

Bratz Express Chat™

Operating Manual

Introduction

Now take the chatting virtually anywhere with the Bratz Express Chat™. This hip & cool design allows girls to send Instant Messengers to other devices up to 100 feet. It also has other capabilities such as electronic organizer, unit using VHF radio frequency transmission.

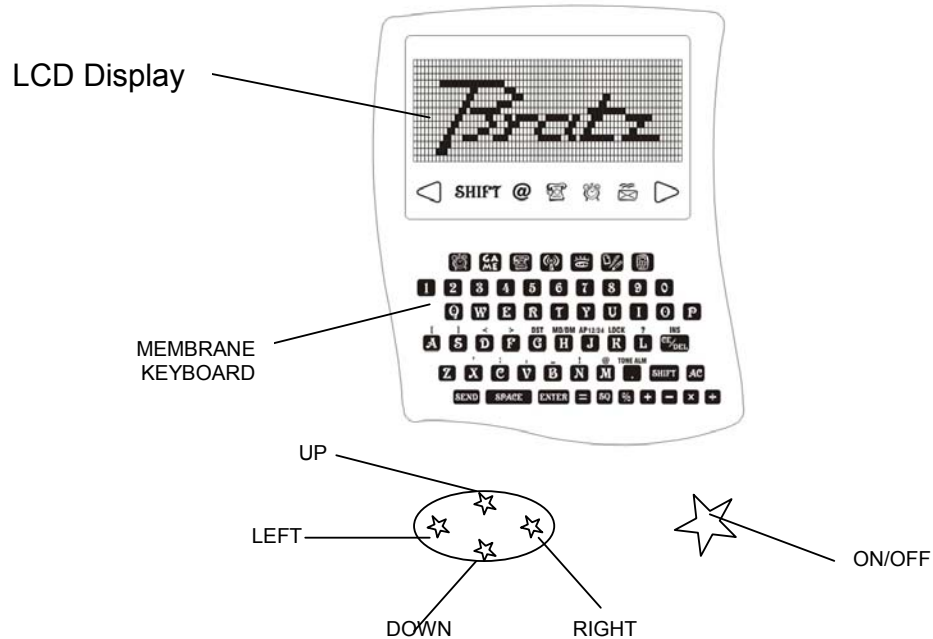
Features

- Stylus based touch keyboard input.
- Telephone book for Name, Phone number and e-mail storage
- Memo section for important notes and schedule setting
- Daily alarm
- Time with 12/24 hour format user selectable
- Date with MM/DD or DD/MM format user selectable
- 4 buttons for direct access selection
- Individual star shape on/off button
- Key input confirmation tone
- 10 digit calculator
- 2 row full dot matrix LCD display
- Friend maker
- Chat mode
- Email mode
- Game mode
- Auto power off
- Low battery alert.

Auto Power Off

When none of the keys have been pressed for about 3 to 4 minutes the Bratz Express Chat™ will turn the power off automatically to conserve battery power. (Actual time may vary depending upon condition of use). To restore power, press on/off key.

Controls & Display Icons



Battery Installation

Refer to Figure 1, unscrew the battery door to remove it.

Refer to Figure 2, insert 3 AAA size batteries with positive (+) and negative (-) ends in the proper direction as indicated in the battery compartment.

Battery Precautions

- Non rechargeable batteries are not to be recharged;
- Rechargeable batteries are only to be removed from the clock before being charged;
- Rechargeable batteries are only to be charged under adult supervision;
- Different types of batteries or new and used batteries are not to be mixed;
- Only batteries of the same or equivalent type as recommended are to be used;

- Batteries are to be inserted with the correct polarity;
- Exhausted batteries are to be removed from the unit;
- The supply terminals are not to be short circuited;
- Never dispose the batteries in fire, it may lake or explode.

System Specification

- 12 digit x 2 rows full dot matrix
- 3 x AAA batteries
- 315MHz Radio Frequency Transmission and Receive
- Low battery indicator warning
- Auto Power off when there is no key being input for 4 minutes and no sound
- Unit will not receive message when playing Tennis game.

Reset

- Press [on] & [reset] to clear all memory.
- Press [Y] to confirm clear all, press [N] to abort.

OFF/ON

- Press ☆ button to turn the unit power on and off.

USER NAME

- When first time install battery, the Bratz Express Chat™ will prompt you to enter user name, please type it then press enter to set.

CHANGE USER NAME

- To change user name, go to 📶 FRIEND MAKER mode then press enter or = key to change the user name. When done press ENTER key to set.

Time mode

- Hold 🕒 to set time
- [MD/DM] to toggle month/day display format (default: dd/mm/yy)
- [12/24] to toggle 12-hr/24-hr display format (default: 24hr)

SAT 30/ 2 '02 P 3:34

SAT 2/ 30 '02 P 3:34

SAT 30/ 2 '02 15:34

- [dst] to toggle day light saving on/off (default: OFF)
- [Tone] to toggle key tone on/off (default ON)
- [APM] to toggle AM/PM
- When done a [:] will flash 2 Hz interval

SAT 30/ 2 '02
16:34 d

Set Password (Lock mode)

- [Lock] enter 4 digit to set password

PASSWORD?
A1B2

A key shows in 2nd row if Bratz Express Chat™ is locked

RE-ENTER?
A1B2

** Phonebook, memo, email, chat & friendmaker does not access when locked **

SAT 30/ 2 '02
P 03:34

Password Unlock

- [Lock] to unlock Bratz Express Chat™
-
- Re-enter 4 digit password to unlock the Bratz Express Chat™
- If forget the password input '0000' to remove old password.

PASSWORD?
A1B2

Contrast

- Press UP/DOWN the direction key to set display contrast.

Alarm mode

- Press  to view alarm at TIME mode
- [TONE Alm] to toggle alarm ON/OFF
- Hold  to set alarm
- [APM] to toggle AM/PM
- Icon  is ON when alarm is set
- Alarm sound duration is 120 seconds
- Press any key to stop the alarm sound once activate

ALARM
A 12:00

Phone Book

- [Phone] to phonebook mode
Name(32 Letters) Telephone(16 numbers)
Email(32 Letters) and Records(max 99)
- [View] to toggle no. of record & free space

PHONE BOOK
RECORD: 10

PHONE BOOK
1738 B

New

- [New] to add new record(max 99)
- Input Name in 2nd row
- Press [Shift] to input symbol
- Press [Shift] + [Ins] to insert a space to cursor
- Press [Del] to del a char from cursor
- [Enter] to confirm and no input number if name field not empty
- Input Number "0~9" only in 2nd row
- [Enter] to confirm and input email in 2nd row
- Press [Enter] to save and sort by name field in alphabetic order only

NAME?
VIVIAN

NUMBER?
123456789

EMAIL?
VIVIAN@ABC.N

SAVE !

Bratz Express Chat™ will prompt "SAVE" for 2 seconds and return to phonebook mode

VIEW

- Direction key [Up][Down] to browse recode(s)
- Direction key [Left][Right] to shift a row left/right by a letter
- Name field always shows in 1st row

PARTNER ABCD
123456789012

PARTNER ABCD
ABCD@XXX.NET

View to toggle telephone/email & display in 2nd row
Enter telephone icon  or email address icon "@"
will on respectively

PARTNER ABCD
ABCD@XXX.NET

- Press [Del] to delete record in view mode
- Press [Y] to confirm delete record, other abort

DELETE?
YES/NO

Edit

- Press [Edit] to editor record in view mode
Edit Record in 2nd row
- Press [Enter] to confirm & goes next field (Name, Telephone & Email)
- Press [Enter] in email field to save & sort by name field in alphabetic order only

PARTNER ABCD
123456789012

Memory Full

- When memory is full or number of record >99, Bratz Express Chat™ will prompt “MEMORY FULL” message for 2 seconds
- Return to edit mode & keep the last edit record in edit buffer

MEMORY FULL!

Memo

- Press [Phone] icon 2 times to Memo mode
Memo (FIFO), message (max 48chars), records(max 99)
- [View] to toggle no. of record & free space
- Keys same as Phonebook

MEMO
RECORD: 4

MEMO
1712 B

MESSAGE?
P7:00 DINNER

CALCULATOR

- [0...9]
- [+] [-] [x] [÷] [%] [√]
- [=] [.]
- [AC] [CE]

CALC
0.

CALC + E
-0.123456789

EMAIL

- Single Receive Buffer, Store sent/received email (FIFO) (max 10 record) Email name (max 12 letters) Text (max 52 letters)
- Bratz Express Chat™ will “BEEP” once when there is new email received & “✉” icon flash in any mode
- When receive an email, Bratz Express Chat™ will ACK to the sender
- Bratz Express Chat™ will not receive email when there has unread email & in **TENNIS** game

EMAIL RECORD: 0

Compose

- Press [New] to compose mail
- Input receiver name in 2nd row
Press [Up] [Down] to browse phonebook record if not empty & unit unlock BLANK the receiver field to send mail to all (Bratz Express Chat™ will not wait ACK)
- Press [Enter] to input message in 2nd row
- Press [Enter] to save message, to back screen mode
- Press [Send] to send message
If success, a “BEEP” & “SEND OK” will prompt for 2 second. If no ACK, “SEND FAIL” will prompt for 2 second.

EMAIL RECORD: 0

TO: ABCDE

MESSEGE? HOW ARE YOU?

SEND OK!

SEND FAIL!

EMAIL RECORD: 3

View

- Press [RF] once
- When “✉” icon flash
- Press [View] to view new mail
- Press [Del] to delete new mail
- Press [Enter] to save new mail, “✉” icon will OFF after saved
- Press [Left] [Right] to shift up/down 1 row of new mail (email content will display 12 characters)

FROM: PEGGY

PEGGY HELLO

Browse

- Press [RF]  icon once
- Press [Up] [Down] to brow record(s)
1st row
- 'TO:' indicate mail defined by user
- 'FROM' indicate received mail
2nd row
Chat-Name/Message
- [Left] [Right] to view record
- Press [EDIT] to forward (send mail) or reply (received mail)
- Press [Send] to send message
- Press [Enter] to input message
- Press [Enter] to save message
- BLANK the receiver field to send to all

EMAIL
RECORD: 4

• TO:
JACKY

• FROM:
PEGGY

REPLY TO:
PEGGY

FORWARD TO:
PETER

Response

- Send to single
- Bratz Express Chat™ will "BEEP" once when ACK received & prompt "SEND OK!" for 2 seconds
- Send to all
- Unit will not "BEEP"
- If communication is busy, unit will prompt "CHANNEL BUSY"

SEND OK!

CHANNEL BUSY

SEND DONE!

If send success, unit will prompt "SEND DONE"

Chat

- Press [RF]  2 times to enter chat mode
- Chat-Name (12 letters), Text (48 letters)

E. CHAT
<ENTER>

Master

- Press [Enter] to search people
- Input chat-name in 2nd row
- Press [Up] [Down] to browse the name field from phonebook record if not empty
- Bratz Express Chat™ will send message to Receiver & wait for ACK
- Bratz Express Chat™ will "BEEP" once when Receiver is ACK

WHO?
JASON

FRIEND
SEARCHING....

Sleeve

- Press [RF]  2 times to enter chat mode
- Wait for connection in this screen
- 1st row shows the sender name
- Bratz Express Chat™ will “BEEP” once when Master have request

E. CHAT
<ENTER>

Chatting

- 1st row always shows the message from the sender
The last message will stay in 1st row [Up] [Down] to Shift 1st row by 1 column
- 2nd row always shows the message being send to other receiver
- [Left] [Right] to move 2nd row cursor for input message
- [Enter] to send message
- If send success, 2nd row will clear
- If send fail, 2nd row will keep the previous message, Press [Enter] to retry

JACKY

-

HELLO!
HOW ARE YOU?

FriendMaker

- Press [RF]  two times to enter friendmaker setting mode

- Bratz Express Chat™ will send user detail to other every minute when friendmaker is enable. There are three interest groups (MUSIC, SPORTS AND AGE GROUP). If there is any 1 group match, Bratz Express Chat™ will send an email to “sender”
If Bratz Express Chat™ receive a friendmaker reply, it will “BEEP” in 8Hz tone for 15 second. You could press any key to stop the beep sound. The email content will be user greeting message (Input at below setting)

FRIENDMAKER
OFF

FRNEND MAKER
ON

- [Up] [Down] to toggle ON/OFF friendmaker (default: OFF)
- User Name?
Press [Enter] to input Name
- Greeting message? (default: empty)
Press [Enter] to input Message

USER NAME?
PETER

- Age Group? (default: 3~9)
3~9
10~12 / 13~15 / >16
Press [Up] [Down] to select

MESSAGE?
HI, ALL!

- Press [Enter] to select music?
Music? (default: ROCK & ROLL)
ROCK & ROLL
R&L / COUNTRY / INSTRUMENTAL / UN-PLUG /
JAZZ / CLASSICAL / DON'T LIKE
Press [Up] [Down] to select

AGE GROUP?
3~9

MUSIC?
ROCK & ROLL

- Press [Enter] to select sport
Sport? (default: BASEBALL)
BASEBALL
FOOTBALL / CYCLING / BASKETBALL / SWIMMING /
BADMINTON / TENNIS / DON'T LIKE
Press [Up] [Down] to select

SPORT?
FOOTBALL

- Press [Enter] to return to Time mode

GAMES

Hangman

- Press [Game]  icon to Hangman
- [Enter] to start a new game
- [Up] [Down] to select "MAKE" to ask word or "GUESS" to answer word (max 12 letters)
- [Enter] to confirm selection

HANGMAN
<ENTER>

Select "MAKE"

- [Enter] to input word in 2nd row
- [Enter] to input receiver name in 2nd row
- [Up] [Down] to browse the name field of phonebook record if not empty & unit unlock
- [Enter] to send hidden word
- If Bratz Express Chat™ will "BEEP" once when the player receive a game & ACK

HANGMAN
MAKE

HANGMAN
GUESS

If ok. "SEND OK!" will prompt for 2 second & return to hangman mode

If no ok. "SEND FAIL" will prompt for 2 second & return to hangman mode

Select "GUESS"

- Wait for a game
- If Bratz Express Chat™ will "BEEP" once when receive a game
- 1st row shows hidden letters by "*" & correct letter(s)
- 2nd rows shows letter(s) not belongs to hidden word
- 6 "-" stand for 6 chances
- Example: Question is "HELLO"
- You guess first character is "A", wrong 5 chances left
- You guess "L", right
- You guess "C", wrong 4 chances left
- Loss
- 1st shows the question / 2nd shows you loss
- Report win / loss by an email to sender

Repeat Message: Win / Loss

From: User

Line1: HANGMAN

Line2: WIN SCORE: 40

From: User

Line1: HANGMAN

Line2: LOSS

If Bratz Express Chat™ will report once with 1 retry

WORD?
HELLO_

WHO?

WORD
SENDING...

SEND OK!

SEND FAIL!

WORD
RECEIVING....

A-----

**LL*
AC----

HELLO
LOSS

HELLO
WIN SCORE: 30

MASTERMIND

- Press [Game]  icon two times to Mastermind
Guess 4 digits in correct order [0...9]
- [Up] [Down] to select make (create a game) / guess
(wait a game) or computer (play a game) [Enter] to
confirm selection

MATERMIND
<ENTER>

MASTERMIND
MAKE

Select "MAKE"

- [Enter] to input 4 numbers in 2 rows (must input 4
numbers can be same)
- [Enter] to input receiver name
- [Up] [Down] to browse the name field or phonebook
record if not empty & unit unlock
- [Enter] to send to player
- Bratz Express Chat™ will "BEEP" once when the
player receive a game & ACK

MASTERMIND
GUESS

MASTERMIND
COMPUTER

NUMBER?
1357

If ok. "SEND OK!" will prompt for 2 second & return
to hangman mode

WHO?

If no ACK. "SEND FAIL" will prompt for 2 second &
return to hangman mode

NUMBER
SENDING....

Select "GUESS"

Wait for a game

Bratz Express Chat™ will "BEEP" once when receive a game

SEND OK!

Select "COMPUTER" to play 4 random numbers

Playing

Hint: the last 4 symbol in 1st row

Symbol "full block" means correct digit & correct position

Symbol "minus" means incorrect digit

Chance: the "*" in 1st rows shows number of chance left

Answer: Input answer in 2nd row (must input 4 numbers)

SEND FAIL!

Loss

1st row shows the question

2nd row shows you loss & score (max:60)

NUMBER
RECEIVING....

Win

1st row show the question

2nd row shows you win & score (max:60)

```
*****  -----
1234
```

Report win / loss by an email to sender

Report Content: Win / Loss

From: User

Line1: MASTERMIND

Line2: WIN SCORE 30

```
1234  --00--
LOSS
```

From: User

Line1: MASTERMIND

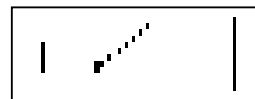
Line2: LOSS

```
1234
WIN SCORE: 30
```

TENNIS

- Press [Game]  icon 3 times to Tennis
- [Enter] to enter game
- [Enter] again to start a game
- Press [Up] [Down] to move the bar, hold [Up] [Down] to move faster
- [+] [-] to change speed

```
TENNIS
<ENTER.
```



P3 of 3

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: 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:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.
