

Merriam-Webster's Intermediate Dictionary

with Spell Correction

User's Guide
www.franklin.com

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.

1. Getting Started

1.1 Using for the First Time

Your device is powered by two CR-2032, 3-volt lithium batteries. Before using the device, gently pull the battery insulation tab to remove it. Use a paper clip to gently press the RESET button on the back of the device. See "Resetting Your Device" for details. **Warning!** Pressing the reset button with more than light pressure may permanently disable your unit.

1.2 Installing/Replacing the Batteries

Your MWD-460A is powered by two CR-2032, 3-volt batteries. Follow these instructions to install/replace them.

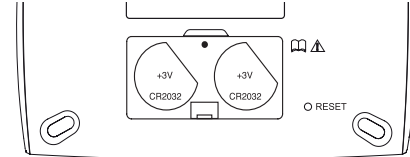
1. Turn the unit off and turn it over.
2. Gently push down on the tab under the battery cover and flip the unit to allow the cover to drop out.

Do not force the cover.

3. Remove the old batteries one at a time.

Use a paper clip, if necessary, to remove the old batteries.

Warning! When changing the batteries, please remove and replace one battery at a time. If you remove both batteries at once, you may lose any information you entered.



4. Install the batteries following the +/- markings in the battery compartment.

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

5. Replace the battery cover.

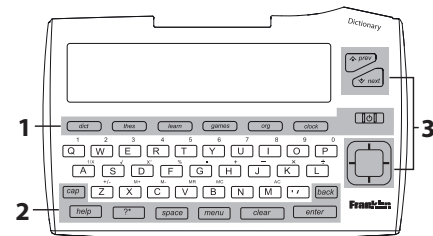
Warning!! If the batteries wear out completely, if you take more than a few seconds while changing the batteries, or if you remove both batteries at the same time, any user-entered information may be erased. You should always keep written copies of your important information.

Battery Precautions

- CAUTION: Risk of explosion if battery is replaced by an incorrect type.
- Dispose of used batteries according to the instructions.
- Different types of batteries or new and used batteries should not be mixed.
- 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.

1.3 Key Guide



- 1) Main Keys
- 2) Function Keys
- 3) Direction Keys

Main Keys

- Turns the device on or off.
- Goes to the dictionary.
- Goes to a word's thesaurus entry. If there is no active word, goes to the word entry screen.
- Goes to the Learning Exercises menu.
- Goes to the Games menu.
- Cycles through the databank, calculator, and the converter.
- Toggles between the home and world clocks.

Function Keys

- Shifts to type capital letters and punctuation marks.
- Displays a help message.
- Goes to the Confusables® list. At the word entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.
- Backs up, erases a letter, or turns off the highlight at an entry.
- At menus and dictionary entries, pages down. At the Entry screen, types a space.
- Goes to the main menu.
- Enters a word, selects an item, or begins a highlight in an entry.

In the dictionary, goes to the word entry screen. In the calculator, clears all entries. In the converter and databank, goes to its main menu.

Direction Keys

- Moves in the indicated direction.
- Goes to the next entry.
- Goes to the previous entry.

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

Combination Keys

Hold down the first key while pressing the second.

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

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

Calculator Keys

- Q-P** Types numbers.
- A(1/x)** Calculates a reciprocal.
- S(√x)** Calculates a square root.
- D(x²)** Squares a number.
- F(%)** Calculates a percentage.
- G(.)** Inserts a decimal point.
- H(+),J(-)** Adds, subtracts, multiplies or
- K(x),L(+)** divides numbers.

Z(+/-) Changes the number on the screen to a negative or positive number.

X(M+) Adds the number on the screen to the number stored in the memory.

C(M-) Subtracts the number on the screen from the number stored in the memory.

V(MR) Recalls the number stored in the memory.

B(MC) Clears the memory.

2. Finding Definitions

It's easy to look up a word in this dictionary. Simply type it in at the word entry screen.

1. Press DICT.
2. Type a word (for example, *study*).

Enter your word
study

To erase a letter, press BACK.

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

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

3. Press ENTER to view the definition. If a word has a thesaurus entry, THES will flash in the upper right of the screen. Press THES to view the word's thesaurus entry.

If a word has Confusables®, CONF will flash in the upper right of the screen. Confusables are homonyms and spelling variants that are easy to confuse. Press ? to view any Confusables.

Press LEARN to add the word to *My Word List*.

4. Press ▼ or SPACE to scroll down through the definition.
5. Press NEXT or PREV to view the next or previous definition.
6. Press CLEAR to return to the word entry screen.

2.1 Understanding Definitions

Entries may consist of headwords, pronunciation information, parts of speech, and definitions. Other forms of the word may follow the headword. After a definition, you may see a list of usage examples.

2.2 Choosing Multiple Forms

Some words in the dictionary and thesaurus have more than one form (e.g. *resume, resumé, résumé*). When the word you are looking up has multiple forms, the different forms appear in a list. Use ▼ or ▲ to highlight the form you want and press ENTER to see its entry. To go back to the Multiple Forms list, press BACK.

3. Finding Thesaurus Entries

You can find thesaurus entries from definitions and correction lists. If a headword or highlighted word has a corresponding thesaurus entry, THES will flash in the upper right of the screen.

1. Press DICT.
2. Type a word (for example, *complete*) and press ENTER.

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

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

3. Press THES to view the thesaurus entry.

complete: noun, with nothing missing
SYNONYMS: whole, entire,

Note: You can also press THES after you type a word at the word entry screen to go directly to a thesaurus entry, if available.

If a word has Confusables®, CONF will flash in the upper right of the screen. Confusables are homonyms and spelling variants that are easy to confuse. Press ? to view any Confusables.

Press LEARN to add the word to *My Word List*.

4. Press ▼ or SPACE to scroll down through the entry.
5. Press NEXT or PREV to view the next or previous entry, if available.
6. Press CLEAR to return to the word entry screen.

3.1 Understanding Thesaurus Entries

Entries may consist of headwords, parts of speech, and a brief definition. Entries may also contain groups of synonyms, antonyms, idioms, and classmates. Synonyms are words that have similar meanings, e.g., *happy/joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g., *happy/miserable*. Idioms are common phrases and usages related to the word being defined, e.g., *happy/full of cheer*. Classmates are words that are related in some way to the word being defined, e.g., *octagon/triangle; rectangle; pentagon...*

4. Correcting Misspellings

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

1. Type a misspelled word (for example, *chear*).
2. Press ENTER.

cheer

If there is more than one word in the correction list, you see the list. If there is only one correct word, you go to the definition.

3. Press ▼ or ▲ to highlight a correction.

4. Press ENTER to view its dictionary entry.

Press THES to view its thesaurus entry, if available. Press ? to view any Confusables®, if available.
To go back to the correction list, press BACK.

5. Press CLEAR when finished.

5. Finding Confusables®

Confusables® are homonyms and spelling variants that are easy to confuse. If a headword or highlighted word has Confusables, CONF will flash in the upper right of the screen.

1. Type a word (for example, *rain*) and press ENTER.

rain: noun
1 a: water falling in drops from clouds b: the falling of

2. Press ?.

Confusables are displayed with identifying words.

3. Press ENTER to highlight the first word.

rain: precipitation
reign: rule
rein: harness

4. Press ▼ or ▲ to move the highlight to the word you want.

5. Press ENTER to search for a definition.

6. Press CLEAR to return to the word entry screen.

6. Finding a Letter in a Word

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter.

1. Press DICT.
2. Type a word with ?s (for example, *st??y*).
3. Press ENTER.

stopy
stopy
stopy

4. Press ▼ or ▲ to move the highlight to the word you want and press ENTER to view its definition.

5. Press CLEAR when finished.

6.1 Word Finding Tips

You can also use ?s to help solve crossword puzzles. For example, you can search for a five-letter word whose second letter is *h* and last letter is *w*. Enter *?h?w* to see possible answers.

7. Finding a Series of Letters

To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for a series of letters. **Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Type a word with an asterisk (for example, *intra*?*).
2. Press ENTER.

intra*?ly
intra*?lly
intra*?lities

3. Press ▼ or ▲ to move the highlight to the word you want and press ENTER to view its definition.

4. Press CLEAR when finished.

8. Highlighting Words

Another way to look up words is by highlighting them in dictionary entries, thesaurus entries or word lists. Then you can find their definitions, thesaurus entries, Confusables®, or add them to *My Word List*.

1. At any text, press ENTER to start the highlight.
2. Press the arrow keys to highlight a word.

knowledge /nəl-ij/
noun
1: understanding or skill

3. Do one of the following:
To ... Press ...
define the word ENTER
view a thesaurus entry THES
view Confusables ?
add to *My Word List* LEARN

9. 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 batteries run out of power or your device is reset.

9.1 Adding Words from the Learning Exercises Menu

1. Press LEARN.

LEARNING EXERCISES
MY WORD LIST
SAT® WORD LIST

2. *My Word List* is highlighted. Press ENTER to select it.

3. Press ▼ or ▲ to highlight *Add a Word*, if necessary, and press ENTER.

English word to add:
4

4. Type a word.
5. Press ENTER to add the word.
6. Press CLEAR when done.

9.2 Adding Words from the Word Entry Screen

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

1. Press CLEAR.
2. Press DICT, if necessary, to go to the word entry screen.
3. Type the word you want to add to your word list (for example, *understanding*).
4. Press LEARN.

MY WORD LIST
VIEW LIST: 1 WORD
ADD UNDEFINED WORDS

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

Adding Highlighted Words

You can also add words to *My Word List* from definitions and correction lists. First highlight a word and then press LEARN. Add "your word" will be highlighted. Press ENTER to add the word.

Adding Words Not in This Dictionary

When you add a word not in this dictionary, you have two options: *Add Anyway* and *Cancel*. Use ▼ or ▲ to highlight the option you want and then press ENTER.

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.

9.3 Viewing My Word List

1. Press LEARN.
2. *My Word List* is highlighted. Press ENTER to select it.
View List: ... will be highlighted.
Note: *View List: Empty* is displayed and *Add a Word* is highlighted if the list is empty.
3. Press ENTER to view the list.
4. Press SPACE or ▼ to read the list.
5. Press ENTER to view the highlighted word's dictionary entry.

9.4 Removing a Word from My Word List

1. Press LEARN.
2. *My Word List* is highlighted. Press ENTER to select it.
3. Press ▼ or ▲ to highlight *Delete a Word*.
4. Press ENTER.
5. Press ▼ or ▲ to highlight to the word you want to delete and press ENTER.

MY WORD LIST
DELETE A WORD
ERASE THE LIST

The message "Word deleted" appears on the screen and the word is removed from *My Word List*.

dirigible
Word deleted

9.5 Erasing My Word List

1. Press LEARN.
2. *My Word List* is highlighted. Press ENTER to select it.
3. Press ▼ or ▲ to highlight *Erase the List* and then press ENTER.

MY WORD LIST
DELETE THE LIST <Y/N?>
ERASE THE LIST

4. Press Y to erase the list or press N to cancel.

10. Using the SAT® Word List

The SAT® word list is available to you to review and learn English words like those you might find on the Scholastic Aptitude Test.

1. Press LEARN.
2. Press ▼ or ▲ to highlight *SAT® Word List* and press ENTER.
Press SPACE or ▼ to scroll through the SAT® word list. You can also type a letter to go to the first word beginning with that letter. For example, type *gre* to highlight *gregarious*.

SAT® WORD LIST
GREGARIOUS
GRIVE

Press ENTER at any word to view its definition. Press THES to view its thesaurus entry, if available. Press BACK to return to the list.

*SAT is a registered trademark of the College Entrance Examination Board, which was not involved in the production of, and does not endorse, this product.

11. Using Learning Exercises

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

11.1 Spelling Bee

1. Press LEARN.
2. Press ▼ or ▲ to highlight *Spelling Bee* and press ENTER.

SPELLING BEE
MY SPELLING BEE
SAT® SPELLING BEE

You can choose *My Spelling Bee* which uses words from *My Word List* or *SAT® Spelling Bee* which uses words from the SAT® word list.

3. Press ▼ or ▲ to highlight the one you want and press ENTER.
A word will flash on the screen for you to spell.
4. Type in the word you just saw and press ENTER to see if you spelled it correctly.
5. Press ENTER to see the definition of the word.
Press BACK to return to *Spelling Bee*. Press LEARN to add an SAT® word to *My Word List*.
6. Press SPACE for a new word.
7. Press CLEAR when done.

11.2 Flashcards

1. Press LEARN.
2. Press ▼ or ▲ to highlight *Flashcards* and press ENTER.

FLASHCARDS
MY FLASHCARDS
SAT® FLASHCARDS

You can choose *My Flashcards* which uses words from *My Word List* or *SAT® Flashcards* which uses words from the SAT® word list.

3. Press ▼ or ▲ to highlight the one you want and press ENTER.

dogma
ENTER for definition
SPACE to continue

A word will be displayed on the screen for you to study or define. If needed, press ENTER to see the definition. Press BACK to return to *Flashcards*. Press LEARN to add an SAT® word to *My Word List*.

4. Press SPACE for a new a word.
5. Press CLEAR when done.

12. Playing the Games

You have nine fun games to choose from.

12.1 Changing Game Settings

Before you play, you can choose the skill level, which determines how easy or difficult a game is.

1. Press GAMES.
2. Press CAP and then ▼ to highlight *Game Settings* and press ENTER.

3. Press ▼ or ▲ to highlight a new skill level.

4. Press ENTER to save the new level.
Or press BACK to return to the Games menu without changing the skill level.

12.2 Selecting a Game

In the Games menu, use ▼ or ▲ to highlight the game you want and then press ENTER.

12.3 Getting Help in the Games

During any game you can read instructions by pressing HELP.

In any game, except *Tic-Tac-Toe*, you can get a hint by holding CAP and pressing ? or reveal the game word or words by pressing ?.

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

12.4 Hangman

Dictionary Hangman uses all the words in the dictionary for the game. *SAT® Hangman* uses only the words in the SAT® word list and *My Word List Hangman* uses the words you entered in *My Word List*. The rules for all three games are the same.

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #s. Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark or marks. Hold CAP and press ? to reveal a letter. Press ? to end a round and reveal the word. Press DICT to see the definition of the word. Press BACK to return to *Hangman*.

12.5 Jumble

13. Using the Databank

13.1 Adding Entries

You can store as many as 100 names and phone numbers in the databank. The total amount of names and numbers that you can save depends on the size of each entry.

- Press **ORG** until you see the **databank**.
- Press **▼** or **▲** to highlight *New Entry*, if necessary.
- Press **ENTER**.
- Type a name and then press **ENTER**.

Each name can contain up to 30 characters, including spaces, with letters appearing as capitals. Press **SPACE** and then **▲** repeatedly to cycle through the available symbols: . ' - . To delete a character, press **BACK**. To edit, press **◀**.

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

To type a hyphen between the parts of a phone number, press **J**. **Note:** You cannot type letters in a phone number.

13.2 Viewing Entries

- Press **ORG** until you see the **databank**.
- Press **▼** or **▲** to highlight *View:*, if necessary, and press **ENTER**.
- To view a name, type it or use **▼** or **▲** to see the name you want.

If an entry is too long to fit on the screen, press **?** or press **▶** to scroll and read the entire entry.

13.3 Editing Entries

- Press **ORG** until you see the **databank**.
- Press **▼** or **▲** to highlight *Edit Entry* and press **ENTER**.
- Type the name you want to edit, or use **▼** or **▲** to highlight it, then press **ENTER**.
Edit the “Name” field. You can use **BACK** to delete characters. Press **ENTER** to move to the “Number” field. Edit the “Number” field and press **ENTER** to save all changes. To cancel the edit and return to the Databank menu without saving changes, press **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 will be permanently lost. Always keep written copies of your important information.

13.4 Deleting Entries

- Press **ORG** until you see the **databank**.
- Press **▼** or **▲** to highlight *Delete Entry* and press **ENTER**.
- Press **▼** or **▲** to highlight the entry you want to delete.
- Press **ENTER**.
- Press **Y** to delete the entry or **N** to cancel the deletion.

13.5 Erasing All Entries

Warning! This procedure permanently erases all the names and numbers in the databank.

- Press **ORG** until you see the **databank**.
- Press **▼** or **▲** to highlight *Erase All Data* and press **ENTER**.
- Press **Y** to erase all the entries or **N** to cancel the operation.

13.6 Using a Password

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

Password Warnings

The password will be requested when the device is turned on and the databank is accessed for the first time.

Warning! Always write down the password in a safe, separate location. If you lose or forget the password, you will be able to use the databank again only by resetting your device and choosing to erase all data, which permanently erases not just the password, but all information stored in the databank. Please read “Resetting Your Device” for more information.

13.7 Setting a Password

- Press **ORG** until you see the **databank**.
- Press **▼** or **▲** to highlight *Set Password* and press **ENTER**.

Enter new password:
*
- Type a password of up to eight letters and press **ENTER**.
To move the cursor, press **◀**. To erase a letter, press **BACK**.
- Re-type your password, and press **ENTER** to confirm.
To test the password, press **☎** twice, press **ORG**, type the password, and press **ENTER**.
To disable the password, repeat steps 1 and 2 above, then press **ENTER** when “Enter new password” displays.

14. Using the Calculator

- Press **ORG** until you see the **calculator**.

0
- Type a number.
Note: **Q-P** will type numbers *0-9* automatically.
You can type up to 10 digits. To type a decimal, press **G**(.). To change the sign of a number, press **Z**(+/-). Press **BACK** to delete a number.
- Press **H**(+), **J**(-), **K**(x), **L**(÷) to **add, subtract, multiply, or divide**.
- Type another number.
- Press **ENTER**.

414

- | | |
|-------------------------|------------------|
| To Calculate ... | Press ... |
| reciprocals | A (1/x) |
| square roots | S (√x) |
| squares | D (x²) |
| percentages | F (%) |
| negative numbers | Z (+/-) |
- Press **CLEAR** to clear the current calculations.

14.1 Using the Calculator Memory

Try the following equation to practice using the calculator memory: (32 x 12) - (8 x 8) = 320.

- Press **B**(MC) to clear the memory.
- Type **32**, press **K**(x), type **12** and then press **ENTER**.
- Press **X**(M+) to add the result to memory.

M 384

M indicates the number is stored in memory.

- Type **8**, press **K**(x), type **8** and then press **ENTER**.

M 64
- Press **C**(M-) to subtract the result from memory.
- Press **V**(MR) to retrieve the number from memory.

M 320

- Press **CLEAR** to clear the current calculations.

15. Using the Converter

The converter allows you to easily convert measurements and currency.

15.1 Metric Conversions

- Press **ORG** until you see the **converter**.

CONVERSIONS
TEMPERATURE
WEIGHTS
- Press **▼** or **▲** to highlight a conversion category (for example, *Weights*) and press **ENTER**.
- Press **▼** or **▲** to highlight a conversion category (for example, *grams/ounces*) and press **ENTER**.

Grams=Ounces
912#
02*
- Type a number after one of the units.
Note: **Q-P** will type numbers *0-9* automatically.
Press **▼** or **▲** to move between the lines. Press **BACK** to delete a number.
- Press **ENTER** to convert.
- Press **CLEAR** to clear the current conversion.

15.2 Currency Conversions

- Press **ORG** until you see the **converter**.
- Press **CAP** and then **▼** to highlight *Currency* and press **ENTER**.
- Enter a conversion rate and press **ENTER**.
To type a decimal, press **G**(.). Press **BACK** to delete a number. 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 1.1888. This means that 1.1888 U.S. Dollars is the equivalent of 1 Euro.

Rate: 1.1888
Home: \$
Other: €
- Enter an amount for the home or other currency.
Press **▼** or **▲** to move between the lines. Press **BACK** to erase a number.
- Press **ENTER** to convert it.

16. 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 because world times are based on home time.

16.1 Setting Home Time

- Press **CLOCK** until you see “Home City.”

Home City: NYC
01-01-2008
12:00:31am
- Press **S** to enter Setting mode.

- Press **ENTER** to select *Set Time Format*.
Press **▼** or **▲** until you see the 12- and 24-hour *Day/Month/Year* format you want and then press **ENTER**.
- Press **▼** to highlight *Set DST* and press **ENTER** to select it.

- Press **▼** or **▲** until you see *DST On* or *DST Off*. Press **ENTER** to select your choice.
- 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.
- Press **▼** to highlight *Set Date* and press **ENTER** to select it.
Press **▶** or **◀** to move to the next or previous field and then use **▼** or **▲** to scroll to the current day/month/year,

according to the format selected in *Set Time Format*. Press **ENTER** to set the date.

- 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: For the complete list of world cities and their abbreviations, please see the end of this user’s guide.
- Press **BACK** to exit setting mode.

16.2 Setting World Time

- Press **CLOCK** until you see *World City*.
Press **S** to enter Setting mode.
- Press **ENTER** to select *Set DST*.
Press **▼** or **▲** until you see *DST On* or *DST Off*. Press **ENTER** to select your choice.
- 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: For the complete list of world cities and their abbreviations, please see the end of this user’s guide.
- Press **BACK** to exit Setting mode.

17. Changing the Settings

When using this dictionary, you can adjust the screen contrast, the shutoff time, and the type size.

- Press **MENU**.
- Settings** will be highlighted. Press **ENTER** to select it.
- Press **▼** or **▲** to highlight *Contrast*, *Shutoff*, or *Type Size* in the Settings menu.

SETTINGS
CONTRAST
SHUTOFF

Contrast determines how dark or light the screen is.

Shutoff determines how long your device stays on if no key is pressed.

Type Size determines how large or small the text is in the device.

- Press **ENTER**.
- Press **▼** or **▲** to highlight a new setting and press **ENTER** to select it. Press **BACK** to leave the setting unchanged.
- Press **CLEAR** to return to the word entry screen.

18. Viewing a Demonstration or Tutorial

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

- Press **MENU**.
- Press **▼** or **▲** to highlight either *Tutorial* or *View Demo*.

MENU
TUTORIAL
VIEW DEMO

- Press **ENTER**.
To stop the demonstration or exit from the *Tutorial* and go to the word entry screen, press **CLEAR**.

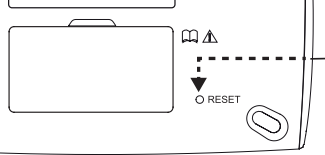
19. Help is Always at Hand

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

20. Resetting Your Device

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

- Hold CLEAR** and press **☎**.
If nothing happens, try Step 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 or thesaurus. User-entered information includes the databank and any settings you may have changed.

- 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 the device may erase settings and user-entered information.

21. Additional Information

21.1 Specifications

Model: MWD-465 *Merriam-Webster’s Intermediate Dictionary with Spell Correction*

Batteries: two CR-2032 lithium

Dimensions: 90 x 57 x 10 mm

Weight: 100 g

ISBN 978-1-59074-674-5

© 1994-2011 FRANKLIN ELECTRONIC PUBLISHERS, INC. Burlington, NJ 08016-4907 All rights reserved.

©2003-2008 Merriam-Webster, Incorporated. All rights reserved.



21.2 About Screen Illustrations

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

21.3 Recycling and Disposal

Device Disposal

This device should be disposed through your local electronic product recycling system - do not throw into 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.

During the conducted interference, the product may malfunction, which is recoverable after interference. 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.

21.4 License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING THE PRODUCT. YOUR USE OF THE PRODUCT DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE PRODUCT AND YOUR PURCHASE PRICE WILL BE REFUNDED. PRODUCT means the software product and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc. **Limited Use License**

All rights in the PRODUCT remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use this PRODUCT. You may not make any copies of the PRODUCT or of the data stored therein at the time of purchase, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the PRODUCT. You may not export or reexport, directly or indirectly, the PRODUCT without compliance with appropriate governmental regulations.

The PRODUCT contains Franklin’s confidential and proprietary information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated by Franklin. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

21.5 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 and its screen 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.

21.6 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.

22. Warranty Information

22.1 Disclaimer of Warranties

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

22.2 Limited Warranty (U.S. only)

LIMITED WARRANTY, DISCLAIMER OF WARRANTIES, AND LIMITED REMEDY FRANKLIN WARRANTS TO THE ORIGINAL PURCHASER THAT THIS PRODUCT WILL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF ONE (1) YEAR FROM THE ORIGINAL DATE OF PURCHASE AS EVIDENCED BY A COPY OF THE SALES RECEIPT. THIS LIMITED WARRANTY DOES NOT COVER DAMAGE DUE TO ACTS OF GOD, ACCIDENT, MISUSE, ABUSE, NEGLIGENCE, MODIFICATION, UNSUITABLE ENVIRONMENT, OR IMPROPER MAINTENANCE. THE SOLE OBLIGATION AND LIABILITY OF FRANKLIN, AND THE EXCLUSIVE REMEDY UNDER THIS LIMITED WARRANTY, IS REPAIR OR REPLACEMENT AT THE SOLE OPTION OF FRANKLIN AND THIS REMEDY APPLIES ONLY IN THE CASE IN WHICH FRANKLIN DETERMINES THAT THE DEFECT WAS DEFECTIVE AND THAT THE DEFECT AROSE WITHIN THE DURATION OF THE LIMITED WARRANTY. THIS REMEDY IS THE EXCLUSIVE REMEDY FOR BREACH OF THIS WARRANTY. THIS WARRANTY GIVES YOU CERTAIN RIGHTS; YOU MAY ALSO HAVE OTHER RIGHTS THAT MAY VARY FROM JURISDICTION TO JURISDICTION.

EXCEPT FOR THE LIMITED WARRANTY EXPRESSLY RECTED ABOVE, THIS FRANKLIN PRODUCT IS PROVIDED ON AN “AS IS” BASIS, WITHOUT ANY OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY, QUALITY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE, OR THOSE ARISING BY LAW, STATUTE, USAGE OF TRADE, OR COURSE OF DEALING. THIS WARRANTY APPLIES ONLY TO PRODUCTS MANUFACTURED BY OR FOR FRANKLIN AND SPECIFICALLY DOES NOT INCLUDE BATTERIES, CORROSION OF BATTERY CONTACTS OR ANY OTHER DAMAGE CAUSED BY BATTERIES. FRANKLIN SHALL NOT HAVE ANY LIABILITY TO THE PURCHASER OR ANY OTHER PERSON OR ENTITY FOR ANY INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES WHATSOEVER, INCLUDING, BUT NOT LIMITED TO, LOSS OF REVENUE OR PROFIT, LOST OR CORRUPTED DATA, OR OTHER COMMERCIAL OR ECONOMIC LOSS, EVEN IF FRANKLIN HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR EVEN IF OTHERWISE FORESEEABLE. FRANKLIN IS NOT RESPONSIBLE FOR CLAIMS BY A THIRD PARTY. FRANKLIN’S MAXIMUM AGGREGATE LIABILITY SHALL NOT EXCEED THE AMOUNT PAID FOR THE PRODUCT AS EVIDENCED BY THE SALES RECEIPT. SOME STATES/JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IF THE LAWS OF THE RELEVANT JURISDICTION DO NOT PERMIT FULL WAIVER OF IMPLIED WARRANTIES, THEN THE DURATION OF IMPLIED WARRANTIES AND CONDITIONS ARE LIMITED TO THE DURATION OF THE EXPRESS WARRANTY GRANTED HEREIN.

Warranty Service: If you think your product is defective, call Franklin’s Customer Service Desk, 1-800-266-5626, to request a return merchandise authorization (“RMA”) number, before returning the product (transportation charges prepaid) to:

Franklin Electronic Publishers, Inc.
Attn: Service Department
One Franklin Plaza
Burlington, NJ 08016-4907

If you return a Franklin product, please include your name, address, telephone number, a brief description of the defect and a copy of your sales receipt as proof of your original date of purchase. You must also write the RMA prominently on the package if you return the product; otherwise there may be a lengthy delay in the processing of your return. Franklin strongly recommends using a trackable form of deliver to Franklin for your return.

22.3 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.

22.4 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.

23. World Cities and Abbreviations

CITY NAME	ABBREVIATION
ADELAIDE	ADL
AUCKLAND	AKL
AMSTERDAM	AMS
ANCHORAGE	ANC
AZORES ISLANDS	AZO
BARCELONA	BCN
BEIJING	BEI
BERLIN	BER
BANGKOK	BKK
BRUSSELS	BRU
CAIRO	CAI
CARACAS	CCS
CHICAGO	CHI
DHAKA	DAC
DELHI	DEL
DENVER	DEN
DUBAI	DXB
FERNANDO DE NORONHA	FER
GUAM	GUM
HELSINKI	HEL
HONG KONG	HKG
HONOLULU	HNL
KABUL	KBL
KARACHI	KHI
LOS ANGELES	LAX
LISBON	LIS
LONDON	LON
MADRID	MAD
MID ATLANTIC	MAT
MIDWAY ISLANDS	MID
MOSCOW	MOW
NOUMEA	NOU
NEW YORK	NYC
PARIS	PAR
YANGON	RGN
RIO DE JANEIRO	RIO
ROME	ROM
RIYADH	RUH
SINGAPORE	SIN
SYDNEY	SYD
TEHRAN	THR
TONGA	TNG
TOKYO	TYO
WELLINGTON	WLG
TORONTO	YYZ