

Franklin®

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DCN-290



***EXECUTIVE
DESK COMPANION***

User's Guide

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Introduction

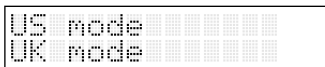
Your *DCN-290* is a speller, thesaurus, calculator and a clock with a choice of two modes – UK and US. The default display is the clock. There are three main keys at the bottom of the unit that take you to the three main functions: **TIME** brings you to the clock from any location, **CALCULATOR** takes you to the calculator, and **SPELLER & THESAURUS** takes you to the *Enter a word* screen, where you can enter a word to look up. The available keys and functions on the display change depending on the mode you are in. The stylus is stored in the top right-hand corner. Use this to tap the keys and functions on the display.

Getting Started

This unit uses 3 AA batteries. You must install the batteries before getting started. To install or change the batteries, do the following:

1. Turn the unit over.
2. Remove the battery cover by pushing the tab in and lifting the cover off.
3. Install 3 AA batteries following the markings in the compartment.
4. Replace the battery cover.

The unit starts up and you must select the mode you want.



Tap ▼ / ▲ to move between US mode and UK mode. When the one you want flashes, tap **ENTER** to select it.

☐ Understanding the Modes

The default clock settings and the language in the thesaurus change according to the mode. In the *UK mode*, the language in the thesaurus and speller is British English. In the *US mode*, the language in the thesaurus and speller is American English.

☐ Making a Selection

In the clock Settings menu and the Games menu, a flashing item or word means that it is ready for selection. Tap **ENTER** to make the selection.

☐ About Screen Illustrations

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

Setting the Clock

The default settings in the clock depend on the selected mode.

The defaults for the US mode are

12 mm/dd/yyyy, DST off, Eastern (Standard) Time and temperature display in Fahrenheit.

The defaults for the UK mode are

24 dd/mm/yyyy, DST off, and temperature display in Celsius.

To go to the clock Settings menu at any time, tap **MENU** at the clock screen. To return to the clock, tap **CLEAR**.

To set the clock, do the following.

1. Press the **TIME** key to go to the clock (if necessary).
2. Tap **MENU** at the clock screen to see the Settings menu.



Display format flashes.

3. Tap **ENTER** to select it.

Use ▲/▼ to scroll through the options and tap **ENTER** to select the time/date display setting you want.

4. Select *Set DST* on the Settings menu and then select *DST on* or *DST off*.
5. Select *Set Date* on the Settings menu.

Use ▲/▼ to change the numbers. Use ►/◄ to move between the fields. Tap **ENTER** when done.

6. Select *Set Temp. Unit* on the Settings menu and select *Fahrenheit* or *Celsius*.
7. Select *Set Time Zone* on the Settings menu.

Note: This option is available in US mode only.

Use ▲/▼ to scroll through the four time zones.
Tap **ENTER** to select the one you want.

8. Select *Set Time* on the Settings menu.

Use ▲/▼ to change the numbers. Notice the **a** and **p** after the seconds display.

Scroll through the hours until you have the correct a.m. or p.m. display. Use ►/◄ to move between the fields.

Tap **ENTER** when done.

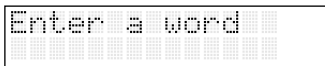
9. Tap **CLEAR** to return to the clock.

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.

To find a thesaurus entry, do the following.

1. Press the **SPELLER & THESAURUS** key.



You go to the *Enter a word* screen.

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

To erase a letter, tap **BACK** or ◀.

To enter a space, tap ▶.

To enter a capital, enter the letter first then tap ▼/▲.

3. Tap **ENTER** to search.



If your word was spelled incorrectly, a list of corrections appears.

Use ▼ to find your word and tap **ENTER**.

If your word has more than one form, you see a Multiple Forms screen.

Use ▼ to find your word and tap **ENTER**.

If there is no entry for the word you typed, the message “Sorry can’t help” appears.

4. Tap ► to view the definition, and tap ▼ to view synonyms, antonyms and Classmates™.

A word may have more than one thesaurus entry.

Keep tapping ▼ to view all the entries.

5. Tap **CLEAR** to return to the *Enter a word* screen.

☐ Follow the Arrows

The flashing arrows to the right of screen indicate which arrow keys you can tap to view more text or information.

❑ The Flashing T

A flashing **T** to the right of the screen indicates the word on the screen has a thesaurus entry. Tap **ENTER** to view the entry.

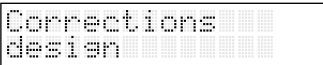
❑ The Flashing ?

The flashing **?** to the right of the screen indicates the word on the screen has Confusables™, which are homonyms and spelling variants that people often confuse – for example, *resume* and *résumé*. Tap **?** to view the Confusables. Tap **CLEAR** to return to the *Enter a word* screen.

Correcting Misspellings

Your *DCN-290* is also a spelling corrector. Try this example.

1. Press the **SPELLER & THESAURUS** key.
2. Enter a misspelled word.
For example, enter *dezine*.
3. Tap **ENTER**.



The Corrections screen appears with the correctly spelled word.

When there is more than one possible correction for the entered word, a list appears. The flashing arrow to the right indicates more corrections are available.

Use ▼ / ▲ to scroll the list.

4. Tap **CLEAR** when done.

Finding Parts of Words

You can solve crossword puzzles and similar word games by entering ? in place of each unknown letter. You can also find parts of words by entering * in place of a series of letters. Try this example.

1. Press the **SPELLER & THESAURUS** key.
2. Enter a word with ? and *. For example, enter ?res*.

To enter *, tap ? and then tap ▼ / ▲.

3. Tap **ENTER**.



4. Tap ▼ / ▲ to move up and down the list of matches (if any).

A flashing **T** or **?** to the right of the screen indicates that the word on the screen has a thesaurus entry or Confusables™.

Tap **ENTER** to view the thesaurus entry.

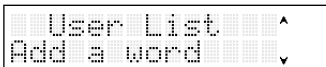
Tap **?** to view the Confusables.

5. Tap **CLEAR** when done.

Saving Words for Study

You can save words in a User List for personal study or review. Follow the steps below to add a word to the user list.

1. Press the **SPELLER & THESAURUS** key.
2. Tap **LIST** to go to the User List menu.



3. Tap ▼ to see *Add a word* and tap **ENTER** to select it.

4. Enter a word to add and tap **ENTER**.

You can also add a word from any screen in the thesaurus by tapping **LIST**. The word appears next to *Add...* Tap **ENTER** to add the word.

To view the list, select *View List* on the User List menu. Use ▼ / ▲ to scroll.

To delete a word, select *Delete a word* on the User List menu. Use ▼ / ▲ to scroll the list and find the word to delete. When the word you want flashes, tap **ENTER** to delete it.

To erase the list, select *Erase list* on the User List menu. Tap **Y** to erase the list. Tap **N** to exit without erasing the list.

Note: The words in your User List are saved as long as the batteries retain power. Once the batteries lose power or are removed from the unit, the User List will be erased.

Playing the Games

You can play eight word games at five skill levels ranging from *Beginner* to *Wizard*.

Using the Games Menu

1. Press the **SPELLER & THESAURUS** key.
2. Tap **MENU**.



3. Select *Skill levels*.
4. Use ▼ / ▲ to scroll through the list and tap **ENTER** to select the flashing level.
You return to the Games Menu.
5. Use ▼ / ▲ to scroll through the list of games. When the one you want to play flashes, tap **ENTER** to select it.

Hangman



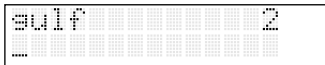
Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of allowed guesses is displayed to the right of the screen. Enter letters you think are in the mystery word and tap **ENTER**.

To give up, tap ?.

To play again, tap ►.

To return to the *Enter a word* screen tap **CLEAR**.

Anagrams



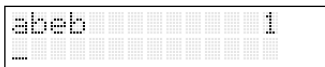
The minimum length of words flashes before the game begins. The number of words that can be made appears to the right of the screen. Enter an anagram and tap **ENTER**. Use ▼/▲ to view the anagrams already entered.

To give up, tap ?.

To play again, tap ►.

To return to the *Enter a word* screen tap **CLEAR**.

Jumble



A jumbled word is displayed on the screen. The number of words that can be made with the given letters appears to the right of the screen. Unscramble the letters to form the word or words. Enter an unscrambled word and tap **ENTER**.

To give up, tap ?.

To play again, tap ►

To return to the *Enter a word* screen tap **CLEAR**.

Spelling Bee

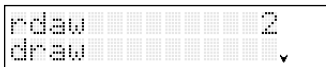
A word flashes on the screen briefly. Enter the word you saw and tap **ENTER**.

To give up, tap ?.

To play again, tap ►.

To return to the *Enter a word* screen tap **CLEAR**.

Word Builder



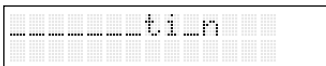
Enter letters you would like to build words with and then tap **ENTER**. For example enter *wrda*.

The words that can be formed with your letters appear on the screen.

To enter another set of letters, tap ►.

To return to the *Enter a word* screen tap **CLEAR**.

Word Blaster



You must guess the mystery word before it appears on the screen. When there are enough letters filled in on the screen for you to guess the word, tap **ENTER** and enter your guess.

To play again, tap ►.

To return to the *Enter a word* screen tap **CLEAR**.

Word Deduction

This is a decoder game. You have a limited number of tries (the number is displayed to the right of the screen) to guess the word.

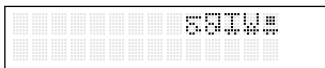


Type a word with the required number of letters, and then tap **ENTER**.



You see **P** and **M** with numbers next to them. The number next to **P** stands for the number of letters in the correct position. The number next to **M** stands for the number of matching letters entered but in the wrong position. Continue typing words and tapping **ENTER** using the information from **P** and **M**. Use ▼ / ▲ to scroll through the previously entered words. To give up, tap ?. To play again, tap ►. To return to the *Enter a word* screen tap **CLEAR**.

Word Train

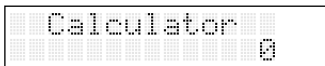


You and the train take turns entering letters to form a word. The one who enters the last letter wins.

To give up, tap ?. To play again, tap ►. To return to the *Enter a word* screen tap **CLEAR**.

Using the Calculator

1. Press the **CALCULATOR** key.



2. Enter a number.
3. Tap a key for the math function you want.
Tap $\sqrt{}$ for the square root.
4. Enter another number.
5. Tap **ENTER** to do the calculation.
Tap **M+** to add the number to the number stored in memory.
Tap **M-** to subtract the number from the number stored in memory.
Tap **MR** to retrieve the number from the memory.
Tap **MC** to clear the memory.
6. Tap **CLEAR** to clear the calculator.

Resetting the Unit

If the display fails to respond or if the screen performs erratically, you may need to reset the unit. To do this, use a paper clip to gently press the Reset button located in a recessed hole on the back of the unit.

Specifications

Size: 12.7 (width) x 12.75 (length) x 4.1 (height-top)/1.3 (height-bottom) cm.

Weight: 260 g.

Batteries: 3 AA

ISBN: 1-59074-229-X

Product Care

To clean this product, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly onto the unit. Do not use or store your unit in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with your unit, refer to the warranty.

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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.

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BURLINGTON, NJ 08016-4907

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Products purchased outside 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 guarantee does not affect the consumer's statutory rights.

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

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin 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 due to faulty workmanship or materials.

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 guarantee does not affect the consumer's statutory rights.