required to find matches.


To type accents, umlauts and diacritic marks, type a letter first then press ▲ or  repeatedly. To type a capital letter, press  and then the letter key.

Note: When typing Russian words, follow the Cyrillic alphabet as indicated on the keyboard. For keys with multiple letters, press the letter key and then press ▲ or  until you see the letter you want.


To type a punctuation mark, press SYMB repeatedly until you see the one you want.

3. Press .

The message “Found: n” flashes on the screen followed by the list of words and/or phrases. n is the total number of matches.

Note: If you enter a misspelled word or a word not in this translator, a list of corrections appears. Select the one you want and then press .



4. Press ▲ or ▼ to select the word or phrase you want and press  to see its translation.

Note: If there is more than one screen of data, use ▼ or  to read.

5. Press  to return to the list.
6. Press CLR to start a new search.

Translating Phrases

The common phrases in this product are always listed in the current source language. Follow these steps to translate a phrase from the source language to the target language:

1. Press .
2. Press ▲ or ▼ to select a category and press .

3. Press ▲ or ▼ to select the phrase you want to translate.

You can also type a word you are looking for, or just the first letter to see the first phrase starting with that letter. With each letter you type, the resulting list of matching phrases refreshes itself.

4. Press \leftarrow to see the translation.

If there is more than one screen of data, press ▼ or \leftarrow to read.

5. Press \leftarrow to return to the list.

6. Press CLR when done.

Using the Databank

Use the databank to save as many as 100 names and phone numbers. The number of contacts you can save depends on the total number of characters you enter.

Adding a New Contact

1. Press $\left[\right]$.

You see the Databank menu.

2. Press ▲ or ▼ to select **New Entry**. Press \leftarrow .

3. Type a name and then press \leftarrow .

Names are all capital letters, and can contain up to 30 characters, including spaces. Accented characters are not supported in the databank.

To type punctuation, press \leftarrow and then press ▲ repeatedly until you see the one you want.

To delete a character, press \leftarrow .

4. Use the numbered keys to type a phone number and then press \leftarrow .

You cannot type letters in a phone number.

To type punctuation, first press **SYMB** repeatedly until you see the one you want.

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

Viewing the List of Contacts

1. Press $\left[\right]$.

You see the Databank menu.

2. **View: n Entries** appears first in the menu. Press \leftarrow to view the list. n is the number of entries.

3. To view an entry from that list, press ▲ or ▼ to select it, or type a name to jump to matching entries.

To view an entry that is too long to fit on the screen, press ▶.

Editing a Contact

1. Press $\left[\right]$.

You see the Databank menu.

2. Press ▼ to select **Edit Entry**. Press \leftarrow .

3. Press ▲ or ▼ to select an entry, or type a name to jump to matching entries. Press \leftarrow .

4. Edit the name field, then press \leftarrow to move to the number field.

Press \leftarrow to delete a character to the left of the cursor.

5. Edit the Number field, then press \leftarrow to save all changes.

Or, press CLR to return to the Databank menu without saving your changes.

Deleting a Contact

1. Press $\left[\right]$.

You see the Databank menu.

2. Press ▼ to select **Delete Entry**. Press \leftarrow .

3. Press ▲ or ▼ to select an entry, or type a name to jump to matching entries. Press \leftarrow .

4. Press Y to delete the entry or N to cancel the deletion.

Note: Y and N represent “Yes” and “No” and change with the selected message language. For example, if French is the selected message language, the choices would be O and N.

Erasing All Contacts

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

1. Press $\left[\right]$.

You see the Databank menu.

2. Press ▼ to select **Erase All Data**. Press \leftarrow .

3. Press Y to erase all the entries or N to cancel the deletion.

Using a Password

Use a password to protect private information in the databank. The password is requested when the unit is turned on and in Databank mode.

Warning! After you set the password, you

must enter it to access the databank for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the databank. See “Resetting Your Device.” If the unit does not reset after pressing the reset button, remove the battery, wait at least two minutes, and then re-install it. For battery instructions, see “Replacing the Battery.”

Warning! Resetting the unit erases all user-entered information. Always keep written or backup copies of your data.

Setting a Password

1. Press $\left[\right]$.

You see the Databank menu.

2. Press ▼ to select **Set Password**. Press \leftarrow .

3. Type a password and press \leftarrow .

Passwords can have up to 8 letters. You will be prompted to retype your password.

4. To verify the change, type your password again exactly as you did the first time.

5. Press \leftarrow to confirm and enable your password.

To test the password, press $\left[\right]$ twice, press $\left[\right]$, select **Databank**, press \leftarrow , type the password, and press \leftarrow .

To disable the password, repeat Steps 1 to 3 above, and press \leftarrow at the “Enter New Password” prompt.

Using the Calculator

Performing a Basic Calculation

1. Press $\left[\right]$.

You see the calculator.

2. Type a number, up to 10 digits.

3. Press H(+), J(-), K(x), L(÷) to add, subtract, multiply, or divide.

4. Type another number.

5. Press \leftarrow .

6. Press CLR to clear the current calculation.

Using Calculator Memory

Try the following equation to practice using the calculator memory: $(32 \times 12) - (8 \times 8) = 320$

1. Press $\left[\right]$.

2. Press X(MC) to clear the calculator memory, if necessary.

3. Type 32, press K(x), type 12, and then press \leftarrow .

4. Press B(M+) to add the result to memory. M indicates a number stored in memory.

5. Type 8, press K(x), type 8, and then press \leftarrow .

6. Press V(M-) to subtract the result from the number stored in memory.

7. Press C(MR) to retrieve the number from memory. It is 320.

8. Press CLR to clear the calculator.

Converting Metric Units

Easily convert weights and measures.

1. Press CONV.

You see the Conversions menu.

2. Press ▲ or ▼ to select a conversion category. Press \leftarrow .

If there is a sub-menu, repeat Step 3.

3. Type a number after one of the units.

Press ▲ or ▼ to move between the lines. Press \leftarrow to delete a number.

4. Press \leftarrow to convert it.

5. Press CLR when finished.

Converting Currency

The converter allows you to convert currency.

1. Press CONV.

You see the Conversions menu.

2. Press ▼ to select **Currency**. Press \leftarrow .

3. Enter a conversion rate and press \leftarrow .

The rate should be in units of the other currency per one unit of the home currency (n other/1 home). For example, to convert between U.S. Dollars and Euros, enter an exchange rate of 1.256. This means that 1.256 U.S. Dollars is equivalent to 1 Euro.

4. Type a home or other currency amount.

Press ▲ or ▼ to move between the lines. Press \leftarrow to erase a number.

5. Press \leftarrow to convert it.

Using the Clocks

The clock lets you set a home time and view local times in 50 cities around the world. You must set the home time before viewing world times as world times are based on home time.

Setting the Home Time

1. Press . You see "Home City" on the screen.
2. Press **S** to enter the setting mode.
3. Press to select **Set Time Format**. Press or to cycle through the 12- and 24-hour Day/Month/Year formats. Press to save your selection.
4. Press to select **Set DST** and press . Press or to toggle between *DST On* or *DST Off*. Press to select your choice.
5. Press to select **Set Time** and press . Press or until the current hour is displayed. Press to move to minutes, then press or until the current minute is displayed. Press to set the time.
6. Press to select **Set Date** and press . Press or to move to the next or previous field. Use or to scroll to the current day/month/year. Press to set the date.
7. Press to select **Set Home City**. Press . Press or until your local city is displayed. Press to select it.
8. Press **CLR** or to exit setting mode.

Viewing World Times

1. Press until you see "World City".
2. Press or to view the date and time in the list of available cities.

You can also set a city to be the World City you first view when you enter World Time:

1. Press until you see "World City".
2. Press **S** to enter setting mode.
3. Press to select **Set World City** and press . Press or until the city you want is displayed. Press to select it.
4. Press **CLR** or to exit setting mode.

Playing the Games

There are five (5) fun games for you to choose from: *Hangman*, *Quiz*, *Chance*, *Keyboard Wiz*, and *Memory Challenge*.

Selecting a Game

1. Press .
2. Press or to select a game.
3. Press .

Setting a Skill Level

You can select the degree of difficulty for the games: *Beginner*, *Intermediate*, *Advanced*, *Expert*, or *Wizard*.

1. Press .
2. Press to select **Skill Level**. Press . **Tip:** Press to select *Skill Level* with one key stroke.
3. Press or to select a skill level.
4. Press to return to the Games menu.

Playing 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.

1. Select to play **Hangman**.
2. Type a letter you think is in the word. If you are correct, the letter appears in place of the question mark. If you are wrong, it replaces an # on the screen and another part of the man appears.
3. Press to show the word and end the round.
4. Press to play a new round.

Playing Chance

Chance generates up to 10 random numbers within a range you define. Try to guess the results or use them for random drawings or lotteries.

1. Select to play **Chance**.
2. Enter the starting low number for the range. Press .
3. Enter the ending high number for the range. Press .
4. Enter the number of random generations, up to 10 in total.
5. Press repeatedly to view the generated numbers.

Playing Keyboard Wiz

This game tests your hand-eye coordination. As letters race across the screen, try to tap their corresponding letter keys in sequential order before they fill up the entire width of

the screen.

1. Select to play **Keyboard Wiz**.
2. Press to start.
3. Press the letter key for the first letter you see, and then the next, from left to right.

Each correct letter removes it from the pile. If you allow 20 letters to fill the screen, you lose the game.

4. Press to play another round.

Playing Memory Challenge

This game tests your memory. As words appear on the screen, try to remember them in sequence.

1. Select to play **Memory Challenge**.
2. You see the first word briefly before it disappears. At the "Enter Word:" prompt, type the word. Press .
3. Press to continue with the game, adding another word to the growing list. Or, press to view the translation. Press until you return to the game.
4. Each time you press to continue, another word briefly displays. At each "Enter word:" prompt, you must remember to type the first word again, then the second one, and so on, challenging your memory more as the list grows.
5. Press **CLR** or when finished.

Playing Quiz

Quiz tests your translation skills from source to target language. To change the languages for Quiz, see "Source and Target Languages".

1. Select to play **Quiz**. A word appears on the screen.
2. Pronounce and try to translate the word.
3. Press to see the translation.
4. Press to play another round.

Specifications

Model: ET-4012 *12-Language Advanced Global Translator*

Batteries: two AAA (included)

Size: 5.35 x 3.66 x 0.77 in (13.6 x 9.3 x 2 cm)

Weight: 7 oz (200 g) (without batteries)

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Recycling and Disposal

Device Disposal

This device should be disposed through your local electronic product recycling system - do not throw in the trash bin.

Packaging Disposal

Please save this User's Guide and all packing materials, as they contain important information. In case of disposal, please refer to your local recycling system.

Battery Disposal

Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries. Please visit www.franklin.com to contact Franklin or its distributors to get info for battery disposal and/or replacement. However, shipping and handling expenses might apply.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing or by removing and replacing the batteries.

FCC NOTICE

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

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

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Disclaimer of Warranties

Except as specifically provided herein, Franklin makes no warranty of any kind, express or implied, with respect to this product.

Limited Warranty (EU and Switzerland)

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

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

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.