LEXIBOOK®

TPC 128K

TPC 128K
ORGANIZER / TRANSLATOR

ENGLISH MANUAL

TABLE OF CONTENTS

0. THE KEYBOARD

A. General Information
1. ON/OFF: Turning the unit on and off
2. **ENTER:** Confirms selection or saves an entry
3. TRANS: Opens translation menu
4. PHR: Opens phrase mode
5. CALC: Press once to open Calculator; press twice to open Finance Manager
6. **TIME/CALD:** Press once to open Calendar mode; press twice to open Date and Time mode
7. **MEMO/TEL:** Opens Memo or Telephone Directory mode
8. FUNC: Opens "Other Functions" mode
9. BS: Deletes character to left of cursor
10. SPACE: Inserts a space
11. CAPS: Toggles between capitals and small letters
12. **C/CE:** Returns to previous display or clears screen
13. INS: Inserts characters in edit mode; creates new fixed transactions in Finance Manager
14. Special Characters of the languages
    The special characters which occur in the various languages are printed in yellow on the number keys. They are called up in the following way:

SHIFT 1 a, **e, i, o, u,** = ä, ë, ï, ö, ü   SHIFT 6 = ß
SHIFT 2 a, e, i, o, u = á, é, í, ó, ú   SHIFT 7 = ç
SHIFT 3 a, e, **i**, o, u = à, è, ì, ò, ù   SHIFT 8 = ñ
SHIFT 4 a, e, i, o, u = â, ê, î, ô, û   SHIFT 9 = æ
SHIFT 5 = å   SHIFT 0 = *

To enter the 'å' character press: SHIFT 5, or to enter 'ü' press SHIFT 1 u. For 'á' press SHIFT 2 a.

B. Translations
1. **A...Z:** Alphabetical keys to enter words for translation
2. **C/CE:** Starts a new translation, or calls up phrase category display
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5. SHIFT +   : Searching for a key-word in an entry
6. **MARK/SMBL:** Calling up a list with 35 characters & symbols
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2. ▼ ●   : Scrolling up or down in order to view further data for the current screen contents
3. EDIT : Editing entries
4. INSERT : Inserting letters
5. CAPS : Capital letters
6. SHIFT : SHIFT mode on
7. MARK : Marking entries
8. ⊂⊃ : Activating the lock function
9. ♪ : A beep will sound when a key is pressed

Abbreviations
A = adjective   f = feminine
N = noun   m = masculine
V = verb   n = neuter
0 = adverbs,   p = plural
pronouns etc.

1. QUICK START AND FUNCTIONS

Here is how to start translating straight away with the TPC 128K. This is followed by a list of the various menus with a brief description of the functions.

1.1 QUICK START
- After unpacking the TPC 128K, please check if batteries have been installed. TPC 128K is usually supplied with demonstration batteries. Before starting, carefully remove the protective strip which protrudes from the battery compartment. Next, press the «RESET» button on the back of the unit.

- There will be a system initialization screen. Press "Y" to confirm the system initialization and then press "Y" again.
- Call up the Other Functions menu with the FUNC key. Now set the language for the display with point
    6. Message language (page 21).
- Call up the translation menu by pressing the TRANS key. By pressing the **TRANS** key again you can set the source and target language of your translation.
- Select the languages using the ◀ and ▶ keys.
- Press ENTER.
- Now enter a word and press the ENTER key. The

translation appears on the display.
- Press the **C/CE** key to clear the display and enter a new
  word.
- To enter special characters. first press the SHIFT key and
  then the special character desired. These are printed in
  yellow on the number keys. Please consult chapter 0 for the
  precise location of these.

The Reset key
You can start your TPC I 28K with the RESET key if it does
not start correctly, for example after changing the batteries.

Caution: By pressing the RESET button the data from the
database (memo and telephone directory) is deleted.

1.2 FUNCTIONS

Translating words
Press : TRANS
You can translate from and into English, German, French and
Spanish. There are about 100,000 words available for each
language. Additionally, you can conjugate verbs with the
TPC 128K and save individual words in your own personal
vocabulary training program.

Translating phrases
Press : PHR
You can call up three different types of phrases.
In the general category you will find 200 phrases.
These are subdivided into ten categories.
The second area provides you with terms connected with
eating, and drinking. These are subdivided into nine
categories.
The 1,000 business terms in the third area helps you with
business matters.

Calculator
Press : **ACC/CALC**
Calculator with the basic arithmetic functions and memory
recall

Finance Manager
Press : **ACC/CALC** again .
Finance Manager includes recording of pay-in, pay-out,
transfer and fixed transactions.

Calendar
Press : **TIME/CALD**
Calendar from 1900 to 2099.

Date and Time
Press : **TIME/CALD**
Displays local date and time with daily alarm function.

Telephone directory
Press : **MEMO/TEL**
In the telephone directory you can save names, telephone
numbers and addresses of friends and business contacts.

Memo
Press : **MEMO/TEL** again

File appointments, birthdays. flight schedules or simply good
ideas.

Other functions
Press : FUNC
Here you can convert currency and units of measure. play
and learn. enter a password. change cut-off date, change
display language. check memory space and carry out data
communication with the 'PC Link'.

2. TRANSLATING WORDS

The TPC 128K is a four-language translator for English,
French, German and Spanish. You can also conjugate the
verbs in each of these languages.

2.1 SELECTING LANGUAGES
Press TRANS to open the Translator mode. To choose a
language combination for translation, press TRANS again.
The following selection menu appears:

```
      <<LANGUAGE TRANSLATOR>>
          <<Select language>>

      Eng            -> Eng
      Frn               Frn
      Ger  <-           Ger
      Spa               Spa
                        Conj       <- ->
```

Choose the source language using the ◀ key..

The target language is selected using the ▶ key.

After you have made your selection, press ENTER. Now
you can start translating words.

2.2 TRANSLATIONS
After switching on the unit, press the **TRANS** key once. The
language combination which will be translated appears at the
bottom-of the screen.

```
      <<LANGUAGE TRANSLATOR>> .

          >_

              Eng -> Ger
```

Exemple : Tapez le mot 'grateful ' et appuyez sur ENTER.

grateful
◀ behaviuor (A)
: dankbar
◀ appreciative (A)
: positiv
: dank bar
: erkenntlich   ⌄

passieren *
infinitiv
: passieren
partizip prasens
: passierend
partizip perfe kt
: passiert   ⌄

Different uses of the word are also translated. First the general translation appears, This is followed by translations for certain circumstances / other meanings.

The arrow symbols on the screen means there are even more translations. Press the down arrow key ⬇ to view the remaining translations. By pressing the up arrow key ⬆ you can return to the previous screen.

Press the **C/CE** key to clear the screen & translate another word.

2.3 *CONJUGATING* VERBS

You can conjugate verbs in all four languages. To do this, press the EDIT key once in the translation mode. This enables you to conjugate the verbs in the current target l a n g u a g e .

Conjugating verbs *in* other languages

If you wish to conjugate verbs in other languages, press the **TRANS** key once. The 'Select language' display appears.

Choose the desired language in the left column. In the column on the right move the arrow to Conj and then press **ENTER.**

Now for example enter the word 'run' and press **ENTER** in order to call up the conjugation.

    run
    infinitive
    : run
    present participle
    : running
    past participle
    : run   ⌄

Use the arrow key ⬇ to select the next display. All conjugations are then arranged according to first, second or third person singular (s) and plural (p).

Use the arrow key ⬆ to scroll back to the start. Press the **C/CE** key to conjugate a new word.

Two conjugations *for one* verb

A word which has two meanings may also have alternative conjugations. The German word 'passieren' for example has two meanings which can also be conjugated differently. If *you* enter 'passieren' the message Primary conjugation appears on the screen followed by this display:

The asterisk (*) after the basic form of the verb indicates that alternative conjugations are available. Press ENTER to view the alternative conjugations.

The primary conjugation for 'passieren' is formed in the sense of 'to happen'. The second conjugation is formed in the sense of 'to go across or to pass through'.

Quitting

There are two methods for quitting this translation function. Simply press **C/CE** and you receive your previous language combination from the translation mode. If you have used TRANS to set the language for the conjugation of verbs, you have to press TRANS again in order to reset the source and target language.

2.4 SEARCH FUNCTIONS

After you have translated a word, you can view the previous or the next words in alphabetical order. To do this, press the ⬆ or key. The source word and the translation appear on the display.

Wildcard search

If you do not know exactly how a word is spelt, enter a question mark (?) in place of the character(s) you do not know. After pressing **ENTER,** the TPC 128K will search for all possible words that match your entry.

Usually, several different possibilities will be listed. Each word in the list will have a letter shown to it's left. To translate the desired word, press the corresponding -letter key.

Press **C/CE** to clear the screen.

Incorrectly written words

If a word has been entered incorrectly and the translation has been activated, you receive a list with all words that closely match the entered word.

Each word in the list will have a letter shown to it's left. To translate the desired word, press the corresponding letter key.

2.5 SAVING WORDS

You can also save words which you have translated. Words which have been saved can be called up again in the 'Game and Learn' mode (chapter 8). After translating a word, press the **SHIFT** and **MARK/SMBL** keys. A message indicates that the data has been marked.

If the word has already been marked or the memory is full, message **ALREADY MARKED MEMORY FULL** will advise you.

2.6 SPECIAL CHARACTERS

The special characters which occur in the various languages are printed in yellow on the number keys. They are called up in the following way:

SHIFT 1 a, e, i, o, u, = ä, ë, ï, ö, ü   SHIFT 6 = ß
SHIFT 2 a, e, i, o, u = á, é, í, ó, ú   SHIFT 7 = ç
SHIFT 3 a, e, i, o, u = à, è, ì, ò, ù   SHIFT 8 = ñ
SHIFT 4 a, e, i, o, u = â, ê, î, ô, û   SHIFT 9 = æ
SHIFT 5 = å   SHIFT 0 = *

To enter an ' å ' press: SHIFT 5, or to enter an ' ü ' press SHIFT 1 u. For an ' á ' press SHIFT 2 a.

3. PHRASES

The phrases can be translated into all four languages of the TPC 128K. Phrases from three different areas are available.

3.1 STARTING THE PHRASE MODE

You can start this function by pressing the **PHR** key. The following text appears on the display:

```
        << Phrase translation>>

   1. General Phrase
   2. Menu
   3. Business
```

Selecting languages

By pressing the **PHR** key again, you are shown which source and target languages are set. If you wish to set a different combination, do this with the ◀ and ▶ keys. If you then press **ENTER** the setting is saved.

If you have decided on a phrase category, press the corresponding number to open it.

3.2 GENERAL PHRASES

You can call up this category by pressing 1 in the selection menu.The next screen allows you to either enter a number from 1 to 200 to call up a phrase directly, or press **ENTER** to view a list of ten different categories.

```
        << General phrases >>
   1. Conversation
   2. Airports
   3. Transport
   4. Telephone
   5. Shopping
                              V
```

Categories 1 to 5 will be shown. Using the down arrow ↓ you can call up the next 5 categories. Alternatively, press a number (1 to 0) in order to select a category.

After calling up a category, the first phrase with the translation appears immediately.

Calling up other phrases

You can call up other phrases within a category using the ▲ or ▼ keys.

In order to change to another category, press the C/CE key and then make another selection.

3.3 RESTAURANT MENU

The second option for the phrases offers you nine different categories associated with eating and drinking.

```
        Phrase translation

   1. General Phrase
   2. Menu
   3. Business
```

Press 2 to view a list with the first five categories. Using the ↓ key you can call up the next four categories

```
          << Menu >>
   1. Appetizers
   2. Soups
   3. Seafood
   4. Meats
   5. Game & Poultry
                              V
```

Type in a number to select the desired category. The first word / phrase and its translation will appear immediately.

Press **ENTER** to translate the current term into another language. After pressing three times you return to the first translation.

Calling up other words

You can call up other words within a category with the ▲ or ▼ keys.

Press the C/CE key to change to another category and then make a new selection.

3.4 BUSINESS PHRASES

This offers translation of special vocabulary and terms used in business.

Phrase translation

1. General Phrase
2. Menu
3. Business

By pressing 3 you call up the following display:

<< Business >>

Input:

—

Operation
There are two methods of operation .

Firstly you can scroll through all the words in the list using the △ or ▽ keys.

Secondly you can directly enter the terms you require. After you have done this press ENTER. The word appears together with its translation. Press ENTER again to view the translation in another language.

If the TPC 128K does not know the word you have entered, it will make its own suggestion.

In order to enter a new term or call up another area of phrases, press **C/CE** once or twice.

3.5 QUITTING THE PHRASE MODE
You can quit this function by pressing any other function key.

4. CALCULATOR

You can also use the TPC 128K as a ten-digit calculator which includes memory functions.

4.1 CALLING UP THE CALCULATOR
Press the CALC key. The following display appears:

<< CALCULATOR >>
M=[0.]

0.

Votre TPC 128K fonctionne maintenant comme une simple calculatrice.

4.2 MEMORY RECALL
MC   Clears the memory
MR   Incorporates the contents of the memory in a computation (e.g. 4 x MR =).
M+   Adds the value in the display to the contents of the memory.
M-   Deducts the value in the display from the contents of the memory.

Example *for memory* calculation
You press:	You see:
4 x 5 = M+	20.
28 + 2 = M+	30.
7 - 2 = M-	5.
75 / 5 = M+	15.
MR	60.

Press any function key to exit the calculator mode.

4.3 FINANCE MANAGER
Finance Manager is a powerful tool, which allows you to manage and keep track of your financial position. It has a rich set of features such as: -

General transaction: - separated into three categories: - Payment into an account: PAY-IN, payment out of an account: PAY-OUT, and transfer of funds between any of your 5 accounts: TRANSFER.

Statements of each account can be generated to allow you to check each transaction's details. The cut-off date for the statement is easily modified to fit your needs.
It can handle 5 accounts and provide up to date balance at any time.
Fixed transaction setting allows you to programme periodic payments into and out of any account. (E.g. you can programme to have your basic salary to be paid into your account on the 1st of each month.)
A credit limit can be set for individual accounts to warn you when you have reached the credit limit: useful for the tracking your spending with a credit card or charge card.
Each transaction can be marked as an expense to help track business expenses for example. Statements can be generated just for expense transactions, making it easy for submitting your expense claims.

Before you start to use the Finance Manager, there are several settings that need to be set. Please refer to the

following section:

5.5 Clock and Daily Alarm
5.5. I Secret lock (password)
5.5.2 Cut-off date
5.5.3 Currency

* Warning – if you have forgotten the password. the unit has to be reset and all data will be lost.
* Before you enter any new entry to the Finance Manager. you have to ensure the date and time are set correctly.

<< FINANCE MANAGER >>

PASSWORD
                [_   1

To call up the Finance Manager, press ACC/CALC twice. You must enter the correct password. (** The same password applies to both Secret data and Finance Manager. **)

<< FINANCE MANAGER >>
1 . Pay-in
   2. Pay-out
   3. Transfer
   4. Statement

                                        v

There are four different functions: Pay-in, Pay-out, Transfer and Statement.
You can use the arrow keys 4 ⬇ or press a number from 1 to 4 to call up a function.

4.3.1 Pay-in: Entry

Press 1 to call up PAY-IN. PAY-IN can handle 5 accounts (defined by you, eg. Amex, VISA, Savings, Current, and Cash) and pay-in fixed transactions. The balance of each account will be shown.

Let's say you deposit $100 on 0 I July 1997 into 'AMEX'. You can move the cursor to "ACCOUNT 1" and press EDIT to edit the account name.
Change the account name to AMEX and press ENTER to confirm. Press C/CE to quit.

<< FINANCE MANAGER >>
Credit limit
500,00

You are requested to edit the credit limit of the chosen

account. say $500. and press ENTER to confirm. The display will show:

<< FINANCE MANAGER >>
Pay-in
AMEX
                        USD 0
Account 2
                        USD 0
Account 3
                        USD 0 v

Use arrow keys to move highlighted bar to AMEX and press ENTER to open.

Inside the sub-menu of AMEX, there are 8 transaction types (defined by you, e.g. Cash, Cheque). You can move the cursor to TYPE I and press EDIT to edit the payment type as per editing the account name. Let's change TYPE I to Cash. Press ENTER to confirm and C/CE to quit.

<< FINANCE MANAGER >>
AMEX
Cash
Type 2
Type 3
Type 4
Type 5   v

Press ENTER. The current date is defined in the date field. Enter the desired date, e.g. 01/07/97, and press ENTER to confirm. Enter the pay-in amount, i.e. $100 and press ENTER. Then enter the description for this pay-in entry, e.g. "Sundry deposit".

<< FINANCE MANAGER >>

AMEX
Cash
01/07/1997
USD + 100.00
Sundry deposit

Before saving this entry, you can use △ or ▽ to move the cursor & the date, amount and description. Pressing C/CE key will quit the entry.

Press ENTER to save this entry and the saved record will be displayed.

The balance of AMEX changes to $100 credit.

```
           << FINANCE MANAGER >>
                  Pay-in
AMEX
                              USD  0
Account 2
                              USD  0
Account 3
                                    ↓
```

Press **C/CE** key to return to the main menu of Finance Manager.

4.3.2 Pay-out : Entry

Let's say you then spend $700 from AMEX on 01 July 1997.

From the main menu of Finance Manager, press 2 to call up PAY-OUT. The procedure for entering a new pay-out entry is similar to that for Pay-in. Please refer back to 4.3.1.

If you press SHIFT and **MARK/SMBL** key, this pay-in entry will be marked out in Statements, for example to track 'expense' items. After you save this pay-out entry of $700, the balance of AMEX changes to $600 debit.

If the account balance exceeds the credit limit (you set $500 before), a warning *OVER CREDIT* message will appear to remind you.

```
       << FINANCE MANAGER >>
  Amount


           OVER CREDIT
```
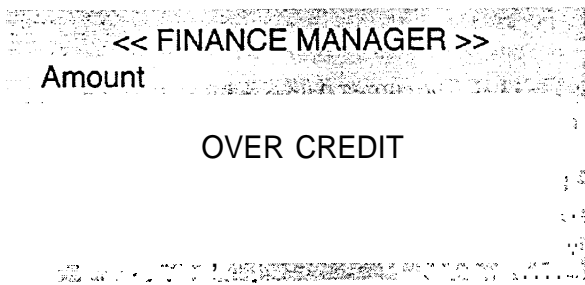
Press ENTER or **C/CE,** the warning message will clear and the pay-out amount will be accepted.

4.3.3. Transfer Payment: Entry

You may need to book concert tickets using AMEX and have to deposit more money in your AMEX account as you are over your credit limit. So, you may transfer $500 from your ACCOUNT2 to AMEX.

Call up TRANSFER under the main menu.
Choose ACCOUNT2 under "TRANSFER FROM" and press ENTER and choose AMEX from "TRANSFER TO" and press ENTER. " Fixed Transfer Payment " is placed at the bottom of the account sub-menu.

The date field shows the current date by default. Enter the desired date,. E.g. 01/08/97 for 1st August 1997 and press ENTER to confirm. Input amount, i.e.$500 and press ENTER. Then input the description of this transfer entry.

Press ENTER to save this entry and the saved record will be displayed.

After entering this transfer, the balance of the ACCOUNT2 and AMEX will be updated on the desired date. i.e. 05/07/97 as follows:
ACCOUNT2: $ 500 debit.
AMEX: $100 debit

4.3.4 Fixed Transaction: Entry

In Pay-in, Pay-out or Transfer Payment, choose "FIXED TRANSFER" at the bottom of the account sub-menu. There will be a browse list showing the description of the fixed transactions for all 5 accounts.

* If the list is empty, " NOT FOUND!" message appears.
Press INS to create a new fixed transaction.

For pay-in or pay-out, choose the account concerned from the account sub-menu and then choose the type. For Transfer Payment, choose an account under "TRANSFER FROM" and then one under "TRANSFER TO".

Let's say you have to withdraw $50 from ACCOUNT2 on 20th each month to pay for a monthly membership fee. Under the main menu of Finance Manager, choose PAY-OUT. And choose FIXED TRANSACTION.

Press INS key to create a new fixed pay-out transaction. Choose ACCOUNT2 and type CASH. Enter the desired date, E.g. 20/07/97 and press ENTER.
Enter the amount, here $50. The description for the payment is 'Member fee'.

Then enter the date, amount and description.
You need to select the frequency of this fixed transaction by moving the cursor with the arrow keys *4 ↓*. You have 7 options:
Every week
Every 2 weeks
Every month
Every 3 months
Every 4 months
Every 6 months
Every year

After choosing the frequency, you must enter the starting and ending date. Press ENTER to confirm and save this entry. The whole record will then be displayed.

Therefore, $50 will be drawn from ACCOUNT2 on 20th each month to pay out for 'Member fee'.

4.3.5 To View Fixed Transaction

To view the record of Fixed Transactions, move around the records using the arrow keys 4 ↓ or △ or ▽ to turn over the page of the browse list.

Press ENTER to view the highlighted records. Details include the account(s) concerned, payment type, date, amount, description, frequency and period.

Press ENTER or **C/CE** to quit.

4.3.6. To Edit Fixed Transaction

While viewing the details of a fixed transaction. you can press EDIT to enter the edit mode. Edit the date. amount. description, frequency and period one by one and press ENTER to save the changes and display the edited record,
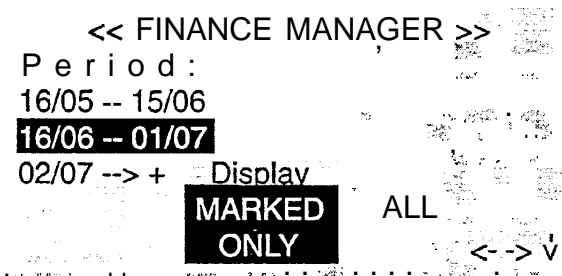
4.3.7 Statement

Under the main menu of Finance Manager, you can view all the statements of each account by choosing STATEMENT. Choose one account from the list.

If "Expense" is chosen, the statement will single out the entries that have been marked

There are 3 periods for selection:
• One month before the cut-off date
. From the cut-off date to today
. Tomorrow

Let's say the cut-off date is set on 15th of each month and the current date is 1ST July. The 3 periods would be : "16/5 – 15/6 " , ' 16-/6 – Today" and "Tomorrow onward".

```
     << FINANCE MANAGER >>
   P e r i o d :
   16/05 -- 15/06
   16/06 -- 01/07
   02/07 --> +    Display
                MARKED      ALL
                 ONLY
                              <- -> V
```

Choose one period using the arrow keys ◆ ▼ and choose MARKED ONLY or ALL using ➡ ◀.

A statement will be generated, listing all the Pay-in, Pay-out, Transfer Payment and Fixed Transaction entries of the chosen account within the selected period.

If we generate the ALL statement of AMEX for the period. 15/4 – Today, we would see: -
The pay-in entry of $100
The pay-out entry of $700 and
The transfer payment of $500.

If the entry is marked with 🔳 it is a marked expense.
If there is an ⊢ it is a fixed transaction entry.
If there is a * it is a marked fixed transaction entry.

4.3.8 Record Searching in Statement

In the statement, use the arrow keys to highlight the desired transaction and open by pressing ENTER. The transaction details will be shown. When viewing a record's details, you can press DEL to delete the record. Press Y to confirm and the balance will be updated.

4.3.9 Pay-in, Pay-out, Transfer Payment: Edit

In Statement. choose the highlighted entry by pressing ENTER. The transaction details will be shown. Press EDIT to edit the entry.

* If a fixed transaction detailed record is shown, there will be no effect if user presses EDIT. To enter the edit mode of fixed transaction. please refer to 4.3. IO.

After editing the date. amount and description, press ENTER to save the changes and display the edited record.

The balance will be updated automatically.

4.3.10 Fixed Transaction: Edit

In "PAY-IN", -'PAY-OUT" or "TRANSFER PAYMENT", choose "FIX TRANSFER" at the bottom of the account sub-menu.

You will see a browse list. You can move the highlighted bar by pressing arrow keys ◆ ● or press △ or ▽ to turn over the page of the browse list. Press ENTER to view the details of the highlighted fixed transaction (in/out/transfer).

When you see the: details including the date, accounts, type, amount, description, frequency and period, press EDIT to enter edit mode.

After you enter the new date, amount, description, frequency and period, press ENTER to save the changes and display the edited record.

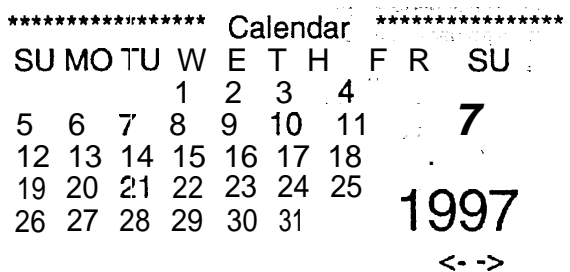The balance will be updated automatically.

4.4 QUITTING

Press any function key to exit the Finance Manager.

5. CALENDAR

The electronic calendar covers the period from January 1900 to December 2099.

5.1 CALLING UP THE CALENDAR

After switching on the TPC 128K press TIME/CALD once to call up the calendar mode. The calendar last used appears.

```
***************** Calendar *****************
 SU MO TU W  E  T  H   F  R   SU
             1  2  3   4
  5  6  7  8  9 10 11          7
 12 13 14 15 16 17 18
 19 20 21 22 23 24 25
 26 27 28 29 30 31         1997
                              <- ->
```

5.2 OPERATION

Use   or ⁻⁻⁻ to call up the next or previous month.

5.3 DIRECT SELECTION

You can also directly select any specific day month or year.

To do this, press EDIT after calling up the calendar. The following display appears:

<< Set calendar >>

YEAR::
MONTH:
DAY:

Enter the date desired. On the Year, press number 1 for 19xx and 2 for 20xx. Enter the desired month and day.

5.4 SCHEDULE

In the Calendar mode, the appointments entered are indicated by a dot next to the date on the month screen.
To list or to add an entry, press the ENTER key and the appointment list appears as below:

(JE) DEC 18, 1997
01:04 PM - 02:00 PM
réunion

If there is-no appointment on the list, a message " NOT FOUND!" appears at the bottom.

The date, time and description of the previous appointment will be displayed. To view list, press △ or ▽.

5.4.1 EDITING APPOINTMENT

In order to edit any appointment, call up the appointment to be edited and press EDIT. Move cursor using the arrow keys (♠ ▼ ➡ ◀) to the desired position. To edit the start and end time press ENTER. To edit the description of the appointment press ENTER again. Make your desired changes and press ENTER to save.

5.4.2 DELETING AN APPOINTMENT

Call up the appointment and press DEL. The following appears on the screen: DELETE ? (Y/N)

Press Y if the appointment displayed should be deleted. The word DELETED appears on the screen as confirmation. By pressing N the appointment is not deleted.

5.4.3 ADDING AN ENTRY

To add an entry, press ENTER key once. Now enter the desired date (or before you press the ENTER key, use the arrows key ➡ ◀ ♠ ▼ to move the cursor to the desired date). Press ENTER again. Then enter the appointment start and end time (press A for AM and P for PM for 12-hr format). You can set the scheduler alarm to remind for the appointment. To do this. press SHIFT key once and then "A" key when enter-ing the start and end time. Press ENTER to confirm the time.
Finally. you need to enter the description of the appointment. Press ENTER to save the appointment.
Press C/CE key if you wish to cancel the last entry.

5.5 Clock and Daily Alarm

To call up the Clock, press TIME/CALD twice.
The following display appears.

01/ 07 /1997 (TUE)
02 : 37 AM

To adjust the clock, press EDIT key.
A sub-menu appears with three options.

Set date & time format
Set date & time
Set daily alarm

Move the highlighted bar by pressing the arrow keys 4 ▼ and select by pressing ENTER key.

To change the date & time format, choose Date & Time Format. You can select D/M/Y & M/D/Y date format and 12-Hr or 24-Hr time format by moving the highlighted bar by pressing arrow keys ♠ ▼ ➡ ◀.

Date format

D/M/Y
M/D/Y

Time format
12-hr 24-hr

Press ENTER key to confirm and save the setting. Press C/CE key to quit without saving.
To adjust the date and time, choose Date & Time.
You can set the date and time by moving the cursor with the arrow keys ➡ ◀ ♠ ▼.

Press ENTER key to confirm and save the setting. Press C/CE to quit without saving.

It is important that the date is accurate because there is a direct relationship with the functioning of the Finance

Manager.
*During normal use, **if** you change the date to a prior date, it will ask you to modify the balance to each account.*
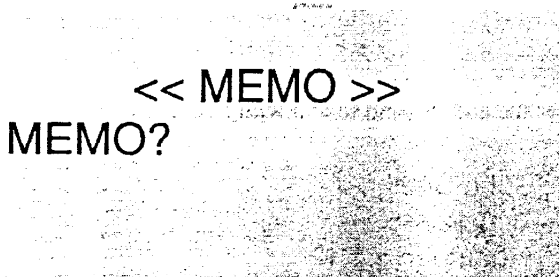
5.6 QUITTING
Press any function key to exit the calendar or schedule mode.

6. MEMO
This function works like a note book. You can save flight schedules, birthdays and conference dates.

6.1 CALLING UP THE MEMO MODE AND ENTERING DATA
In order to call up the memo function, press the MEMO/ TEL key until you see the following display:

```
        << MEMO >>
  MEMO?
```

Now enter the data using the keyboard. Confirm your entry by pressing ENTER.

After you have done this you can enter new data.

Enter a space by pressing the SPACE key. You can start a new line by pressing the return key[◄┘].

6.2 SEARCHING FOR NOTES
You can search for notes in three different ways.

Simple search
After calling up the memo function you can scroll in the list of data using the ▽ and △ keys. The data is stored in chronological order of entry.

Press △ to scroll downwards.
Press ▽ to scroll upwards.

Direct search
Enter the first word or the first two words of a note. Then press the ▽ key and the entry you are looking for appears on the screen.

Searching for a key word
If you have forgotten the first word of your note you can use this function to search for any other word in a note.

To do this, enter the word you are looking for and then press the SHIFT key. Once you have done this, press the arrow key ▽. The TPC 128K now searches all notes that contain the entered word. As soon as one is found the note is displayed.

Scroll the list upwards or downwards using the ▽ or ▵ keys.

6.3 EDITING DATA
To edit data, call up the desired note. When the note is displayed. press EDIT.

Move the cursor using the arrow keys (◄ ► ▲ ▼) to the desired position. You can now edit your text and press ENTER to save.

6.4 SPECIAL CHARACTERS
Notes can be entered in different languages. You can use various special characters and symbols.

You can call up 3.5 symbols by pressing the **MARK/SMBL** key. To find symbols not displayed use the arrow keys ◄ and ► .

If you have chosen a symbol press the number in front of the symbol. The symbol is then inserted in the text.

Special characters can be entered using the SHIFT key as in the translation mode.

6.5 SECRET DATA
With this function you can mark important notes. Notes marked in this way cannot be viewed as long as this lock function is activated.

Marking new notes as confidential
After you have entered the text, press the SHIFT and **MARK/SMBL** keys.

The word **MARK** appears at the bottom of the screen. Now press ENTER to save the entry.

Marking o/d notes as confidential
Call up the note and press EDIT to activate the editing mode. Press the SHIFT and **MARK/SMBL** keys and press ENTER to save the edited note.

Removing marking:5
Switch off the lock functions (refer to 8.4.2) and then call up the desired entry.

Press the EDIT key followed by the SHIFT and **MARK/SMBL** keys. 'The word MARK, disappears from the bottom of the screen.

Press ENTER to close.

This note is now not protected by the lock function.

6.6 DELETING NOTES
To maintain free space in the memory, it is recommended to delete your old or unwanted notes from time to time.
Call up the note and press DEL. The following appears on the screen:

Peter Held
Hamburgerstraße 12
23231 Hamburg

John Smith
040 12345
ADDRESS?

DELETE ? Y/N

Press Y if the note displayed on the screen should be deleted. The word DELETE appears as confirmation. By pressing N the note is not deleted.
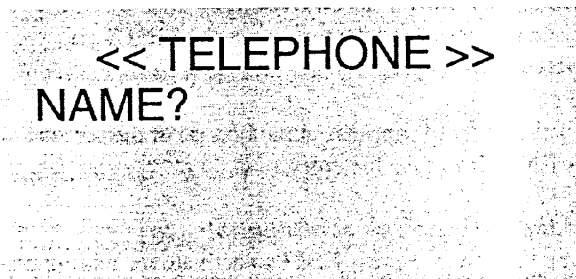
Please remember if you wish to delete protected data the lock function must be switched off (chapter 8, page ??). Alternatively, you can delete all protected data (chapter 8 page ??).

7. TELEPHONE DIRECTORY

You can enter names, telephone numbers and addresses of friends and business contacts in the telephone directory. The data can be entered in different languages. The records in the telephone directory are saved in alphabetical order.

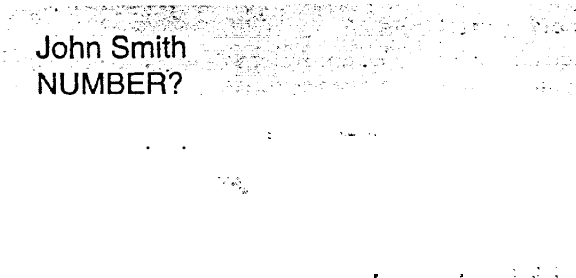## 7.1 CALLING UP THE TELEPHONE DIRECTORY MODE AND ENTERING DATA

Press the MEMO/TEL function key to call up the telephone directory. The following display appears.

    << TELEPHONE >>
NAME?

Enter the name "John Smith" and press ENTER. The following is displayed.:
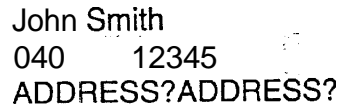
    John Smith
    NUMBER?

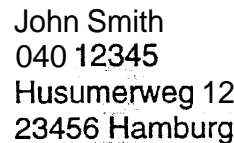Type in the telephone number "040 12345" and confirm this entry again with ENTER.

Enter the address and save it with ENTER.

    John Smith
    040   12345
    ADDRESS?ADDRESS?

Enter the address and save it with ENTER.

    John Smith
    040 12345
    Husumerweg 12
    23456 Hamburg

The entry is displayed for a few seconds then the screen for a new entry appears again.

You can enter a space with the SPACE key. You can create a new line with the return key[ ].

7.2 SEARCHING

Records are sorted alphabetically. You can search for entries in three different ways.

Simple search
After calling up the telephone directory function you can scroll in the list of entries using the △ or ▽ and keys.
Press ▽ to scroll from A to Z.
Press △ to scroll from Z to A.

Direct search
Simply enter the name or the first few letters of the name. Then press the ▽ key and the entry you are looking for appears on the screen.

Searching for a keyword
If you have forgotten the name of your entry you can use this function to search for any other word.

To do this. enter the word you are looking for, e.g. the street name, and then press the SHIFT key. Once you have done this press the arrow key ‾ again.

The TPC 128K is now searching all entries that contain the word which has been entered. As soon as it is found. the entry is displayed.

Here too. you can scroll the list upward or downward using the ⬆ and ⬇ keys.

7.3 EDITING DATA

In order to edit data, first call up the desired record. When the record appears on the screen, press **EDIT.**

Move the cursor using the arrow keys (⬅➡⬆⬇) to the desired position. You can now edit your text and press **ENTER** to save it.

7.4 SPECIAL CHARACTERS

The entries can be entered in different languages. You can use various special characters and symbols.

The symbols are called up by pressing the **MARWSMBL** key. With the ⬅ and ➡ keys. you can call up other symbols.

To choose a symbol, press the number in front of it. The symbol is then inserted in the text.

Special characters can be entered using the **SHIFT** key as in the translation mode.

7.5 SECRET DATA

You can mark important telephone numbers and addresses. Marked entries cannot be viewed as long as the lock function is activated (refer to 8.4.2).

Marking new entries as confidential
Before you make a new entry press the **SHIFT** and **MARK/SMBL** keys. The word MARK appears at the bottom of the screen. Now make your entry and press **ENTER** to save the entry.

Marking old entries as confidential
Call up the telephone file desired and press **EDIT** to activate the editing mode. Now press the **SHIFT** and **MARK/SMBL** keys.

Press **ENTER** to save the entry

REMOVING **MARKINGS**
Switch off the lock function (refer to 8.4.2) and then call up the desired entry.

Press the **EDIT** key followed by the **SHIFT** and **MARWSMBL** keys. The word MARK disappears from the bottom of the screen.

Press **ENTER** to save & close.

This entry is no longer be protected by the lock function.

7.6 DELETING DATA

To maintain free space in the memory. it is recommended to delete your old or unwanted telephone records from time to time

Call up the telephone file and press DEL. The following appears on the screen:

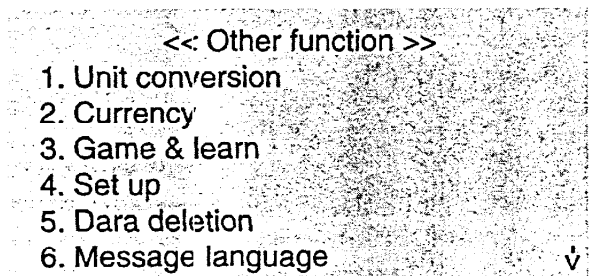> John Smith
> 040 12345
> Husumerweg 12
> 23456 Hamburg
>
> # DELETE ? Y/N

Press Y if the telephone record displayed on the screen should be deleted. The word DELETE appears on the screen as a confirmation. By pressing N the data record is not deleted.

Please remember if you wish to delete protected data the lock function must be switched off (refer to 8.4.2). Alternatively, you can delete all protected data (refer to 8.4.2).

8. OTHER FUNCTIONS

With this menu you can convert measures and currencies, play and learn, make settings and delete data. The initial display will show functions 1 to 6 (use the arrow key ▽ to view functions 7 & 8). Press a number (1 to 8) to call up a function.

```
<< Other function >>
1. Unit conversion
2. Currency
3. Game & learn
4. Set up
5. Dara deletion
6. Message language                    ⌄
```

8.1 UNIT CONVERSION

Lengths, areas, volumes, weights and temperatures can be converted.

```
             UNIT CONVERSION

1. LENGTH
2. AREA
3.          VOLUME:
4. WEIGHT
5.          TEMPERATURE          ʌ ⌄
```

The following example is used to demonstrate how to use this function.

Press 1 to call up the table of the LENGTH measurements.

```
          LENGTH
             1. MILE
      1 .60934  K.METER
       1609.34  METER
  1 759.990317  YARD
   5279.970952  FOOT
  63359.65143   INCH          ∧ ∨
```

Based on one mile, the screen shows the conversion factor for the other length units.

If you would like to know what 345 metres are in yards, move the cursor to METER with the ♥ key. Use the up / down arrows to highlight the desired source unit. Now enter 345 and press ENTER. The corresponding values for other units will automatically be converted.
With the ♠ and ♥ keys you can now move to other lengths and start a new entry.

Press **C/CE** to return to the previous menu.

8.2 CURRENCY CONVERSION

With the TPC 128K, you can quickly and accurately calculate the values of other currencies.

Eleven currencies are already specified, five other currencies can be set by yourself.

At the start of this menu you see the following:

```
      << CURRENCY >>
  1. DISPLAY
  2. EDIT
  3. CALCULATOR
                        ∧ ∨
```

1. Display
By pressing number 1. DISPLAY the currency rates you have entered are displayed. With the arrow keys ♠ and ♥ you can call up other rates.

2. Edit
Scroll through the list until you have found the desired currency. Then enter the value for this currency.

Following this, move to other currencies and enter the conversion rates. Ensure that you enter your home currency with the value 1.00 as the basis for the conversions.

If you should make an error when entering the data, press **C/CE** once and then enter the new value.

Please note: If you want to convert currencies, the reciprocal of the currency is used as conversion factor.

If for example your home currency is the Deutschmark and you want to convert to US dollars or £ pounds. proceed as follows:

Value:	US$= DM 1.71
Reciprocals:	1: 1.71 = 0.5847953
Value:	UKE = 2.84
Reciprocal:	1:2.84 = 0.3521126

For the rates shown above. the figures underlined must be entered in the TPC 128K as conversion factor.

3. Calcula tor
Move down the desired currency using the arrow keys. Then enter the number which should be converted and press ENTER.

Other currencies
You can enter five different currencies of your own. Select 2. EDIT . Then move with the arrow keys to the first field after Peseta .

```
  YEN.;,              1.00
  C$                  1.00
  PESETA              1.00
  ****   *            1.00  ∧ ∨
```

Press the ◄ key, enter the name of the new currency using the keyboard and press ENTER.

Now you can work with this currency in just the same way as with all the others.

8.3 PLAYING AND LEARNING

In the menu, the function "Game & Learn" offers you two games and two learning programs. You can use all four languages of the TPC 128K in all of these.

```
      << Game & learn >>
  1. Hangman - Game
  2. Scramble - Game
  3. Word guessing
  4. Word learning

      Eng -> Ger      <- ->
```

Before you select an option, you should determine the source and target language. Use the ◄ key to change the source language, and the ► key to change the target language.

1. Hangman
Enter 1 to call up this game. The object of the game is to guess a word. You are only shown how many letters the word has.
The word sought after is taken from the language which is set as the source language. After you have guessed the word.

34

the translation of the word into the target language takes place automatically.

- Press a letter, if this letter is in the word, it is entered in place of a dash.
- if you choose a letter which does not appear in the word, this is indicated on the display. Once you have lost nine chances, the game is finished and the word and the translation are shown automatically.
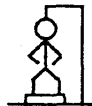
In order to guess another word press . .

n e _ _ _ e

Correct : 0
Wrong : 0

3

In the display above you see that the letters have been guessed correctly. The next two lines indicate that so far five words have been guessed correctly and only one word has not been guessed. The number 3 in the bottom line shows the number of chances lost for the current word.

2. Scramble game

In this game you have to arrange letters in such a way that they result in a word. Before starting the game you have to determine from which language the word sought after should be taken. After pressing FUNC and 3 for «Game & Learn» the language options appear at the bottom of the screen. Select the language you want to play by selecting the source language (◀ key).

Lyshob

_ _ _ _ _ _

5
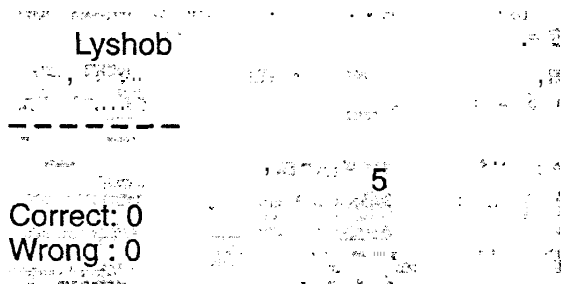
Correct: 0
Wrong : 0

The word in the display above is "bolshy". Type the word and press ENTER The message YOU won appears and then the translation into the target language.

You have five attempts to guess the word correctly. If you cannot guess the word, the message You failed appears.

In order to guess a new word press ▽ key, or quit the game by pressing C/CE.

3. Word guessing

In this game you have to guess words from the translation mode. To help you, the translation appears on the screen.

0

◀ verabreden (V)
: arrange
: settle
: plan

Type in the word and confirm the entry by pressing ENTER, If you have typed in the correct word, the message

You won appears on the screen. If your word is wrong the message You failed appears.

By pressing ENTER you can display the answer.

You have nine attempts to guess the word. After the ninth attempt the word appears automatically.
In order to guess a new word, press the ▽ key. You can leave this function by pressing C/CE.

You can set the source and target language before calling up this function.

Marking da ta
You can also mark words in exactly the same way as in the translation mode. These words are then entered in the list for your personal vocabulary learning program.

In order to mark the data, first you have to find the missing word. As soon as this is displayed, press the SHIFT key and then MARK/SMBL. You receive the DATA IS MARKED message.

If the word is already marked or if the memory is full, you will receive a message to this effect.

4. Word Learning
The words that you marked in the translation mode and during the word guessing game are stored here in alphabetical order.

You must set the source and target language before calling up the word learning mode.
When you have called up this mode, the first word in the list appears. Use the ▽ key to call up other words.

In order to delete an entry, call this entry up and then press SHIFT and MARK/SMBL.

Press C/CE twice to leave this function and return to the selection menu for Other Functions.

8.4 SET UP

You can determine four different settings - the key-tone, the password, the cut-off date and currency of your accounts.

<<SET UP>>

1. Set key-in tone on/off
2. Set sectre lock on/off
3. Set sut-off date
4. Set currency

1. Key-tone
Press 1 to call up the menu.

I. Keytone   OFF
2. Keytone   ON

If the Key-tone is activated a beep sound is heard each time a key is pressed.

Press the desired number to switch the beep sound on or off and then press ENTER or C/CE.

2. User lock
In the memo, telephone and finance manager directory modes entries can be marked, Access to these entries can be prevented by entering a password and activating the protection.

Entering a password/activating protection
Two steps are needed to protect data. Press FUNC then «4.Set up» and select 2. Set secret lock and you will see the following display:
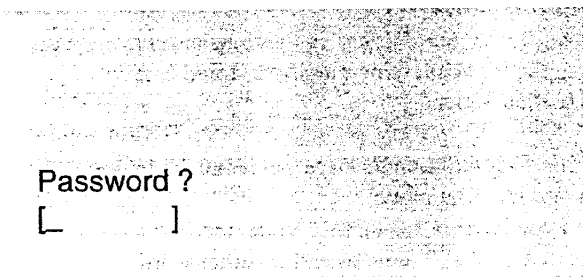
Password ?
[   ]

PPlease enter your password here. It may contain up to five characters and consist of letters and numbers. Then press ENTER. The password appears once again at the top of the screen. By pressing ENTER again you can save the password. After this first step you see the selection menu again.

In the second step you now activate this protection. To do this select 2. Set secret lock again, then the following screen appears:

1. SECRET   ON
2. PASSWORD CLEARED

Press 1 to switch on the protection. You now receive the message « SECRET ON !». Then the selection menu appears again. A key is visible at the bottom of the screen which indicates that the user lock is switched on.

The data marked can now no longer be called up.

Deactivating the protection
If you want to call up marked data, the user lock (secret lock) must first be deactivated.

For this purpose, call up the selection menu from 4. Setup. and select 2. St secret lock..

Now enter your password and press ENTER.

BLOCAGE DE FOND
ARRETE
[   ]

After entering the correct password, the displays reports   « SECRET OFF ! ». The key at the bottom of the screen disappears and all data can be called up again. The original password is still valid.

Deactivating/editing the password
In order to edit the password, the user lock must be deactivated. Select 4. Set up, then 2. Set secret lock and 2.PASSWORD CLEARED . The following display appears:

PASSWORD ?
[   ]

Now enter your password. The message
 PASSWORD CLEARED ! appears. A new password can be entered as described above.

Forgotten you password?
If you have forgotten your password all protected data must

deleted. This is done by pressing function

5. Data deletion.

Keep your password in a safe place to prevent this from happening. Try not to use obvious passwords such as names of close relatives, pets or dates of birth, these can be guessed too easily by strangers.

When the confidential data is deleted the password is also deleted. It can then be re-entered.

3. Cut-off date

To generate Statements in Finance Manager. you have to set the desired cut-off date. This is pre-set at the 15th of each month. If you want a different cut-off date, you need to set this before you use Finance Manager because changing this setting may cause your statements to reset and records will be lost for the previous month.

To call up the cut-off date, choose number 3 under the Set Up sub-menu- Change the cut-off date and press ENTER to confirm.
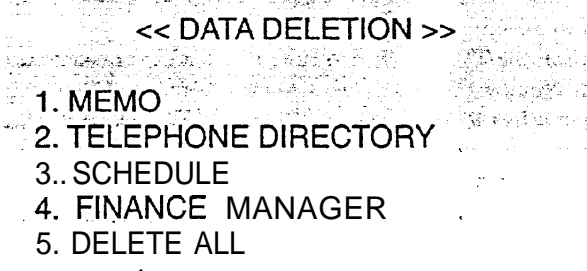
4. Currency

You define the unit of currency to be used in Finance Manager. This allows you to customise your own currency display. The currency is a three-letter representation of your country's currency. e.g. GBP for British Pound or USD for U.S. Dollars etc.

To call up the currency setting, choose number 4 under the Set Up sub-menu. Change the currency and press ENTER to confirm.

8.5 DELETING DATA

The data from the memo, telephone, schedule and finance manager can each be completely deleted. Confidential data is the data that you have marked in the **MEMO,** TEL schedule and Finance Manager mode.

```
        << DATA DELETION >>

  1. MEMO
  2. TELEPHONE DIRECTORY
  3.. SCHEDULE
  4. FINANCE  MANAGER
  5. DELETE ALL
```

In the **FUNC** menu press 5. Data deletion the 1. *MEMO* to delete all data from the **MEMO** directory.

```
       RECORDS  DELETE
  MARKED            UNMARKED
```

```
.:                        <- ->
```
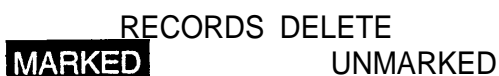
By using the arrow keys (◄►). select the **MARKED** or **UNMARKED** records to be deleted.

If you select **MARKED** records, please remember that all marked Finance Manager and all marked data in memo and telephone directory will be deleted.
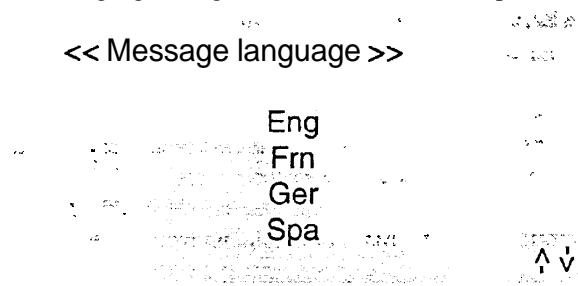* The confidential data must be completely deleted if you have forgotten you: password. The current password is also deleted along with the protected data. You can then enter a new password in the Set Up mode.

5. Delete all : *CAUTION!*

ALL THE DATA (MARKED OR UMARKED) WILL BE DELETED BY THIS FUNCTION, TO AVOID DELETING DATA YOU MAY NEED TO KEEP, PRESS N TO LEAVE WITHOUT DELETION.

8.6 User language

You can set the language in which the screen messages.are displayed With the TPC 128K, you have an option of four different languages: English, French, German or Spanish.

```
        << Message language >>


                 Eng
                 Frn
                 Ger
                 Spa
                                    ∧ ∨
```

You can mark the language of your choice with the arrow keys. As soon as you move to another language the words on the screen appear in this language. Press **C/CE** to quit this function.

8.7 MEMORY CHECK

This shows you how much memory capacity you still have left.

```
        << MEMORY CHECK >>

     Memory remained: 98%
```
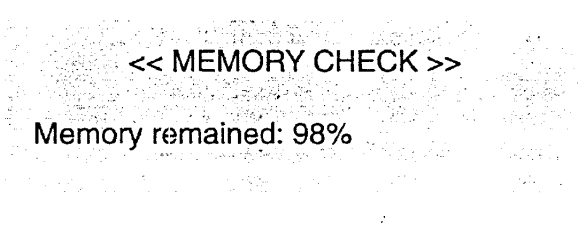
By pressing a function key or **C/CE** you can quit this function.

8.8 PC Link

To call up the PC link, choose number 8 in the FUNC menu. It allows you to have data transfer between the TPC 128K and the computer.

■ The TPCLink will only work with the TPCLink cable and software.
■ Before you use the PC link function, you have to install the

TPCLink software in your computer.

• Connect the TPCLink cable to the computer serial port. Ensure that the TPC-128K is switched off and then connect the jack to the TPC 128K unit.

• Run TPClink software in your computer (Refer to the TPCLink User manual for instruction).

. Switch on the TPC 128K unit.

• Under the PC Link there are two options:-
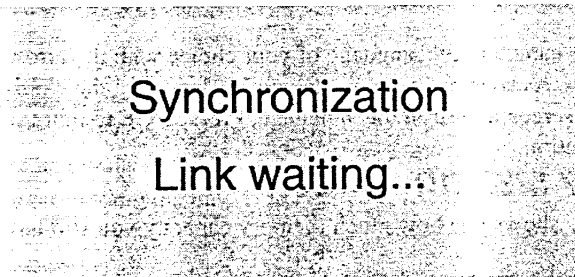
<< PC Link >>

1. Synchronization
2. Send All Data

Synchronization
(Under normal situation the Synchronization is all you need to safely backup and update with your computer.)
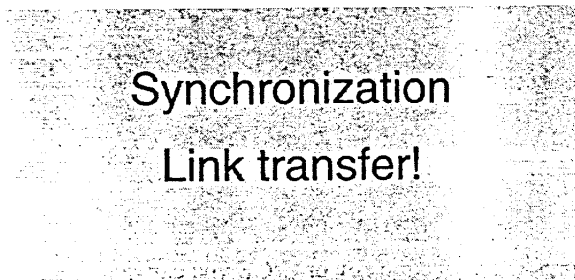
Send All Dafa
(Transfers data from TPC-128K to the computer. Use if the data on computer has been lost.)

• Waiting for the response or command from the PC.

Synchronization

Link waiting...

• Data is now being transferred from TPC-128K to the PC.

Synchronization

Link transfer!

• The TPC- 128K is now waiting for the data from the PC.

Synchronization

Link waiting.. .

• Data is now being transferred from the PC to the TPC-128K.

Synchronization

Link transfer!

Synchronization has been completed successfully,

Synchronization

Link   finished!

System requirements

Your PC must meet the following system requirements to install and operate TPC LINK:

• Windows 3.1x or Windows 95
• IBM-compatible 386 PC or higher
• 4MB RAM
. 5MB available hard disk space
• VGA monitor or better
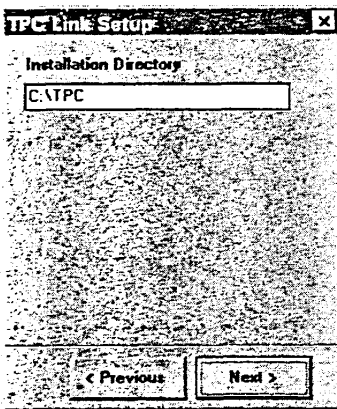• 3.5" diskette drive
• One available serial (COM) port

Installing the software

Use the following steps to install the TPC LINK software on your PC:

1. Exit all Windows programs.
2. Insert the TPC LINK diskette into your 3.5" diskette drive.
3. In Windows *3.x,* open the *Program* Manager File menu and select Run. If you use Windows 95, click on the **Start** button and then click Run.
4. Type **a:\Setup** (where **a** is the drive letter of your 3.5" diskette drive) and press the Enter key or click on OK. The Setup program will guide you through the installation.
5. The first screen enables you to choose your operating language. Simply click the desired language and then click Next > to continue
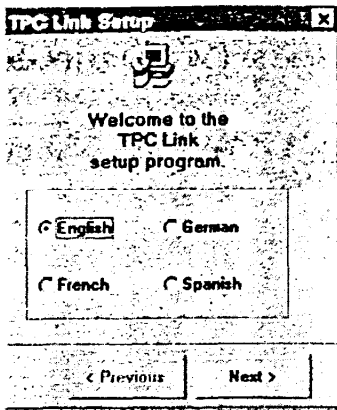
6. The next screen shows the directory name where the program will be installed. The default setting is C:\TPC. If this is okay click on Next > to continue. If you wish to install the program in a different directory, type in directory's path and then click on Next >.
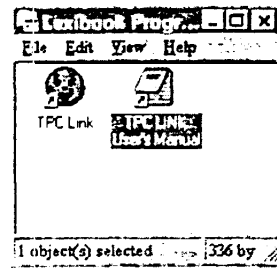

7. The next screen informs you that Setup is about to start copying files to your hard disk. Click on Setup to continue.

8. The next screen informs you that installation has been completed.
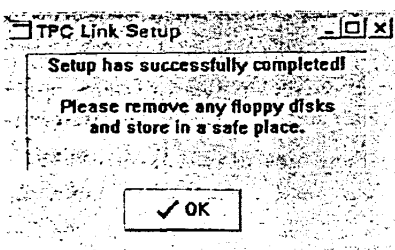
9. You should now remove the diskette from the drive and store in a safe place. Click on OK. You will see the following screen.

Before launching the TPC LINK program. we recommend that you read the TPCLink manual in order to familiarize yourself with TPCLink's feature and operation.

To open the Manual, double-click on the TPCLink User Manual icon in the Lexibook Programs folder, or in Windows95, you may also go to the Start button , select Programs, Lexibook Programs and then go to TPCLink User manual.

To launch the TPCLink program, double-click on the TPCLink icon, or in Windows 95 you may also click on the Start button, then Programs, then Lexibook Programs and then TPClink.

When the program opens, you will be asked to enter your password. Since you. have not set a password yet, simple chick on OK to continue.

9 POWER SUPPLY

9.1 BATTERIES

Your TPC 128K receives its operating power from two alkaline batteries type "AAA". Two demonstration batteries are included upon delivery.

Inserting new batteries
1. Switch off the TPC 128K.
2. Open the battery cover on the back to the side.
3. Insert the new batteries as shown on the base of the battery compartment.
4. Push the cover back into place.
5. If the TPC 128K does not start after changing the batteries or an incorrect display appears, press the RESET button at the bottom of the device.
6. After pressing RESET, the screen will display following message : System Initialization Y/N
7. Always press "N", or you will lose all data.

Caution: If you press 'Y' all data from the telephone directory, memo, finance manager and schedule are deleted.

Caution:
- Please only use the same type of batteries.
- Exchange both batteries at the same time.
- Ensure that the positive poles (+) are pointing in the correct direction. Batteries inserted incorrectly may explode.
- Never let children play with the batteries. Swallowing

batteries is a serious health hazard.
- In order to prevent an explosion you should not recharge. open, heat up or burn batteries.
- Do not change batteries when device is still switched on as this can lead to damage and will invalid your warrant.

Contribute **to environmental protection**
Used batteries do not belong in the domestic waste. They can be deposited at a collection point for old batteries, special refuse or your specialist trailer.

9.2 BACK-UP BATTERY
The TPC 128K has built-in back-up battery (type CR 1220). This ensures that your data from the telephone directory and memo mode are still saved if the main batteries are empty. The back-up battery lasts approx. 12 months.

Exchanging the back-up battery
Caution: You have five minutes to change the back-up battery. A capacitator protects your data for this period of time.

Switch the TPC 128K off, remove back the battery cover and remove the two main batteries.

Now pull out the small handle on the back-up battery, replace the battery and push the holder back with the new back-up battery.

Finally, the main batteries must be replaced and the cover replaced.

10 CARE AND SAFETY

1. Protect the device from direct sunlight, heat, dampness and dust in order to prevent malfunctions.
2. Do not drop the device as this will damage it.
3. Clean the device with a soft, dry cloth. Never use a wet cloth or solvents such as benzene or diluting agent.
4. In order to prevent your TPC 128K form getting scratched, do not transport the device together with sharp or hard objects.
5. We strongly recommend that you keep a written record of all important data. In practically every electronic memory system, data can get lost under certain circumstances. We therefore accept no liability for the loss of data or its destruction. In this case it is irrelevant as to whether this is caused by incorrect use, repairs, errors, exchanging the batteries, using the batteries after they have expired or other circumstances.
6. We do not accept any direct or indirect liability for financial losses or claims from third parties which result from using this product and all its functions, such as for example stolen credit card numbers, loss or modification data.

We reserve the right to make *technical* **alterations.**

Thank you for taking time to read this manual. We hope you will enjoy using your TPC 128K. For assistance. please contact us by fax:
Technical assistance: 33 I 39 93 69 73 [France] 44 1252 71 7307 [UK]

Guarantee: I year.
LEXIBOOK **TPC** 128K.
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