

Product Definition Document

Version 2.0



Customer: XACT / US

Model: XVP5602

Roadmap Number: 33-3

Cabinet Reference: B64 + B68

FCC Interference Information

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.

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:

- ullet Reorient or relocate the receiving antenna (that is, the antenna for radio or television that is "receiving" the interference.
- Reorient or relocate and increase the separation between the telecommunications equipment and receiving antenna.
- Connect the telecommunications equipment into an outlet on a circuit different from that to which the receiving antenna is connected.

FCC RF Radiation Exposure Statement

The installation of the base unit should allow at least 20 centimeter between the base and persons in compliance with FCC RF exposure guidelines. For body worn operation, the portable part (handset) has been tested and meets FCC RF exposure guidelines.

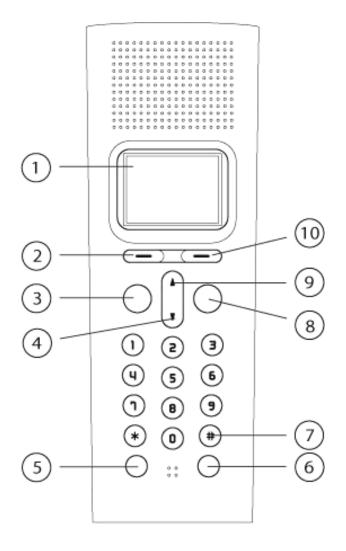
This device must not be co-located or operating in conjunction with any other antenna or transmitter. The changes or modifications not expressly approved by the party responsible for compliance could void user's authority to operate the equipment.

This product meets the applicable Industry Canada technical specifications
The Ringer Equivalence Number is an indication of the maximum number of devices allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the RENs of all the devices does not exceed five

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

2 Panel Layout

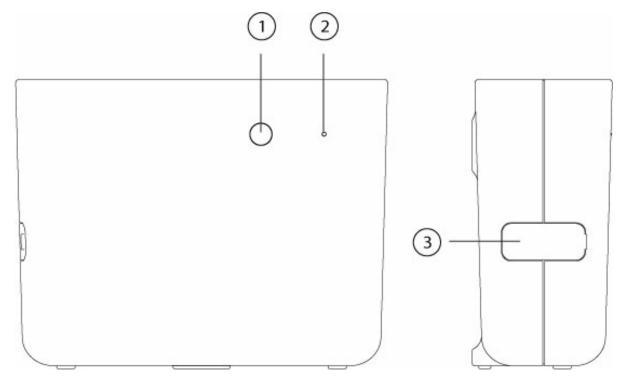
2.1 Handset Front



1	4096 Colour; Full Graphic (1.4 inch), 128 x 128 pixels LCD		
2	Soft Key 1		
3	VoIP Talk On / Handsfree (toggle between handset and handsfree mode)		
4	Enter Buddy List / Volume Down		
5	Intercom		
6	Clear / Back		
7	# / Switch between Lowercase and Uppercase		
8	VoIP Talk Off		
9	Enter Redial List / Pause / Volume Up		
10	Soft Key 2		

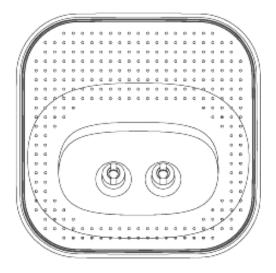
PD370 8

2.2 Black Box



1	Page Key			
2	Power / In Use / Event Indicator LED			
3	USB Connector Port			

2.3 Charger Front



PD370 9

3 Additional Information

3.1 Menu Icons

TBA

3.2 Wallpapers





Butterfly

XACT 1

Hames

Menu



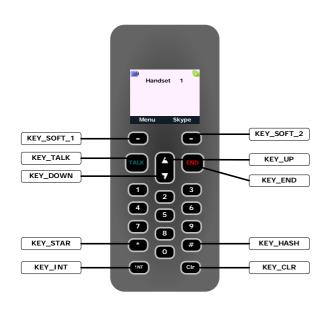
PD370

SunCorp XACT Model XVP5602 Skype Phone MMI

version 1.1

30 November 2006

HANDSET PANEL LAYOUT - Skype Phone

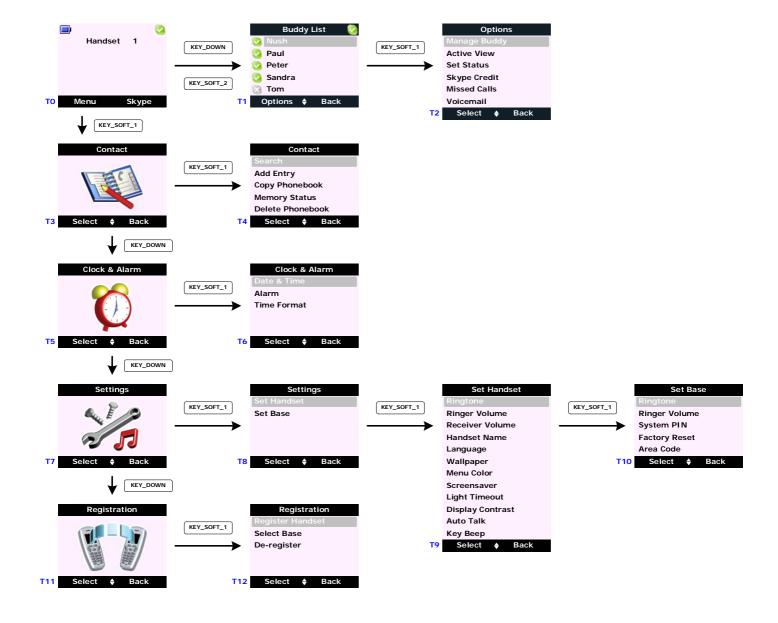


DISPLAY ICONS

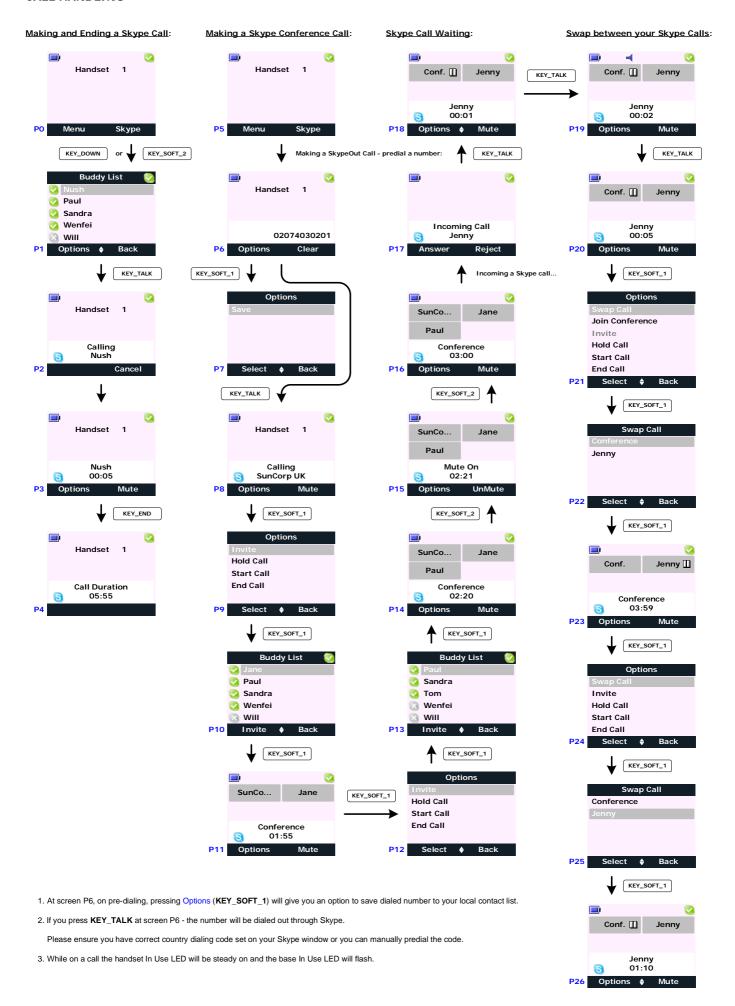
Own status icons:		Buddies status icons:			
	Offline		Offline	R	Mobile Not Available
	Online		Online		Mobile Online
	Skype Me	3	Skype Me	a	SkypeOut
6	Away	6	Away		SkypeOut Inactive
3	Not Available	3	Not Available	0	SkypeOut Blocked
3	Do Not Disturb	(2)	Do Not Disturb		Offline SkypeOut
	Invisible		Invisible		Offline Voicemail
		0	Blocked	?	Pending
Reminde	er icons:		Call Forwarded	7	Skypecasts
\bigcirc	Missed Calls		Mobile Away	(7)	Skypecasts Offline
3	Missed Chat				
	New Voicemail	Call icons:		Other icons:	
		8	Skype Call	Ш	Call on Hold

145140	KEYS				
KEYS	STANDBY MODE	MENU MODE	IN-CALL MODE		
KEY_SOFT_1	Enter Menu	Select Current Menu Option	Variable Action		
KEY_SOFT_2	Enter Skype Buddy List	Select Current Menu Option Go Back to Previous Menu	Variable Action (incl. Microphone Mute)		
KEY_UP	Short press: Enter Skype Dialed Calls List	Change Menu Selection	Receiver Volume Up		
KEY_DOWN	Enter Skype Buddy List	Change Menu Selection	Receiver Volume Down		
KEY_TALK	Go Off Hook	No Action	Toggle between Handset and Handsfree Talk mode		
KEY_END	Long press: Switch Handset Power On and Off (Power On/Off feature can be disabled)	Exit / Return to Idle	Go On Hook (for current active call)		
KEY_1	Short press: Pre-dial 1 Long press: go to Skype Voicemail List	No Action	Short/Long press: Dial 1		
KEY_2	Short press: Pre-dial 2	No Action	Short/Long press: Dial 2		
KEY_3	Short press: Pre-dial 3 Long press: go to Skype Missed Calls List	No Action	Short/Long press: Dial 3		
KEY_4	Short press: Pre-dial 4 Long press: go to Skype Set Status	No Action	Short/Long press: Dial 4		
KEY_5	Short press: Pre-dial 5 Long press: go to Skype Active View	No Action	Short/Long press: Dial 5		
KEY_6	Short press: Pre-dial 6 Long press: go to Skype Credit	No Action	Short/Long_press: Dial 6		
KEY_7	Short press: Pre-dial 7	No Action	Short press: Dial 7		
KEY_8	Short press: Pre-dial 8	No Action	Short press: Dial 8		
KEY_9	Short press: Pre-dial 9	No Action	Short press: Dial 9		
KEY_O	Short press: Pre-dial 0	No Action	Short press: Dial 0		
KEY_STAR	Short press: Pre-dial *	No Action	Short press: Dial *		
KEY_HASH	Short press: Pre-dial # Long press: Engage Keylock (feature can be disabled)	No Action	Short press: Dial #		
KEY_INT_R	Short press: Intercom	No Action	Short press: Intercom		
KEY_CLR	Delete / Clear pre-dial digits or incorrect character or digit entered during text input mode				

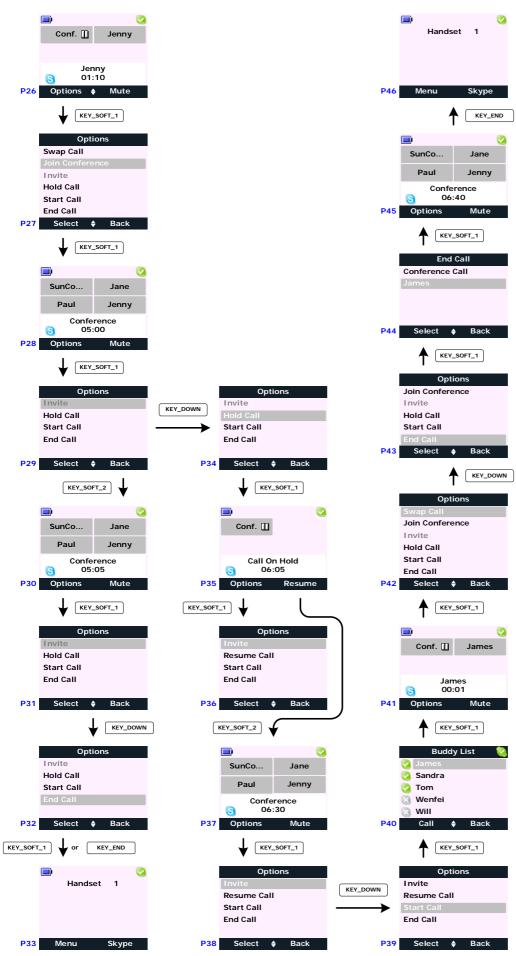
PRODUCT - MENU TREE



CALL HANDLING

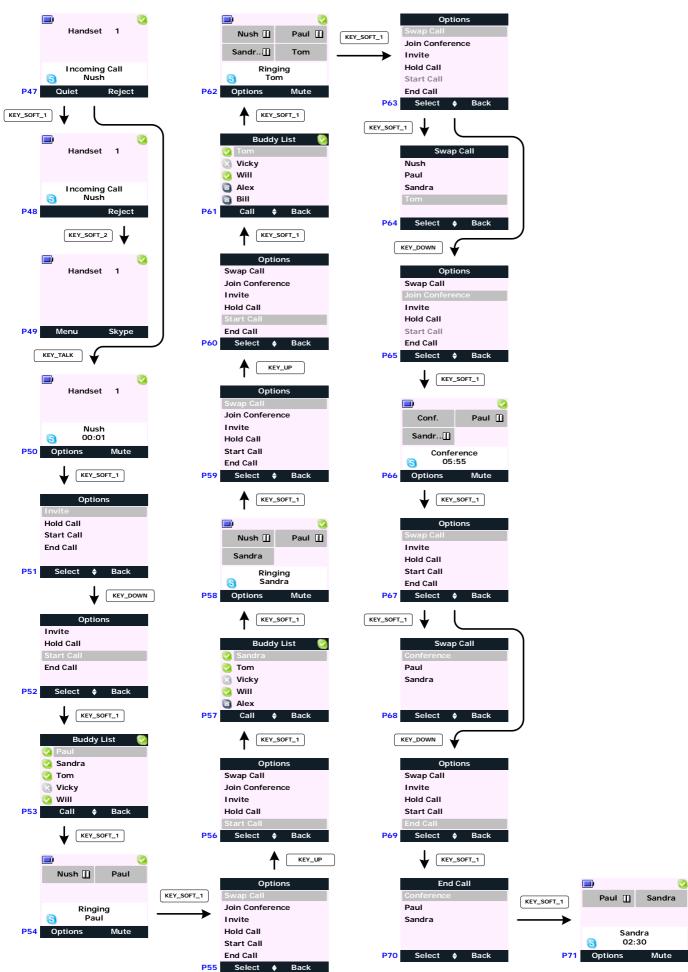


Skype Call Options: Swap, Join Conference, Invite, Hold, Start New Calls, and End Call options:



CALL HANDLING (cont.)

Additional flows on Start Call and Skype Call Options:



CALL HANDLING (cont.)

MAKING CALLS

To make a Skype to Skype call:

- Press KEY_DOWN or KEY_SOFT_2 to enter your Skype buddy list.
 Press KEY_UP or KEY_DOWN to highlight the buddy you want to call.
- Press KEY_TALK to dial out.

To make a SkypeOut call (Pre Dialling):

- I. Enter your destination number and press KEY_TALK. If you make a mistake, press KEY_CLR.
- 2. Press KEY TALK to dial out.

- To make a SkypeOut call (from Skype Buddy List):

 1. Press KEY_DOWN or KEY_SOFT_2 to enter your Skype buddy list.

 2. Press KEY_UP or KEY_DOWN to highlight the SkypeOut contact you want to call.
 - 3. Press KEY TALK to dial out.

Making a SkypeOut Call from Local Contact List:

- Press Menu (KEY_SOFT_1), Contact menu is displayed.
 Press Select (KEY_SOFT_1) to open your phonebook menu.
- 3. Search is highlighted, press Select (KEY_SOFT_1).
- 4. Scroll to the contact you want to call and press Options (KEY SOFT 1)
- 5. Scroll to **SkypeOut Call** and press **Select** (**KEY_SOFT_1**) to call selected contact name via Skype.

ANSWERING CALLS

To answer a Skype or a Skypeln call: 1. Press KEY_TALK to answer.

Or if Auto Talk is set to ON you can simply pick up your handset from the cradle to take the

Note: During the ringing of an incoming Skype call - it is possible to silent the ringer on your handset by pressing Quiet (KEY_SOFT_1). See screen P47 and P48

If Quiet (KEY_SOFT_1) is selected on an incoming call screen, the handset ringer for that handset is temporarily switched off and the Quiet (KEY_SOFT_1) label is removed. The call continues to be displayed on the screen and will still be announced audibly at any other handsets and the base. Once the handset reverts to idle, the ringer is switched back on.

ENDING CALLS

To end a Skype or a Skypeln call:

1. Press KEY END will end current active call.

Note: By putting the handset back on the cradle will end all calls.

IN-CALL OPTIONS

To adjust earpiece volume during call:

1. Press KEY_UP to increase the volume or KEY_DOWN to decrease the volume.

To mute a microphone during call:

- Press Mute (KEY_SOFT_2) during call to mute your handset microphone.
 Press UnMute (KEY_SOFT_2) to turn the microphone back on.

To switch between handset and handsfree mode:

- 1. Press KEY_TALK during call to switch your handset to handsfree mode.
- 2. Press KEY_TALK again to switch back to handset mode.

Note: If when a call is in progress either in handset or handsfree mode and the headset (if available) is plugged in the call is transferred to the headset and the speakers on the handset are muted. Whilst a headset call is in progress pressing **KEY_TALK** to activate handsfree will be ignored.

INTERNAL CALLS

To make an internal call:

- 1. On your handset (handset 1), short press **KEY_INT_R** followed by the handset number you want to call, the call attempt is made immediately while external call is put on hold.
- 2. "Internal Call Handset X" is displayed where X is the handset number.





- 3. To answer the call on handset 2, press KEY_TALK.
- 4. If you try to make an internal call to a handset (handset 2) which is already engaged on an internal call, or is not available, the display will return to standby after 2 seconds.
- If two handsets are engaged on an internal call and an external Skype call is received, any handsets that are available will ring. The handsets involved in the internal call will present beeps in the earpiece. The caller information or name match (to your local contact list or Skype buddy list) will be presented on all handset displays

The internal call must be ended before the external call can be taken. Then the external call will be presented on the handset again for the user to take the external call

SKYPE CONFERENCING

While on a Skype call, it is possible to invite another buddy from your Skype buddy list to join your call.

To start a Skype conference call with another Skype buddy:

- 1. While on a Skype call on your handset (handset 1) to invite another buddy from your Skype buddy list, press Options (KEY_SOFT_1) and select Invite. You will be presented with the Skype buddy list.
- 2. Press KEY_UP or KEY_DOWN to highlight the buddy you want to invite to join you call.
- 3. Press Invite (KEY_SOFT_1) to add the buddy to your conference call.
- 4. Up to 5 participants including the conference host can be on a conference call at one
- 5. Only one Skype conference call can be held at one time.

SKYPE CALL OPTIONS

While you are on a Skype call the following options are available:

- Swap Call
- Join Conference
- Invite
- Hold Call
- Start Call - End call

Swap Call

This option is used to swap between calls and is offered when there is more than one active Skype call.

Join Conference

This option is used to invite current active call to join conference call on hold.

This option is not offered if you are already on a conference call (see screen P12 or P24).

Invite

This option is used to invite another buddy to join your current call.

If there are already 5 participants on the conference call Invite option will be greyed out

If there is already one conference call on hold while you are on a separate call with another buddy - pressing Options (**KEY_SOFT_1**) will show *Invite* as greyed out option (see screen P21 or P27).

Hold Call

This option is used to put current call on hold.

To resume the call, press Resume (KEY_SOFT_2) or select Resume via the Options (KEY_SOFT_1). See screen P35 and P36.

Start Call

This option is used to start a new Skype call when you are already on one or more Skype

Up to four separate Skype calls can be made at one time. Start Call option is greyed out when there are four separate Skype calls

While on a Skype call if Start Call is selected - you will be presented with the buddy list screen to select another buddy you want to call. Your current call is put on hold while a new call is initiated.

This option is used to end a call with a specific buddy or end your current call if it is the

CALL WAITING

1. While you are on a Skype call if another Skype call arrives - you will hear a beep sound and the display is presented as screen P17

At this time, the two softkeys will change from Options (KEY SOFT 1) and Mute (KEY_SOFT_2) to Answer (KEY_SOFT_1) and Reject (KEY_SOFT_2).

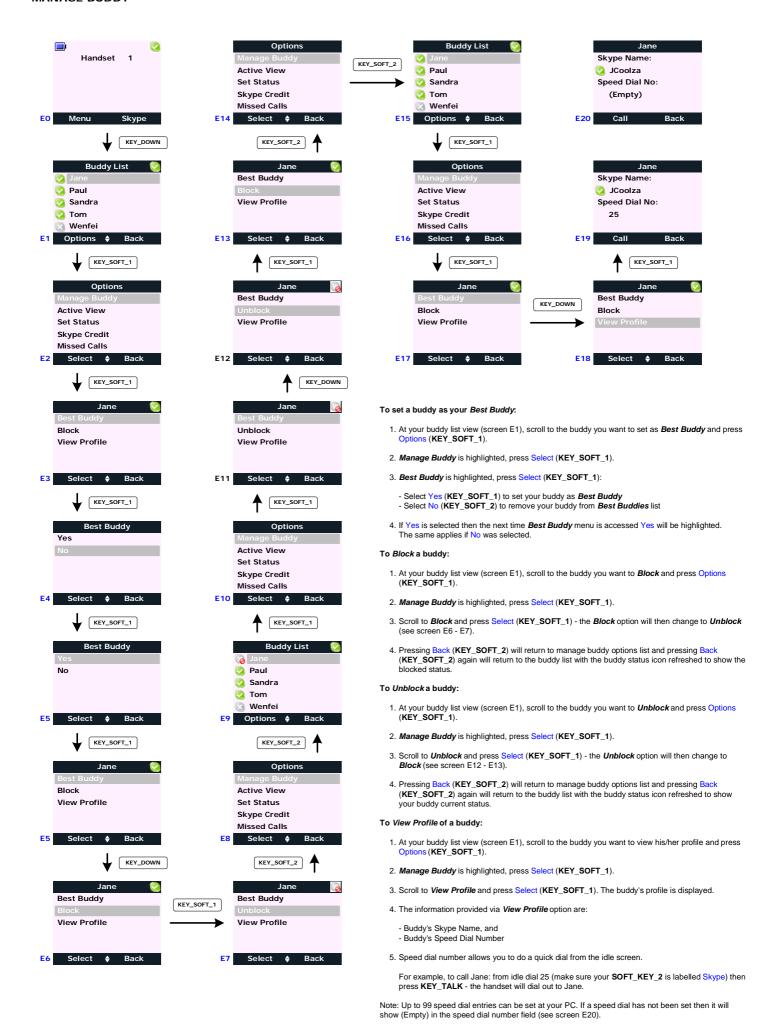
Press Answer (KEY_SOFT_1) to take the call and put current active Skype call on hold.

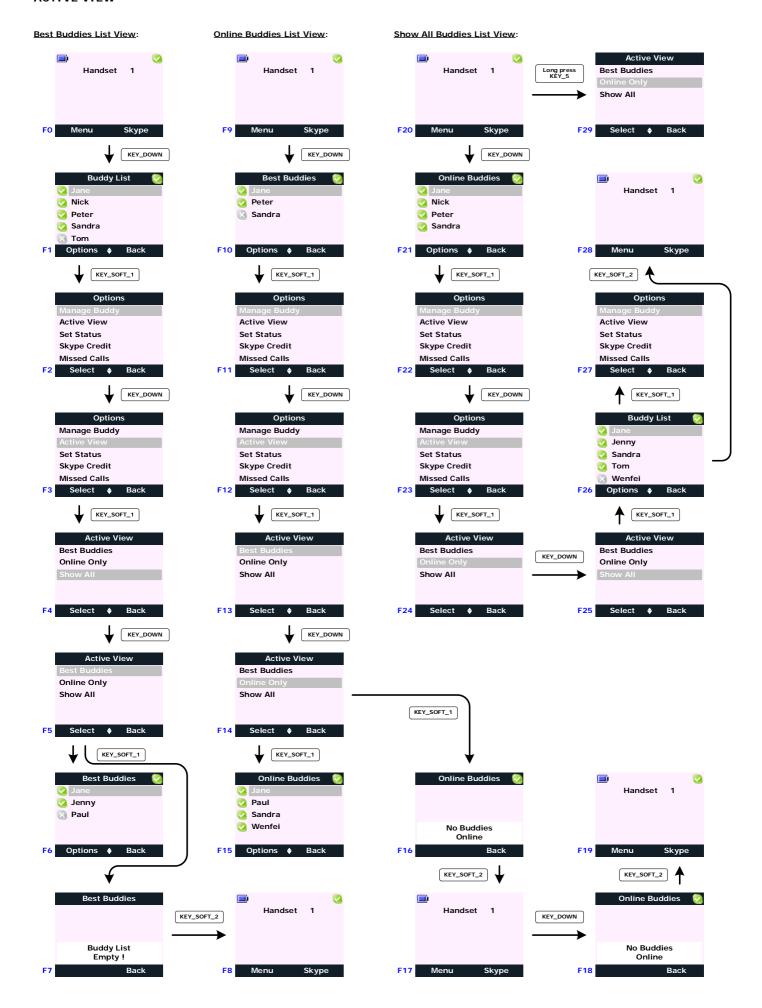
If the call is answered the two softkeys will change to Options (KEY_SOFT_1) and Mute (KEY_SOFT_2) where Options refer to Skype in-call options.

Press Reject (KEY_SOFT_2) to ignore the call

OTHER CALL HANDLING NOTES

- If the base is in use either on a call or by one of the other handsets, if another handset user tries to access base functionality, the display prompts "Not Available" for 2 seconds, along with the error tone before reverting to idle.
- 2. When one of the handsets (handset 1) is engaged on an external call, it is not possible for the other handsets to initiate a new Skype call at the same time.





ACTIVE VIEW (cont.)

BUDDY LIST CHARACTERISTICS:

- 1. All buddies are grouped in the following orders:
 - > Skype
 - > SkypeOut

contacts and are listed alphabetically.

For example,

Skype contacts:

Lesley Nush Office Paul

SkypeOut contacts:

Jenny Natalie Nush Office Paul

2. If you perform a search for a contact beginning with N (press ${\it KEY_6}$ twice), you will

Natalie (SkypeOut) Nick (SkypeOut) Nush (Skype) (SkypeOut) Nush

Note: it is possible to perform alpha search in all active view modes

- 3. While you are on the buddy list if the current active view is set to Best Buddies or Show All and buddies' status have changed from online to offline, away to online, etc... you will see the specific buddy status (status icon) changing in real time, without buddy moving from its location on the buddy list.
- 4. However, for Online Only view if a buddy's status has changed from online to offline you will see his status icon refreshed to offline but he will not be removed from your active buddy list view until the next time you enter the buddy list.

Another case is where another buddy comes online while you are viewing the Online Only buddy list - you will only see him online on your buddy list the next time you enter the buddy list.

To set your Active View:

- 1. At your buddy list view (screen F1), press Options (KEY_SOFT_1).
- 2. Scroll to Active View and press Select (KEY_SOFT_1).

You are offered the following options:

will return to your selected buddy list view.

- Best Buddies to show only your best buddies
 Online Only to show online only buddies
 Show All to show all buddies, online or offline
- 3. Scroll to your preferred view and press Select (KEY_SOFT_1) to confirm. The handset
- 4. If Best Buddies is selected then the next time you access the buddy list you will see only your best buddies on the buddy list. The same applies if Online Only or Show All
- When there is no best buddy set at PC or handset you will not be allowed to set **Best** *Buddies* as your active buddy list view.

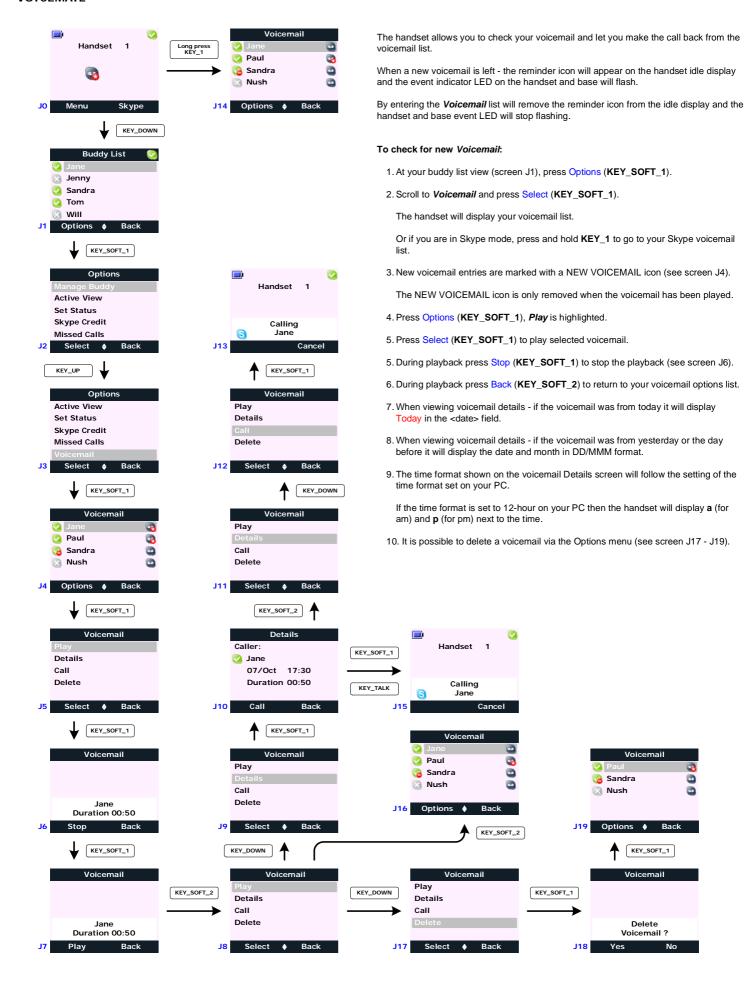
If the option is selected - the handset will prompt "Buddy List Empty!" (see screen F7). The buddy list view will not change and remain as your previous setting.

- 6. If your current active view is **Best Buddies** and for some reason you have remove all your best buddies from your best buddies list either through your iVo PC window or via the handset menu so your best buddies buddy list becomes empty - your active view will default back to Show All view.
- 7. However, you are allowed to set your active buddy list to *Online Only* even if there is no buddy online at the time of setting.

If the option is selected - the handset will prompt "No Buddies Online" (see screen F16). Back (KEY_SOFT_2) will take you back to the idle display.

The next time you enter the buddy list you will see your Online Only buddy list, if there are any buddies online

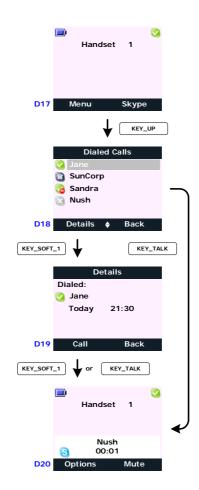
- 8. SkypeOut numbers are treated as online buddies so they will always show on Online Only buddy list.
- 9. The default setting shall be Show All active view with all buddies list alphabetically.



MISSED CALLS



DIALED CALLS



The handset allows you to check your missed calls and let you make the call back from the missed calls list.

When a call is missed the reminder icon will appear on the handset idle display and the event indicator LED on the handset and base will flash.

By entering the *Missed Calls* list will remove the reminder icon from the idle display and the handset and base event LED will stop flashing.

To check for new Missed Calls:

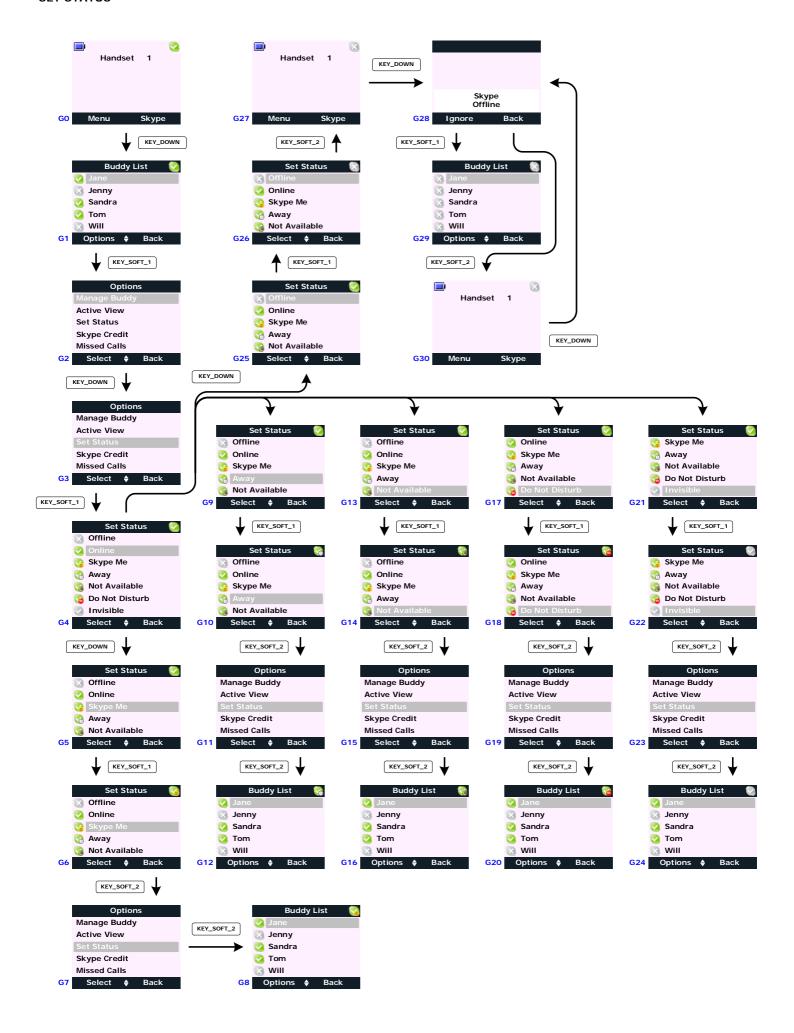
- 1. At your buddy list view (screen I1), press Options (KEY_SOFT_1).
- 2. Scroll to *Missed Calls* and press Select (KEY_SOFT_1).

The handset will display your new missed calls list.

Or if you are in Skype mode, press and hold KEY $_3$ to go to your Skype new missed calls list.

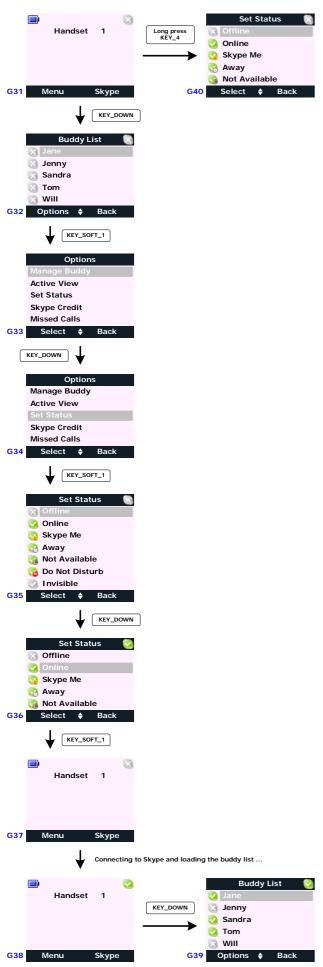
- $3. \, \text{Press } \, \text{Details } \, (\text{KEY_SOFT_1}) \, \text{to see call details this is the date and time that the call is received.}$
- 4. When viewing missed call details, if the missed call is from today it will display Today in the <date> field.
- 5. When viewing missed call details, if the missed call was from yesterday or from the day before yesterday it will display the date and month in DD/MMM format (see screen I8).
- 6. The time format shown on the voicemail Details screen will follow the setting of the time format set on your PC.

If the time format is set to 12-hour on your PC then the handset will display a (for am) and p (for pm) next to the time.



SET STATUS (cont.)

Changing your status from Offline:



To set your Skype status:

- 1. At your buddy list view (screen G1), press Options (KEY_SOFT_1).
- 2. Scroll to Set Status and press Select (KEY_SOFT_1).

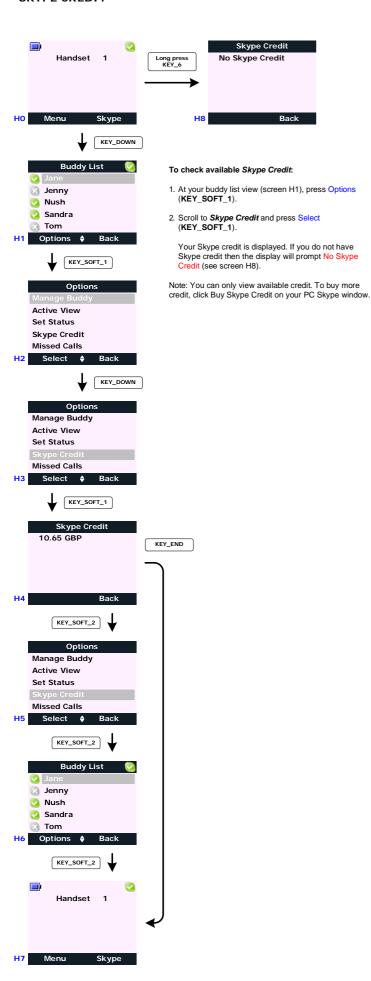
You are offered the following options: - Offline

- Online
- Skype Me
- Away - Not Available
- Do Not Disturb
- Invisible
- 3. Scroll to your new status and press Select (KEY_SOFT_1) to confirm.

Your status icon on the menu title bar will refresh to reflect your new status.

- However, when changing your status from Offline to any other Skype status the handset will return to the idle display while Skype is reconnecting (see G35 - G39).
- iVo user's status behaviour should follow that of Skype, for example, when set to *Do Not Disturb* the phone should not ring for incoming Skype calls and Skype chats but instead present the reminder icons.

SKYPE CREDIT



CHAT ALERT

Skype Credit

Back



The handset is able to notify you when a new chat is

When a new chat arrives, the handset will display the missed chat icon. The missed chat icon is removed once you have interacted with all the new incoming chat on your PC.

SHORTCUT TO YOUR SKYPE SETTINGS

The following shortcuts are available on your handset:

- Long press on KEY_1 \rightarrow to access Skype voicemail list
- Long press on KEY_3 $\, \Rightarrow \,$ to view new Skype missed calls
- Long press on KEY_4 $\, \Rightarrow \,$ to set your Skype status
- Long press on KEY_5 → to set your active Skype buddy list view
- Long press on KEY_6 → to check available Skype credit