



# WAPman Palm User Manual

Version 1.3

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## Introduction to WAPman for Palm OS

The WAPman is a compliant wireless application protocol (WAP ver 1.1) browser for the Palm OS 3.1 (and above) Computing Platform.

WAP (Wireless Application Protocol) is a de facto worldwide standard for providing Internet communication and advanced telephony services for digital mobile phones, two-way pagers, personal digital assistants and other wireless devices. It allows text-based information to be sent to a mobile phone from the Internet

WAP-enabled mobile phones and services will be commercially available from first quarter 2000. These devices will be able to perform various transactions including Mobile Commerce, Mobile Betting, Mobile Banking and Mobile Trading using a wireless protocol. Using the same protocol, a Palm user will be able to connect to a WAP site using a suitable communication device, for example a palm modem and telephone line, or an IrDA communication device and a mobile phone among others. With the WAPman a user will be able to surf WAP sites and perform transactions.

## WAPman Features

- Palm OS 3.1, 3.3 and 3.5 on Palm IIIx, IIle, IIlc, V, Vx devices
- WAP 1.1 compliant supports WML 1.1 and standard WMLScript 1.1 libraries
- WAPman supports WAP content in roman character based languages (eg: English, French, Malay, etc) and non-roman character based languages (eg: Chinese, Korean, etc) where support is available on the operating system or with the support of 3rd party font libraries. Currently the PalmOS versions of WAPman ship with translation databases from UNICODE to GB2312 and Big5.
- Supports connection-oriented and connection-less communication with a WAP Gateway
- Supports UDP (CSD and GPRS IP) bearer type.
- Supports compiled WML, compiled WML Script and WBMP data
- Compatible with UP, Nokia, Angleone, Ericsson and others.
- Support for bookmarks.
- Support for caching.
- Supports offline browsing of cached content.
- WAPman provides an interface for the user to set their preferences and configure the browser as required during runtime.
- Convenient size: Total WAP stack is only 150k, the browser is 50k.

## Installing and Using WAPman for Palm OS

### Installing WAPman

1. Unzip WAPman.zip file.
2. Hotsync the WAPman.prc
3. If you have done the above two steps correctly, you should see WAPman on your Palm.

For Non-Roman Character display,

1. Download the third party font library into your Palm (eg CJKOS)
2. Hotsync unicode\_big5.pdb or unicode\_gb.pdb onto the Palm.
3. You need to now start WAPman and configure in WAPman which translation tables to use. Please refer to the Language Preferences section later in this manual on how to do this.



### Using WAPman

1. Dial up using your modem or via IrDA communication tool to a local ISP. (See Appendix A on how to do this with Palm OS 3.3)
2. Run WAPman by clicking on the WAPman icon



3. If you have successfully established a dialup connection to a local ISP in step 1 above, then a demo WML content site will be loaded. You can also surf to another WAP site with the Navigational Panel.



## Navigational Panel

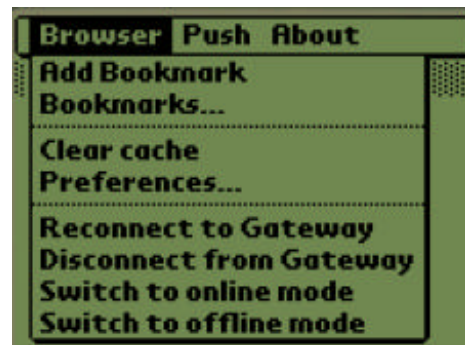
From left to right :

1. Back Button - Goes to the previous url
2. Reload Button - Reloads the current url
3. Home Button - Goes to the default home url
4. Stop Button - Stops the current url from loading
5. Go Button - Allows the user to enter a url (Note : This must be a WML 1.1 content site).



## WAPman Menu Options

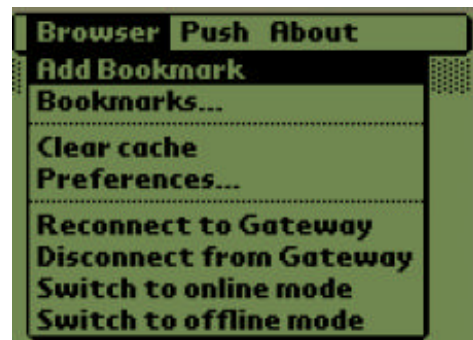
Click on the Palm menu button to pull down the WAPman menu.



### Add Bookmark

Simply adds the current page's URL to the bookmark list. WAPman will store the bookmark by using the header of the current webpage for the title.

The capacity of the bookmark list is as large as memory permits.



## Bookmarks

Access this feature if you wish to go to bookmarked sites or if you wish to edit the bookmarks

To **go** to bookmarked site:

1. Select and highlight the bookmark you want to go to
2. Tap on 'go'

To **add** a bookmark:

1. Tap on the 'add' button. This will create a new bookmark entry called <new bookmark>
2. Select and highlight the bookmark entry called <new bookmark>
3. Change the *URL* and/or *Title*
4. Tap on 'update'

To **edit** to bookmarked site:

1. Select and highlight the bookmark you want to edit
2. Change the *URL* and/or *Title*



3. Tap on '*update*'

To **delete** bookmarked site:

1. Select and highlight the bookmark you want to delete
2. Tap on '*delete*'

*'Clear All Bookmarks*

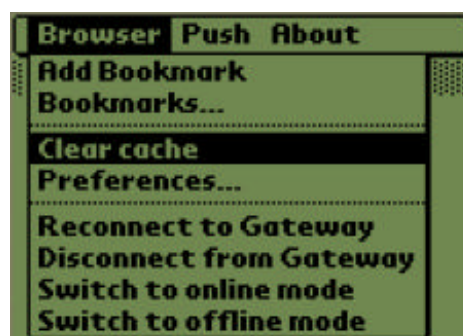
This function will remove all the bookmarks from the list leaving it empty

*'Exit'*

This will quit the dialog box without any modifications provided no changes were made (ie. No intermediate editing/updating or deleting)

**Clear Cache**

Clicking on *Clear Cache* will delete all previous records of pages accessed.

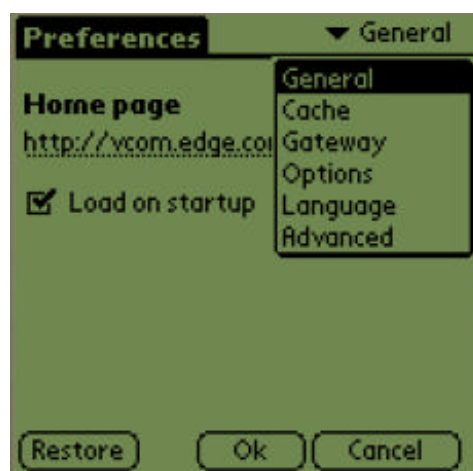


**Preferences**

Click on *Preferences* and the 'General' preferences will be displayed. Tap on the small arrow pointing down on the top right of the screen a list of six preference types will be displayed.

The six types of *Preferences* are:

1. General,
2. Cache,
3. Gateway
4. Options
5. Language and
6. Advanced.



Tap on the *Restore* button to reset all the preferences back to the original factory settings.

Tap on the *OK* button to save any changes you have made to the preferences and exit the preferences dialog.

Tap on the *Cancel* button to ignore any changes you have made to the preferences and exit the preferences dialog.

**General**

*Home page* contains the URL that WAPman will access when the *Home* navigation bar button is pressed. By default it contains the URL of The Edge Consultants Homepage <http://vcom.edge.com.sg/wap/wap.cgi>.



If *Load on startup* is ticked, the WAPman will access the home page every time WAPman is started.

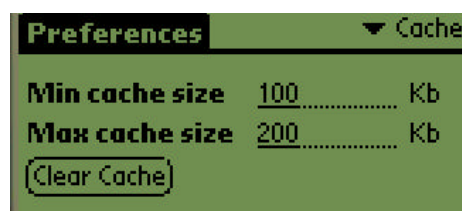
**Cache**

Displays the Minimum and Maximum cache sizes allocated.

The *Minimum cache size* indicates the minimum amount of memory automatically allocated for the recording of pages you have previously visited. The default setting for Min Cache Size is 100 kb.

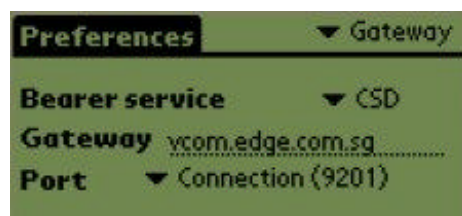
The *Maximum cache size* is the largest amount of memory that may be reserved for storing records of pages you have visited. Entering your requirements in the respective cache size bars can alter the settings for these cache sizes. The default setting for Max cache Size is 200 kb.

Clicking on *Clear Cache* will delete all previous records of pages accessed.

**Gateway**

Displays the WAP gateway server address through which the WAPman is connected and the port number of this connection. Changing the server address is accomplished by typing a new address within the address bar.

The default Gateway address is vcom.edge.com.sg.  
The default port number is 9201.

**Options**

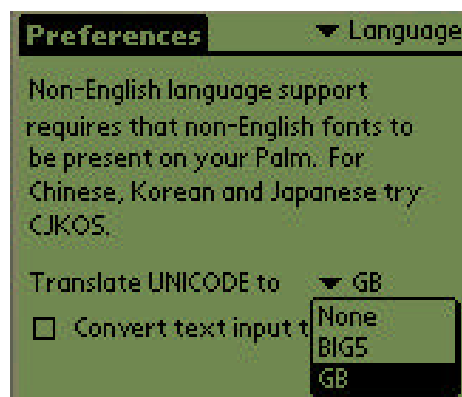
Allows user to alternate the behaviour of WAPman.

*Clear History on The NEWCONTEXT* option, if checked, will clear the navigational history together with the variable context. That is, if WAPman encounters a WML *newcontext* tag, the user will not be able to use the back button when this option is selected. By default, this option is not checked.

**Language**

WAPman allows the user wants to view Chinese or non-Roman characters by downloading a 3<sup>rd</sup> party font library such as CJKOS. WAPman is able to convert Unicode WML content to the character set available on the Palm. Currently, WAPman supports Unicode to Big 5 and Unicode to GB. Only one conversion may be enabled at a given time. Use the *Translate UNICODE* to drop down list to select the conversion to use.

Users can input non-Roman characters onto WAPman to respond to the WML application in the local character set. If the *Convert Text Input* option is selected, WAPman will convert the user input to





Unicode before sending the input to the WML application.

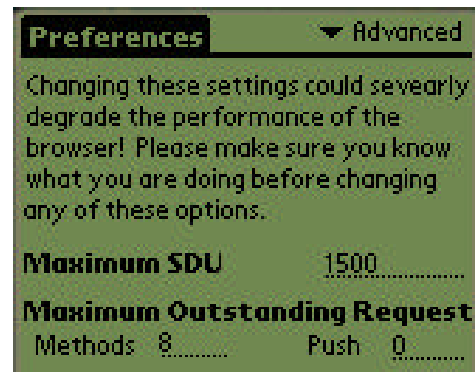
## Advanced

Enables you to alter the WAPMAN's settings for *maximum SDU* and *maximum outstanding requests*.

Altering the *Maximum SDU* affects the maximum amount of information the WAPman is able to receive from the WAP Gateway server. The default Maximum SDU is 1500 kb.

Altering *Maximum outstanding requests for Methods* changes the maximum number of items the server can attempt to send simultaneously to your browser as content. The default number of items the server can send simultaneously is 8.

*Maximum outstanding requests for Push* is the maximum number of page requests your browser can accept simultaneously. The default number of page requests the server can accept simultaneously is 0. This is in anticipation for WAP 1.2.



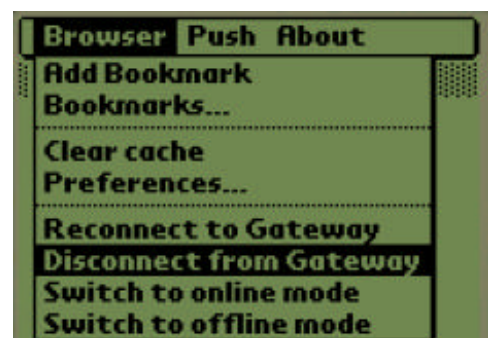
## Reconnect to Gateway

If Palm OS is connected to a network (ie. online) selecting 'RECONNECT TO GATEWAY' re-establishes a WAP connection between WAPman and the WAP Gateway server. You may wish to re-establish a connection with your WAP Gateway server if your connection was interrupted previously. This only applies when connecting to the gateway using connection mode (port 9201).



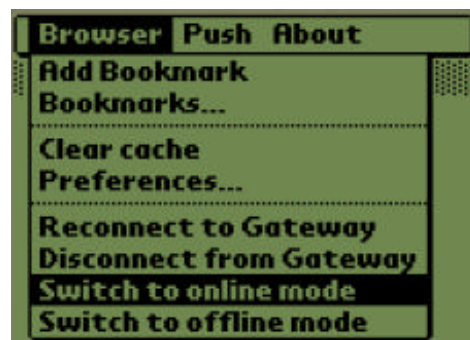
## Disconnect from Gateway

Disconnects WAPman from the WAP gateway. However, the Palm OS will maintain the network connection (ie. It will stay online). This only applies when connecting to the gateway using connection mode (port 9201).



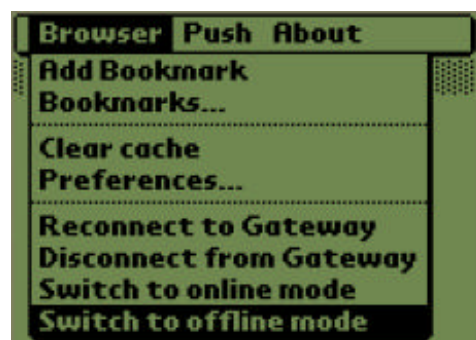
### Switch to online mode

This enables WAPman to access WML pages via the Internet. If no dialup connection to an ISAP has been established, WAPman will attempt to establish a dialup connection. Once online, WML pages are not in the WAPman cache may be accessed.



### Switch to offline mode

Selecting this option causes WAPman to instruct the Palm OS to drop the dialup connection to an ISP. In offline mode, only WML pages in the WAPman cache may be accessed.



### Push Messages



Push messages are WML pages that are sent to WAPman from the WAP gateway without the user explicitly requesting for that particular WML page.

Simply select '**Push messages**' under the '**Push**' menu to view a list of the messages.

Select a message and tap on *Go* button to read the content of the message. To delete a message, select the message you wish to delete and tap on the *Delete* button.

Note: Only 1.2 WAP gateways support this feature.



## About

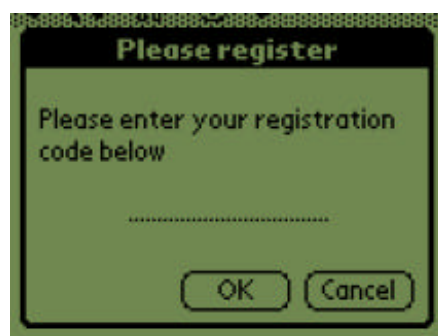


Select the About menu item to view WAPman version and contact details.

## Register WAPman



Allows users to enter the 13 character registration key into WAPman.



## Contact Information

For feedback, bug reports or assistance please contact [wap@edge.com.sg](mailto:wap@edge.com.sg) or visit <http://www.wap.com.sg>

## Appendix A: Setup to connect to an IrDa Phone for OS 3.3

### Introduction

In order to exploit the full advantage of WAPman you need mobility and here is how you do it! Make sure that you have the following:

- IrDa Phone such as S35I, S25, Motorola L Series+, Motorola Timeport, Nokia 7110, Nokia 8210, etc...
- Your SIM card may have to be data enabled (able to make data calls to a modem), if you are having difficulties connecting please contact your Mobile Operator.
- This documentation is for Palm OS 3.3 (you can get a FREE upgrade at <http://www.palm.com>).

The benefits of such a configuration would be:

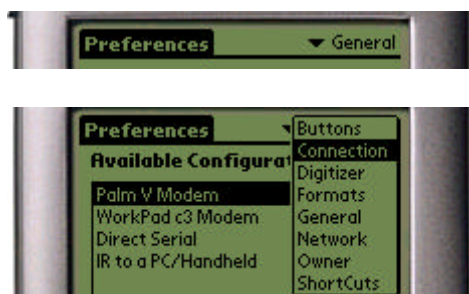
- Larger Screen: No longer restricted by 2-4 lines available on typical WAP enabled phones.
- Larger Cache Size.
- Easier Navigation.
- Better Interface.
- Faster text input.
- Offline browsing: Limited by the amount of memory your palm has.

## Step 1: Setting up your Connection

1. From the main application menu launch your “Prefs” application:



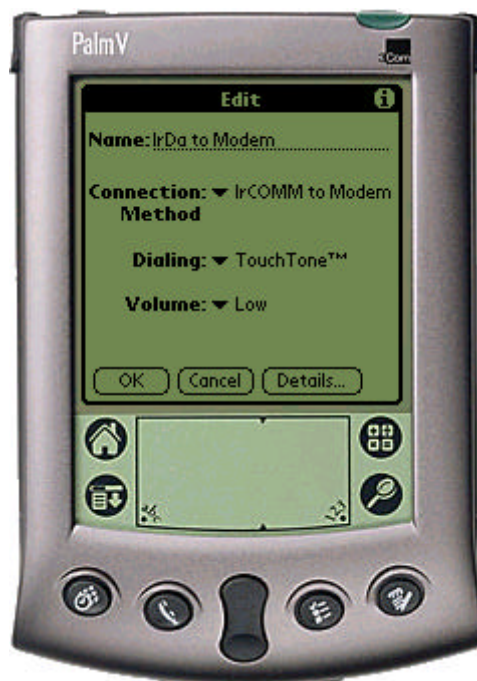
2. Click on the top left hand corner pull down menu in this case it is the “General” word and goto connection.



3. Click on the New Icon.



4. Change the name to "IrDa to Modem" and connection type to Ir Comm to Modem as shown below:



5. Press OK.

## Step 2: Setting up the Network

1. While in the preferences click on the "Network" menu.



2. Fill out the network settings:

- Set the "Service" to any name. Here it is called "WAP Connection"
- Set the "User Name" to be your ISP user name.
- Set the "Password" to be your ISP password.
- Set the "Connection" to be "IrDa to Modem" what you have entered in earlier.
- Set the "Phone" to be your ISP phone number.





### Step 3: Connect via WAPman

1. Tap on the WAPman icon:



2. If this is your first time you are connecting to the WAP gateway then the system will dial up straight away. If not then it might surf the cached content on the system in any case you should keep your phone in "IrDa range of the palm device.



3. Happy “WAP’ing”...

