

**Franklin®**

*Collins English  
Dictionary*

Paperback Edition

**& Thesaurus**

**DMQ-570**

**User's Guide**

**[www.franklin.com](http://www.franklin.com)**

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# Introduction

Welcome to the world of Franklin. Thank you for purchasing the DMQ-570 which is a powerful, portable, electronic reference book. With your new *Collins English Dictionary Paperback Edition & Thesaurus*, you can...

- look up thousands of words, phrases and definitions
- find synonyms, antonyms and Classmates™
- look up Confusables™
- use the three solvers to find possible crossword answers when you know only a few letters

- play eight fun word games
- save words for study in My Word List
- store names and numbers in the databank
- use the handy clock, calculator and metric and currency converters

# Key Guide

## Function Keys

*DICT*

Goes to the word entry screen or displays the dictionary entry for a word.

*THES*

Goes to the word entry screen or displays the thesaurus entry for a word. In word lists where **THES** flashes, displays the thesaurus entry.

*SOLVERS*

Goes to the Solvers menu.

*GAMES*

Goes to the Games menu.

*MY LIST*

Goes to your user list menu.



Turns your device on or off.

BACK

Returns to your previous location or erases a letter.

CAP

Shifts to type capital letters.

HELP

Displays a help message.

?\*

CONF

At the word entry screen and crossword solver, types a ? to stand for a single letter in a word. In games, gives up. At the word entry screen, hold **CAP** and then press ? to type an \* to stand for a series of letters. In word lists, dictionary entries, or thesaurus entries where **CONF** flashes, displays Confusables.

SPACE

Types a space. In games, gives a hint.

A rounded rectangular button with the word "CLEAR" in all caps.

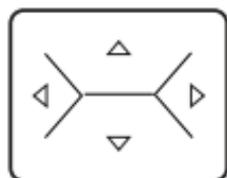
Clears to the start of the selected mode.

A rounded rectangular button with the word "MENU" in all caps.

Goes to the main menu, where you can set the contrast, type size and shutoff time, view the demo and tutorial, and access the databank, calculator, metric and currency converters, abbreviations list and clock.

A rounded rectangular button with the word "ENTER" in all caps and a small equals sign (=) to its right.

Enters words or numbers or selects items.



## Navigation Button

At the word entry screen, moves the cursor left (◀) or right (▶). In thesaurus entries, press ▶ to go to the next entry or ◀ to go to the previous entry, if any. At the word entry screen, press up (▲) to add an accent to a letter. In a menu, press ▲ to scroll up a list. In a menu, press down (▼) to scroll down a list.

## Calculator Keys

<b>Q–P</b>	Types numbers.
<b>A(1/x)</b>	Calculates a reciprocal.
<b>S(<math>\sqrt{x}</math>)</b>	Calculates a square root.
<b>D(<math>x^2</math>)</b>	Squares a number.
<b>F(%)</b>	Calculates a percentage.
<b>G(.)</b>	Inserts a decimal point.
<b>H(+),J(-)</b>	Adds, subtracts, multiplies
<b>K(x),L(<math>\div</math>)</b>	or divides numbers.
<b>Z(+/-)</b>	Changes the number on the screen to a negative or positive number.
<b>X(M+)</b>	Adds the number on the screen to the number stored in memory.
<b>C(M-)</b>	Subtracts the number on the screen from the number stored in memory.
<b>V(MR)</b>	Recalls the number stored in memory.
<b>B(MC)</b>	Clears the memory.

# For Your Information

## ✓ Viewing the Demo

When you first use this product you will see a demonstration of what it can do. To stop the demo, press any key. To disable or re-enable the demo, first press **DICT** or **THES** to go to the word entry screen, then type *\*\*d* and press **ENTER**. To view the demo at any time, press **MENU**, press ▼ until you see *Demo* and then press **ENTER**.

## ✓ **Help is Always at Hand**

You can view a help message at any screen by pressing **HELP**. Use the direction keys to read the message. To exit help, press **BACK**. To read a tutorial describing how to use this device, press **MENU**, press ▼ until you see *Tutorial* and then press **ENTER**.

## ✓ **Follow the Arrows**

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

## Getting Started

The DMQ-570 uses two CR2032 Lithium batteries that come pre-installed. Turn the device over and gently pull the battery insulation sheet to remove it.

Press  to turn the product on. Use a paper clip to gently press the RESET button on the back of the device. For more information, please see “Resetting your Device”.

**Warning!** Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit may erase settings and information you may have entered.

## Replacing the Batteries

The batteries should be changed when you see a low battery warning. Please have 2 new CR-2032 batteries and a small Phillips screwdriver at hand before you follow the steps below.

**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. Use the Phillips screwdriver to unscrew the battery cover screw.**
- 3. Push gently on the tab of the battery cover and remove it.**

**4. Remove the old batteries.**

**Note:** Use a paper clip if necessary to remove the old batteries.

**5. Install 2 new CR-2032 lithium batteries in their place with positive polarity facing up.**

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

**6. Replace the battery cover and secure it with the screw.**

**Battery disposal:** Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

## 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.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.

# Setting the Clock

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

## Setting Home Time

1. Press **MENU**.
2. Press **▲** or **▼** to highlight ***Clock*** and then press **ENTER**.

You see the Home Time screen.

3. Press **S** to enter the setting mode.
4. Press **ENTER** to select ***Set Time Format***.

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

Press **ENTER** to save your selection.

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

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

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

Press **▲** or **▼** until the current hour is displayed.

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

Press **ENTER** to set the time.

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

Use ► or ◀ to move to the next or previous field. Use ▲ or ▼ to scroll to the current day/month/year. Press **ENTER** to set it.

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

Press ▲ or ▼ until your local city is displayed. Press **ENTER** to select it. **Note:** To see a list of available cities, see the appendix at the end of this User's Guide.

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

## **Setting World Time**

1. Press **MENU**.
2. Press ▲ or ▼ to highlight ***Clock*** and then press **ENTER**.

You see the Home Time screen.

3. Press **SPACE** to see the World Time screen.
4. Press **S** to enter setting mode.
5. Press **ENTER** to select **Set DST**.

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

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

Press ▲ or ▼ until the city you want is displayed. Press **ENTER** to select it. **Note:** To see a list of available cities, see the appendix at the end of this User's Guide.

7. Press **BACK** to exit setting mode.

# Finding Dictionary Entries

To look up a word in the dictionary, follow the following instructions.

**1. Press DICT.**

**2. Type a word.**

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

To edit a word, press ◀ and then type to insert characters.

To type a capital hold **CAP** and press the letter. To type an accent, type the letter first and then press ▲.

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

If there is more than one entry for the word you looked up, you see the message “Entry 1 of #” where # represents the total number of definitions.

4. Press ▼ to read the definition.
5. Press ◀ or ▶ to view the previous or next entry.
6. Press CLEAR when finished.

## ✓ Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g., *resume*, *résumé*). When the word you are looking up has multiple forms, the different forms appear in a list.

Simply press ▲ or ▼ until the form you want is highlighted and then press **ENTER**. For example, type *resume* at the word entry screen. Press ▲ or ▼ until you see the form you want and then press **ENTER** to see its entry. To go back to the Multiple Forms list, press **BACK**.

## ✓ Misspelling Words

If you enter a misspelt word, a list of corrections appears. Press ▲ or ▼ until you see the word you want and then press **ENTER** to see its entry. For example, type *nolij* at the word entry screen. Press ▲ or ▼ until the word you want is highlighted and then press **ENTER** to look it up. To go back to the corrections list and select another word, press **BACK**.

## ✓ Understanding Flashing Messages

When you view a definition for the first time or are scrolling through a word list be sure to look at the upper right part of the screen. You may see the flashing messages **THES** or **CONF**.

**THES** indicates that a thesaurus entry is available for this word. Press **THES** to view it.

**CONF** indicates that Confusables are available for this word. Press **?** to view them.

# Finding Thesaurus Entries

Most thesaurus entries include a brief definition and a related list of available synonyms, antonyms, and Classmates™ (words related by subject). If a word has no thesaurus entry, “Not in thesaurus” appears. When you see **THES** flashing to the right of the screen, it indicates that a word has a thesaurus entry. Press **THES** to see it.

## 1. Press **CLEAR** or **DICT**.

**DICT** returns you to the word entry screen from any mode.

## 2. Type a word. For example, type *forte*.

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

To edit a word, press ◀ and then type to insert characters.

To type a capital hold **CAP** and press the letter. To type an accent, type the letter first and then press ▲.

**3. Press THES to search.**

If there is more than one thesaurus entry for the word you looked up, you see the message “Entry 1 of #” where # represents the total number of thesaurus entries.

**4. Press ▼ to read the entry.**

**5. Press ◀ or ▶ to view the previous or next thesaurus entry.**

**6. Press CLEAR when finished.**

## Viewing Confusables™

Confusables are words such as homonyms and spelling variants that people often confuse. When you see **CONF** flashing to the right of the screen, it indicates that the word has Confusables. Press **?** to see them.

- 1. Press DICT.**
- 2. Type *pair* and then press ENTER.**
- 3. Press ?.**

Each Confusable is followed by a word that explains its meaning.

- 4. Press ▼ or ▲ to scroll through the list.**

**5. Press ENTER to turn on the highlight.**

Use the navigation button to highlight the word you want.

**6. Press ENTER to look it up.**

**7. Press CLEAR when finished.**

## Finding Parts of Words

You can find parts of words by typing question marks (?) and asterisks (\*) in place of letters. Each question mark stands for any single letter. Each asterisk stands for any series of letters. **Note:** if you type an asterisk at the beginning of a word, it may take a few minutes to find the matches.

You can use question marks to help solve crossword puzzles and similar word games by typing them in place of missing letters.

- 1. Press DICT.**
- 2. Type a word with ?s and \*s in it. For example, type sc?o\*.**

To type an asterisk, hold **CAP** and the press ?.

**3. Press ENTER.**

A list of words matching the pattern you entered appears.

If the device cannot find words that match the pattern you entered, “Sorry can’t help” appears.

**4. Press ▲ or ▼ to scroll through the list.**

**5. Press ENTER to look up the highlighted word.**

**6. Press CLEAR when finished.**

## Highlighting Words

Another way to look up words is by highlighting them in dictionary entries, thesaurus entries, or word lists. You can then find the definition of the highlighted word or add it to *My Word List*.

1. **At any text, press ENTER to start the highlight.**

To turn the highlight off, press **BACK**.

2. **Press the arrow keys to highlight a word.**
3. **Press ENTER to look up the word.**

To view its thesaurus entry press **THES** or to see Confusables press **?**, if available. To add it to *My Word List*, press **MY LIST**.

4. **Press CLEAR when finished.**

## Using *My Word List*

You can save up to 40 words in *My Word List* for personal study or review. *My Word List* is saved between sessions unless your product is reset.

### **Adding Words from the Menu**

- 1. Press MY LIST.**
- 2. Press ▲ or ▼ to highlight *Add a word* and then press ENTER.**
- 3. Type a word (e.g., *essential*).**
- 4. Press ENTER to add the word.**
- 5. Press CLEAR when done.**

## Adding Words from the Word Entry Screen

You can add words to *My Word List* directly from the word entry screen or from a dictionary or thesaurus entry.

1. Press **DICT**.
2. Type the word you want to add to your word list (e.g., *poignant*).
3. Press **MY LIST**.

Or press **ENTER** and then press **MY LIST** from the dictionary entry.

Or press **THES** and then press **MY LIST** from the thesaurus entry.

Your word is included in the menu item.

4. Press **ENTER** to add the word.
5. Press **CLEAR** to return to the word entry screen.

## **Adding Highlighted Words**

In addition, you can add highlighted words to *My Word List*.

- 1. From any text, press ENTER to turn on the highlight.**
- 2. Use the navigation button to move the highlight to the word you want.**
- 3. Press MY LIST.**

Your word is included in the menu item.

- 4. Press ENTER to add the word.**
- 5. Press CLEAR to return to the word entry screen.**

## ✓ Adding Words Not in This Dictionary

When you type a word not contained in this dictionary, you are still allowed to add it. You see the message “Word not in dictionary” and then a menu with *Add anyway* highlighted. Press **ENTER** to add the word as you typed it. Press ▼ to highlight *Cancel* and then press **ENTER** to cancel the addition. **Caution:** Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, *My Word List* may contain as few as 10 words.

## Viewing *My Word List*

1. Press MY LIST.
2. Press ▲ or ▼ to highlight *View List: n word(s)* and then press ENTER.

*View List: Empty* will be displayed if *My Word List* is empty.

3. Press ▲ or ▼ to scroll through your list.
4. Press CLEAR when done.

## Removing a Word from *My Word List*

1. Press MY LIST.
2. Press ▲ or ▼ to highlight *Delete a word* and then press ENTER.
3. Press ▲ or ▼ to highlight the word you want to delete.
4. Press ENTER to delete the word.

The message “Word deleted” is displayed and the word is erased from *My Word List*.

## Erasing *My Word List*

1. Press MY LIST.
2. Press ▲ or ▼ to highlight *Erase the list* and then press ENTER.
3. Press Y to erase the list or press N to cancel.

# Using the Solvers

You can use three solvers to help you find words.

## **Crossword Solver**

Use *Crossword Solver* to find words where you only know some of the letters.

- 1. Press SOLVERS.**
- 2. Press ▲ or ▼ to highlight *Crossword Solver* and then press ENTER.**
- 3. Type a pattern of letters and ?s (e.g., *con?e??*).**

Remember, ? replaces a single letter in a word.

- 4. Press ENTER.**

The list of words that match the entered pattern is displayed. The total number of matches is

displayed in the top right corner of the screen.

5. Press ▲ or ▼ to scroll through the list of results.
6. Press CLEAR when done.

## **Anagram Solver**

*Anagram Solver* builds words using all the letters you enter.

1. Press SOLVERS.
2. Press ▲ or ▼ to highlight *Anagram Solver* and then press ENTER.
3. Type a group of letters (e.g., *ptosrte*).
4. Press ENTER.

The list of anagrams that match the entered group of letters is displayed.

5. Press ▲ or ▼ to scroll through the list of results.
6. Press CLEAR when done.

## Word Builder

*Word Builder* generates a list of words that can be made from any number of the letters you enter.

1. Press SOLVERS.
2. Press ▲ or ▼ to highlight *Word Builder* and then press ENTER.
3. Type a group of letters (e.g., *ptyssti*).
4. Press ENTER.

A list of words that can be spelt using any number of the entered letters is displayed.

5. Press ▲ or ▼ to scroll through the list of results.
6. Press CLEAR when done.

# Playing the Games

You can play eight word games.

## Using the Games Menu

1. Press **GAMES**.
2. Press **▼** or **▲** to highlight *Game Settings* and then press **ENTER**.
3. Press **▼** or **▲** to highlight the setting you want to change and then press **ENTER**.

*Word List* allows you to choose which words you want to use in the games. You can choose to play with all the words in the dictionary or only those words saved in *My Word List*.

*Skill Level* allows you to set the difficulty of the games. You can select one of five skill levels: *Beginner, Intermediate, Advanced,*

*Expert, Wizard.* **Note:** Not all games are affected by the skill level.

4. Press ▼ or ▲ to highlight the setting you want and then press ENTER.
5. Press BACK to return to the Games menu.
6. Press ▼ or ▲ to highlight the game you want to try.
7. Press ENTER to select it.

## **Anagram Game**

*Anagram Game* challenges you to find anagrams of the game word. An anagram is a word formed from some or all the letters of another word. The number to the right of the screen indicates the number of anagrams that can be formed from the game word.

Type an anagram and press **ENTER**. Use ▼ and ▲ to view the anagrams already entered. Press **SPACE** to shuffle the letters. Press ? to give up. After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## Flashcards

In *Flashcards*, a word appears on the screen for you to study. Try to remember its definition. Press **ENTER** to look up the word. Press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** for a new word.

## 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 to the right of the screen indicates the number of guesses allowed.

Type letters you think are in the mystery word. Press **SPACE** for a hint. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## Spelling Bee

In *Spelling Bee*, a word flashes on the screen. After a few moments it will disappear. Try to type the word you saw and press **ENTER**. Press **SPACE** to flash the word on the screen. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## Synonym Game

*Synonym Game* selects a mystery word and challenges you to guess it letter by letter. Your only clue is a synonym of the mystery word, displayed at the top of the screen. The letters of the mystery word are hidden by question marks. The number to the right of the screen indicates the number of guesses allowed.

Type letters you think are in the mystery word. They get filled in everywhere they appear. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## Word Blaster

In *Word Blaster*, you must guess the mystery word before it appears fully on the screen. It gets filled in one letter at a time. When there are enough letters filled in for you to guess the word, press **ENTER**. Type your guess and press **ENTER** to see if you were right. Press **SPACE** to flash the partially completed word on the screen. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## Word Deduction

In *Word Deduction*, you have to guess a mystery word based on the provided clues. The number to the left of the screen indicates how many guesses you have.

Type a word with the required number of letters and then press **ENTER**. You see *P* and *M* with numbers next to them. The number next to *P* stands for the number of letters in their correct position. The number next to *M* stands for the number of letters present in the mystery word but entered in the wrong position. Continue typing words and pressing **ENTER** using the information from *P* and *M*. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## **Word Train**

In *Word Train*, you and the computer take turns trying to complete a word. Continue typing letters until a word is typed. Winning words must be at least 4 letters long. Whoever types the last letter of the word wins. Press **SPACE** for a hint. Press **?** to give up. After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

## Using the Main Menu

At the main menu, you can set the contrast, change the type size, adjust the shutoff time, view the demo or tutorial, read the abbreviations list, and access the databank, calculator, clock, and metric and currency converters and clock.

### **Adjusting Screen Contrast**

You can make the screen lighter or darker.

- 1. Press MENU.**
- 2. Press ▲ or ▼ to highlight *Contrast* and then press ENTER.**
- 3. Press ▲ or ▼ to choose the level you want.**
- 4. Press ENTER when you reach the desired contrast level.**

## Adjusting the Font Size

You can adjust what size the fonts are while you read dictionary or thesaurus entries.

1. Press **MENU**.
2. Press **▲** or **▼** to highlight *Font Size* and then press **ENTER**.
3. Press **▲** or **▼** to choose the time you want.
4. Press **ENTER** when you reach the desired time.

## Adjusting the Shutoff Time

The shutoff time is how long this dictionary stays on if you forget to turn it off.

1. Press **MENU**.
2. Press **▲** or **▼** to highlight *Shutoff* and then press **ENTER**.

3. Press ▲ or ▼ to choose the time you want.
4. Press ENTER when you reach the desired time.

## Viewing the Demo or Tutorial

You can view a brief demonstration of this dictionary or read a brief tutorial about how this dictionary works.

1. Press MENU.
2. Press ▲ or ▼ to highlight either *Demo* or *Tutorial* and then press ENTER.
3. Press CLEAR when finished.

## Viewing the Abbreviation List

The Abbreviation List is a list of abbreviations used in this dictionary and their explanation.

1. Press **MENU**.
2. Press **▲** or **▼** to highlight *Abbreviation List* and then press **ENTER**.
3. Press **▲** or **▼** to scroll through the list.

Or you can begin typing letters to go directly to that part of the list.

4. Press **ENTER** when you see the abbreviation you want.

The abbreviation's expansion is displayed.

5. Press **ENTER** again to see its dictionary entry, if available.
6. Press **CLEAR** when finished.

# Using the Databank

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

## **Adding Entries to the Phone List**

- 1. Press MENU.**
- 2. Press ▲ or ▼ to highlight *Databank* and then press ENTER.**
- 3. Press ▲ or ▼ to highlight *New Entry* and then press ENTER.**

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

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

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

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

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

The number keys are automatically active in the number field. To type a hyphen, press **J**.

**Note:** You cannot type letters in a phone number.

## Viewing the Phone List

1. Press MENU.
2. Press ▲ or ▼ to highlight *Databank* and then press ENTER.
3. Press ▲ or ▼ to highlight *View List* and then press ENTER.
4. To view a name, type it or use ▲ or ▼ to see the name you want.

## Editing Phone List Entries

1. Press MENU.
2. Press ▲ or ▼ to highlight *Databank* and then press ENTER.
3. Press ▲ or ▼ to highlight *Edit Entry* and then press ENTER.

4. **Type a name you want edit or use ▲ or ▼ until you see it and then press ENTER.**

Edit the name field. You can use **BACK** to delete characters. Press **ENTER** to move to the number field. Edit the Number field and press **ENTER** to save all changes. To cancel the edit and return to the Databank menu without saving changes, press **CLEAR**.

## ✓ **Keep Copies of Important Data**

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

## Deleting Entries from the Phone List

1. Press MENU.
2. Press ▲ or ▼ to highlight *Databank* and then press ENTER.
3. Press ▲ or ▼ to highlight *Delete Entry* and then press ENTER.
4. Press ▲ or ▼ until you see the entry you want to delete.
5. Press ENTER.
6. Press Y to delete the entry or N to cancel the deletion.

## Erasing All Entries from the Phone List

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

1. Press **MENU**.
2. Press **▲** or **▼** to highlight *Databank* and then press **ENTER**.
3. Press **▲** or **▼** to highlight *Erase All Data* and then press **ENTER**.
4. Press **Y** to erase all the entries or **N** to cancel the deletion.

# Using a Password

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

## **Password Warnings**

**Warning!** After you set the password, you must enter the password 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.

**Warning!** Resetting the unit may erase all user-entered information. Always keep written copies of your data.

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

If you do not have a reset button, or if the unit does not reset after pressing the reset button, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see “Installing the Battery”.

## **Setting the Password**

- 1. Press MENU.**
- 2. Press ▲ or ▼ to highlight *Databank* and then press ENTER.**
- 3. Press ▲ or ▼ to highlight *Set Password* and then press ENTER.**
- 4. Type a password and then press ENTER.**

Your password can have up to eight letters.

You are prompted to retype your password.

5. **Type your password again exactly as you did the first time.**
6. **Press ENTER to confirm and enable your password.**

To test the password, press  twice, press **MENU**, press ▼ until you see Databank and then press **ENTER**.

To disable the password, repeat Steps 1-3 above, and press **ENTER** when *Enter New Password* is displayed.

# Using the Calculator

## Making Calculations

1. Press **MENU**.
2. Press **▼** to highlight *Calculator* and then press **ENTER**.
3. Type a number.

You can type up to 10 digits.

To enter a negative number, use **Z(+/-)**. To type a decimal point, press **G(.)**.

4. Press **H(+)**, **J(-)**, **K(x)**, **L(÷)** to add, subtract, multiply, or divide.
5. Type another number.

## 6. Press ENTER.

Or press **F(%)** to calculate the percentage.

To calculate ...	Press ...
reciprocals	<b>A(1/x)</b>
square roots	<b>S(<math>\sqrt{x}</math>)</b>
squares	<b>D(<math>x^2</math>)</b>

## 7. Press CLEAR to clear the calculator.

### Using the Calculator Memory

Try the following equation to practice using the calculator memory:

$$(32 \times 12) - (8 \times 8) = 320.$$

#### 1. Press MENU.

#### 2. Press ▼ to highlight *Calculator* and then press ENTER.

3. Press **B(MC)** to clear the calculator memory, if necessary.
4. Type **32**, press **K(x)**, type **12** and then press **ENTER**.
5. Press **X(M+)** to add the result to memory.

M indicates a number is stored in memory.

6. Type **8**, press **K(x)**, type **8** and then press **ENTER**.
7. Press **C(M-)** to subtract the result from memory.
8. Press **V(MR)** to retrieve the number from memory.
9. Press **CLEAR** to clear the current calculations.

# Using the Converter

The converter allows you to easily convert measurements and currency.

## **Making Metric Conversions**

- 1. Press MENU.**
- 2. Press ▼ to highlight *Converter* and then press ENTER.**
- 3. Press ▼ or ▲ to highlight the conversion category you want and then press ENTER.**

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

- 4. Type a number.**  
Press **BACK** to delete a number.
- 5. Press ENTER to convert it.**  
Press ◀ or ▶ to change the units you are converting from and to.
- 6. Press CLEAR when done.**

## Making Currency Conversions

1. Press **MENU**.
2. Press **▼** to highlight *Converter* and then press **ENTER**.
3. Press **▼** or **▲** to highlight *Currency* and then press **ENTER**.

**Note:** The first time you use the currency converter, you must set the exchange rate.

4. **Enter an exchange rate.**

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 Euro and British Pounds, enter an exchange rate of 0.675732. This means that 0.675732 Euro is the equivalent of 1 British Pound.

Press **BACK** to erase a number.  
Press **G(.)** to enter a decimal point.

**5. Press ENTER.**

**6. Type the amount for the home or other currency.**

Press ▲ or ▼ to move between the “Home” and “Other” fields.

Press **BACK** to erase a number.  
Press **G(.)** to enter a decimal point.

**7. Press ENTER to convert it.**

**8. Press CLEAR when done.**

# 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 located on the back of the unit.**

The message “Erase All Data? (Y/N)” is displayed.

**Note:** This message refers to user-entered information, not the text in the dictionary. User-entered information includes the user list, the databank and any settings you may have changed.

### 3. 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 device. In addition, resetting your device erases settings and user-entered information.

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.

# Specifications

**Model: DMQ-570 *Collins English Dictionary Paperback Edition & Thesaurus***

- **Battery:** 2 x CR-2032 lithium
- **Dimensions:** 12.3 x 9.1 x 1.35 cm
- **Weight:** 110 g (without batteries)

ISBN 1-59074-398-9

## **Cleaning and Storage**

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

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Collins Paperback English Dictionary  
5th Edition

2006 © HarperCollins Publishers  
1986, 1990, 1995, 1999, 2002, 2006.

U.S. Patents: 4,830,618; 4,891,775;  
5,113,340; 5,203,705.

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



## 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.

*For the US Limited Warranty in English visit [www.franklin.com/service](http://www.franklin.com/service).*

## **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.

# Appendix: World Cities List

<b>CITY</b>	<b>ABBREVIATION</b>
LONDON	LON
LISBON	LIS
PARIS	PAR
BERLIN	BER
ROME	ROM
AMSTERDAM	AMS
BARCELONA	BCN
MADRID	MAD
BRUSSELS	BRU
HELSINKI	HEL
CAIRO	CAI
MOSCOW	MOW
RIYADH	RUH
TEHRAN	THR
DUBAI	DXB
KABUL	KBL
KARACHI	KHI
DELHI	DEL
DHAKA	DAC
YANGON	RGN
BANGKOK	BKK
BEIJING	BEI

HONG KONG	HKG
SINGAPORE	SIN
TOKYO	TYO
ADELAIDE	ADL
SYDNEY	SYD
GUAM	GUM
NOUMEA	NOU
WELLINGTON	WLG
AUCKLAND	AKL
TONGA	TNG
MIDWAY ISLANDS	MID
HONOLULU	HNL
ANCHORAGE	ANC
LOS ANGELES	LAX
DENVER	DEN
CHICAGO	CHI
NEW YORK	NYC
TORONTO	YYZ
CARACAS	CCS
RIO DE JANEIRO	RIO
MID ATLANTIC	MAT
FERNANDO DE NORONHA	FER
AZORES ISLANDS	AZO