



Zipit Now User's Guide

Dual Mode Messenger (Wi-Fi & Cellular)
Model Z3



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I. Important Information

Operating Temperature

- Operate the Zipit Now in temperatures between 0° and 50° C (32° to 155° F).

Battery Pack CAUTION

- RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE.
- DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS
- DO NOT INCINERATE
- DO NOT DISASSEMBLE
- DO NOT EXPOSE TO HIGH TEMPERATURES (113° F/45° C)

FCC Regulations

- This mobile 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 mobile device 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:
 - o Reorient or relocate the receiving antenna.
 - o Increase the separation between the equipment and receiver.
 - o Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - o Consult the dealer or an experienced radio/TV technician for help.
 - o Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- The antenna(s) used for this transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

RF Exposure Information (SAR)

- This device meets the government's requirements for exposure to radio waves.
- This device is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government.
- The exposure standard for wireless mobile devices employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg. *Tests for SAR are conducted using standard operating positions accepted by the FCC with the device transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the device while operating can be well below the maximum value. This is because the device is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.
- The highest SAR value for the device as reported to the FCC when tested for use when worn on the body, as described in this user guide, is 1.24 W/kg. (Body-worn measurements differ among device models, depending upon available accessories and FCC requirements.)
- While there may be differences between the SAR levels of various devices and at various positions, they all meet the government requirement.
- The FCC has granted an Equipment Authorization for this device with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this device is on file with the FCC and can be found under the Display Grant section of www.fcc.gov/oet/ea/fccid/ after searching on FCC ID: VGUZWP1.



- This device is in compliance with SAR for general population /uncontrolled exposure limits in ANSI/IEEE C95.1-1999 and had been tested in accordance with the measurement methods and procedures specified in OET Bulletin 65 Supplement C.
- For body worn operation, this device has been tested and meets the FCC RF exposure guidelines for use with an accessory that contains no metal and positions the handset a minimum of 1.5 cm from the body. Use of other accessories may not ensure compliance with FCC RF exposure guidelines.

II. Device Functional Requirements

Design Requirements

- Color screen. 2.4" 320x240 TFT LCD
- Durable – ability to withstand drops, long life keyboard
- Battery Life (targets)
 - o Battery life is comparable to existing VoIP phones. The goal is to provide a minimum of 2 days (preferably 3) of typical use prior to needing to recharge the battery.
 - 3 days of standby regardless of network type (assume 10 network switches per day),
or
 - 42 hours of standby, 2 hours of VoIP calls, and 4 hours of sending or reviewing messages, or
 - 42 hours of standby and 6 hours of sending and reviewing messages
- Easy for adults to type
 - o Full Qwerty keyboard
 - o High contrast keys – letters, numbers, and symbols
 - o Backlit keys
 - o Slightly wider than a typical Blackberry or similar Smartphone to enable a great typing experience
- Easy for adults to see
 - o Adjustable font sizes
- Pocket sized – 4.2" x 3.1" x 0.5"
- Volume control buttons
- Power On/Off handled through End key
- USB charging port

Power On / Off

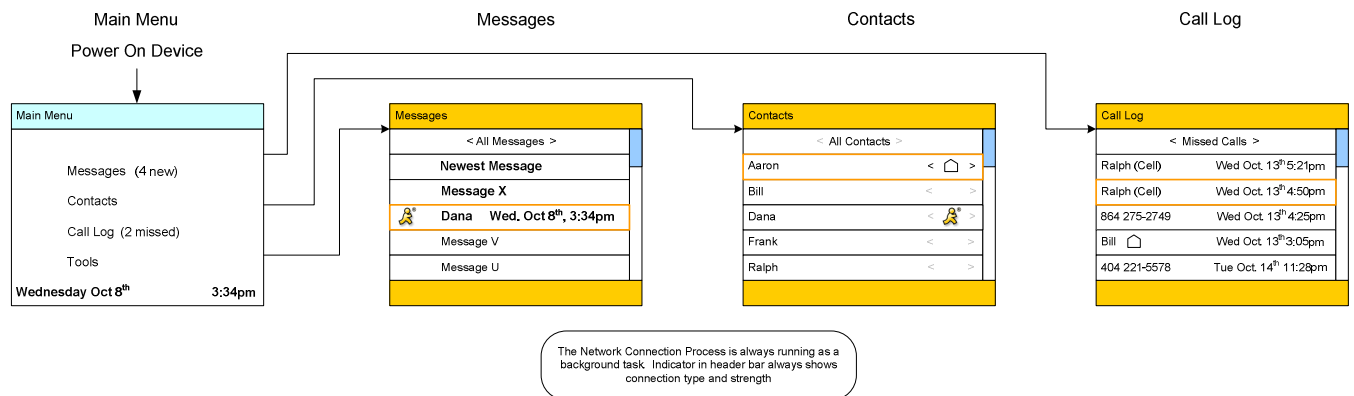
- If the AC Adapter is plugged in:
 - o If the device is Off when the AC adapter is attached, the device will automatically come to life enough to show a graphic of the charging indicator and the device will charge the battery as fast as possible.
 - o If the device is On, the device stays On and operates as it would normally.
 - o If the device is On, pressing the End Button for 1.5 seconds brings up a menu with two choices – 1) lock the keyboard, or 2) power off the device. If #2 is selected, the device is shut off – including both radios – but goes into the fast charging state as described above. If #1 is selected, the screen shuts off and the user can unlock the device by pressing the Send and End keys simultaneously.
- If the device is not plugged into the AC Adapter:
 - o If device is Off, press End for .5 seconds to turn the device On. The device should show a splash screen (preferably animated GIF) within 1.5 seconds of turning the device On. Full boot within 7 seconds.
 - o If the device is On, pressing the End Button for 1.5 seconds brings up a menu with two choices – 1) lock the keyboard, or 2) power off the device. If #2 is selected, the device is shut off completely. The only function that needs to be enabled is the ability to press the End button to turn the device on again. If #1 is selected, the screen shuts off and the user can unlock the device by pressing the Send and End keys simultaneously.
- If the device is locked up, the user needs to remove and then reinstall the battery.
- When the device is On, the device must always seek to be in the lowest power consumption mode possible. The user can influence the settings of the LCD time out and the keyboard backlight timeout from the tools menu. Otherwise, all power management should be managed by the software.
- If the battery is completely dead, the unit won't turn on until it is plugged in to the AC Adapter.

Charging / AC Adapter

- If device is On when the AC Adapter is connected, the device stays on and the on screen battery indicator indicates that the device is being charged. The on screen battery indicator also indicates when the battery is fully charged.
- If the device is Off when the AC Adapter is connected, the screen is turned on and a battery charger status graphic is displayed. The unit won't turn fully On unless the user presses the power button.

III. User Interface

Menu Structure:



Main Menu (Home)

The Main Menu / Home displays 4 or 5 simple menu choices. These can be implemented with icons with titles or in list form. As new events occur, the Messages menu item and the Call Log menu item are updated to display receipt of new messages or missed calls.

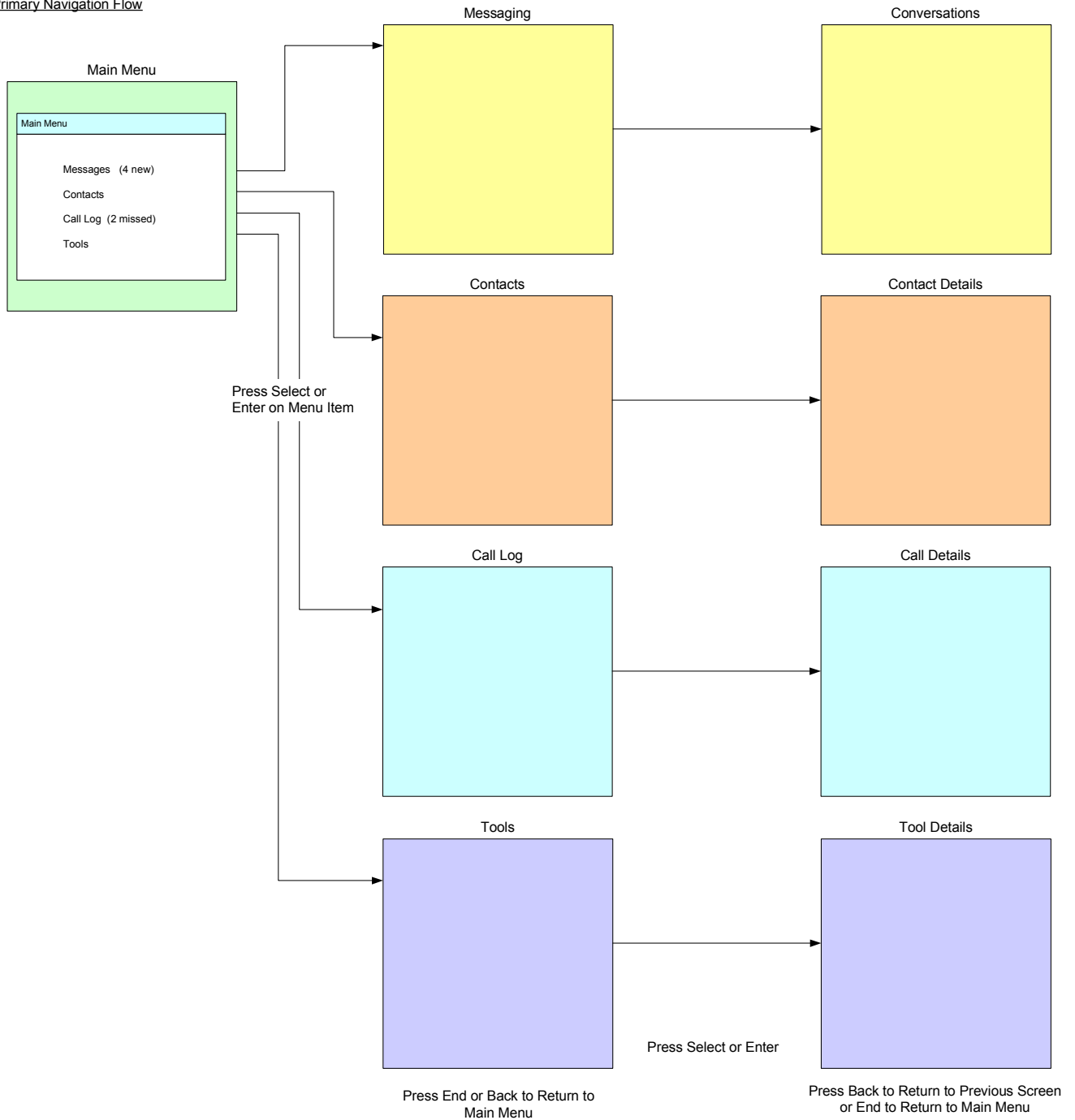


The new message count is reduced as the new messages are opened. The missed call count is removed when missed calls are viewed in the call log.

- Use Left and Right to scroll through the menu items. The highlight moves left and right as the user scrolls.
- Press SELECT or ENTER to go to the highlighted menu option.
- Press number or letter keys to automatically bring up the dialer/contact list to initiate a call or send a new message.
- To speed dial, press and hold one number until the call sequence is initiated or press one number followed by pressing and holding another number until the call is initiated. Pressing more than two numbers will start a 7 or 10 digit dialing sequence.
- Pressing a series of letters will bring up names in the contact list.
- Press Send at any time to start dialing or press Select or Enter to see a list of choices for the number or name that has been entered (Call Mobile, Send Text, Call Home, Call Office).
- Press Send to bring up the dialer screen (same as previous bullet).
- Press Volume keys to bring up the master volume control.

Current Time and Date are displayed at the bottom of the Main Menu screen.

Primary Navigation Flow

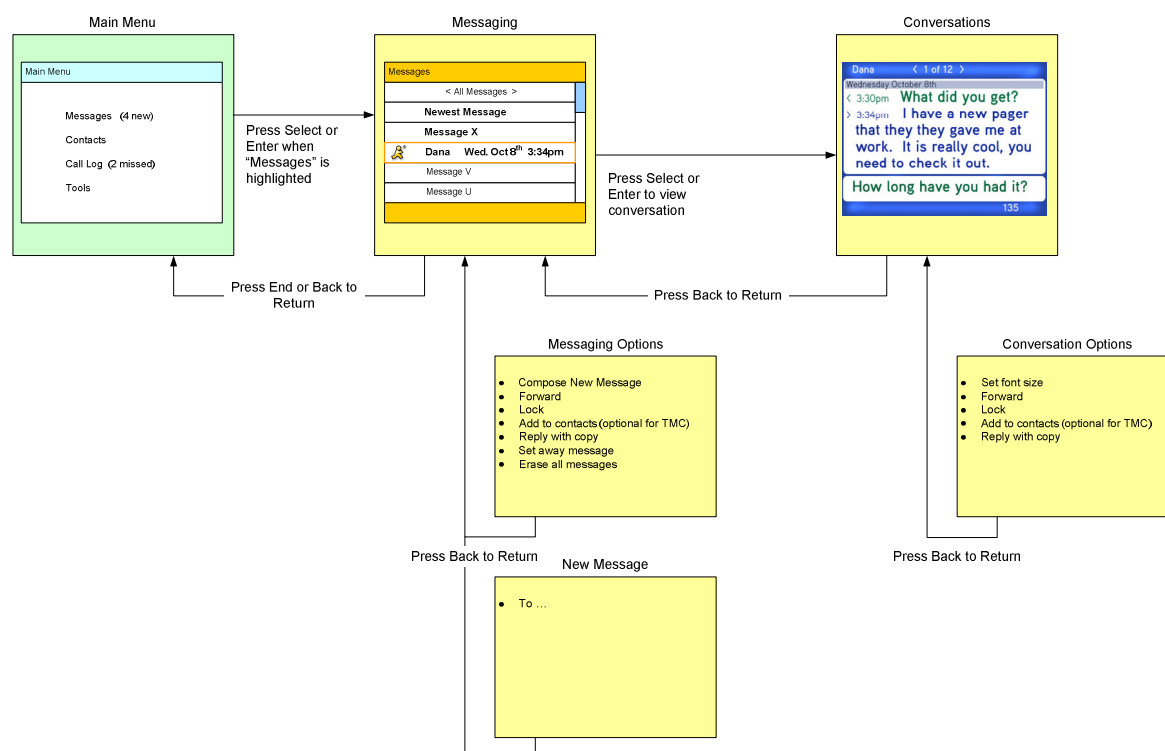


GUI Screens and Flow



Messaging:

Messaging



Message View

The Message View is organized by active conversations and voicemail. Each entry points to a conversation which contains all of the exchanges (threads) that have transpired since the conversation started or to a voicemail. The time and date indicates when the last thread was sent or received or when the voicemail was received. The message is Bold only if it has been received but not viewed (opened).

- Use Up, Down to scroll through messages. The highlight moves up and down as the user scrolls.
- Press SELECT or ENTER to open a highlighted message and display the Conversation Window / Voicemail player.
- Use Left, Right to filter messages – All, Alerts, Zipit to Zipit Chat, SMS, Voicemail, MS Live Office, AOL, Yahoo, MSN Messenger, and Google Talk
- Press END or BACK to return to the Main Menu
- Press Options Key to view options
- Press Alt-Delete to delete the highlighted message or select Delete Message from the Options menu.
- Sorted by Date and Time Received
- A scroll indicator is provided to show the relative position of the highlighted message within the list if messages extend beyond the visible area of the screen
- When a voicemail message is selected, player functions are provided within the conversation style screen.
- The date and time associated with a message refers to the date and time of the last thread received for that conversation. Each thread in a conversation does not create a new entry in the Inbox. Opening a message / conversation shows each thread in that conversation since the thread was started. A conversation will stay active until it is deleted.

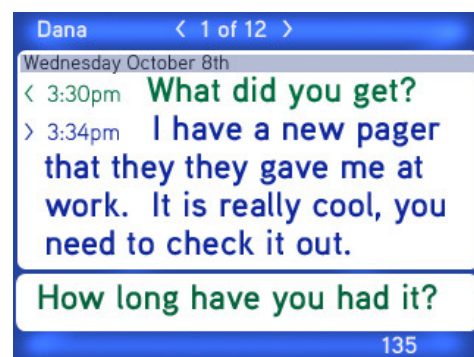
If a new message is received while viewing the Message View screen, a bubble window briefly appears **< 2 seconds >** announcing a new message has been received and shows how many total unopened messages are in the Inbox. If it is part of an open conversation, that conversation will be moved to the top of the Message queue. If the message is the start of a new conversation, the new conversation will be placed at the top of the queue.

Message View Options:

- Compose New Message
- Forward
- Lock / Unlock – prevents the highlighted conversation from being deleted
- Add to Contacts (if personal contact, only add if allowed by admin)
- Set away message
- Erase message
- Erase all messages

Conversation Window:

- Left and Right keys are used to move between conversations
- Notifications are popped up when a new message comes in
- Close and delete a conversation with the Option menu or immediately with Alt-key.
 - Voicemail conversation windows have player control features. (Play / Pause, Replay, Rewind, Fast Forward). Allow for auto dial to respond.
- Each thread shows the time it was sent or received.
- Text sent by the user is preceded by an outgoing arrow and text received is preceded by an incoming arrow. Sent text and received text are shown in two different colors as determined by the end user - Tools and Options.
- If you're viewing a conversation and a new thread arrives, you will see it appear in your conversation history area.
- If you're viewing a conversation and a new thread arrives from another conversation or a new message arrives, you can ignore it, press the LEFT or RIGHT key to cycle through conversations to get to it, or go back to the Message screen to select it.
- For SMS or proprietary formats, the character count is shown on the lower right corner of the screen and is constantly updated as the user types to insure that the user can't go over 160 characters. The count starts at 160 and, when it reaches 0, no more characters are allowed. Conversations are retained (even IM) until deleted by the user or until the allotted size of storage buffer is exceeded.

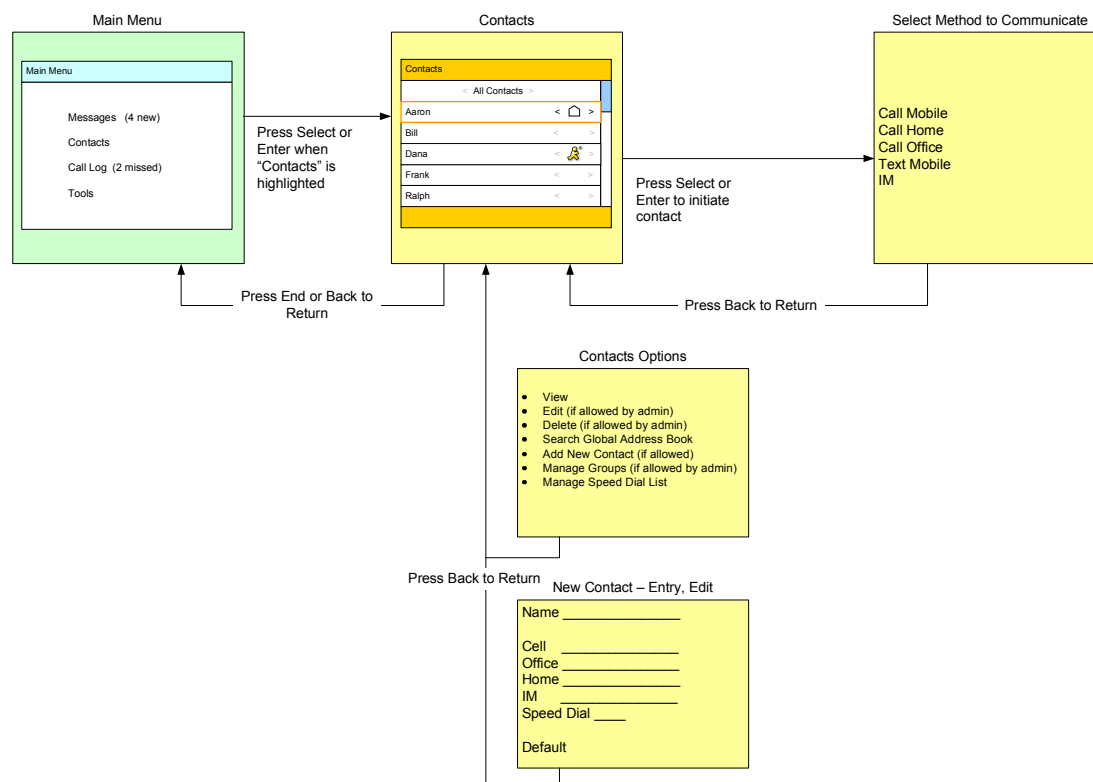


Conversation View Options:

- Forward
- Lock / Unlock – prevents the conversation from being deleted
- Add to Contacts (if personal contact, only add if allowed by admin)

Contacts:

Contacts



Contacts View

The Contacts View is organized in Alphabetical order. Each entry shows the contact's name.

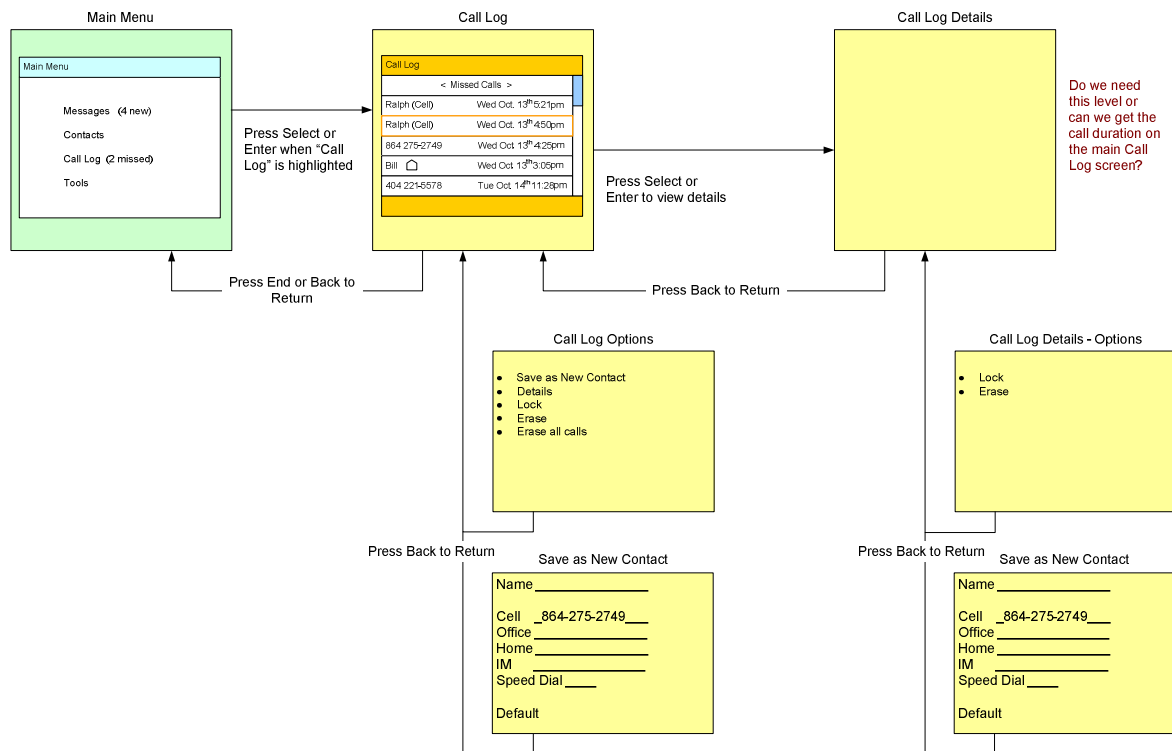
- Use Up, Down to scroll through contacts. The highlight moves up and down as the user scrolls.
- By default, all contacts will be shown.
- With All Contacts available and a name highlighted, press **SELECT** or **ENTER** to open a dialog that allows the user to select an action – Send Zipit Chat, Send AIM Message Call Mobile, Call Home, Send SMS to Mobile, Send SMS to Pager, IM {Facebook, Twitter}.
- Contacts that are online with their Z3 will have a status indicator that indicates their device is on. If they are online with an IM service, a similar indicator will be provided beside the dialog entry – such as “Send AOL IM”.
- Use Left, Right to filter contacts by Address Books, fields that define a user's communications capabilities, and by personal (contacts that a user added themselves – if allowed) – All, Address Books, Personal Contacts, Zipit to Zipit Contacts, Mobile Phone Contacts, Work Phone Contacts, Home Phone Contacts, AIM Contacts, Yahoo Contacts, MSN Contacts, MS Live Contacts, and Google Talk Contacts.
- While highlighting a contact in a filtered view of the contacts, press **SEND** to immediately initiate a call or a new conversation – based on the communication type enabled by the filter. Pressing **SEND** when the contact list is not filtered acts the same as pressing **SELECT** or **ENTER** as defined above.
- Press **END** or **Back** to return to the Main Menu
- To search for a name or go to a name while viewing the contact list, start typing the first characters of the name. A character entry field will replace the “<All Contacts>” field and the list of names will immediately start being filtered as characters are typed. For example, if you type a D – all names that don't start with D are removed from the list. If you type Da – all names that don't start with Da are removed from the list. Backspace at any time to remove characters and to reduce the filter. The highlight will move to the first name that matches the characters typed in. The user can move the cursor down to select names below the first name. Select “Back” to exit the search.

Contacts View Options

- View
- Edit
- Delete – allows the user to delete individual users, user created groups, and Address Books. When an Address Book is deleted, a warning will pop-up to warn the user that all users in the address book will also be deleted from the Contact List.
- Search Global Address Book
 - A text entry field is provided for entering a query, press enter to start the search (noted in the query field <press enter to start>) after entering characters
 - While the search results are being retrieved from the server, a wait dialog appears with a Cancel button (there will be a graphic that is in motion showing that the function is in process). Selecting Cancel will stop the search and return to the Search query screen
 - Search returns up to 20 results, includes users and address books. The first result will be highlighted.
 - Selecting a name or address book from the list will allow the user the option to add the name to the contact list or to cancel – which returns the user to the search list. Going Back returns the user to the query view and going back again returns the user to the Contact option list. If an address book is selected, a popup about the address book is displayed along with the option to add the address book or cancel.
- Add New Contact (manually enter information)
- Manage Groups (Personal groups)
- Manage Speed Dial List

Call Log:

Call Log



Call Log View

The Call Log View is organized by the time and date – with the most recent call displayed at the top of the list. Each entry shows the name of the contact if it is included in the Contacts List, the phone number of the caller if it is not in the Contacts List, an indicator showing whether the call was dialed, received, or missed, and the time and date of the call.

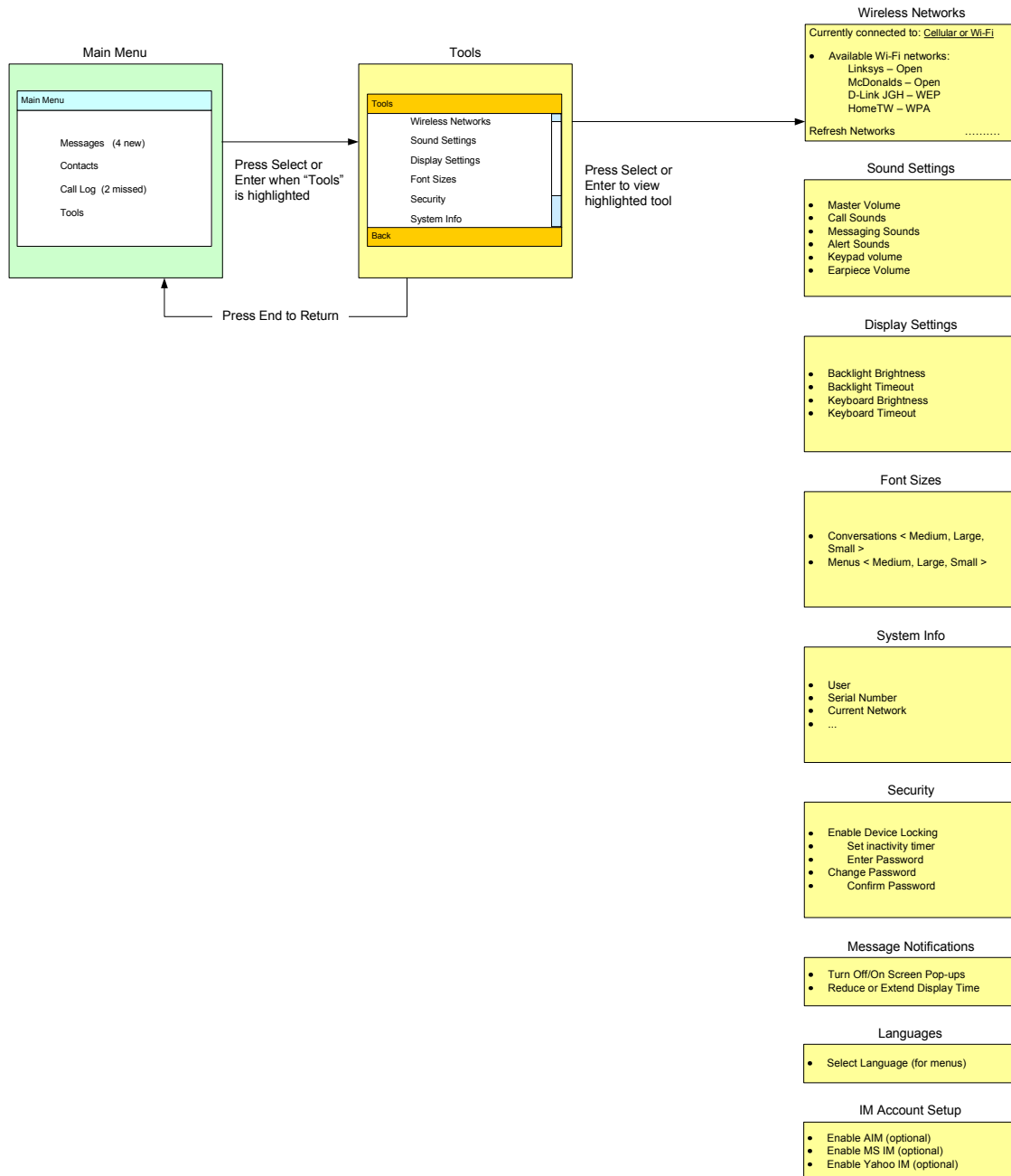
- Use Up, Down to scroll through the call log. The highlight moves up and down as the user scrolls.
- Press SELECT or ENTER to open a highlighted call to review details – such as call duration.
- To filter the call log, use Left, Right to scroll through the options – All, Missed, Received, Dialed
- While highlighting a log, press SEND to initiate a call the number that has been logged.
- Press END or BACK to return to the Main Menu

Call Log Options

- Save as New Contact
- Lock / Unlock
- Erase
- Erase all

Tools:

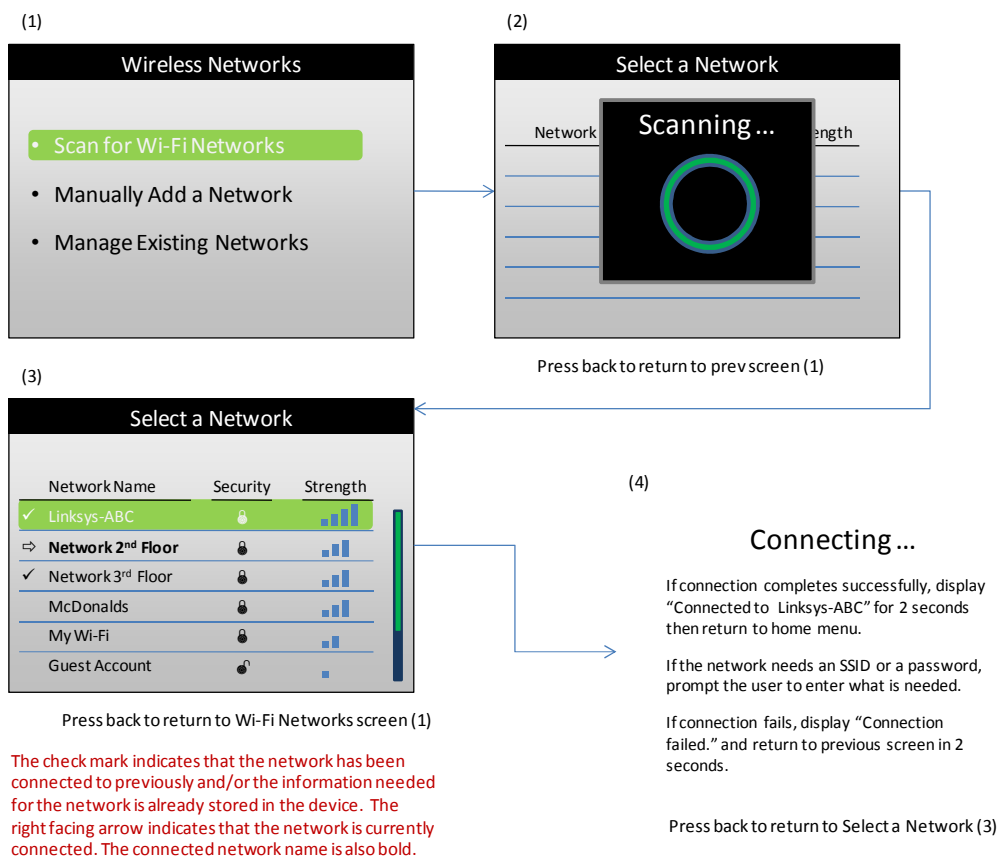
Tools

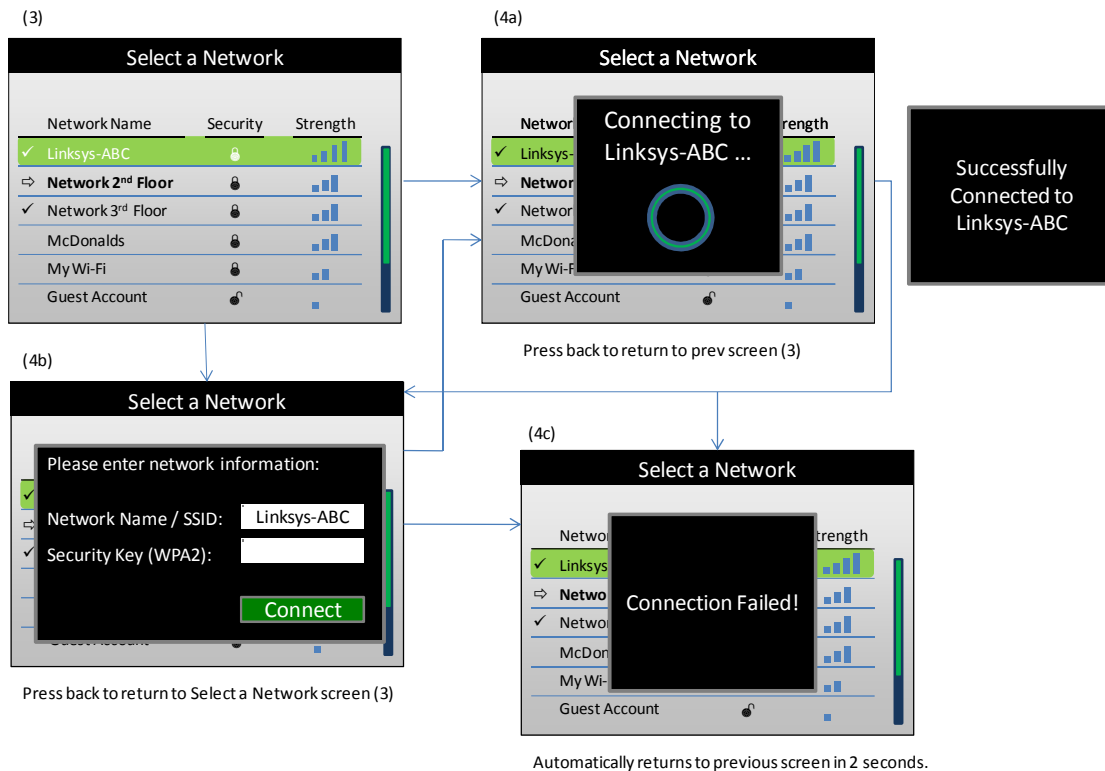


Wireless Networks

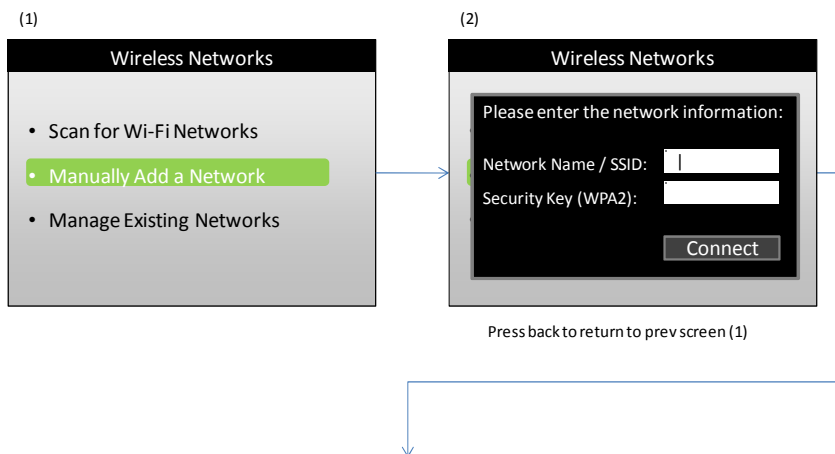
This network tool is used to manually search for and connect to Wi-Fi networks and to manage existing network information. This tool is also provided when no network connections are automatically found. (The user will be presented with a screen that says “No Networks Available” and 2 choices – 1) Try Manual Wi-Fi Connection or 2) Continue to Attempt Auto-Connection)

- Scan for Wi-Fi Networks - Identifies all networks within range – including hidden networks where the SSID is unknown
 - 1) Device scans for networks. Top of screen in the header bar reads - “Select Wi-Fi Network”
 - 2) A busy box appears over the middle of the screen with the text “Scanning ...”
 - 3) When the scan is complete, the screen is populated with a list of networks sorted by the following priorities – Strength, Pre-approved Networks, Manually Added Networks, Open Networks, Secure Networks.
 - 4) The user must select a network from the list and the device will attempt to connect.
 - a. If successful, a brief dialog will appear showing that the connection was successful and the tools menu will be closed and the user will be taken back to the home menu with the Tools icon highlighted.
 - b. If unsuccessful, the user will be presented with a screen that allows the user to review the network details and provide a way to change the password if one is required.
 - c. If the network is hidden, the user will be asked to enter the SSID.





- **Manually Add a Network** – allows the user to add a network manually (expected to be used mostly for adding hidden networks)

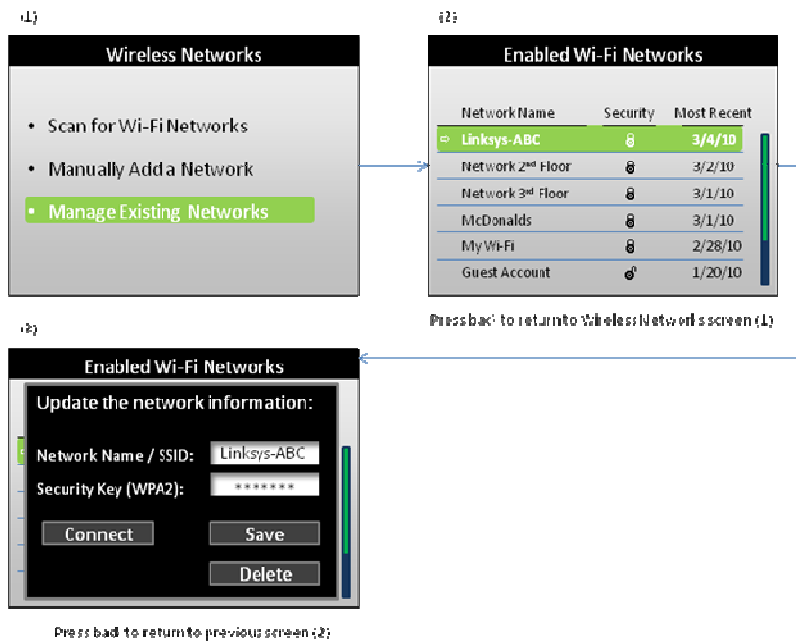


Connecting ...

If connection completes successfully, display "Connected to name" for 2 seconds then return to home menu.

If connection fails, display "Connection failed." and return to previous screen in 2 seconds.

- Manage Wi-Fi Networks – allows the user to review a list of all of their manually added networks and networks that have previously successfully connected. APs that have been added by the hospital admin can be viewed or modified by the end user. The list will be sorted by the most recently connected.
 - 1) The user can delete a network from the list. This is useful if you don't want to automatically connect to that network again.
 - 2) The user can modify the SSID and the password - if the network is secure.



Sound Settings

- Master Volume (also accessible by pressing one of the two volume keys while accessing the Home menu)
 - Set the sound level – Loudest, Loud, Medium, Soft, Softest, Silent
 - Enable or Disable Vibrate Mode – On or Off (If on when sound is enabled, vibration precedes initial ring by .5 to 1 seconds)
- Call Sounds
 - Select the ringer type for calls (provide 10 – 20 ring tone options)
 - Select the relative volume for the ringers for calls (100% of master volume is default, 75%, 50%, 25%, Off - Try Now)
- Messaging Sounds
 - Select the ringer type for text and IM messages (provide 10 – 20 ring tone options)
 - Select the relative volume for the ringers for text and IM messages (100% of master volume is default, 75%, 50%, 25%, Off - Try Now)
 - Enable during VoIP calls – Yes or No
- Alert Sounds
 - Select the ringer type for Alerts (provide 10 – 20 ring tone options)
 - Select the relative volume for the ringers for Alerts (100% of master volume is default, 75%, 50%, 25%, Off - Try Now)
- Keyboard Volume
- Earpiece Volume

Display Settings (power management)

- Set LCD Brightness
- Set the inactivity timer to turn off the LCD: 15s, 30s, 1m, 2m, 5m, or 10 minutes
- Set Keyboard backlight brightness
- Set the inactivity timer to turn off the keyboard backlight: 15s, 30s, 1m, 2m, 5m, or 10 minutes

Font Sizes

- Select the font size for conversations: Small, Normal, or Large

System Info

- Username
- Serial Number
- Current Network
- Software Version
- IP Address

Security

- (Lock the device after a period of inactivity or power-up) Select the inactivity timer setting: Off (not available if this feature is required by the admin), 1, 5, 10, 15, 30, or 60 minutes of inactivity

Message Notifications

- Turn message notification pop-ups (bubbles) on or off
- Select length of message notification display time (1, 15., 2 , or 3 seconds)
- Turn message notification LED on or off.

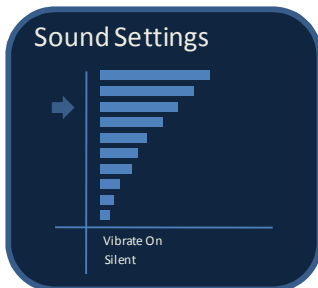
IM Account Setup

- AIM Support, partial

Keyboard and Volume Controls

Keys	Main Menu	Messaging	Contacts	Call Log	Tools
Select	Jump to highlighted function	Open highlighted conversation	Opens dialog to allow user to select communication type	Open highlighted call	Open highlighted tool
Up / Down	Move between menu items as indicated by highlight	Scroll through messages, highlight moves	Scroll through contacts, highlight moves	Scroll through calls, highlight moves	
Left / Right	No action	Filters messages by type – All, SMS, Voice, and IM	Filters contacts by type	Filters calls by type – All, Missed, Incoming, Outgoing	No action
End Press and hold for 1.5 seconds during any activity to turn device Off. (Also acts as a reset if ever needed). If device is off, press to turn device On.	No action	Return to Main Menu	Return to Main Menu	Return to Main Menu	Return to Main Menu
Send	Open Dialer screen with auto-fill contacts		Initiates a call or a conversation to the highlighted contact	Initiates a call to the highlighted caller	
Option Key	No Action	Open Message Options	Open Contact Options (if allowed by admin)	Open Call Log Options	No Action
Back Key	No Action	Back one level	Back one level	Back one level	Back one level
Enter	Jump to highlighted function	Open highlighted conversation	Opens dialog to allow user to select communication type	Open highlighted call	Open highlighted tool
Backspace	No Action	No Action	No Action	No Action	No Action
Alt-Delete	No action	Delete highlighted message	Delete highlighted contact (if allowed by admin)	Delete highlighted call	No action
Alpha Keys	Open Dialer screen with auto-fill contacts		Jump to contacts as letters are typed. Character entry field replaces the “All Contacts” header.		
Number Keys	Open Dialer screen with auto-fill contacts				
Symbol Key	No action	No action	No Action	No Action	No Action
Volume Keys	Show Master Volume Screen (or volume bar) – controls incoming call sounds and incoming message notification. Sets volume levels and enables vibrate mode. *				

* Pressing a volume key while at the Main Menu provides a simple Master Volume editor screen. From this screen, the user can turn the overall sound level up or down, put the device in Vibrate only mode, or Silent mode by pressing the up or down volume keys. The normal vibrate setting is used if sound is enabled. The Volume screen includes a vertical dialog with the following choices:



Keys	Conversation	Contact Details	Call Log Details	Tool (specific)	Options
Select	No Action	No Action	No Action	Depends on Tool in use	Use highlighted option
Up / Down					
Left / Right	Cycles through conversations unless text is being entered in the text entry window. In that case, moves the cursor back and forth through the text.				
End Press and hold for 1.5 seconds during any activity to turn device Off. (Also acts as a reset if ever needed). If device is off, press to turn device On.	Return to Main Menu	Return to Main Menu	Return to Main Menu	Return to Main Menu	Return to Main Menu
Send					
Options Key					
Back Key	Back to Messaging View	Back to Contacts View	Back to Call Log	Back to Tools Menu	Back one level
Enter					
Backspace					
Alt-Delete					
Alpha Keys	Starts adding text to the text entry window.				
Number Keys					
Symbol Key	Pop-up an on-screen keyboard for special symbols not available on the keyboard				
Volume Keys					

Keys	Call In-Progress Dialog
Select	No Action
Up / Down	
Left / Right	
End Press and hold for 1.5 seconds during any activity to turn device Off. (Also acts as a reset if ever needed). If device is off, press to turn device On.	End Call
Send	Place the current call on hold and 1) switch to another incoming call, or 2) initiate another call
Options Key	
Back Key	Back to previous screen – call continues.
Enter	
Backspace	
Alt-Delete	
Alpha Keys	
Number Keys	
Symbol Key	
Volume Keys	Raise or lower earpiece volume – on-screen volume bar appears and times out, other functions are not affected

Interrupts – Incoming Call / Call in Progress

The top and bottom of this screen should be the same as the main menu - including the standard header at the top of the window with the network indicators, etc. and the footer with the date and time.

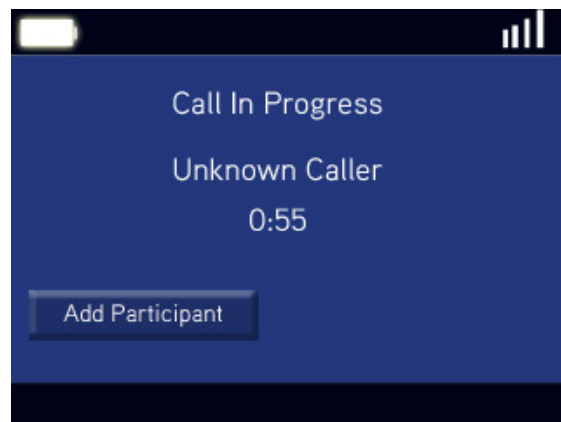
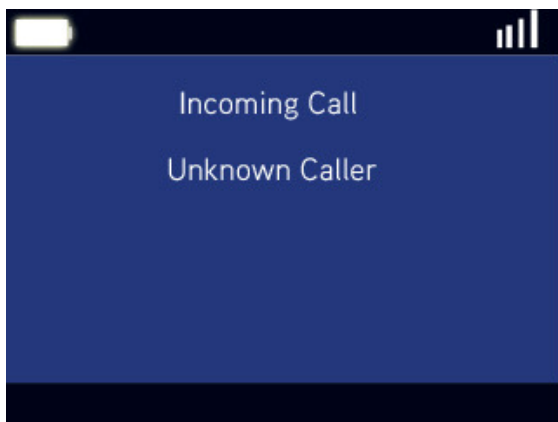
Just below the top header, “Incoming Call” should be displayed until the call is answered, at which time “Call in Progress” should be displayed.

Just below the call indicator, the name (obtained through a caller ID match with the contact list), the phone number, or “Unknown Caller” should appear centered.

Next, a timer showing how long the call has been in progress should be displayed from the time the call is answered until the time the call is ended.

The user should have the ability to add a participant to the call (3-way calling) or to accept another incoming call while putting the original caller on hold.

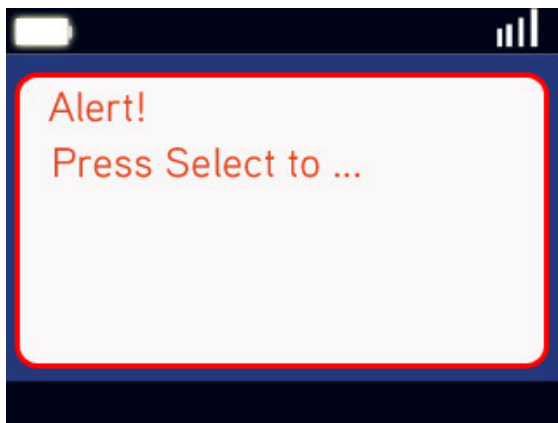
The user should have the ability to mute the call.



< Add menu items / buttons to this screen >

Interrupts – Incoming Zipit Direct Alert (Priority 1 or 2)

A Priority 1 or 2 Alert is presented as a special conversation style window that appears in front of any screen that is currently displayed. All other functions are blocked (with the exception of an in-progress phone call), until the Alert is acknowledged. [fg refine definition of times] If a critical page is not answered within 15 seconds, an audible and vibration alert is generated and then repeated at 15 second intervals indefinitely or until the user presses any key. If a call is in progress, the Alert appears, but the user can end the call when done and then address the Alert.



A high priority alert will block the screen from any other activity until acknowledged or until the message expires. Once a high priority alert expires, the alert will disappear from the screen but will still be available for review from the message list.

Priority 1 and 2 alerts have the following attributes:

- The user can not cycle left or right to get to a new conversation unless the alert had previously been acknowledged and the alert was accessed through the message list.
- The header will include a red emergency icon and the word “Emergency”.
- The message area will be preceded by the Time, Date, and Name of the Sender (or type of sender in the event of a 3rd party process – Amcom, dial-back, etc.)
- Messages of 250 characters or less will be fully visible on the screen. Messages that are between 250 and 500 characters will be viewable within a scrollable window.
- Each P1 and P2 alert will always include a list of 1 or more canned responses that the recipient is required to choose from in order to remove the Alert. The list is created by the sender. If no list is provided, the recipient will be presented with the words “OK” that they must select. The canned responses can be viewed by pressing the left or right keys to cycle through the possible responses.
- After the user has responded to the message, the window will disappear and the device will return to the screen that was displayed prior to the alert.

Once an alert has been read and is later accessed from the message list, it will operate similarly to any other conversation window. The user can cycle to the previous and next conversations by pressing left or right. The response that was selected by the user will be displayed in the response area but will no longer be editable. If the message expired before a response was given, the response area will be replaced with the text “This message expired – no response provided.”

Note: Priority 3 and 4 messages also require a response to a canned set of options. When they are accessed from the message list or reached when the user cycles to them from the conversation view, the standard left and right conversation cycle function will not be accessible until the user sends the response. Prior to sending the response, the user can exit the message by pressing the “back” key and will be taken to the message list. As soon as the user responds, the response that was selected by the user will be displayed in the response area but will no longer be editable and the conversation will now allow the user to cycle to previous and next messages.

Interrupts – Incoming Message Notifications (Bubbles)

The incoming message notifications indicate a Priority 3 alert, Zipit chat, SMS/text message, instant message, or voicemail has been received. The notifications appear on top of any current activity but do not affect navigation, typing, or any other user interface response. The background of the alert is alpha-blended so that the active screen can be seen. The text on the notification is not alpha-blended.

In the Tools/Message Notification menu, the user can turn message notifications on or off and can select the duration of the notification on the screen (1, 1.5, 2, or 3 seconds).

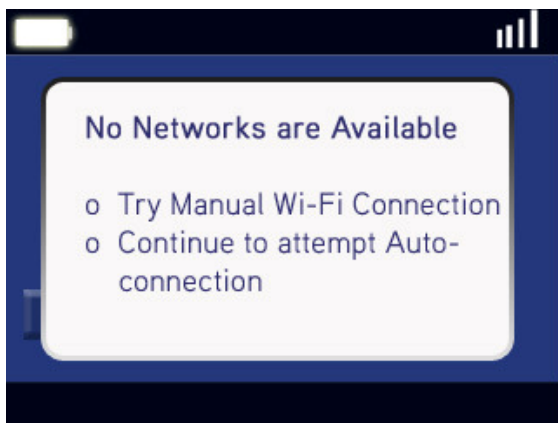


Interrupts – No Network Available / Network Lost

If both networks (cellular and Wi-Fi) are dropped, this message is presented to the user after < 3 attempts > to automatically re-connect to each network type < or x amount of time without a connection >. If the user chooses to manually scan, they will have the ability to connect to protected and/or hidden Wi-Fi networks that the device can not automatically connect to. If they choose to continue to Automatically attempt to reconnect, the device will continue to retry the cellular network at regular intervals and continue to try open and known Wi-Fi networks.

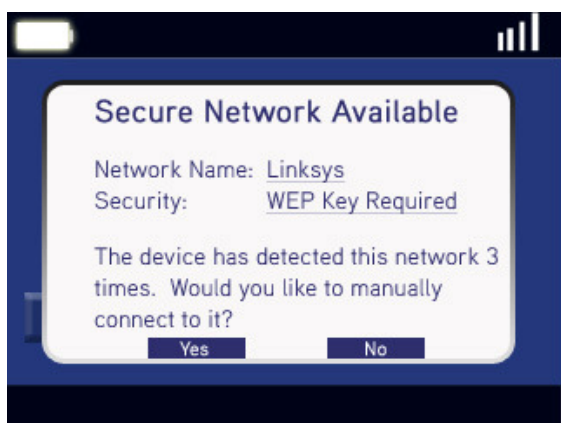
The manual connection screen will be the same as the utility available from Tools/Wireless Networks.

If the user chooses “Continue to attempt Auto-connection”, they will not see this screen again until the next time a network is lost. (Therefore, a network connection or a power-off or power lost must happen before this message could ever be seen again.)



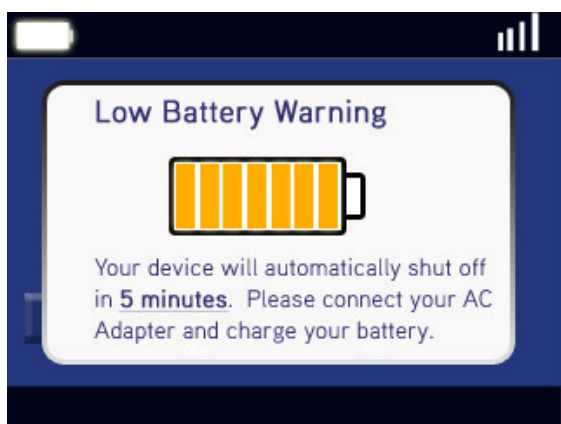
Interrupts – New Wi-Fi Connections / Manual Connections

If the device detects a protected and/or hidden Wi-Fi network(s) (3) separate times, with a minimum of 24 hours between detection, when it can't connect to any other Wi-Fi network, ask the user if they want to connect to the network manually and tell them what they need to do to connect – such as fill in the WEP key. If the user chooses not to connect, they will be given the option not to be asked again about the listed networks.



Interrupts – Battery Level Critically Low

If the device reaches the point where the battery is low and has determined (through calculations) that 5 minutes of battery life remain, the following screen will be displayed for 3 seconds. Subsequently, at 4 minutes, 3 minutes, and 2 minutes, this screen will be displayed again for 3 seconds each time (with the minutes remaining updated each time). With 1 minute to go, the screen will remain visible until the device cuts off. Any keyboard activity removes this screen (any key press only clears the screen – it does not get passed through to the underlying function). All other functions work without interruption – including phone calls, etc.



One Time Interrupt – Initial Authorization Screen (CAC)

Before a device is authorized for access, the end user must type in a Customer Access Code (CAC) provided by Zipit Wireless. The CAC will confirm that the device being enabled can only be controlled / accessed by the intended customer's administrators.

When the device is turned on for the first time (after the manufacturing stage), as soon as the device connects to a network for the first time and connects to Zipit's servers – the following screen will be displayed:

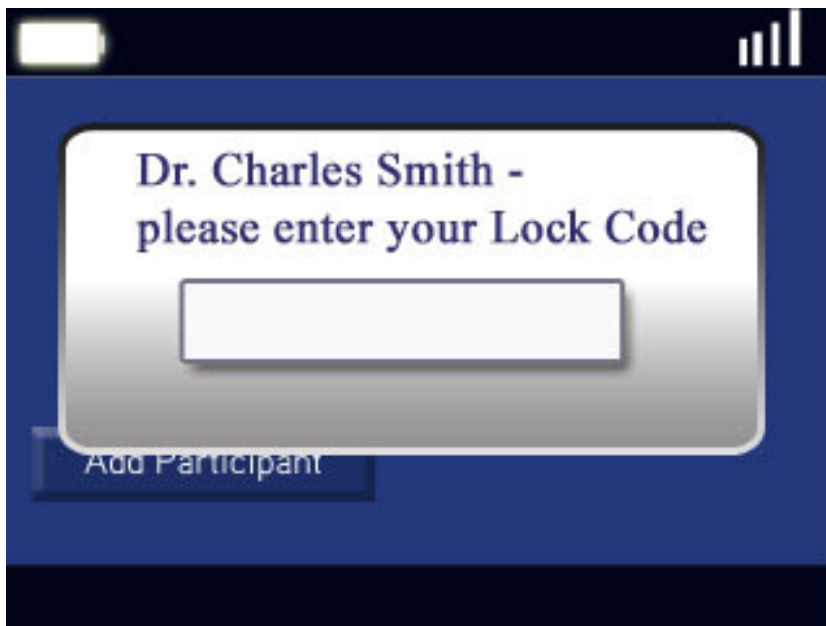


Once this code is entered, it will not be required again unless the unit is “Wiped” by Zipit's support team.

If the code typed in does not match the code that we expect and require, a note will be added that says the code is incorrect, please try again. After three unsuccessful attempts, the unit will be shut off and the customer (business account) will have to call Zipit. Our servers should store a flag for this case and it should only be cleared if an authorized representative of the customer calls Zipit and provides the correct code.

Interrupts - Enter Lock Code (after Power-up or inactivity time out)

If the user or administrator has setup password controlled access, each time the device is powered on or is accessed after a period of inactivity - the user must type in their Lock code. An incorrect Lock code will cause a message to be displayed on the following screen: Invalid Lock code. If the user tries again, the “Invalid Lock code” warning will be removed as soon as the first character is typed and will not be shown again (if necessary) until the user presses Enter. The screen will display “Please enter the Lock code for Username”. (This is to minimize the chances of devices getting mixed up between users.)



Interrupts – Find Device Feature

If the administrator sets the find me flag for a user's device, the device will generate a unique "distress" tone for 5 seconds, wait 5 seconds and then repeat. After 60 cycles, the wait period will increase to 15 seconds. After 30 more cycles, the wait period will increase to 35 seconds. After 15 more cycles, the wait period will increase to 55 seconds. After 10 more cycles, the wait period will increase to 75 seconds. Thereafter, the distress tone will be played once every 2 minutes until the device is located or until the battery power is drained. While the device is in this mode, the display, keyboard backlight, and all power management settings will be in their lowest power state (radios should be minimized or turned off as well). When the device is located, press the Select key to disable the distress tone and bring up a screen that requires the user to enter their Password (the admin should remind the user they have to do this when they receive the request to put the device in Find Device mode). The screen will display "Please enter the Password for Username". If the device was locked from an inactivity timeout, the user will not have to enter the lockcode since they must enter their password. If someone other than the owner finds the device, the sounds can be stopped by pressing Select but they won't be able to enter the password. The device will request the password continuously until entered or until the device is Wiped by the admin.

On-Screen Indicators, Icons, and LED

- Top Bar / Header:
 - Battery /Charging status on far left
 - List Descriptor in middle (Messages, Call Log, Contacts, or Tools)
 - Wi-Fi connection and signal strength or Cellular connection and signal strength on far right.
- Bottom Bar / Footer:
 - Time on far left, Date on far right
 - Option List Available indicator in middle (when one or more options are available)
 - New Message Flag, Missed Call Flag, New Voicemail Flag (if supported by VoIP) on the right of the Option indicator. The New Message Flag will disappear immediately when the Message List is accessed (either by selecting it from the Home Menu, going back to it from a conversation, or if the message List is currently being viewed). The Missed Call Flag will disappear immediately when the Call Log is accessed. The New Voicemail Flag will disappear as soon as the Message List is accessed.
- Message Icon (from Home Menu): The number of unread messages appears in the upper right corner of this icon. The count is decreased as each unread message is opened.
- Call Log Icon: The number of missed calls appears in the upper right corner of this icon. The count is removed immediately any time the call log is accessed.
- On Call Icon (from Home Menu): A green dot is displayed in the upper right corner of this icon when the user is "On Call". If the user is "Off Call", a red dot appears in the upper right corner of this icon and text below the row of Home Menu icons displays: "Off Call until 8:00pm Fri. Apr. 20"
- LED: The red LED on the top right face of the unit blinks to indicate a new message, missed call, and new voicemail. It follows the behavior of the 3 flags on the footer – meaning that the LED stops blinking when the flags are removed. The LED can be enabled or disabled from Tools / Message Notifications.

Message Types and Icons

The following icons will appear beside a message in the message list allowing the end user to quickly ascertain the message type. The icons will also appear in the header for the conversation view to the left of the user's name. If the message type supports presence detection, the icon will be in color if the user is online and gray if the user is offline.

- Priority 1 and 2 Alerts (Mayday and High Priority) – Red emergency icon (circle with a plus sign in it)
- Priority 3 and 4 Alerts (Normal and Low Priority) – Gold emergency icon
- Pager to Pager Chat – Zipit icon
- SMS Messages – cell phone icon
- AOL
- Voicemail Message – (Alan will create an icon)

On Call Function

The On Call function lets the end user easily set a flag that notifies administrators and other users when they are On Call (working or responsible for function) and when they are Off Call. This feature must be enabled by the administrator and can be used to prevent sending pages to end users that aren't available.

Usage: If the feature is enabled by the administrator, the On Call icon will by default contain a green dot in the upper right corner indicating that the end user is available. If the user selects the On Call icon when it contains a green dot, they will be presented with the following screen:

Username is currently "On Call"
Switch to "Off Call"
Cancel

If the user selects "Switch to Off Call", they will be required to select a time and date for the next time they are On Call. This forces the user to set the device ahead of time rather than inadvertently forgetting to change the setting manually the next time they are on call. A pop up will be provided for the user to set the time and date. The user can move left and right to select the digit or field to change and can move up or down to cycle through the list of numbers or fields. At the far right of this pop-up will be an OK button to select.

If the user selects the On Call icon when it contains a red dot, they will be presented with the following screen:

Username is currently "Off Call"
Switch to On Call
Modify next On Call time and date
Cancel

Initiate call or conversation from keyboard (from Home Menu)

From the home menu, pressing any alpha or alpha-numeric key, will display the contact list / initiate call screen. As the user presses characters, the device will automatically determine if the user is typing a phone number or a name. The character entry field will show letters – unless the user has used the Alt function to specify numeric entry.

For example, in the following screen shot (Figure 1), the user has pressed the “E/3” key. “E” will be shown in the text entry field and “3” will be shown in the first “match” row (which is always highlighted by default), and possible name matches from the contact list are shown in the subsequent rows. At this point, the user can 1) press additional number or letter keys, 2) press Send to dial “speed dial 3”, or 3) use the cursor to go directly to a contact as shown in Figure 2.

Figure 1



Figure 2



If the user presses another letter/number key, the screen will continue to show the letters in the text entry field, numbers in the first row below the text entry field, and subsequent rows will show any names that continue to match – as shown in Figure 3. If there are less than 4 matches, rows without matches will be blank. If the user keeps entering characters, as soon as a letter only key is hit, the number row is removed and the character entry field shows only letters as shown in Figure 4. From Figure 4, the user can 1) press additional letter keys, 2) press Send to call Ernie < automatically call default number or do we provide a menu of call choices – business, mobile, home? >, or 3) press Select to get a menu of contact options – Call Ernie’s mobile, Call Ernie’s home, Send SMS to Ernie, etc.

Figure 3



Figure 4



If the user presses another number key and there are no more text matches, all remaining rows will be blank as shown in Figure 5. As more numbers are typed, dashes that correspond to standard phone number appearance will be inserted automatically – as shown in Figure 6.

Figure 5



Figure 6



Initiate a Critical Alert from the Device

If this capability is made available by the administrator, end users can initiate critical alerts (pages) directly from their device.

- Select the paging group from the contacts list as if selecting any other user or group. These groups are distinct from user created groups and by design generate a special conversation window that allows the user to define characteristics of the message.
- If paging an individual, select Create Critical Alert from the options menu then select the individual from the contacts list.
- Select the priority level for the message
 - a. Mayday Alert (Priority 1) – response required, the device function is locked until a response is sent by the user, the device is forced into a pre-defined audible and vibration notification
 - b. High Priority Alert (Priority 2) – response required, the device function is locked until a response is sent by the user, the device uses notifications specified by the user.
 - c. Normal Priority (Priority 3) – no response required, the message appears in the standard message list, the device uses notifications specified by the user
 - d. Mailbox Alert (Priority 4) – no response required, the message appears in the standard message list, the device doesn't provide any type of notification
- The only accepted response to a Critical Alert from a device is "OK".
- Set message expiration time: 10 minutes, 30 minutes, 1 hour, no expiration.
- Enter message
- Send message