

**NIXDORF**  
**COMPUTER**

**LK-3500**

**ELECTRONIC NOTEBOOK**

**NIXDORF**  
**COMPUTER**

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The LK-3500 Electronic Notebook module turns the LK-3000 into your own personal data bank. With its special keyboard overlay, you can enter letters, numbers, symbols and punctuation. Which means you can store a great variety of information: phone numbers, addresses, appointments, memos, technical terms, or special translations—to name a few. Once you learn how easy the Electronic Notebook is to operate, you'll discover many other uses for this versatile module.

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# **1 THE LK-3000 PERSONAL COMPUTER**

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## **OPERATION**

### **VOLTAGE SELECTION:**

The LK-3000 Personal Computer comes with the LK-3800 Adaptor/Charger. The adaptor/charger allows you to power the LK-3000 on electrical current or recharge its batteries. Before using the adaptor/charger be sure to set the correct voltage: 120 volts in the United States; 240 volts in Europe. The voltage switch is located in the lower right corner on the plug-side of the adaptor.

### **AC OPERATION:**

With the power switch OFF, connect the adaptor/charger to the LK-3000. The connection is located on the upper left side of the LK-3000 Personal Computer. Plug the adaptor/charger to an electrical outlet, and then turn the power ON. You may need a plug adaptor in some countries.

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## **BATTERY OPERATION:**

Disconnect the adaptor/charger. The built-in rechargeable batteries provide approximately four hours of continuous use when fully charged.

## **BATTERY CHARGING:**

Connect the adaptor/charger to the LK-3000 and plug it into an electrical outlet. Leave the power switch OFF. The batteries will recharge overnight; they cannot be overcharged.

## **PRECAUTIONS**

- Turn the power OFF before removing a module from the LK-3000.
- Set the correct voltage before using the adaptor/charger.

*Failure to follow these precautions could result in serious damage to the LK-3000 Personal Computer and will void your warranty.*

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### **ENERGY-SAVING MODE**

If you leave the LK-3000 computer on for more than thirty seconds without making an entry, the display will clear and a dot will travel across the screen. This indicates that the LK-3000 has gone into its energy-saving mode. Information that was displayed is automatically transferred to the temporary memory. To continue, simply resume your operation from where you left off.

### **TECHNICAL SPECIFICATIONS**

**OPERATING TEMPERATURE:** 0°C through 40°C.

**DIMENSIONS:** 95.3mm deep by 156.3mm wide by 31.8mm high.

**DISPLAY:** 16 character, 16 segment alphanumeric light-emitting diode with integral MOS-LSI display controller.

**POWER CONSUMPTION:** 0.5 watt.

**POWER SOURCE:** DC, 500 milliamp-hour nickel cadmium rechargeable batteries. AC adaptor/

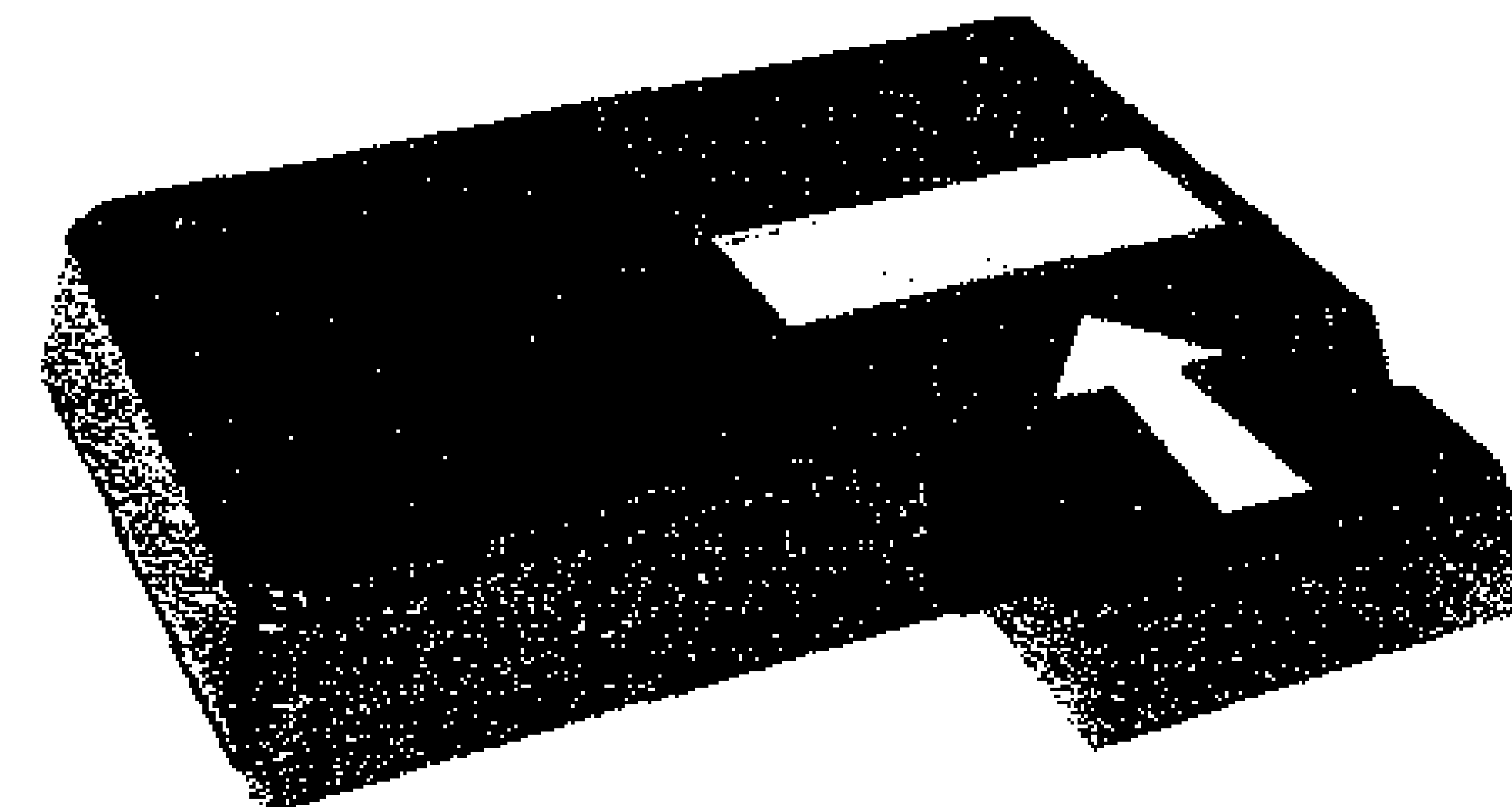
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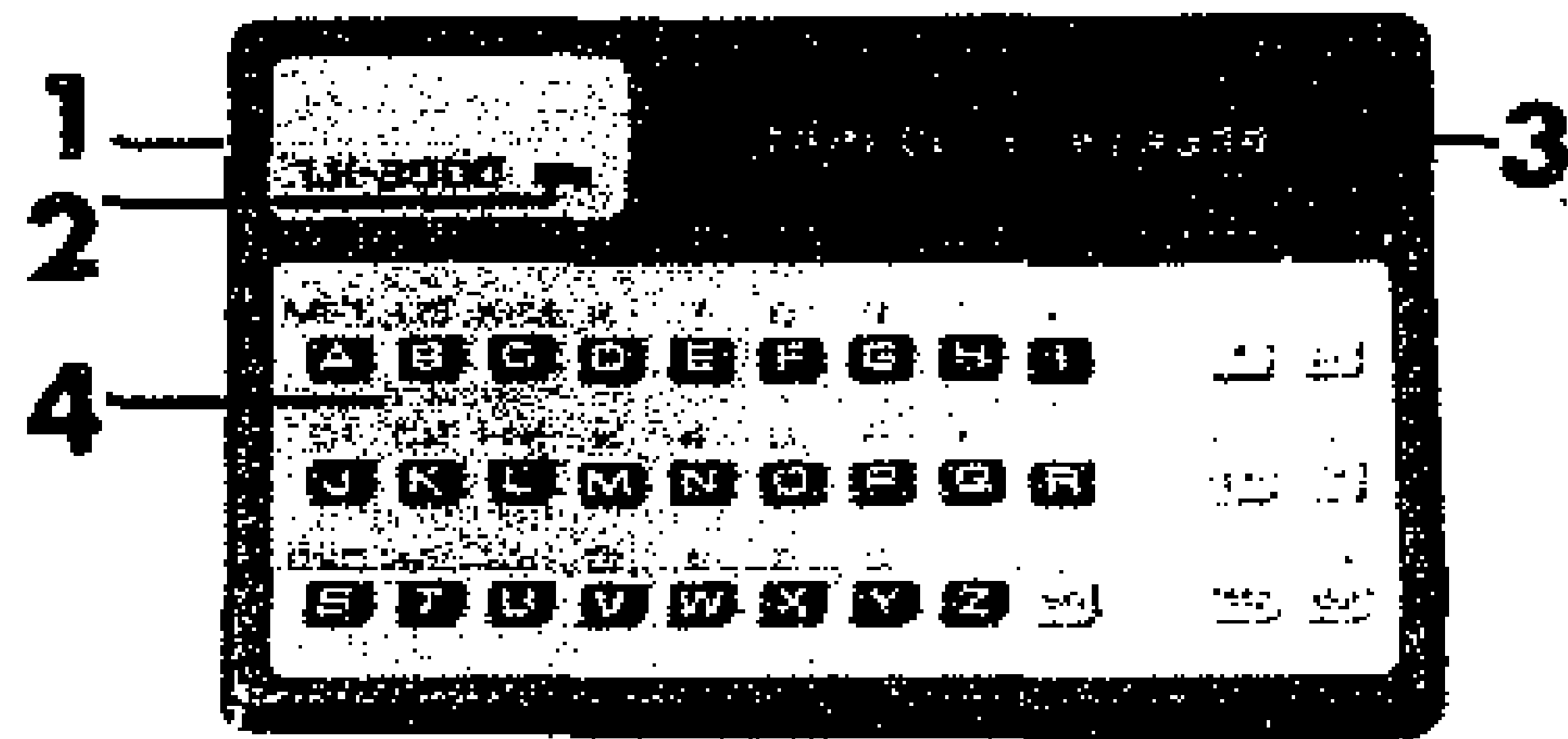
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charger will power the unit or recharge the batteries. 110 volt, 60Hz or 220 volt, 50Hz switch selectable. Use of any other adaptor/charger may damage the machine.

### **INSERTING A MODULE**

Turn the LK-3000 over so that the bottom faces up. Gently insert the module, label-side down, until it snaps in place. To remove a module, press down on the ridged area and slide outward.





- 1 Connection for the adaptor/charger.
- 2 Power switch
- 3 Alphanumeric Display: displays up to sixteen characters at once. Longer entries rotate from right to left with the touch of the key.
- 4 Alphanumeric Keyboard: enters letters, numbers or symbols depending upon the module in use.

## THE LK-3500 ELECTRONIC NOTEBOOK 6

### BEFORE YOU BEGIN

#### The Overlay

The Electronic Notebook comes with a keyboard overlay to help you when entering numbers, punctuation and other characters. To use, place in position over the original LK-3000 keyboard. To enter characters printed on the overlay, shift the keyboard to UPPER by pressing the  key. To resume entering characters printed on the keys, shift the keyboard back to LOWER by pressing  again.

#### Key Functions

- Clears the display. Always press CLR before beginning a new operation.
- Specifies the FIRST or SECOND part of an entry. When making an entry, pressing BS will backspace a character at a time so that you can correct errors. **NOTE:** Errors cannot be corrected when entering information into the Second Part of an entry.

- f** Used to shift the keyboard to UPPER or LOWER so that you can enter characters *printed on or above the keys*.
- ?** Used to locate specific entries stored in memory.
- stp** Used to "step through" the memory one entry at a time.
- def** "Closes" an entry. When recalling an entry from memory, pressing DEF will display all information stored in that entry.
- ME* **ADD** Used to enter the First Part of an entry into memory.
- US* **DEL** Used to delete a specific entry from memory.
- X* **C/M** Used to clear all entries from memory.
- sp** Enters a space between characters on the display.

### Special Messages

**SEARCHING** indicates that the LK-3000 is scanning the module's memory for the information requested.

**NOT FOUND** indicates that the information requested is not in memory. Check for a possible spelling error.

**DUP** means "duplicate", and indicates that the entry being made already exists in memory.

**RAM FULL** indicates that the memory has reached full capacity.

### Parts of An Entry

Each entry you make in the Electronic Notebook is composed of two parts:

**THE FIRST PART** is entered first, and is primarily used as a reference to additional information stored in the **Second Part** of the entry. The **First Part** can be up to sixteen characters long.

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THE SECOND PART can be as long as you want, up to memory capacity. Use the Second Part to record phone numbers, addresses, memos, appointments, etc.

Memory capacity will vary according to the information entered, but generally runs approximately one-thousand characters.

## MAKING AN ENTRY

### EXAMPLE: YOUR NAME AND PHONE NUMBER

1. Press .
2. Press  until FIRST appears.
3. Enter your name, last name first. Remember, to enter characters printed on the overlay, shift the keyboard to UPPER by pressing the  key. To resume entering letters, press  again until the display reads LOWER.
4. Press  to shift the keyboard to UPPER and press . An equals sign (=) will appear

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after the First Part. This indicates that the First Part has been entered into memory and that the LK-3000 is now ready to accept data into the Second Part.

5. Now enter your phone number.\*
6. When the entry is complete, "close" it by pressing .

\*Errors cannot be corrected when entering the Second Part. If you make an error you may retain it, or delete the entry and start again.

## RECALLING AN ENTRY

### EXAMPLE: YOUR NAME AND PHONE NUMBER

1. Press .
2. Press  until FIRST appears.
3. Enter the first few letters of your last name.\*
4. Press . The first entry in memory matching what you keyed in will appear. Most likely, it will



be your name. If not, press  until it appears.

5. Press  to see the Second Part of the entry.  
Or press  to see the entire entry.

\*The more letters you enter in Step 3, the more you narrow down the list of entries the LK-3000 will display. For instance, enter S and the LK-3000 will display all entries that begin with "s"; enter SMI and it will display entries that begin with "smi-"; enter SMITH and it will display "Smith"s.

You may also recall an entry by the Second Part: press  until SECOND appears, enter the first few letters or numbers of the Second Part and then proceed from Step 4.

### REVIEWING THE MEMORY

You may, at some time, wish to review the contents of your Electronic Notebook:

1. Press .

2. Press  until FIRST appears.
3. Enter A.
4. Press . *The first entry in memory will rotate across the display.*
5. Press  repeatedly to continue through the entries alphabetically. When all entries have been displayed, NOT FOUND will appear.

### DELETING AN ENTRY

To delete a specific entry from memory:

1. Press .
2. Press  until FIRST appears.
3. Enter the first few letters of the entry you wish to delete.\*
4. Shift the keyboard to UPPER by pressing , and press .
5. The first entry in memory matching what you keyed in will appear. Press  until the entry you desire to delete appears.

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6. Press  . The LK-3000 will ask ARE YOU SURE.

7. To complete the deletion process, press the Y key ("yes"). The screen will read DELETED.

\*See the asterisk (\*) under RECALLING AN ENTRY.

## CLEARING THE MEMORY

To clear all entries from memory:

1. Press  .

2. Press  until FIRST appears.

3. Press  to shift the keyboard to UPPER.

4. Press the  key. The LK-3000 will ask ARE YOU SURE.

5. To complete the operation, press the Y key \_ ("yes"). The display screen will read CLEARED.

# MODULE 14

## MAINTENANCE

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### MAINTENANCE

The memory in your Electronic Notebook is maintained by a battery embedded in the cartridge itself. If this battery is allowed to run down, *contents of the memory may be lost*. Therefore:

Once every two months, insert the Electronic Notebook module into the LK-3000, connect the AC adaptor/charger and plug it into a wall outlet. Charge overnight with the power switch ON.

With regular maintenance, information can be stored in the Electronic Notebook module indefinitely.

### PRECAUTIONS

- Turn the power switch OFF before connecting the adaptor/charger to the LK-3000 computer.
- Always press  upon completing an entry.
- Always press  before making or recalling a new entry.

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**CALCULATOR MODULE:** turns the LK-3000 into a five-function calculator with memory that also does metric and currency conversions. LK-3900

**OLYMPIC MODULES:** contain records and statistics of Olympic events for the 1980 Games in Moscow and Lake Placid. LK-0280 Winter Olympics LK-0680 Summer Olympics

**1001 FILING SYSTEM:** eliminates the need for pre-coding, sorting or an expensive computer terminal. Records can be accessed quickly without the use of a central computer and presents an efficient alternative to auxiliary card files. LK-1001