Enterprise Secure Chat

USER GUIDE

ESChat for iPhone & iPad

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Document History

Date	Version	Comments
December 31, 2013	1.0	Initial Release
January 2, 2014	1.1	Minor Additions
February 11, 2014	1.2	iOS 7 Update
March 7, 2014	1.3	Added Open Source Disclosure

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Section 1: Product Overview

ESChat Sales & Support

Contact for ESChat Sales and Support via:

Product Information: **http://www.sla-ptt.com/**

Email Sales: **ptt-sales@slacorp.com**

Email Support: **ptt-support@slacorp.com**

Phone Support: **805.541.5044**

Core Features

- The ESChat solution provides a reliable full featured 4G instant communication service that includes three core areas of operation:
  - **Push to Talk (PTT) Voice**
  - **Secure Group Messaging (Text and Images)**
  - **Location tracking and Mapping**
- The ESChat platform includes support for the following device types and peripherals:
  - **Smartphone Devices**
  - **Basic Phone Devices**
  - **PC Based Dispatch Client**
  - **Land Mobile Radio (LMR) Gateway**

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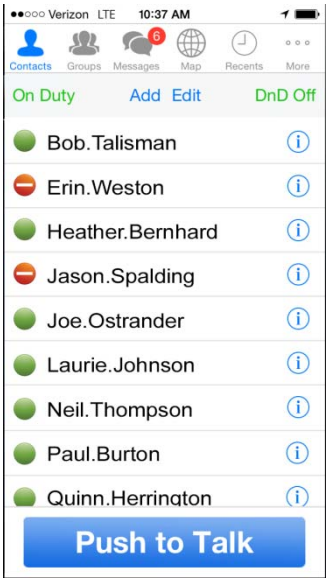
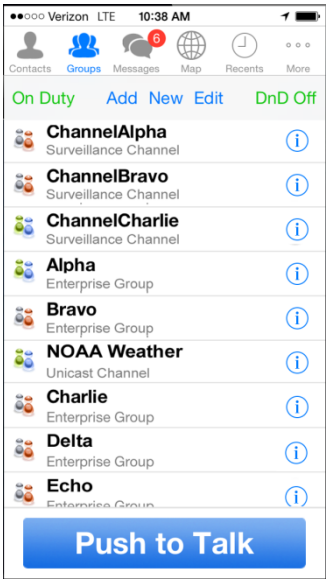
ESChat on iPhones and iPads

The ESChat User Interface is designed as a Tabbed structure, including "Contacts", "Groups", "Messages", "Map" and “Recent Calls”. Within each Tab, there are context sensitive menus which are invoked by pressing the ‘Right Arrow’ on items within the Tab. Samples of the main tabs and other common screens are shown below.

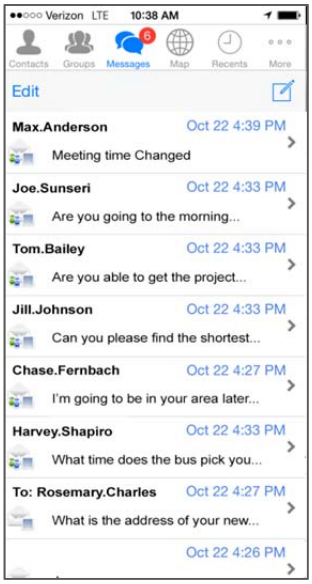
Contacts Tab



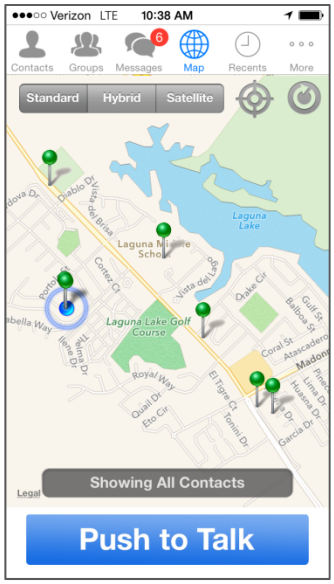
Groups Tab



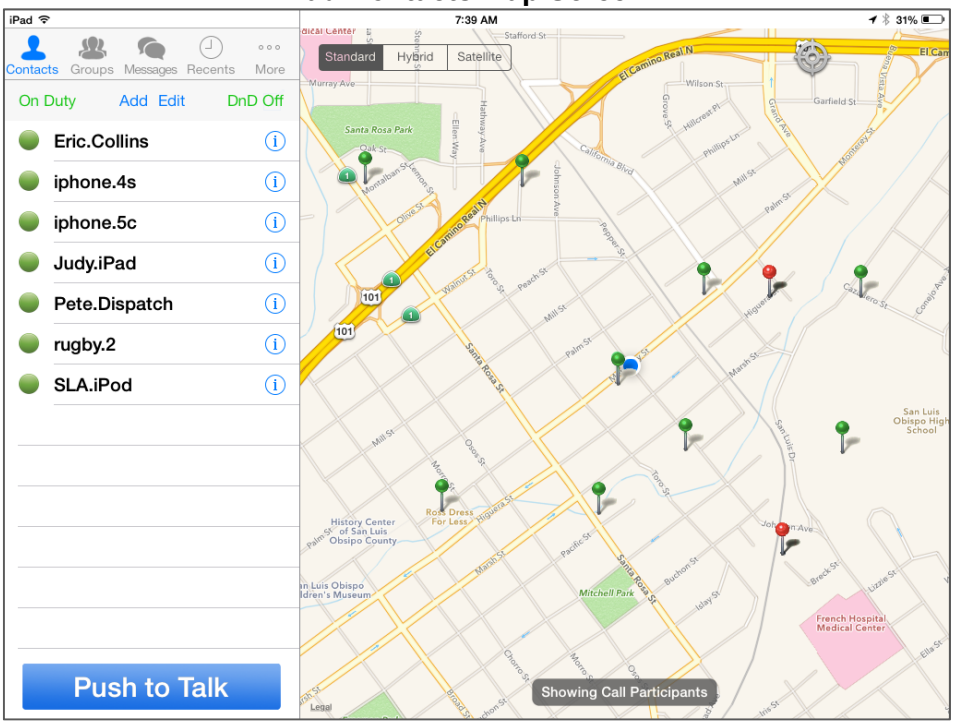
Messages Tab



Map Tab



iPad Contacts/Map Screen



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Group Types and Maximum List Sizes

ESChat supports a total of 1024 total entries per user. This is the total combination of Contacts, Groups and Group members allowed in the lists. These are the ESChat Group size limits:

- **Personal Groups (Group Size Limit is 255):**
  Personal Groups are created by a user and are only visible from the creator's Group List. Only the creator may initiate a call to a Personal Group.
- **Member Groups (Group Size Limit is 255):**
  Member Groups are visible in all member's Group Lists. Any member of the group may initiate a call to the group.
- **Enterprise Open Groups (Group Size Limit is 255):**
  Enterprise Open groups are available for any user to join. The owner/manager of the group may or may not be a participant in the group and there may be more than one Group Manager.
- **Enterprise Closed Groups (Group Size Limit is 255):**
  Enterprise Closed Groups may be created by any user, and Members may only be added by the owner/manager. The owner/manager of the group may or may not be a participant in the Group and there may be more than one Group Manager.
- **Enterprise Dispatch Groups (Group Size Limit is 254):**
  Enterprise Dispatch Groups have definable time of day/day of week shifts associated with them. The members of the group can change for each shift. Also, the owner/manager of the Group may or may not be a participant in the Group and there may be more than one Group Manager. Users with a Dispatch Group in their Group List need only to call the group and it will be routed to those members of the group that are on shift at the time.
- **Broadcast Groups (Group Size Limit is 60,000):**
  Broadcast Groups are used to deliver high priority messages. Broadcast Group calls are high priority unicast voice messages. Broadcast messages will re-try until all messages have been delivered. Additional information on Broadcast calls can be found in Section 1.10
- **Law Enforcement Surveillance Channel (Group Size Limit is 255):**
  Surveillance Channel Groups were created for use by Law Enforcement personnel whose typical profile requires long calls, that cannot be automatically ended after brief periods of inactivity.
- **Public Safety Unicast Channel (Group Size Limit is 255):**
  Unicast Channels provide a mean for Public Safety agencies to broadcast important audio feeds, such as NOAA Weather, Air Traffic Control, and any LMR network in a "monitor only" mode.
- **Adhoc Groups (Group Size Limit is 255):**
  Adhoc Groups are not pre-configured groups, but rather a selection of multiple Contacts from the Contact List. Once the Contacts are highlighted, the user presses the PTT button to establish a call.

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ESChat User and Group Presence

Presence is supported for Individual Contacts and Groups.

- Group Presence is used to indicate whether a PTT Group call is available for Late Join.
- Contact Presence is used for individuals and follows the Microsoft Communicator Presence Color Codes.

Contact List Presence

- Contact is Available
- Contact is on other PTT Call
- Contact is in Do Not Disturb (DnD) Mode
- Contact is in Silent Mode
- Contact has Signed Out of ESChat
- Contact's device is off or out of coverage area
- Contact is Blocked

Group List Presence

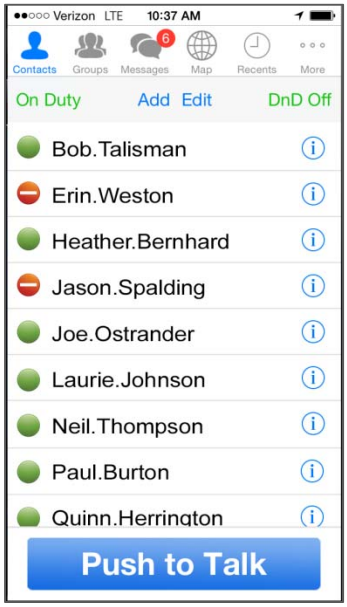
- Group - Not Active
- Group - Active In Call
- Group is Blocked

Group Member Presence - Dispatch Group Off Shift Indications

- Contact is Available
- Contact is on other PTT Call
- Contact is in Do Not Disturb (DnD) Mode
- Contact is in Silent Mode
- Contact has Signed Out of ESChat
- Contact's device is off or out of coverage area

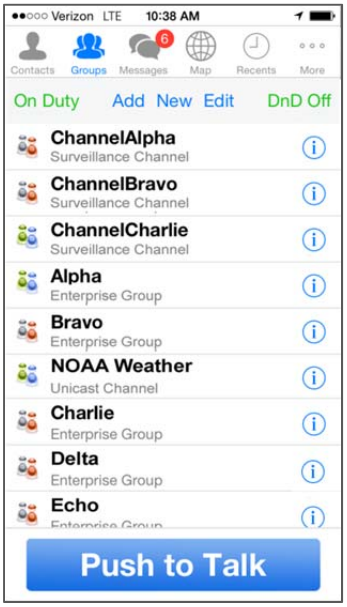
iPhone

Contact Presence



iPhone

Group Presence



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ESChat Data Usage

ESChat is a VoIP application that requires a Data Plan. As compared with other Video and Image communication applications, ESChat requires a minimal amount of data. ESChat uses a variable rate Voice CODEC technology so that improved voice quality can be delivered to users with better data service. ESChat data can be estimated as follows:

Monthly System Overhead: 6MB

Active PTT Talk Time (when voice is being broadcast on a PTT call):

- Ravine 2: 4MB per hour
- Smartphone connected via 3G: 6MB per hour
- Smartphone connected via 4G: 8MB per hour

In Call Viewing Options

Once an ESChat call has been established, the user can view a 'List View' or 'Map View' of all Call participants. Both In-Call views provide an indication of which Call Member has the Floor. In the In-Call Map View, Location updating is in Real-Time.

In-Call 'List View'

- All Call Participants are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.

In-Call 'Map View'

- All Call Participants with Location Enabled are shown on map
- Owner (self) is shown as Blue Dot
- Call participants are shown as Green Pins
- Talking participant is indicated with Purple Pin and Info Box
- In-Call Locations are updated every two seconds

In-Call Simultaneous 'List View' and 'Map View' - iPad

- All Call Participants with Location Enabled are shown on list and map
- Caller is shown as Blue Dot
- Call participants are shown as Green Pins
- Talking participant is indicated with Purple Pin and Info Box
- In-Call Locations are updated every two seconds

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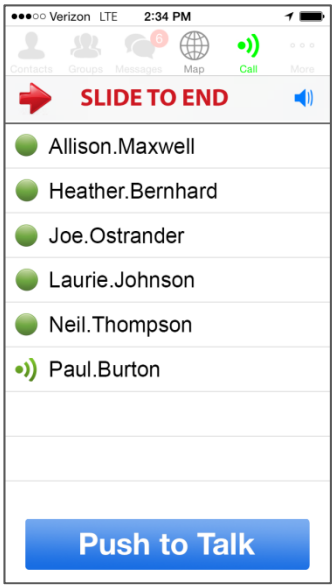
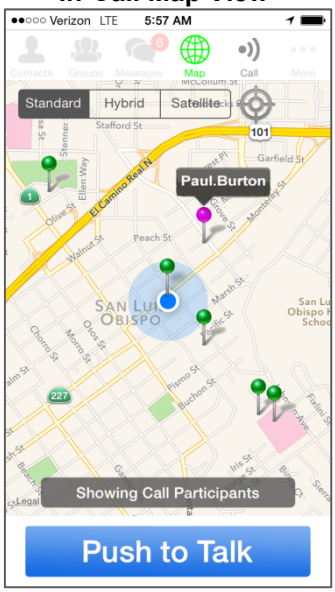
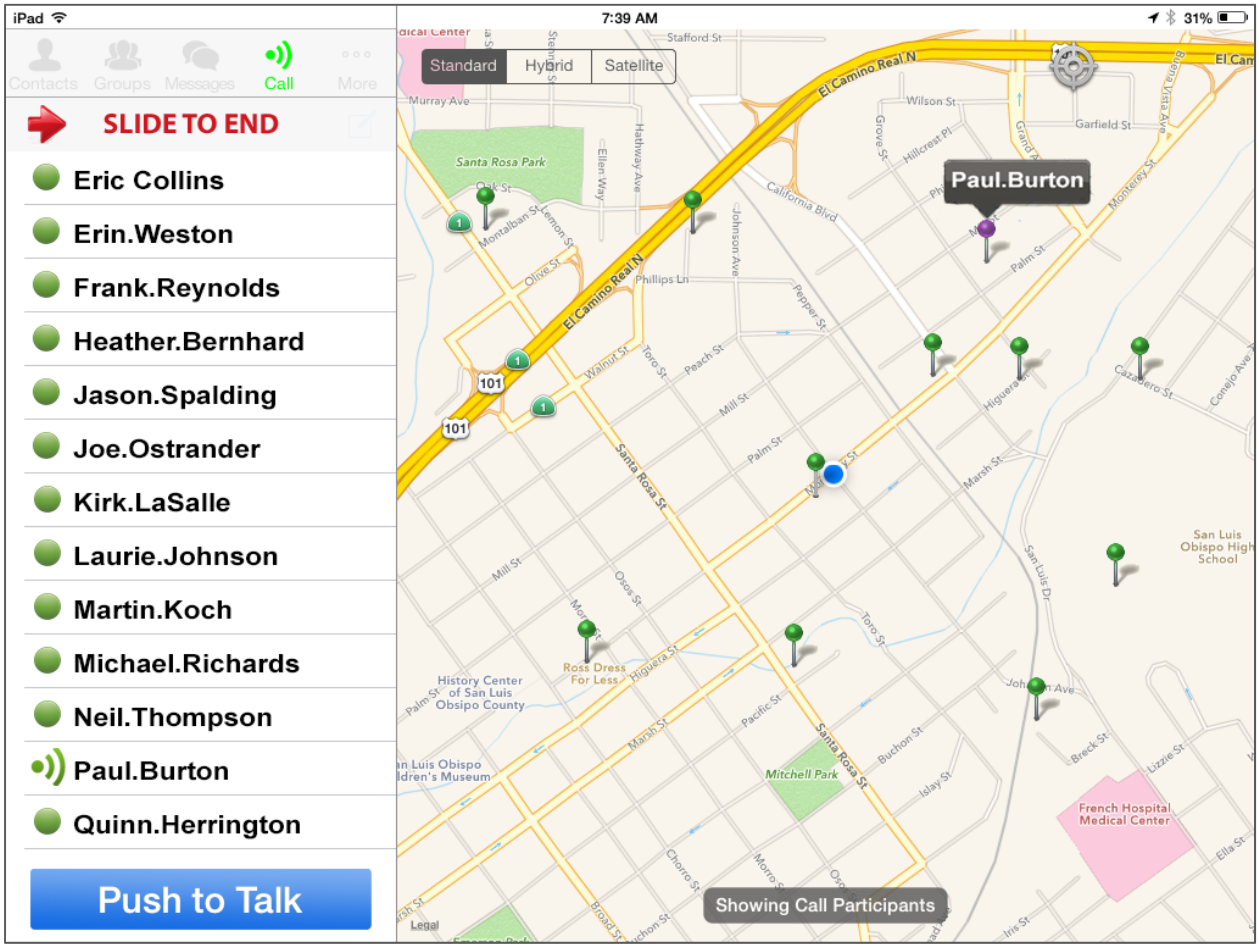
iPhone
In-Call List View



iPhone
In-Call Map View



iPad In-Call Simultaneous 'List View' and 'Map View'



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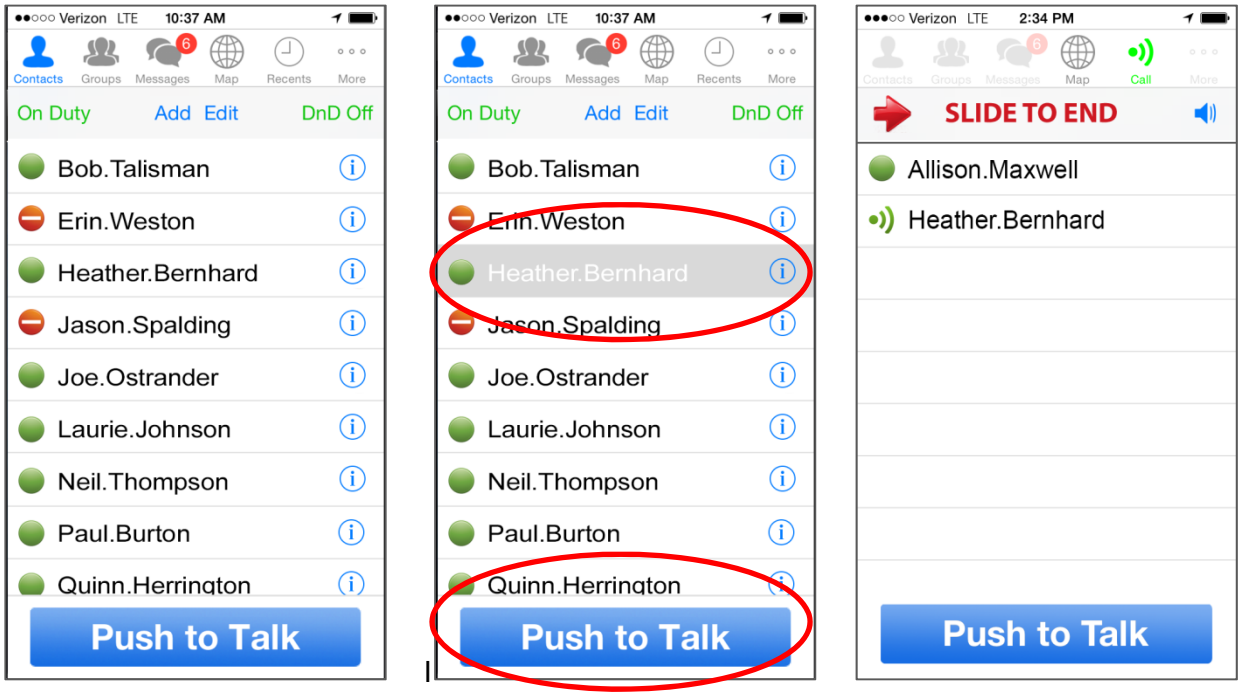
Section 2: Making PTT Calls with ESChat

Making 1:1 Barge Calls – Contact List Method

In a 1:1 Barge Call, you select a single recipient from the Contacts List. Upon call connection, your initial voice burst will 'Barge' through to the recipient's phone.

Select Contact List | **Select Contact** | **In Call 'List View'**



Starting a 'Barge' Call

- Select the Contacts Tab
- Select the desired Contact
- Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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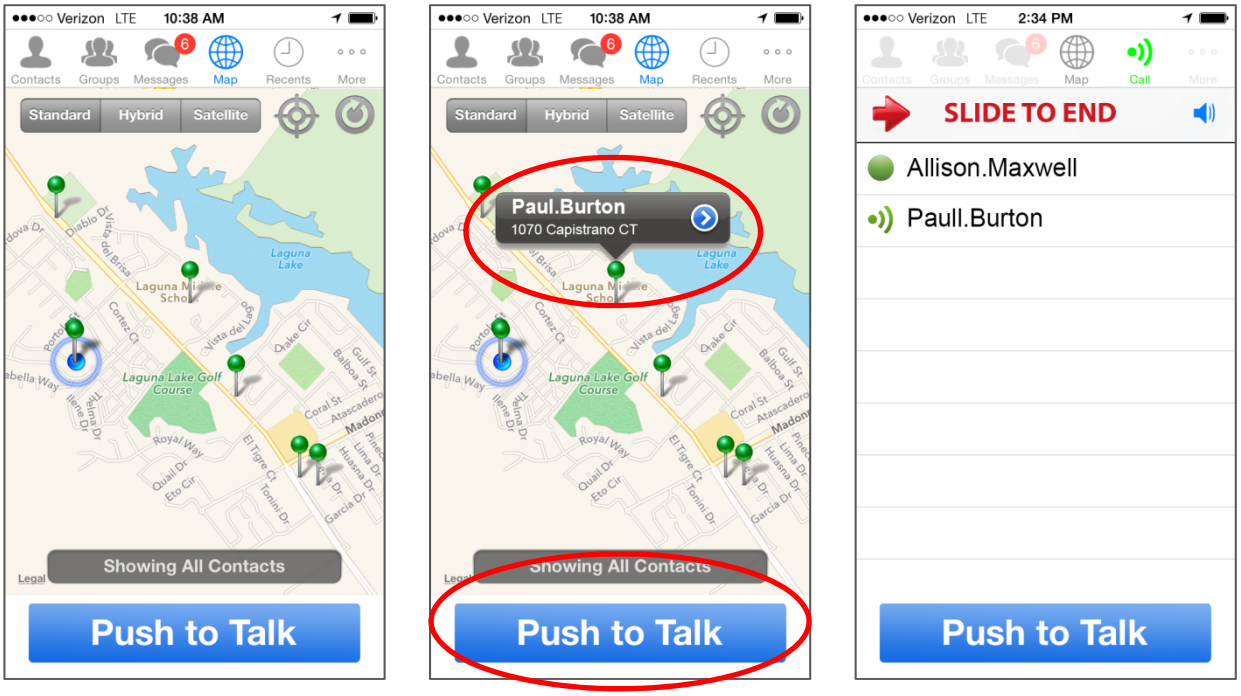
Making 1:1 Barge Calls – Map View Method

In a 1:1 Barge Call, you select a single recipient from the Map View. Upon call connection, your initial voice burst will 'Barge' through to the recipient's phone.

Select Map Tab | **Select Contact** | **In Call 'List View'**



Starting a 'Barge' Call

- Select the Map Tab
- Select the desired Contact
- Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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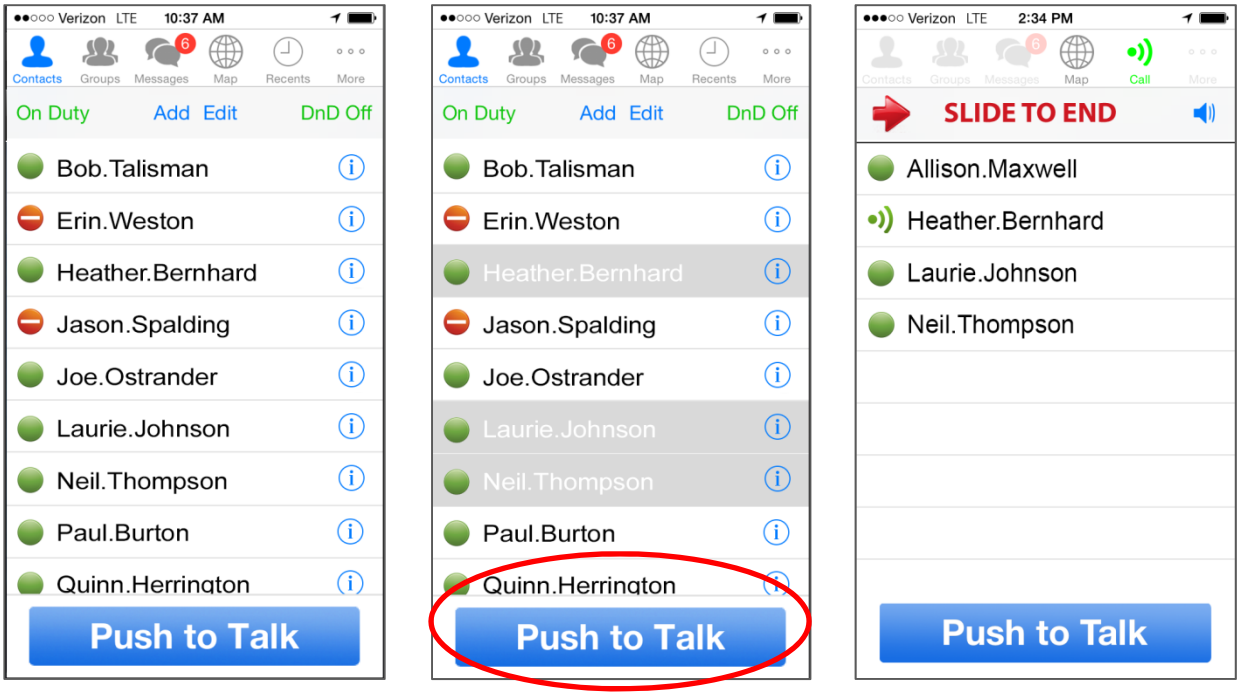
Making Adhoc Barge Calls – Contact List Method

In an Adhoc Barge Call, you select up to 255 recipients from the Contacts List. Upon call connection, your initial voice burst will 'Barge' through to the recipient's phones.

Select Contact List | **Select Contacts** | **In Call 'List View'**



Starting a 'Barge' Call

- Select the Contacts Tab
- Select the desired Contacts
- Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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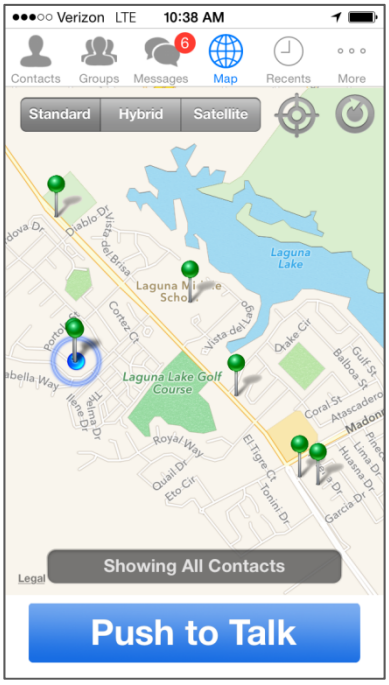
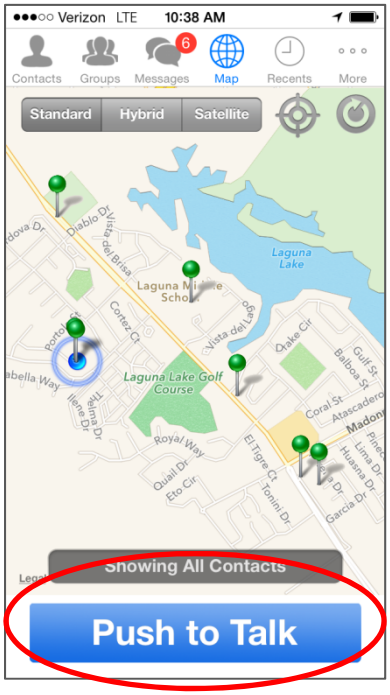
Making Adhoc Barge Calls – Map View Method

In an Adhoc Barge Call, you select recipients by scrolling and zooming on the Map View. All Contacts displayed on the Map will be recipients to the call. Upon call connection, your initial voice burst will 'Barge' through to the recipient's phones.

Select Map Tab



Scroll & Zoom to Select Contacts



In Call 'List View'

Starting a 'Barge' Call

- Select the Map Tab
- Scroll and zoom to an area that includes desired Contacts
- Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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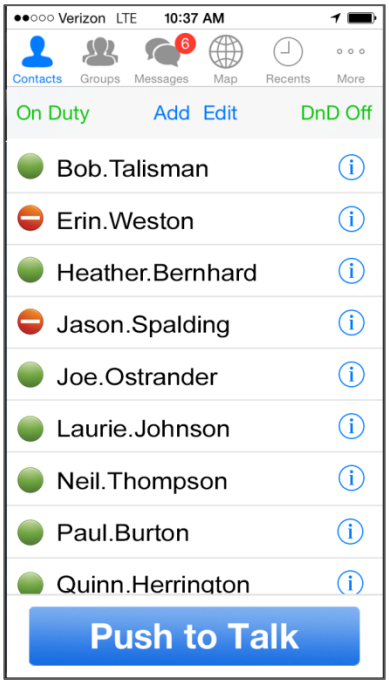
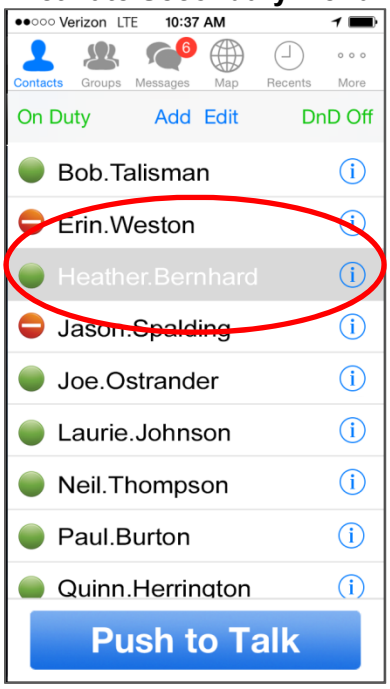
Making 1:1 Alert Calls – Contact List Method

ESChat supports 1:1 Alert Calls, giving an option for non-critical communication Alerting the recipient rather than Barging in on the recipient. Alert Calls can be initiated from the Contact List or the Map Screen.

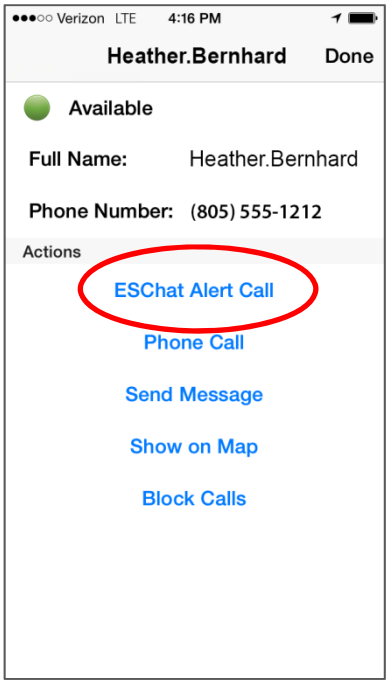
Select Contact List



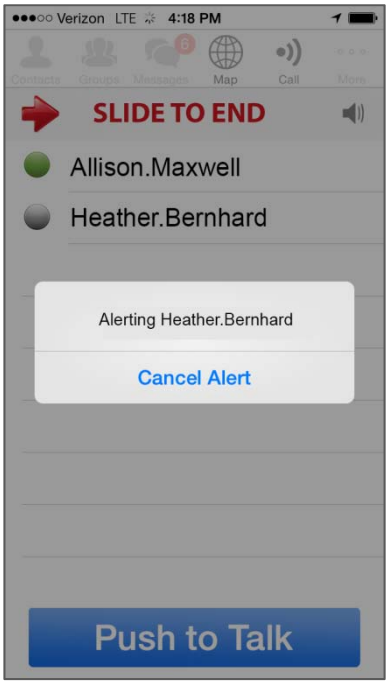
Activate Secondary Menu



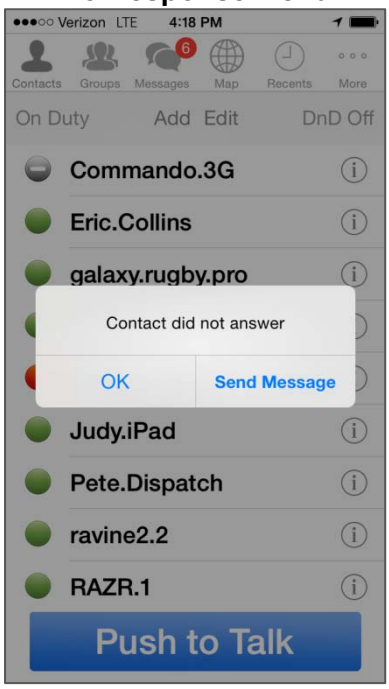
Select Alert Call



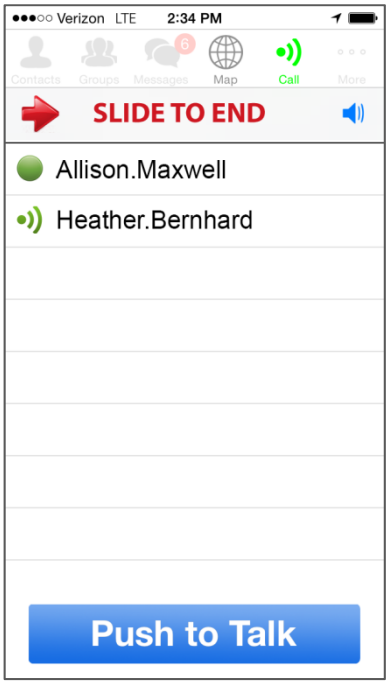
Wait for Answer



No Response Menu



In Call 'List View'



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Starting an 'Alert' Call

- Select the Contacts Tab
- Press and hold the Contact for one second to get the Secondary Menu

Starting an 'Alert' Call

- Select 'ESChat Alert Call' and wait for the Contact to answer

Waiting for 'Alert' Response

- While waiting for a Response, you can Cancel the Alert Call
- Once your Contact accepts, you will be placed into Call

Non-Response on 'Alert' Call

- You will be notified when your Contact is unavailable, or
- When your Contact cannot accept your call
- The Caller has the option to send an ESChat Text Message

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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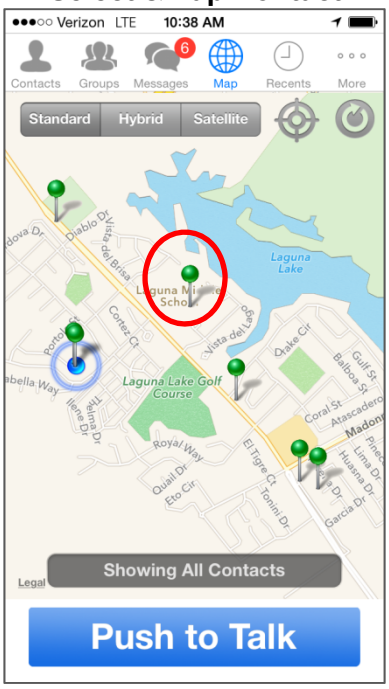
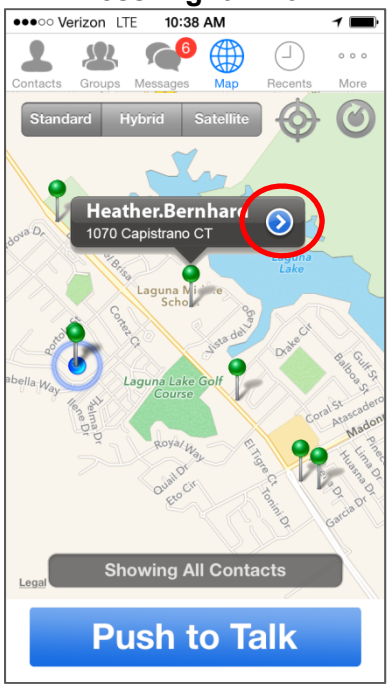
Making 1:1 Alert Calls – Map View Method

ESChat supports 1:1 Alert Calls, giving an option for non-critical communication Alerting the recipient rather than Barging in on the recipient. Alert Calls can be initiated from the Contact List or the Map Screen.

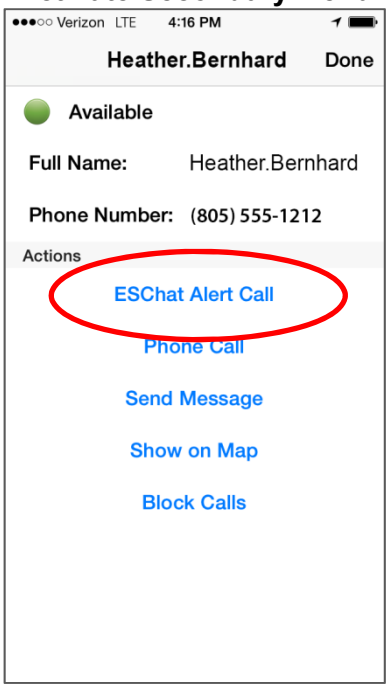
Select & Tap Contact



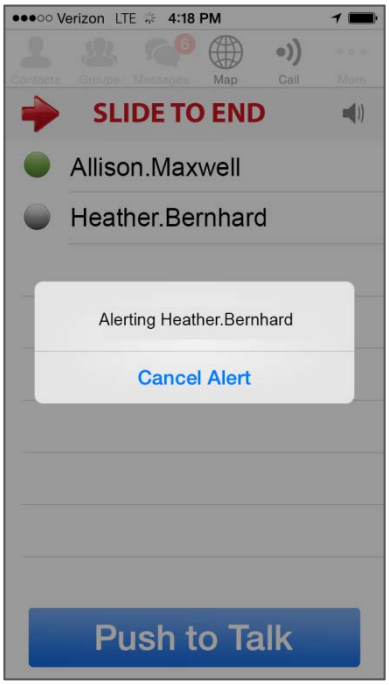
Press Right Arrow



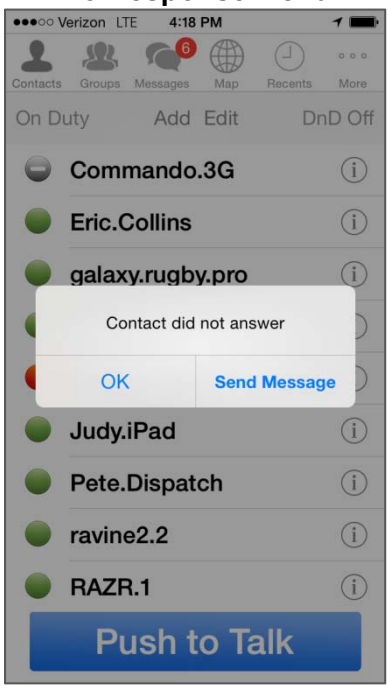
Activate Secondary Menu



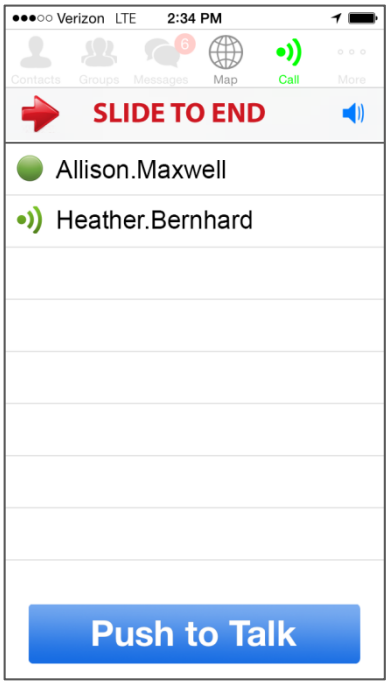
Wait for Answer



No Response Menu



In Call 'List View'



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Starting an 'Alert' Call

- Select the Maps Tab
- Select the Contact by pressing the Pin
- Press and hold the Contact Info Box for one second to get the Secondary Menu

Starting an 'Alert' Call

- Select 'ESChat Alert Call' and wait for the Contact to answer

Waiting for 'Alert' Response

- While waiting for a Response, you can Cancel the Alert Call
- Once your Contact accepts, you will be placed into Call

Non-Response on 'Alert' Call

- You will be notified when your Contact is unavailable, or
- When your Contact cannot accept your call
- The Caller has the option to send an ESChat Text Message

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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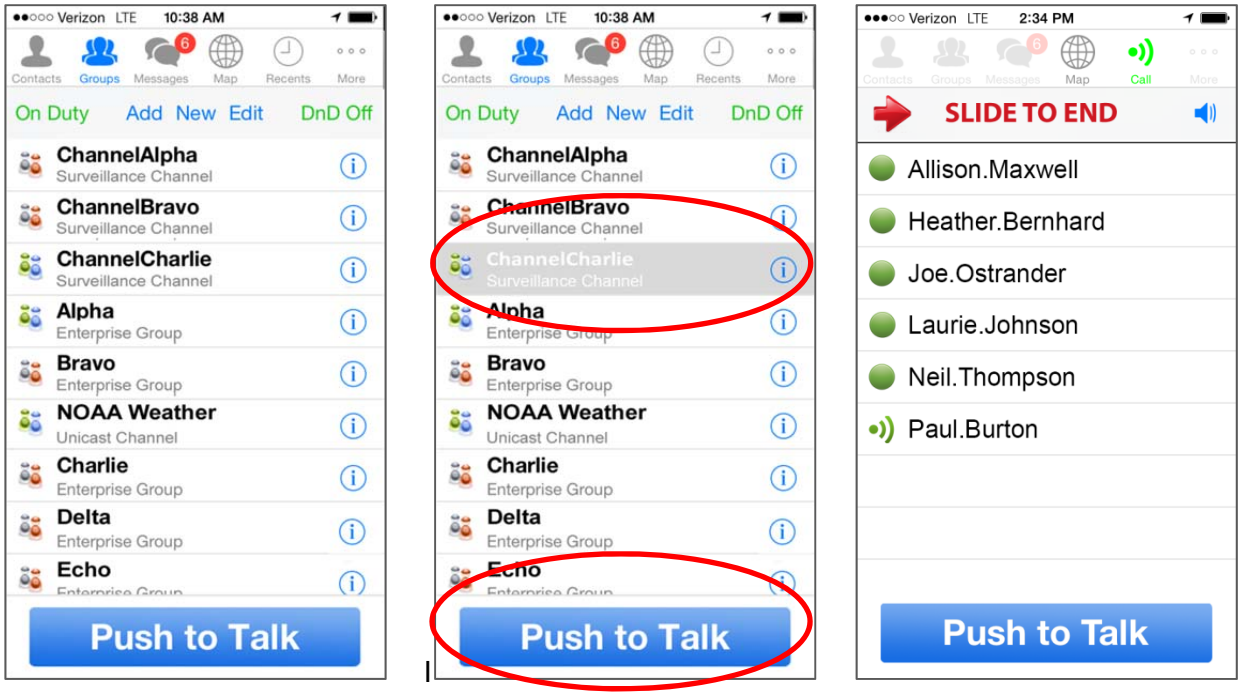
Making Group Barge Calls

In a Group Barge Call, you select a Group from the Group List. Upon call connection, your initial voice burst will 'Barge' through to the recipient's phone.

Select Group List | **Select Group & Press PTT** | **In Call 'List View'**



Starting a 'Barge' Call

- Select the Groups Tab
- Select the desired Group
- Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished

In-Call Operation

- All participants on the call are shown on the List
- Talking participant is indicated with the "Sound Wave" icon.
- To request the Floor, Press and hold the "Push To Talk" Button
- Upon hearing the Grant Tone, begin Speaking
- Release the "Push To Talk" Button when finished speaking
- To exit the call
    - Slide the "End Call" slider'

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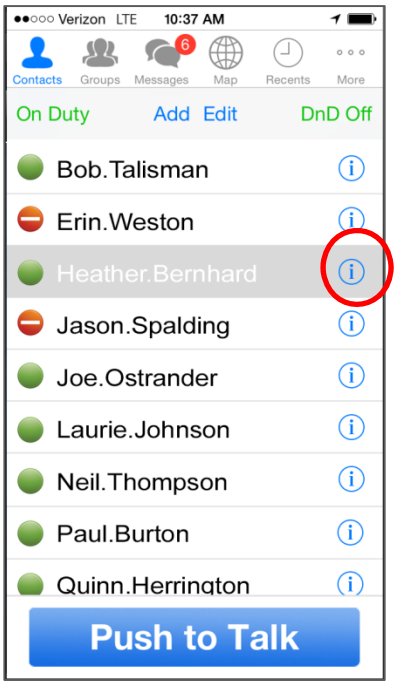
Section 3: Sending Messages with ESChat

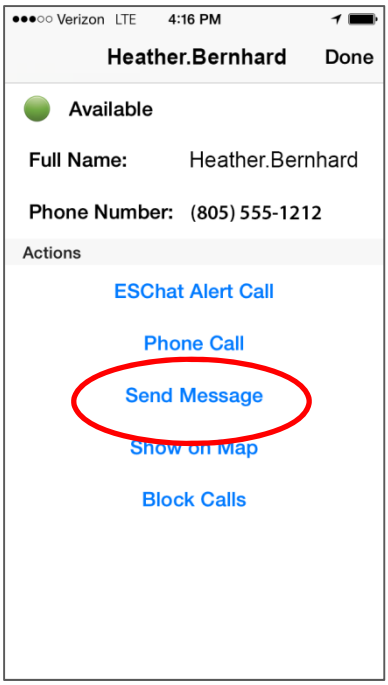
1:1 Text & Image Messaging

- Select a Contact from the Contact List.
- Press the Right Arrow to activate the Secondary Menu
- Select Send Message
- Enter Message Text
- Add existing Image by pressing “Attach Image” (optional)
- Take new Image by pressing “Take Photo” (optional)
- Press “Send”

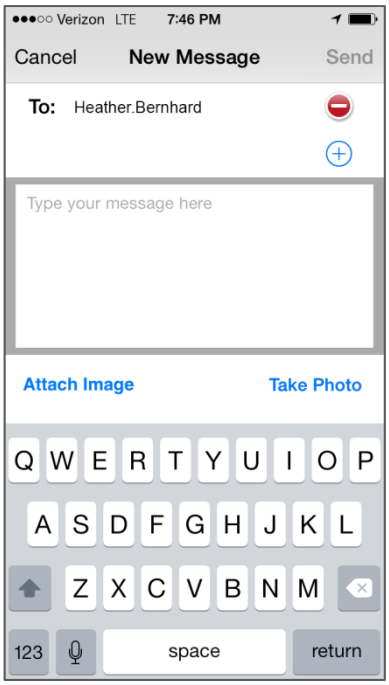
Select Contact



Select a Send Message



Compose & Send Message



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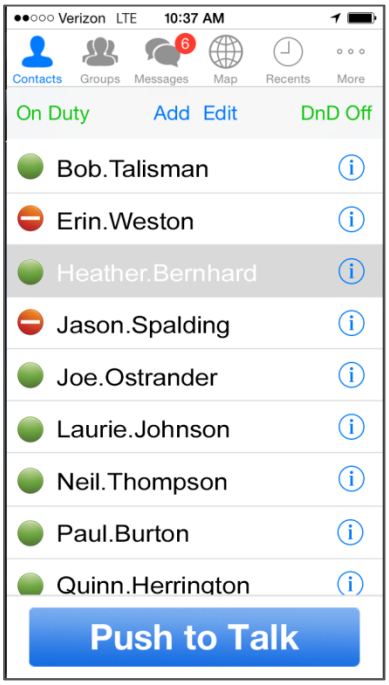
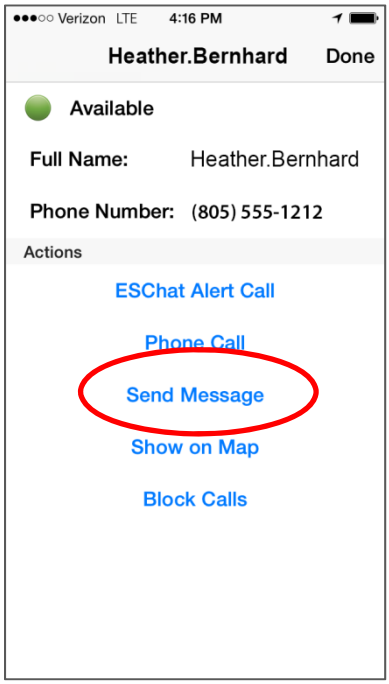
Adhoc Text & Image Messaging

- Select one Contact from the Contact List.
- Press the Right Arrow to activate the Secondary Menu
- Select Send Message
- Add additional recipients
- Enter Message Text
- Add existing Image by pressing “Attach Image” (optional)
- Take new Image by pressing “Take Photo” (optional)
- Press “Send”

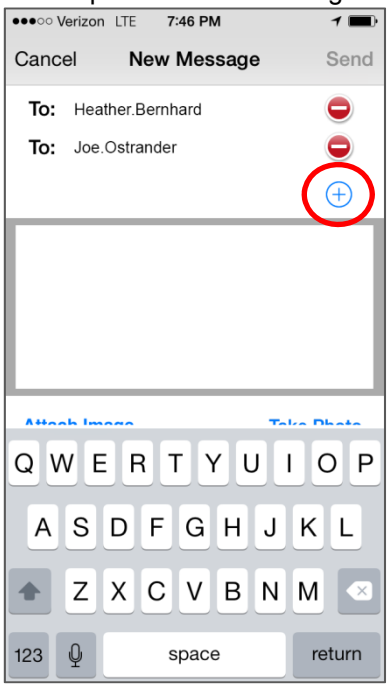
Select Contact



Select a Send Message



Add Recepients,
Compose & Send Message



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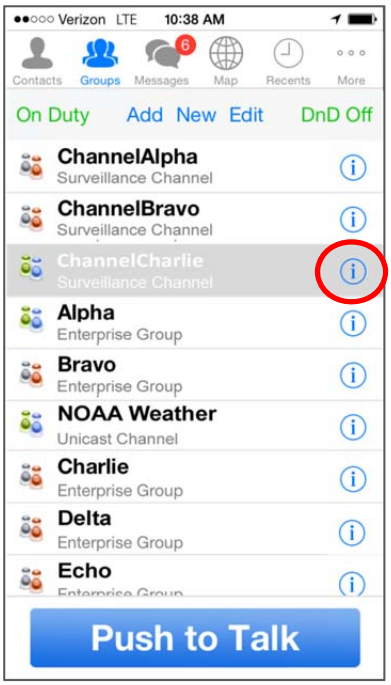
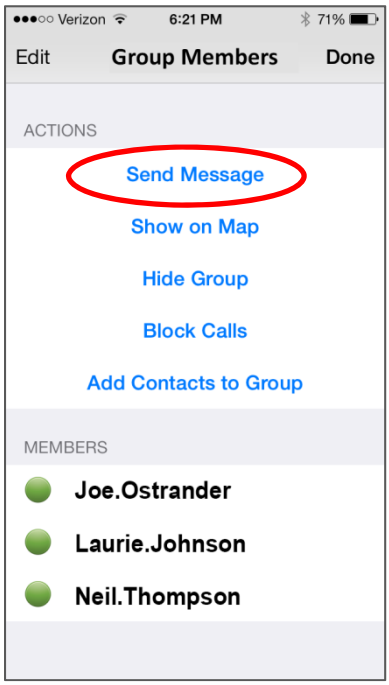
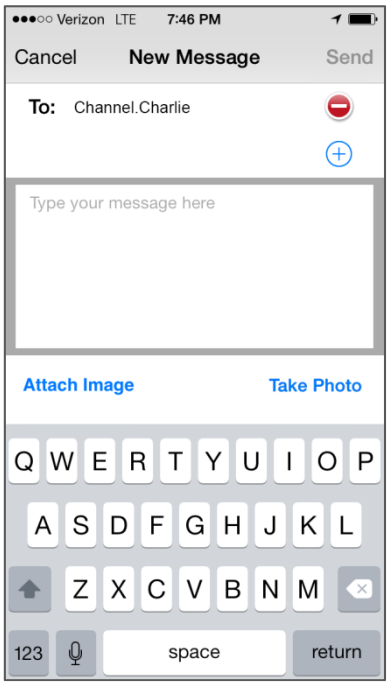
Group Text & Image Messaging

- Select a Group from the Group List.
- Press the Right Arrow to activate the Secondary Menu
- Select Send Message
- Enter Message Text
- Add existing Image by pressing “Attach Image” (optional)
- Take new Image by pressing “Take Photo” (optional)
- Press “Send”







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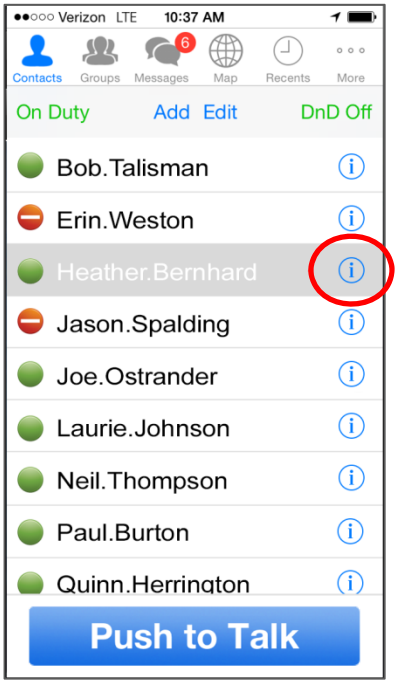
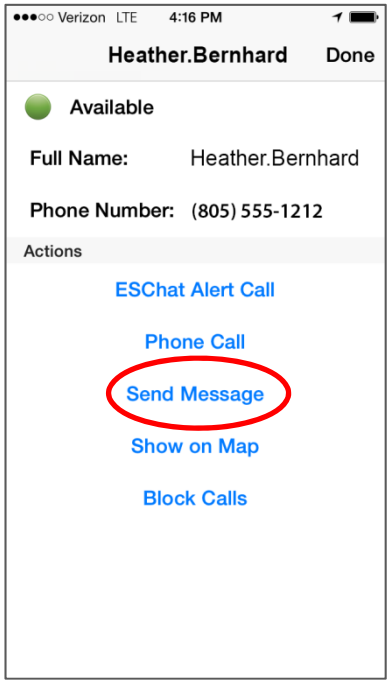
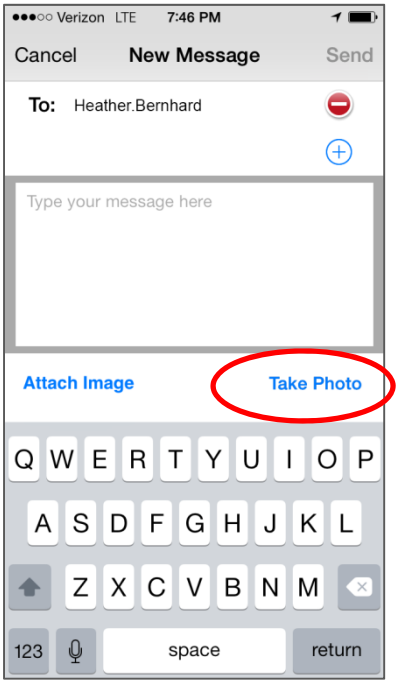
Integrated Text & Image Messaging

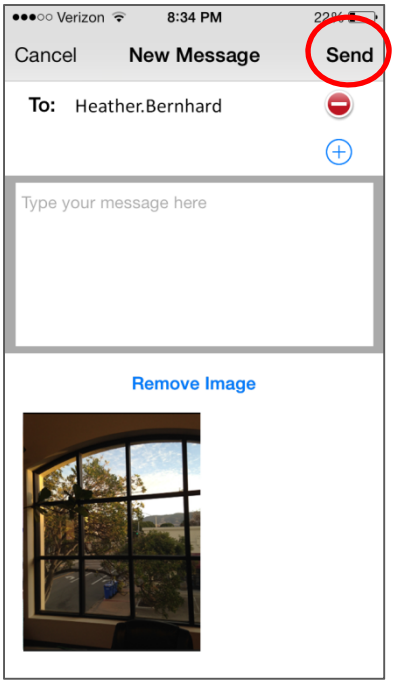
Integrated Instant Group Image Messages can be sent in several ways via ESChat. An image message can be initiated in the same way a text message can be initiated (see above).







An image message can also be initiated via the Share Menu from the device's integrated photo album.



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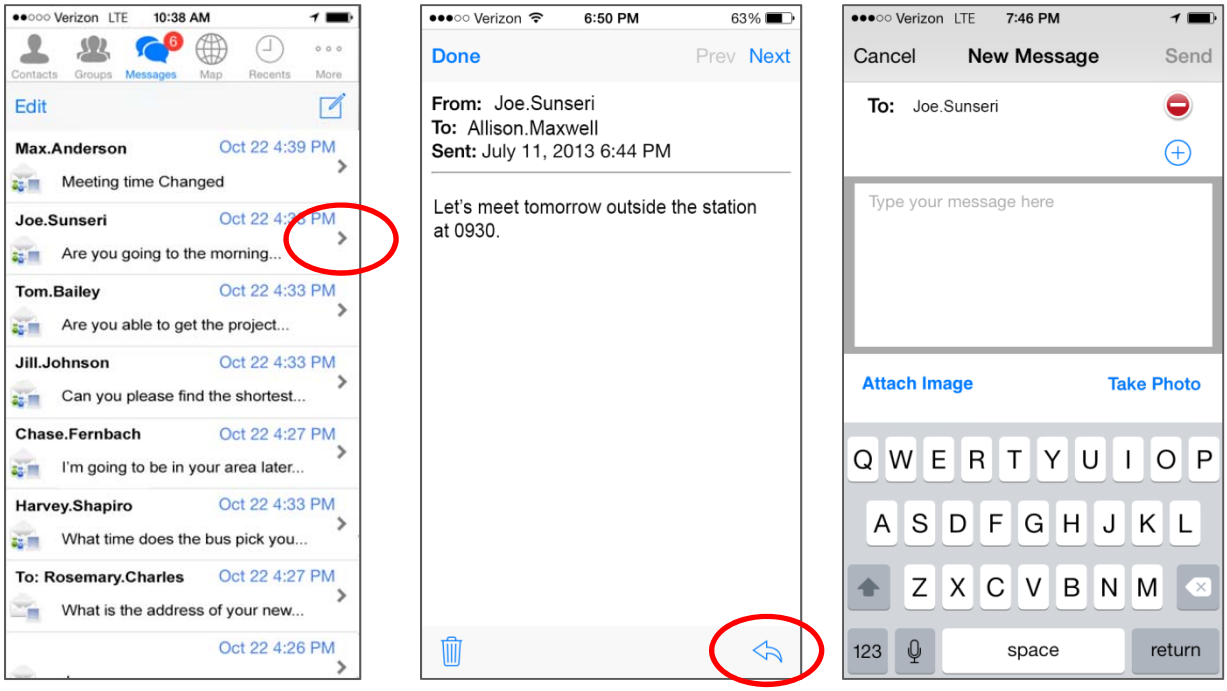
Viewing & Responding to Messages

Messages can be opened for viewing by pressing the Right Arrow Icon.



Message response options include:

View Message

Respond to Sender Only

Respond to All

Delete Message

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Section 4: Location Based Services

ESChat offers multiple options for Location Tracking and Mapping services.

Live Tracking Mode

Sending Location Information

Enterprise administrators have the following options available when configuring the sending of Live Location Information.

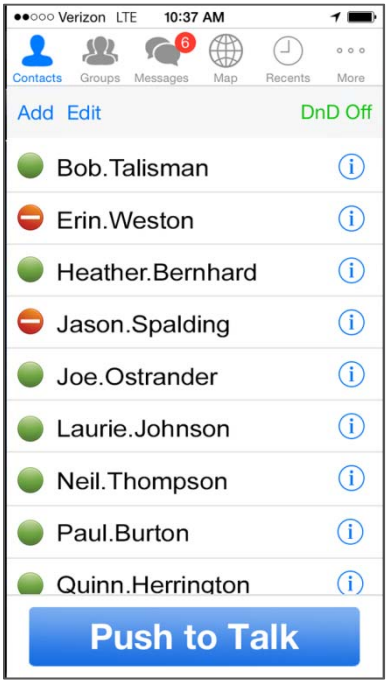
Administrator Controlled

Administrators can hard code Location information to be ON or OFF, without giving individual users the ability to change settings.

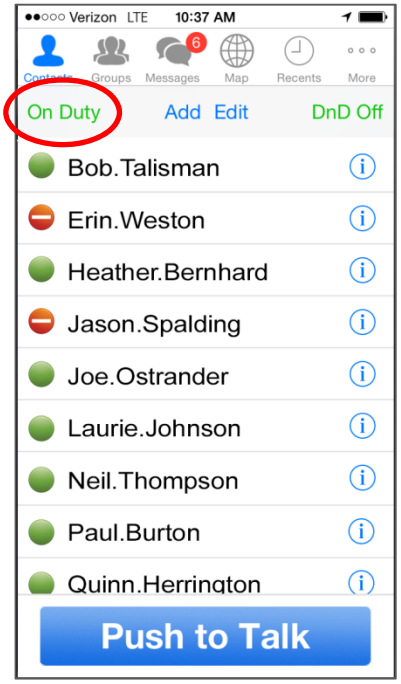
Duty Mode

Duty Mode allows individuals to switch between “On Duty” and “Off Duty” modes. While users are “On Duty”, Location information is available, and while “Off Duty”, Location information is not available. While “Off Duty”, users are still available for ESChat Calls. If a user responds to an ESChat call, or starts an ESChat call they will be placed into “On Duty” mode.

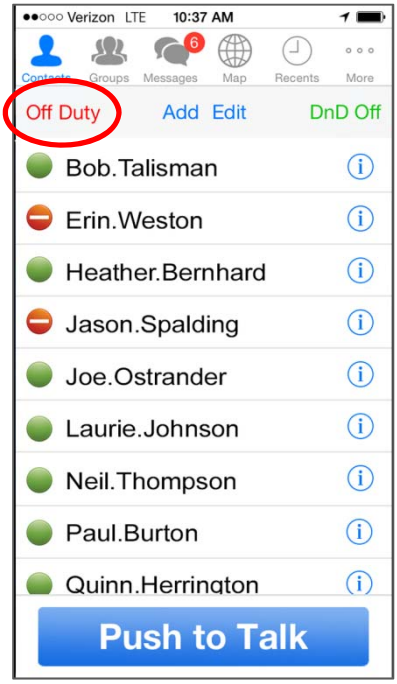
Administrator Controlled



Duty Mode - On-Duty



Duty Mode - Off-Duty



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Displaying Location Information

Enterprise administrators have the following options available when configuring the displaying of Live Location Information.

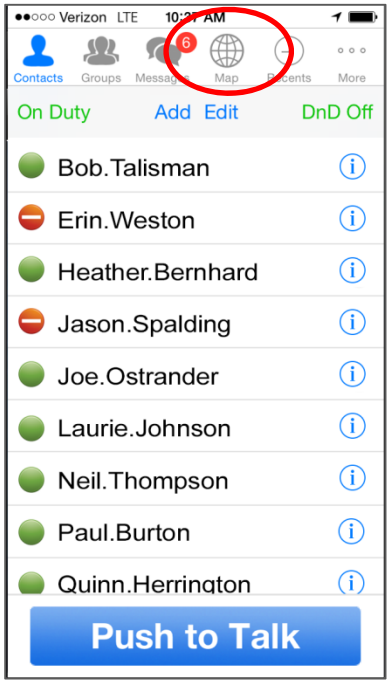
Map Display Enabled

In this mode, smartphone devices will have a Map Tab available for viewing location of other ESChat Contacts. This mode also enables the viewing of live location while In-Call.

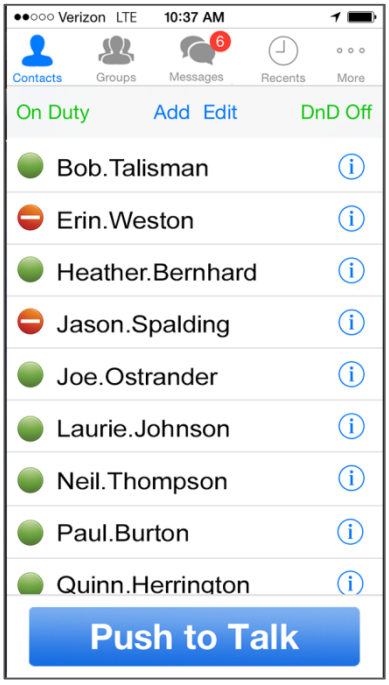
Map Display Disabled

In this mode, the Map Tab is not available to the user. Additionally, In-Call location display is disabled

Map Display Enabled



Map Display Disabled



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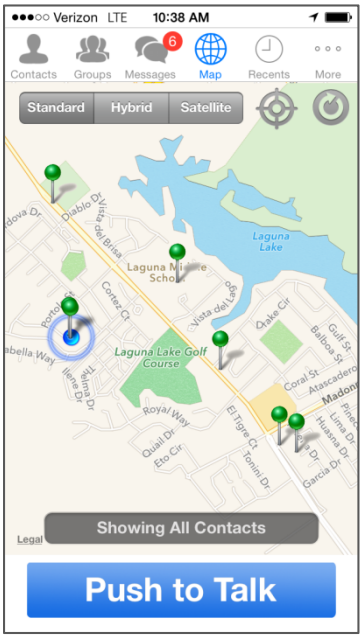
Viewing Pre-Call Location Information

Users with Live Tracking Enabled and Map View privileges are able to view Location and Presence information for all Contacts. Location information is updated every four minutes, and users can request more frequent updates by pressing the Refresh button on the Map Tab.

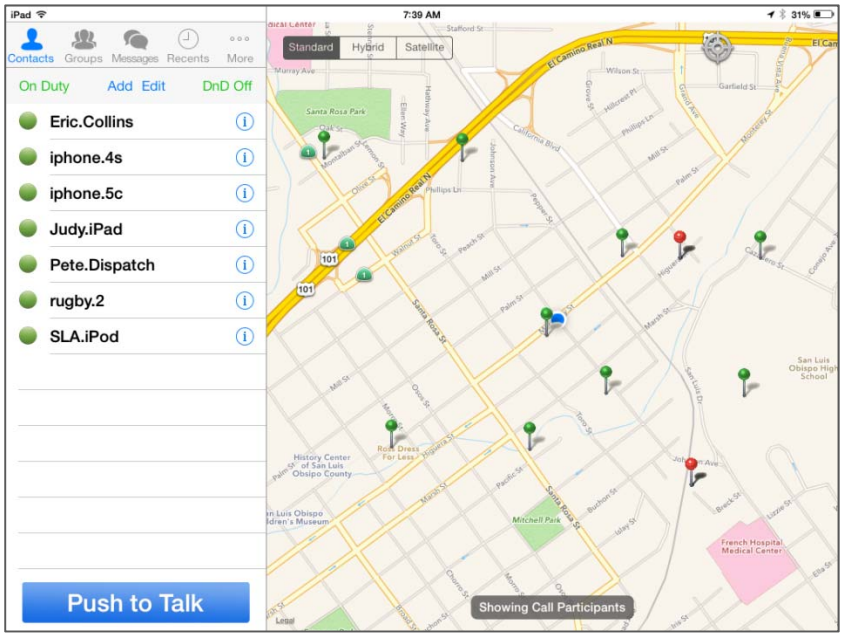
Pre-Call 'Map View' –iPhone

- Contacts with Location Enabled are shown on map
- Owner (self) is shown as Blue Dot
- Contacts are shown as Available (Green) or Unavailable (Red)
- Pre-Call Locations are updated every four minutes
- More frequent updates are available by pressing the Refresh Button

iPhone Pre-Call Map View



iPad Pre-Call Map View



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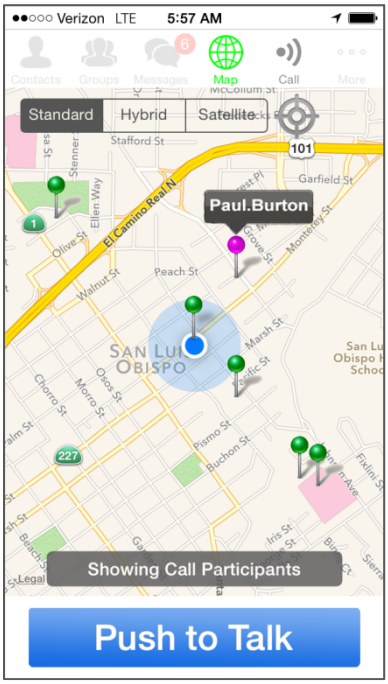
Viewing Live In-Call Location Information

Users with Live Tracking Enabled and Map View privileges are able to view Real-Time Location information for all In-Call participants. Location information is updated every two seconds and provides a powerful tool for surveillance and other like operations.

In-Call 'Map View' –iPhone

- All Call Participants with Location Enabled are shown on map
- Caller is shown as Blue Dot
- Call participants are shown as Green Pins
- Talking participant is indicated with Purple Pin and Info Box
- In-Call Locations are updated every two seconds

iPhone In-Call Map View



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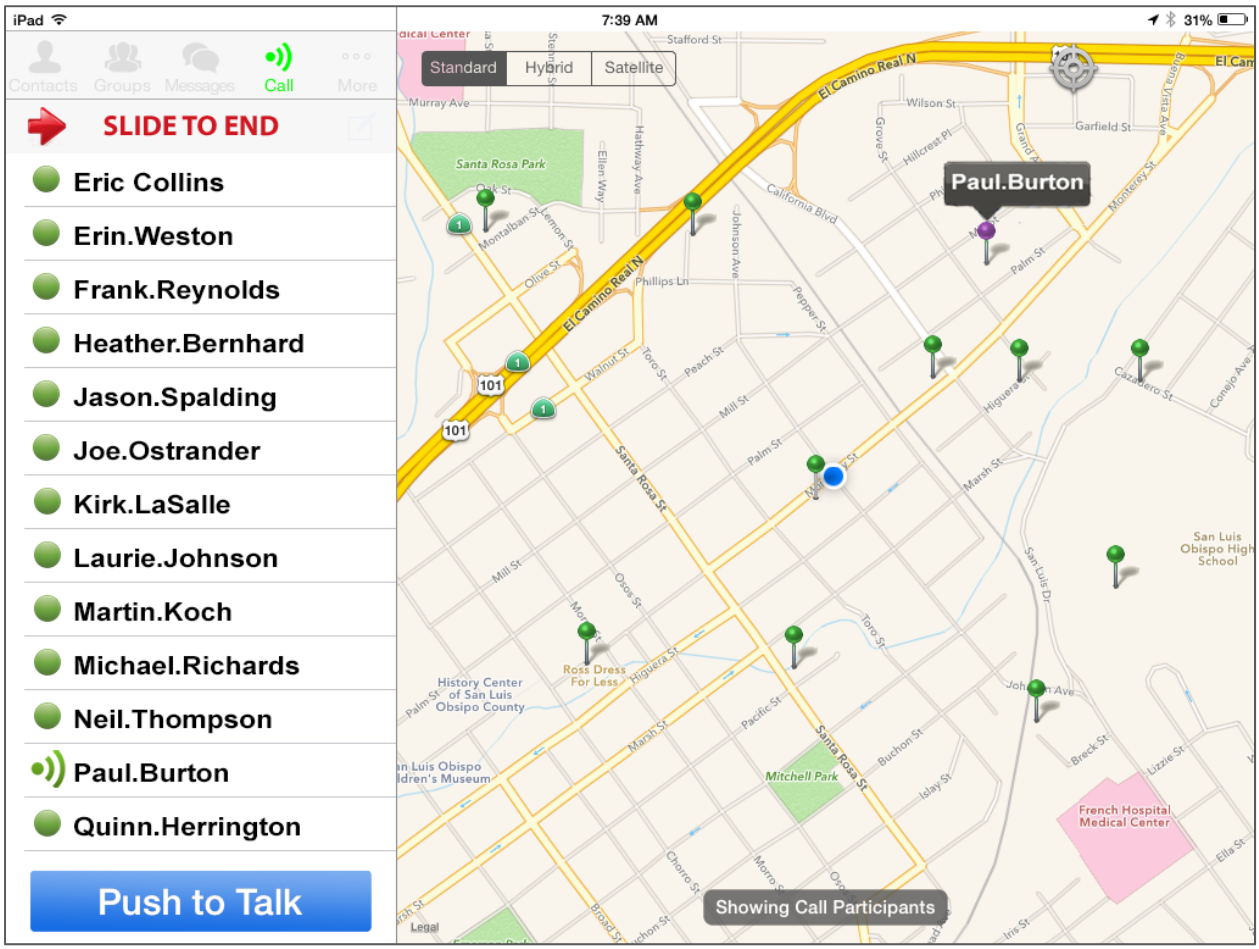
In-Call 'Map View' - iPad

- All Call Participants with Location Enabled are shown on map
- Caller is shown as Blue Dot
- Call participants are shown as Green Pins
- Talking participant is indicated with Purple Pin and Info Box
- Talking participant is also shown on Call Participant List
- In-Call Locations are updated every two seconds

iPad In-Call Map View



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Historical (Bread Crumb) Tracking Mode

Sending Historical Location Information

When Historical Tracking is enabled, the following configuration options are available.

Bread Crumb Interval

This is the Interval for saving GPS position Bread Crumbs. Interval can be set from 30 Seconds to 4.5 Minutes.

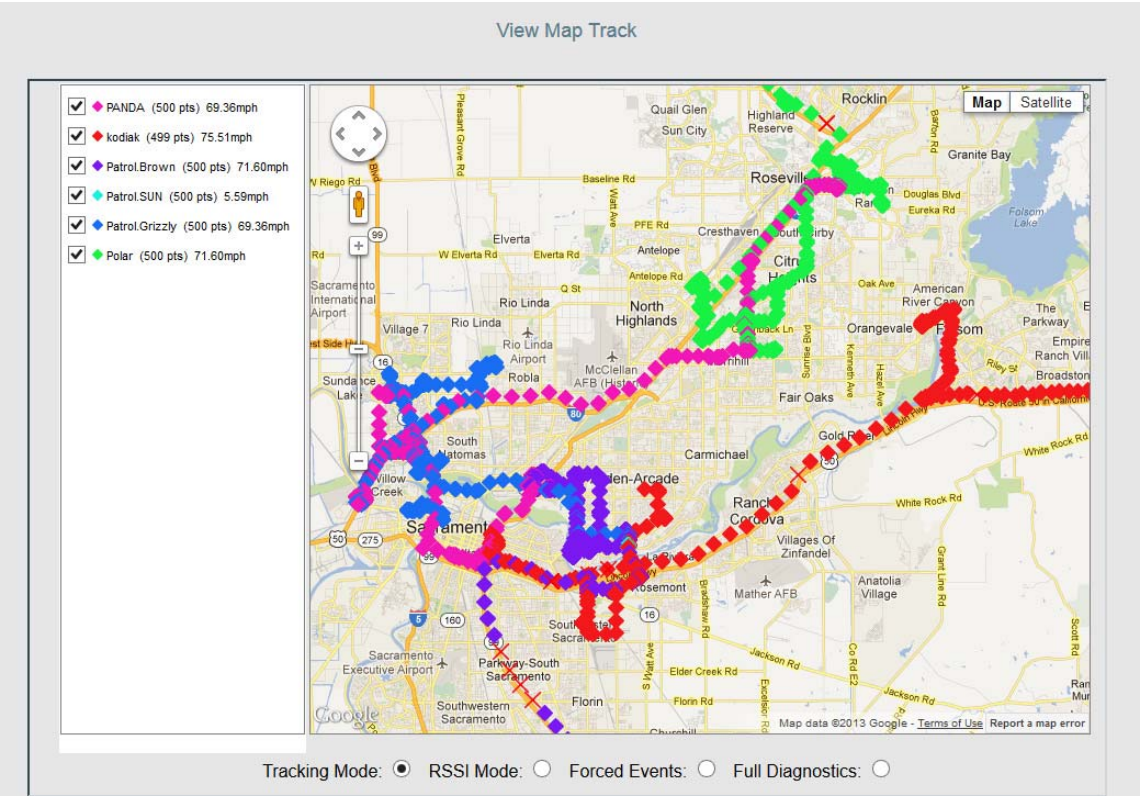
Upload Interval

This is the Interval that determines how often the saved Bread Crumbs are uploaded to the server. Interval can be set from 5 Minutes to 12 Minutes.

Viewing Historical Location Information

Bread Crumbs tracks can be viewed using the ESChat web portal. Administrators can overlay Bread Crumbs for up to ten users simultaneously. Information included with each Bread Crumb includes:

- Date/Time Stamp
- Coordinates
- Speed
- Direction



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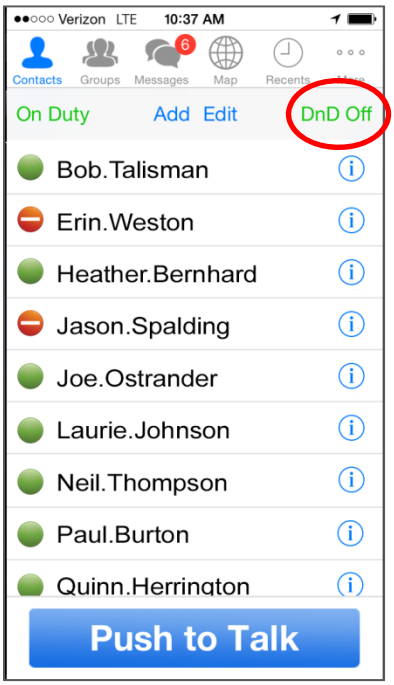
Section 5: Operating Options & List Management

Do Not Disturb (DnD)

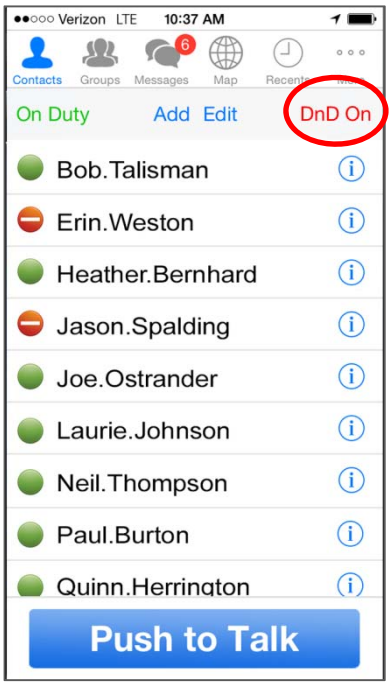
Global DnD

ESChat supports Global DnD that prevents all PTT calls from being received. Global DnD Mode can be manually activated by the User by selecting the DnD menu item. Users are able to see that they are in DnD mode by viewing the DnD Button on the tool bar.

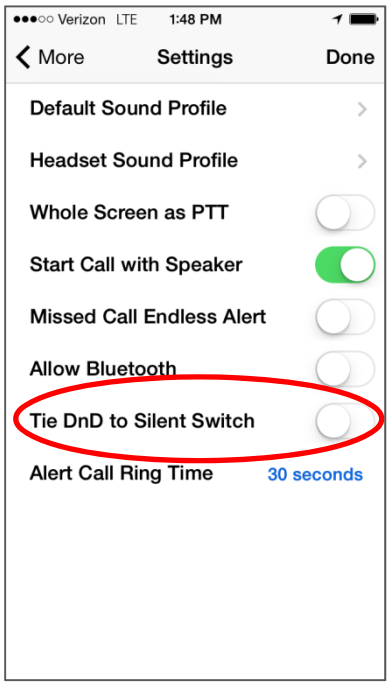
Normal Mode



DnD Mode



DnD Configuration



Group DnD (Block Calls from Selective Groups)

This feature allows a user to selectively disable the reception of calls from any group. To enable the feature press the Right Arrow next to the Group, and select “Block Group”. When a group is in ‘DnD’ mode, the icon of the group changes to indicate the reception of calls from the selected Group is disabled (see icon below). To re-enable the reception of calls from the group, press the Right Arrow next to the Group and select “Unblock Group” to toggle the ‘Group DnD’ feature off.

Group is Blocked – User will not receive calls from this Group

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Contact DnD (Block Calls from Selective Contacts)

This feature allows a user to selectively disable the reception of calls from any individual Contact. To enable the feature press the Right Arrow next to the Contact, and select “Block Contact”. When a Contact is in ‘DnD’ mode, the icon of the Contact changes to indicate the reception of calls from the selected Contact is disabled (see icon below). To re-enable the reception of calls from the group, press the Right Arrow next to the Contact and select “Unblock Contact” to toggle the ‘Contact DnD’ feature off.

Contact is Blocked – User will not receive calls from this Contact

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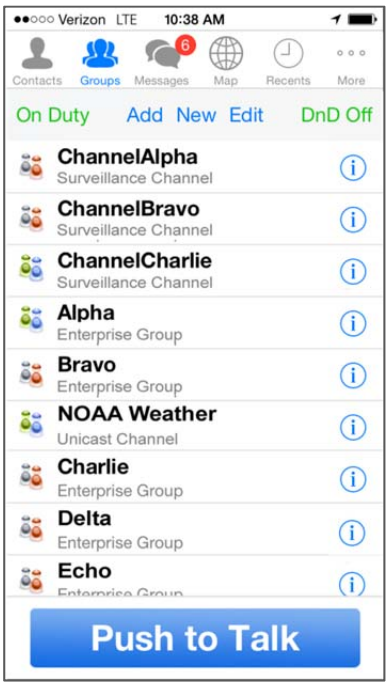
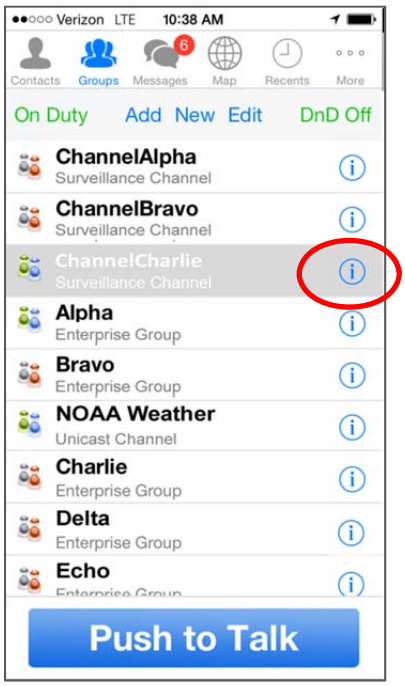
Group Member List - iPhone

Via Group Presence, the User can query the Group prior to making the Group Call. The user is presented with the list of Group Members and an up-to-date Presence indication for each member.

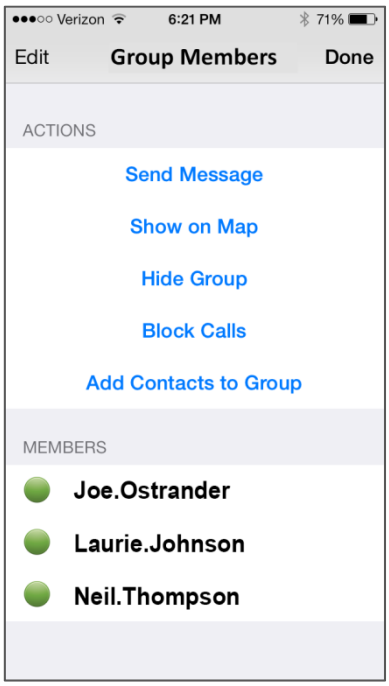
Select the Group List



Press Info Button



Presence for Members



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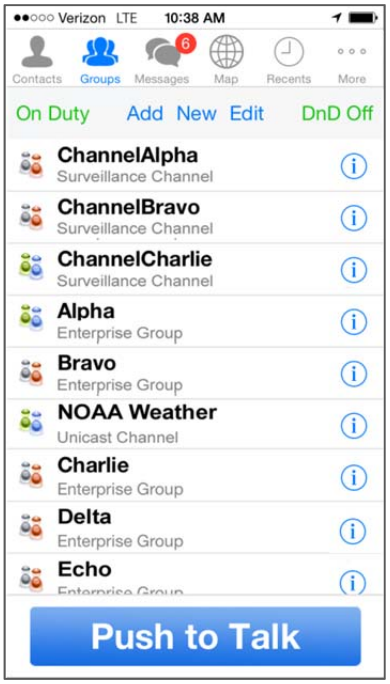
Late Join / Re-Join

ESChat supports Late Join/Re-Join on Group Calls. To provide users with a better experience, ESChat also provides a Group Presence indication to specify which Group calls are active and available for Late Join/Re-Join.

Group - Not Active

Group - Active and available for Late-Join/Re-Join



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Talker Override/Preemption

ESChat supports the talker priority feature with the following group types (Enterprise Open, Enterprise Closed, Dispatch). When configuring a group via the Web Portal there is a Priority column with a check box. When checked, the indicated user has priority over the non-checked users. While in call when a priority user presses the PTT button to talk and a non-priority user currently has the floor the non-priority user will be revoked and the floor granted to the priority user. Priority users are treated on a first come first serve basis when multiple priority users request the floor.

The Broadcast group supports a preemption feature. Whenever a Broadcast call is made it will preempt every other call the members of the broadcast group are currently participating in. Once the user has heard the broadcast message, he/she can make other ESChat calls again.

Call Override Based on User and Group Priority

Every ESChat User has an assigned Priority Level between 1 (lowest) and 5 (highest). ESChat supports call override on 1:1, Adhoc and Group Calls.

Call Override on 1:1 and Adhoc Calls

Adhoc and 1:1 calls can be overridden by a User or a Group with a higher priority than the members of the 1:1 Call.

Call Override on Group Calls (by calling individual user(s))

Members of an ongoing Group Call can be taken out of the Group Call and put into a new 1:1 or Adhoc call if the Calling Party has a Priority higher than the Group Call. In this case, the Group call will continue with the remaining members.

Call Override on Group Calls (by calling Group)

Members of an ongoing Group Call can be taken out of the Group Call and put into a new Group Call if the New Group has a Priority higher than the ongoing Group Call. In this case, the ongoing Group call will continue with the remaining members.

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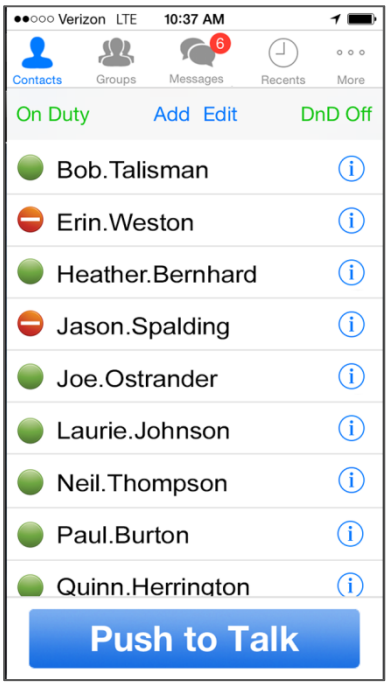
Contact Management through smartphone device

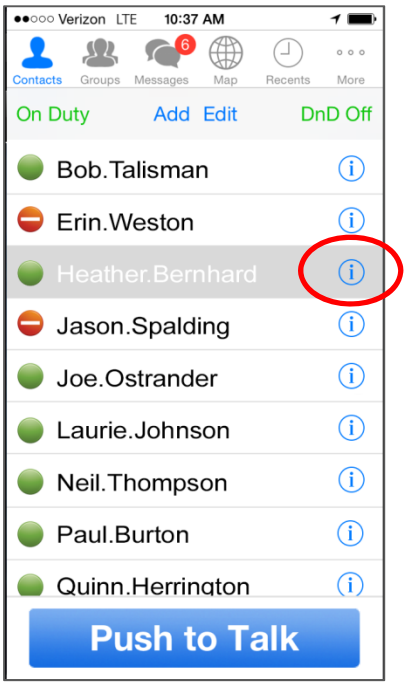
ESChat provides the ability to manage most Contact and Group Functions via the smartphone device. These include, Add Contact, Remove Contact, Add Contact to Group, Create New Group, Hide Group, Delete Group, View Contact(s) or Groups on Map, etc. Contact Management on the device is performed through the device's native UI behavior such as using the Right Arrow next to a Contact or Group.

Contact & Group Management – Single Contact

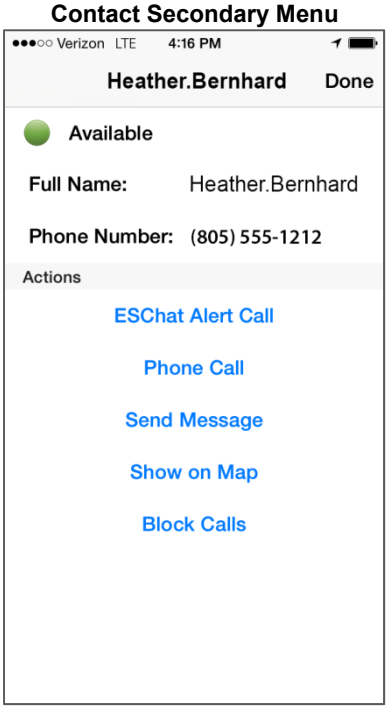
Contact List



Press Info Button



Contact Secondary Menu



Available actions for Single Contact Management include:

Start an ESChat Alert Call

Start regular phone call with Contact

Send ESChat 1:1 Message

Display Selected Contact's Location on Map

Block incoming calls from selected Contact

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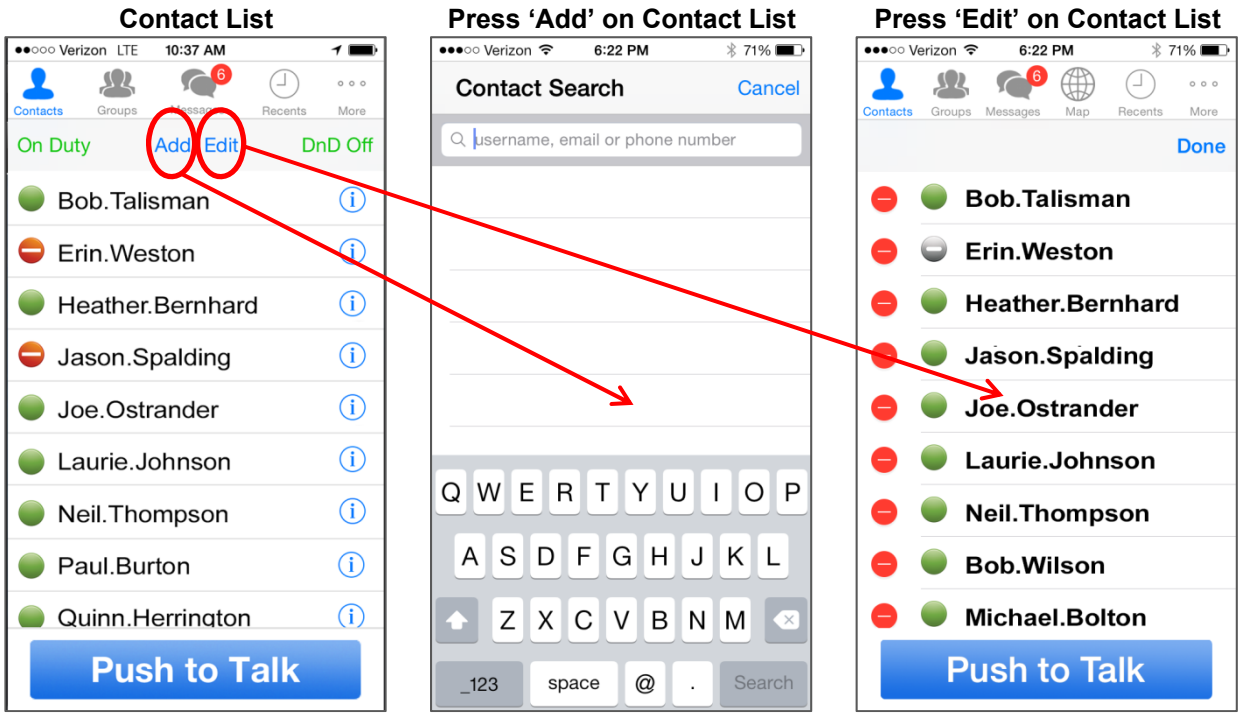
Contact & Group Management – Multiple Contacts



Available actions from the Contact List (+) Menu include:

Find Contact for Contact List Addition

Available actions from the Contact List (EDIT) Menu include:

Delete Contact(s)

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Group Management through smartphone device

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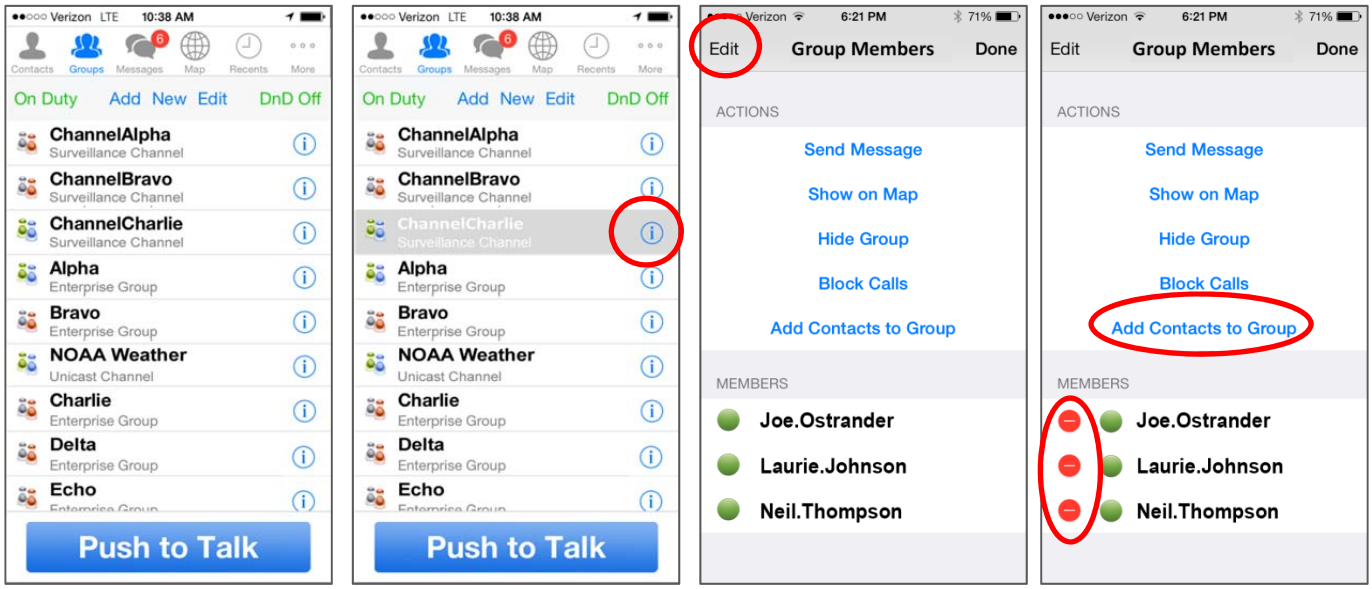
Group Management

Select Group List | **Long Press Selected Group** | **Group Secondary Menu** | **Group Secondary Menu**



Available actions for Group Management include:

Group Info: Display Group Members and Presence Status

Hide Group from Group List

Send ESChat Group Message

Display Group Member's Location on Map

Block incoming calls from selected Group

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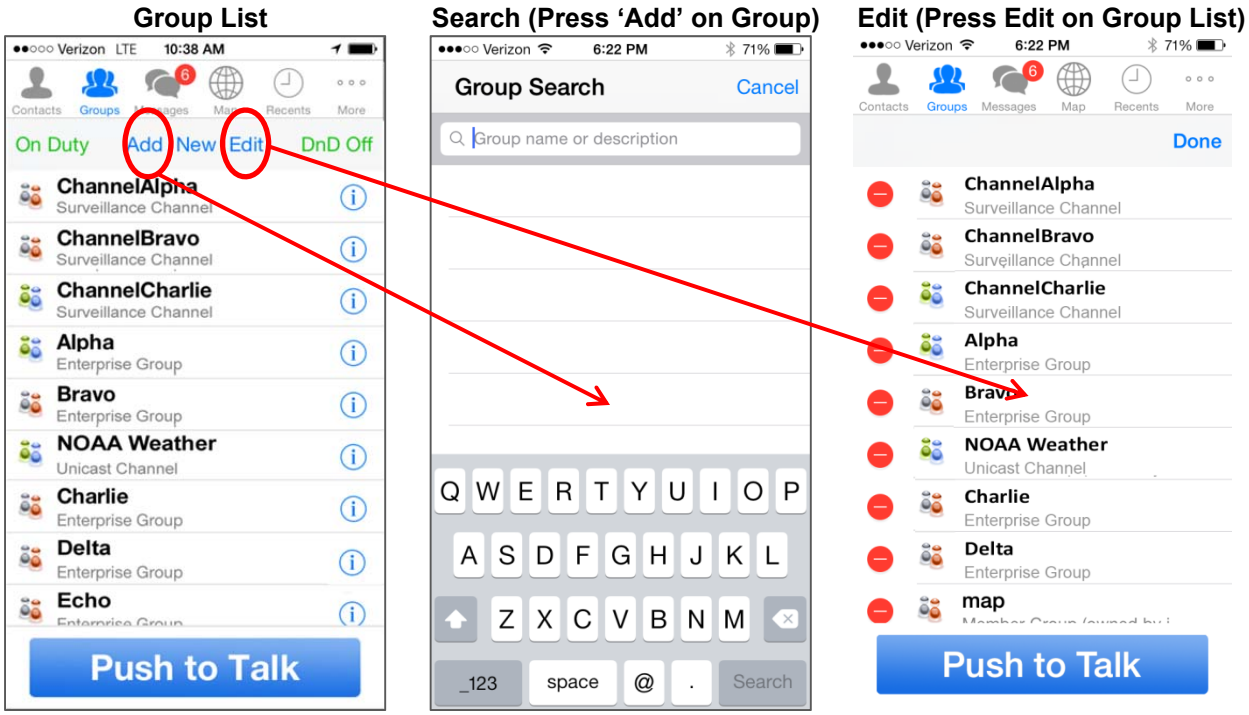
Group List Menu



Available actions from the Group List (+) Menu include:

Find Groups for Group List Addition

Available actions from the Group List (EDIT) Menu include:

Remove Group from Group List

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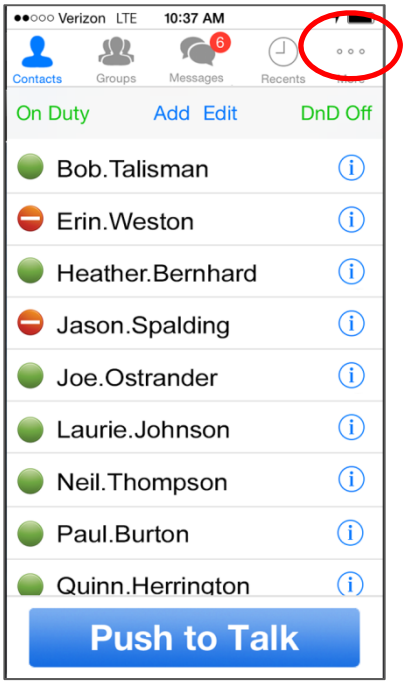
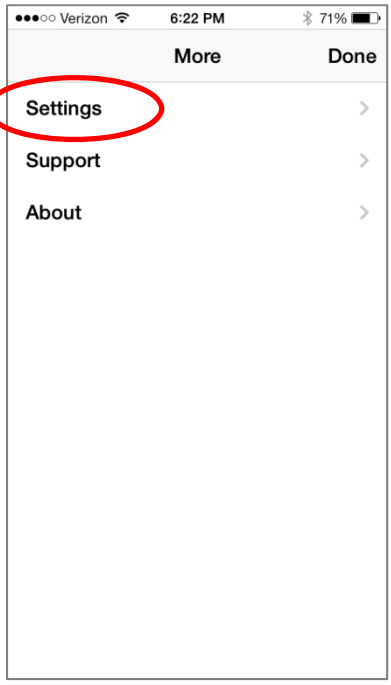
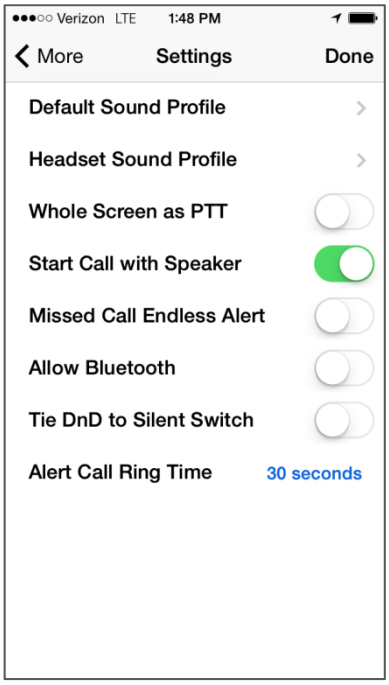
Section 6: Device Settings

ESChat Application Settings







Default Sound Profile (Speaker)

Headset Sound Profile

View Tabs while In-Call (Option)

Use whole screen as PTT Button while In-Call (Option)

Start Call with Speaker (Option)

Missed Call Endless Alert

Enable Bluetooth (Option)

Activate DnD when Silent Switch is On (Option)

Alert Call Ring Time Duration

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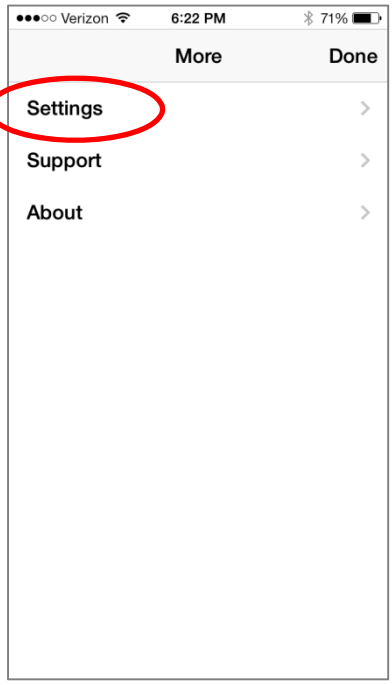
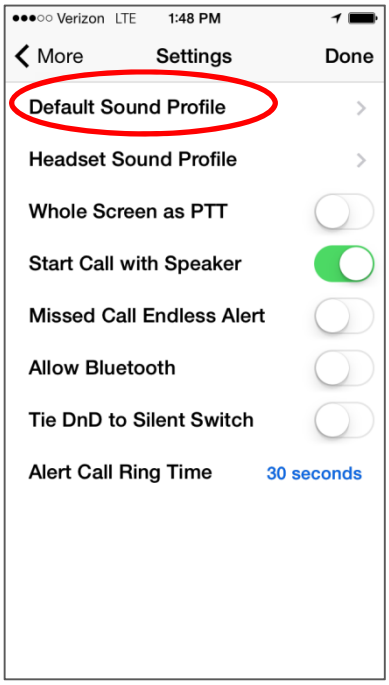
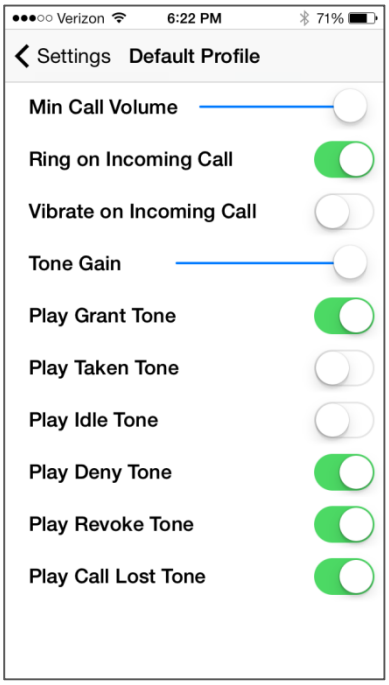
ESChat Sound Profile Settings







Set In-Call Volume

Set to Ring on Incoming PTT Call

Set to Vibrate on Incoming PTT Call

Set Alert Tone Volume

Play Floor Grant Tone (Option)

Play Floor Taken Tone (Option)

Play Floor Idle Tone (Option)

Play Floor Deny Tone (Option)

Play Floor Revoke Tone (Option)

Play Call Lost Tone (Option)

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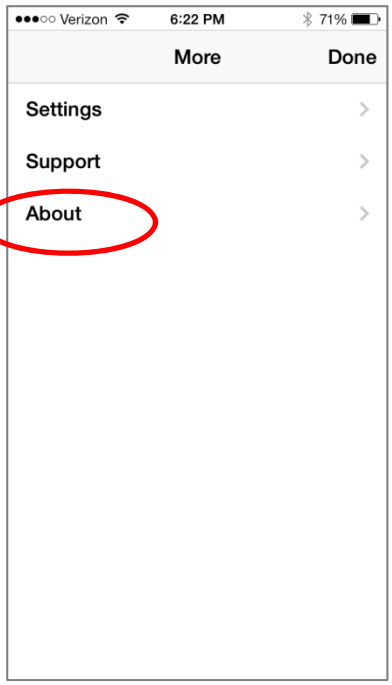
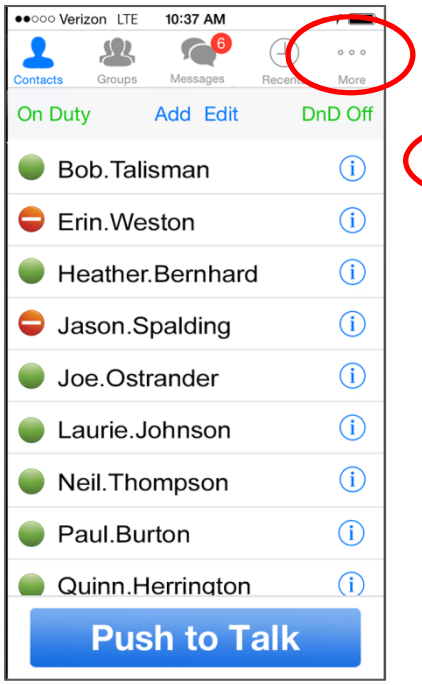
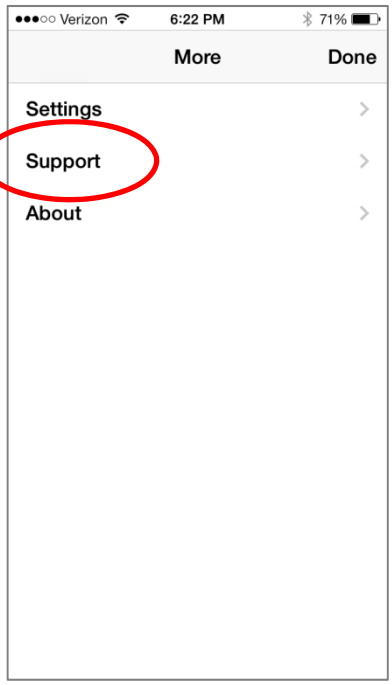
User Account Information

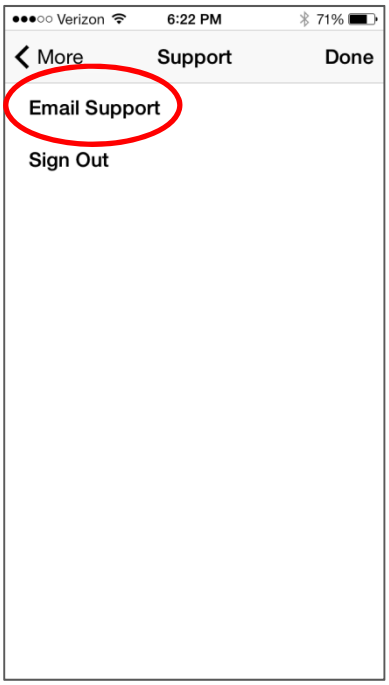


Sending Debug Log Files to Support

Debug files can be sent to ESChat Support from the Support Screen and selecting Email Support. When sending Debug files, please include a description of the issue for which you are sending the file.







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Section 7: Purchasing and Activating ESChat

Purchasing

ESChat is available for purchase from the following sources:

Contact ESChat Sales and Support using the following contact information:

- 805.541.5044
- ptt-support@slacorp.com

Initiating a Customer Demo

The information required to start a demo is dependent on the device types being used. In all cases, please include:

- Company Name
- Company Website
- Company Point of Contact Name and Email

Please provide the following information for each device to be activated in an Excel spreadsheet using the following format:

First Name	Last Name	MDN	MEID	Email	Device Type
Ringo	Starr	8055550000			iPhone
George	Harrison	8055551111		ringo@gmail.com	iPad
Paul	McCartney	8055552222	A1000016974D7C		Ravine 2
John	Lennon			john@gmail.com	PC Dispatch
George	Martin	8055553333			Android Phone
Pete	Best	8055554444		pete@gmail.com	Android Tablet

First Name:	Required for all device types
Last Name:	Required for all device types
MDN:	Required for all phones and tablets
MEID:	Only required for Ravine 2 devices
Email:	Only required PC Dispatch Clients, Android Tablets and iPads
Device Type:	Please list “Android Phone”, ”Android Tablet”, “iPhone”, “iPad”, “Ravine 2”, or “PC Dispatch Client”

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Pricing

- **Small Office/Home Office through Large Business**
  - Smartphone Pricing via Verizon Wireless, $4.99/month on a month to month basis
  - Smartphone Pricing via Verizon Wireless, $4.49/month with an annual license
  - Smartphone Pricing via SLA Corp., $4.99/month on a month to month basis
  - Smartphone Pricing via SLA Corp, $4.49/month with an annual license
- **Government, including Federal State & Local**
  - Smartphone Pricing via GSA, $4.57/month on a month to month basis
- **Government, US Department of Justice**
  - Smartphone Pricing via Verizon Wireless, $4.57/month on a month to month basis
  - Smartphone Pricing via GSA, $4.57/month on a month to month basis

Note that ESChat on the Casio Ravine 2 is $5.49 per month and billed via Verizon Wireless.

Historical (Bread Crumb) Tracking can be added on Smartphone device accounts for an additional $3.00 per month.

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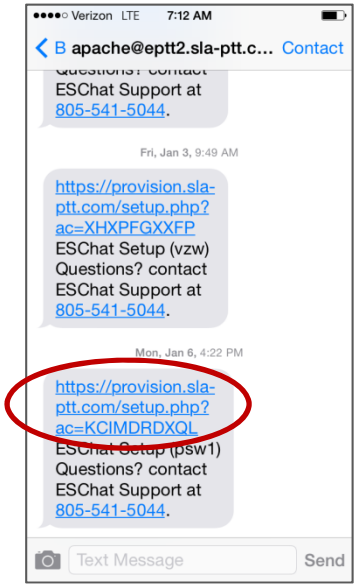
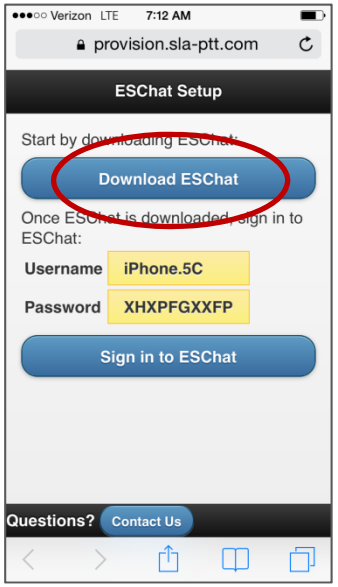
To install and activate ESChat on an iPhone, iPad, or iPod



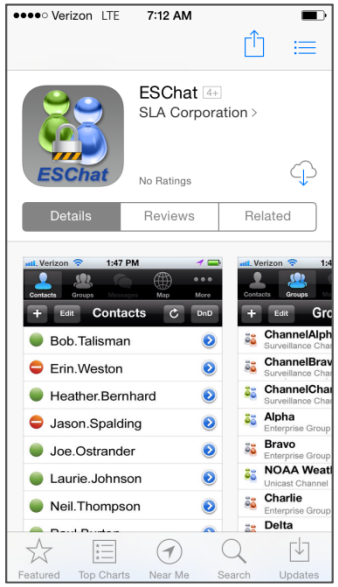
Step 1:

Open SMS or email and click Provision Link



Step 2:

Click Download ESChat

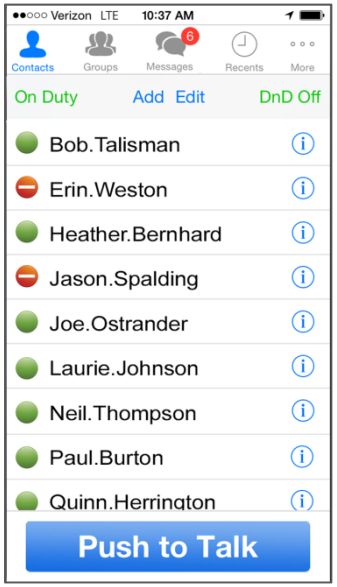


Step 3:

Download ESChat from the Apple App Store. Wait for install to complete before proceeding.

Step 4:

Return to installation link and click Sign in to ESChat



Step 5:

You're done.

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This product includes cryptographic software written by Eric Young (eay@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

Opus CODEC

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Written by Jean-Marc Valin and Koen Vos

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UI Components

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Zip File Utility

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Network Reachability Interface

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