



The kana entry pad appears. 3 Enter "だいひょう" using the kana entry pad. (だいひょう)) 原原 原用 つわらやまはなたさかあ ~ ありゆみひにちしきい 必須るよむふぬつすくう 小をれごめへねてせけえ 字んろごもほのとそこお	 If a character other than the desired character appears in the entered character display area, touch the character that you want to change to select it, and then touch the correct character in the candidate display area. When you have finished entering characters, touch 評用. The characters entered in the entered character display area move to the content entry area and searching takes place. 	If the recogn a character i Candidate ch the correct o character.
Entering characters using the handwriting pad Parts and functions The handwriting pad is set to enter characters when the cursor is in any part of the character entry area. [Single-frame pad] Input pad display Character entry type Character entry type Handwriting area (frame) You can also touch the input pad display and change to the 3-frame pad or the frameless pad.	The character shown in the candidate list display area is also placed in the entry area so that the dictionary search can proceed. When the manual recognition is used or when you want to have the entry recognized soon after you finished writing, press [EEE]. When the manual recognition is used or when you man to have the entry recognized soon after you finished writing, press [EEE]. The character in the entry area is not the one you desired, use the stylus to touch and select the desired character in the entry area changes. The character in the entry area changes. The character in the entry area changes. The character in the entry area changes.	Touch this mark to want to check and isplayed. To exit, press 戻 Listen to an When the 口》 back. Press ①語 to s Press ①語 to s Press 承, 文 press 検索/法定 Example: Play 辞典
Entering characters using the single-frame pad Example: Entering "持つ" in the Koujien dictionary. 1 Press 広辞苑. The handwriting pad is now switched to enter kanji and kana. () (注意) (注意) (注意) (注意) (注意) (注意) (注意) (注	When you start drawing, the previous entry is confirmed and then erased. ● When you start drawing, the previous entry is confirmed and then erased. ● When you start drawing, the previous entry is confirmed and then erased. ● When you start drawing, the previous entry is confirmed and then erased.	Press 使 Press 创 becomes Each time 使索/決
	5 Press (検索/決定). The details screen appears.	the desired i

wwn below. The entered characters will	Entering characters using the frameless had	Selection from the candidates
area.	Exemple: Enter the word "olumn" in an English Japanese distingury	If the number of recognized characters is incorrect REAL REPAIRED
ふ→ひ→よ→小文字 ("よ"	Example: Enter the word "clump" in an English-Japanese dictionary	(and characters are incorrect), the separation between
	when entering the spelling of a word in the denius English-	the characters is not correctly recognized. In this case,
n the <u>削除</u>] button. The character to the	nad. *	touch <u>[別候補]</u> and select the correctly spelled word
ers touch 採用 The characters in the	* You can only switch to the frameless pad when entering alphabet characters.	from the candidates that appear below the word.
ontent entry area and searching takes place.	9 Use the stylus to write the word "clump" in the handwriting area.	Points on writing handwritten characters
in display screen	If automatic recognition is set, the character will be	Paying attention to the following points will ensure that handwritten characters are
	recognized and a candidate character will appear in	easily recognized.
the main display screen by handwinning.	$\sqrt{1}$ the stylus has been removed.	 Write each individual stroke clearly. Ensure that characters have the correct number of strokes
	「	Write clearly and do not use short or conventional forms. Avoid writing
t the Japanese entry area.	and then touch 認識 to let it be recognized. For	 sloping characters. On the single-frame or 3-frame pad, write lower case characters smaller to
	touch FRE to transfer them to the entry area.	distinguish between identical-looking upper and lower case characters such
Candidate list display area	2 If the word is correctly recognized, touch 採用 to transfer it	as upper case "C" and lower case "c". Small characters such as the small "O" should also be written smaller.
] 削除 探用	to the entry area.	Write English letters in block form and do not attach ornamentation to the
吴 補		 ends of strokes. When using frameless entry, write English characters separately, one at
	<u> 存無し</u> <u> 開始調整直測</u> <u> 調査</u> [clump 調査] (Lump スペリング? Clump (日)	a time. You cannot write in cursive style or return to previously formed
	Ctump ¹ Ctump ¹ / パポロア/(山) Ctump ² 図① - Ctump ² 図) - 本立ち:(低木の)やぶ:茂み,植込み (回)	 characters to add dots or crosses. When using frameless entry, write words on a single line. You cannot write
	(it is not correctly recognized do the following:	on two lines.
h [認識]. Handwriting area	4 In the word is not correctly recognized, do the following: <replacing characters=""></replacing>	When writing letters, do not press hard; always write lightly.
aracter appears in the entered character	If the recognized number of characters is correct but	Using the screen mark on the screen
ou want to change to select it, and then	a character is incorrect, touch the incorrect character.	Appearance of the 〈例」、《解説』、NOTEL 〈図】、〈夷」 or 〈動画
date display area. cters touch 採用 The characters	Candidate characters will appear below the word. Touch	mark on the details screen indicates more information related to the entry is
y area move to the content entry area	the correct character and it will replace the incorrect	available, such as example sentences, explanations, notes, illustrations, diagrams,
)		tables, and videos.
snown in the candidate list display area in the entry area so that the dictionary occed. anual recognition is used or when you a the entry recognized soon after you ing, press [記録].	Touch this mark to display the stored contents. If there are multiple marks and you want to check another mark, press (戻る) and highlight the desired mark with (▲), (▼), (▶), or (▲). By pressing (検索/決定), the contents are displayed. To exit, press (戻る) twice.	By highlighting an English word and pressing (検索/決定), you can look up the word in English-Japanese dictionary and play back the audio. ◆ Press 戻る to stop the audio during play. Press 戻る and the color of
is not the one you desired		Selecting functions by touching
ect the desired character in	When the < <p>mark appears, audio of the displayed information can be played back.</p>	You can called various functions by touching
	Press (如音) to select the first mark, and the color of the mark is inverted.	by dragging).
S.	Press $\overline{(A)}, \overline{(V)}, \overline{(V)}, \overline{(V)}$, or $\overline{(V)}$ to move the highlight to the desired mark and	Proce (英和/和英)
→ (m) 寺	press (検索/決定) (or touch the mark) to play back the contents.	Press (<u>夹和/和夹</u>).
し (特) 数合 囲碁 などで互いに優劣のないこと。 あいこ、もちあい、 宇道保勉値(切状)でこ の頃文は今めきたる新などのようわたりけ り、一なりと定められて」	Example: Play back the audio using "英会話とっさのひとこと辞典".	2 Enter the word (Eg.: "header") in the "スペリンク?" field, and press (検索/決定).
寺た- 寺た-	Press [<u>辞書メニュー</u>], use ▶ to select "英会話", and then	3 Touch the starting point "文" héader 4
e list, touch <u>書き直し</u> or press	use ▼ to select "英会話とっさのひとこと辞典".	and drag to highlight the 「コンピューク」へッグー(支書のページ上部に印刷する日付:構 電電子メールの先端にある什名:受信者:送信者など)。
the pad.	Press 使案/决定 until the details screen is displayed.	words up to the end point " \mathcal{E} ". $ $
y area.	Press (W ar) and the mark (Edited (Marked Certer (1995))	4 Touch the function to execute (Eg.: "マーカー (マーカーを
	Fach time vou nress 「「「」」 (ション、おはよう) (およう、お母さん) 「日葉老し時計は撮ったれ(金) (金)	うしてます)" (mark user-selected words).
tart drawing, the previous entry is confirmed	- Did the alarm clock go off? (0)	The marker color selection window appears.
100U.	(検索/決定), the audio plays.	
見出語・復合・成句 (1111)	*(貫覚は場計が過点はgo off, 	5 Select the marker color to use (green, yellow, pink, orange, purple).
四時 (時つ) (時つ)	*(信覚に時計が過点は20 of, ・ ・ ・ は the same coto kurg) *(日常にのないで) *(日常にないで) *(日本ので) *	 Select the marker color to use (green, yellow, pink, orange, purple). The words are registered in the word dictionary and marked in the selected color
(四) (日) (日) (日) (日) (日) (日) (日) (日) (日) (日	後索/決定 、 the audio plays. ^{*(目覚はし時計が増点します)} 、 the audio plays. ^{*(日覚はし時)} ^{*(日覚はし時)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日覚はしのは)} ^{*(日)} ^{*(1)}	 Select the marker color to use (green, yellow, pink, orange, purple). The words are registered in the word dictionary and marked in the selected color. To select a different function such as Audio or S-jump, select the desired
 (回義) (回義) (日本) (日本)	(検索/決定), the audio plays. *(管室に制行が通点は20 off, 	 5 Select the marker color to use (green, yellow, pink, orange, purple). The words are registered in the word dictionary and marked in the selected color. To select a different function such as Audio or S-jump, select the desired function in Step 4 by touching it.