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User's Guide

# Sprite Terminator



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**Sprite Mobile Limited**  
9 Wilkins Street  
Freemans Bay  
Auckland  
New Zealand  
[www.sritemobile.com](http://www.sritemobile.com)

# Introducing Sprite Terminator

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*Sprite Terminator* is an essential security tool for your Windows Mobile 5/6 Smartphone or phone capable Pocket PC. It allows you to send instructions to your phone in the event of loss or theft, by simply sending an SMS message to your phone from any mobile phone you will be able to permanently lock, clear all contents and leave your mobile device requiring a hard reset. *Sprite Terminator* also monitors the SIM card, it can detect when it is changed and can automatically lock the device as well as inform the owner via SMS message. In addition *Sprite Terminator* allows you track your GPS capable device displaying its location via Google Maps, or Virtual Earth.

# Important Terms

Here are some important terms to remember:

**Protected Device:** This is YOUR main mobile phone which you want to protect. You will need to install *Sprite Terminator* and configure it to allow instructions to be sent via SMS message from a *Partner Device*. It must be either a Smartphone or phone capable Pocket PC running Windows Mobile 2005/06.

**Partner Device:** This can be any SMS capable device and can be used to send commands via SMS message to retrieve, protect and wipe the data on the **Protected Device** e.g. Your girlfriends cell phone or your best friend's mobile. You can use as many **Partner Devices** as you wish, as long as they have been specified on the **Protected Device**. You DO NOT need to install **Sprite Terminator** on a **Partner Device**.

**Pocket PC:** The main identifier would be that it has a touch screen. To run *Sprite Terminator* you must have a Windows Mobile 2005/06 phone capable Pocket PC, i.e. able to make calls.

**Smartphone:** The main identifier is that there is no touch screen, just soft keys. Must be running Windows Mobile 2005/06

**SIM:** A card containing the telephone number of the subscriber, encoded network identification details, the PIN and data such as contacts.

**SMS:** Short Message Service. Short text messages that can be sent to a mobile phone. This is how *Sprite Terminator* will send commands from the **Partner Device** to the **Protected Device**.

**Country Code:** Is the national prefix to be used when dialing TO that particular country FROM another country. A unique feature of *Sprite Terminator* is the ability to send SMS command messages anywhere in the world to the **Protected Device** e.g. If you arrive in NZ from LA, and you realize that you have accidentally left your phone at LA Airport, you can send an SMS command to the **Protected Device** to wipe the data.

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**IMEI:** A unique 17 digit (or shorter depending on location) serial number on each phone that can normally be found behind the battery in the phone, or by keying in "\*#06#"

**IMSI:** A unique 15 digit (or shorter depending on location) number assigned to a mobile station at the time of service subscription. It contains a mobile country code, a mobile network code, mobile subscriber identification number, and a national mobile subscriber identity) numbers of the **Protected Device**

**Device Lock:** Also known as phone lock. Most mobile devices have a device lock to protect the data and stop misuse. The usual way to setup a device lock on Windows Mobile 2005/06 devices is to go: Start, Settings, Security, Enable Phone Lock. Please see your device manual for instructions on how to setup a device lock.

**Key:** The code used to activate the Phone or Device Lock on the Protected Device. Sprite Terminator has a unique ability to create and implement the Device Lock using a Key that is specified from a Partner Device via lock command.

**Call Log:** Sprite Terminator has a unique ability to return all phone numbers dialled from the Protected Device. To do so a Partner Device must send the Query Command. *See Query Command*

**GSM:** Global System for Mobile. GSM devices use SIM cards

**CDMA:** Code Division Multiple Access. Devices that are on contract with their providers. CDMA devices DO NOT use SIM Cards.

**Alpha:** Letters of the alphabet only e.g. "Alpha"

**Numeric:** Numbers only e.g. "1234"

**Alphanumeric:** Letters and Numbers e.g. "Alphanumeric2006"

**Password:** Is the password selected at configuration time. We strongly recommend you to keep this password in a safe place. Without the correct password you will not be able to operate or remove Sprite Terminator.

## CHAPTER 1

# Getting Started with Sprite Terminator

After installing *Sprite Terminator* it needs to be configured to work correctly. To configure *Sprite Terminator* the user must supply a password, and at least 1 **Partner Device**

The **Partner Device** is another SMS capable phone, you can specify as many as you wish. The **Partner Device** is used to send commands via SMS message to the **Partner Device** to retrieve and wipe data or enable device lock.

The **Partner Device** is specified using its own phone number, this number must include the international code, as this is how phone numbers appear to cellular phones. E.g.

If you want to setup a **Partner Device** which resides in the US with the phone number: "4212345678", then you must specify it in this format: "+14212345678"

If you want to setup a **Partner Device** which resides in NZ with the phone number: "0212345678", then you must specify it in this format: "+645555555"

With both the password and at least 1 **Partner Device**, *Sprite Terminator* is now running. The rest of this section will guide you through configuring the options in *Sprite Terminator in Wizard Mode*. You can turn off "Run wizard on startup" option later on.

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**Warning:** Keep your password in a safe place. Without a password you will not be able to uninstall or operate *Sprite Terminator*. You can also enable the "Accept Non-Partnered" option in the options page of *Sprite Terminator* to send commands from non-partnered devices.

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## Installing Sprite Terminator

Before installing Sprite Terminator please make sure that you keep your password in a safe place. Sprite Terminator is a security utility and you must take care of your password at all times. Without the correct password you will not be able to remove or operate Sprite Terminator. Your *Sprite Terminator* license will entitle you to install it on one device, this will be the **Protected Device** which you will receive commands from **Partnered Devices** to protect its data. Please follow the instructions below to install *Sprite Terminator*.

1. Double click the installer to begin installation. Click **Next** to proceed with the installation process

*Welcome Screen*

2. Click **Next** to continue

*Installing Sprite Terminator*

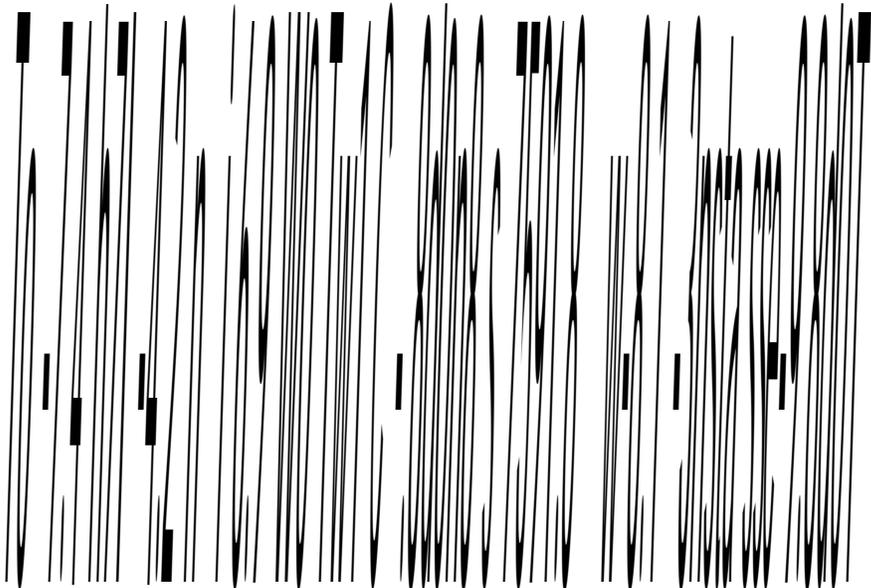
3. You will need to accept the terms and conditions before continuing with the installation.

*Confirm Installation*

4. Click **OK** to continue
5. Click **Finish** to complete the installation

*Installation Complete*

6. Check your device for additional instructions.
7. Press **Install** then press **Done** to continue the device installation.
- 8.



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## Setting-up a Password

This section will guide you through setting up a password to protect the data on your **Protected Device**. You will only need to install *Sprite Terminator* and set a password once on your **Protected Device**

1. Open *Sprite Terminator* from the programs menu on your device



*Programs Menu on Device*

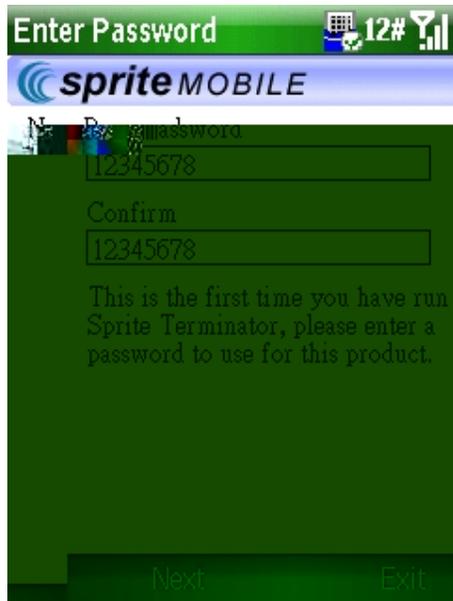
2. You will see a screen advising that you must enter a new password
  - *If your device is a Pocket PC:* Your password must be at least 7 characters long and contain at least 3 of the following: uppercase and lowercase letters, numerals, and punctuation e.g. "Qwerty123"
  - *If your device is a Smartphone:* Your password must at least 8 numeric characters e.g. "11223344"

*Please see Important Terms if you are unaware of your device type*



*New Password Screen*

3. Please enter your chosen password in the *New Password* field, then confirm it in the *Confirm new* field and press **Next**. *Sprite Terminator* will now take you to the **Partner Device** screen, read the next section for details.



*Entering new password*

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**Note:** It is important to create your own unique password using the format mentioned in Step 2. Please keep a copy of your password in a safe place as you will not be able to use or un-install **Sprite Terminator** without it

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## Setting-up the Partner Device

This section will guide you through setting up your first **Partner Device**. This can be ANY phone that can send an **SMS** message, e.g. your brothers cell phone, the company mobile, your next door neighbours phone capable Pocket PC etc... Once you have setup a **Partner Device**, you can send **SIM** messages to the **Protected Device** with *Sprite Terminator* commands. The **Partner Device** can be used anywhere in the world, to do so you need to specify the *Country Code* before the actual number.

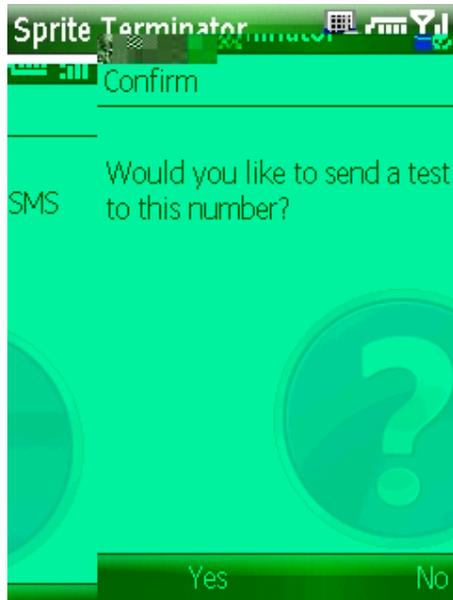
1. Press the **Add** field to open your contact list and select a contact.

*Set Partners Screen*

2. When the contact list appears select the contact that you wish to add as a partner.

*Contact List*

3. Once a partner has been selected, You will see a screen asking if you want to Send a *Test SMS*



*Confirm Test SMS Screen*

4. Choosing **Yes** will display the following screen.

5. Choosing **No** will take you back to the Set Partners screen where you can either set up another Partner Device or go to the next section



Confirm

---

Test message sent, did the partner phone receive the test message?



*Confirm Test SMS Screen*

6. The **Partner Device**, should receive a text message similar to message below.

**This is a test message for Sprite Terminator. No need to reply - or please call to let the owner know that the message has been received ok.**



*Test SMS message sent to Partner Device*

7. In the **Protected Device**, Press **Next** to proceed.

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**Note:** If you wish to add more **Partner Devices** then repeat Steps 1 and 2

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## SIM Change Options for GSM Devices Only

*Sprite Terminator* can optionally be configured to automatically text any *Partnered Device* or phone when the **SIM** card on the **Protected Device** is changed. **This option is only applicable to GSM devices.** CDMA devices do not use SIM cards, thus this option will appear disabled.

1. Check one or all of the following Options to be used with Sprite Terminator:

*Options Screen*

**Check Message Partner on SIM Change:** if you want an **SMS** message to be sent to the **Partner Device** when the **SIM** on the **Partner Device** has been changed. The new **SIM** must have enough credit to send the **SMS** message to the **Partner Device**

*SIM Change Options Screen*

**Check Lock Device on SIM Change:** if you want the **Protected Device** to be locked if the **SIM** is changed in anyway. With this option enabled the **Protected Device** will lock if: the **SIM** is removed from the **Protected Device** and it is powered on with no **SIM**, or another **SIM** is inserted. If there is an existing **Device Lock**, you need to enter that password to get back into your device. If there is no existing **Device Lock**, you need to enter the Sprite Terminator Password to unlock the **Protected Device** or it has to be hard reset to be used again.

*SIM Change Options Screen*

**Check Run wizard on startup:** if you want to go through the wizard each time you start Sprite Terminator. Note you have to use the wizard the first time you run Sprite Terminator.

*SIM Change Options Screen*

**Check Accept Non-Partnered** if you wish to allow Sprite Terminator to receive commands from non partnered devices. *If you are using this option you will still need to use the correct password or commands will not be accepted.*

1. Enable **GPS** function and continue with the setup.

*GPS functions screen*

2. Press **Next** to finalize the *Options* you have set. You will be taken to the main Sprite Terminator screen advising the current status. If it says "**Device is not protected**" then the most likely reason is that you have not specified a **Partner Device**

*Status Screen*

3. If you want to change the Password, Partner Devices (or add more), SIM Change Options or view About information then press Options then select the corresponding Option.

#### *Status Screen*

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**Note:** If you did not choose "**Run wizard on startup**" then you will go straight to the Status Screen where you can manually choose which Options to configure.

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## GPS Options

Sprite Terminator's GPS allows users to receive tracking information over a text message from a *Partnered or non partnered Device*. GPS can be Enable is part of the setup process at configuration time.

To Enable GPS on Sprite Terminator follow the instructions below:

1. From the **Add Partner** screen, press **Next** to display the GPS Screen.

*Add Partner Screen*

2. When the GPS Screen Appears, Enable GPS by ticking the GPS Enable check box.

*GPS Screen*

3. Enable all other required GPS features by ticking all available check boxes.

*GPS Screen*

**Alternate GPS:** On some ROM versions there are known faults in Microsoft's GSP Manager process. In order to combat this we have provided low level GPS parsing that bypasses the Microsoft GPS Manager and process the signals directly. You should

1. Press the **Next** button to continue.

*Options Report Screen*

2. Press **Exit** to Complete the Setup or **Options** to go back to previews Options.

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**Note:** Before using the Sprite Terminator GPS you must have a GPS capable device or use an external GPS device. If you are using an external GPS device, please make sure that the GPS unit is properly connected and configured with your device. If you have selected Google Maps and Virtual Earth you should expect 2 text messages with individual links.

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If you have followed the *Configuring Sprite Terminator* section you are now ready to start using the command function. Commands are to be sent to the **Protected Device** from any **Partner Device** via **SMS** message

A command **SMS** message consists of the word "**spritecmd**" followed by your **password** and the command. The commands are:

**Query** - used to retrieve the **IMEI**, **IMSI** numbers and the **Call Log** (numbers called) from the **Protected Device**

**Wipe** - used to erase any data on the **Protected Device** and the storage card if there is one inserted at the time. After using the Wipe command the device will require a hard reset before it can be use again.

**Clear** - used to erase only user data on the device. After sending a **clear** command all user data will be deleted, applications and configurations will not be touched. After the command is received the device will reboot, all user data will be erased. After reboot the device can be use again without having to perform a hard reset, all applications and configurations will still be on the device but Storage Card contents and all personal information will 6.9(uch)(3ma)-9.on Prased( )5.8( )JT12 1 Tf-1.545 -168274 TD0 Tc0 Tw

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## Using the Clear Command

Before you proceed with this operation please understand that it will clear ALL the contents of the **Protected Device**, including the contents of the Storage Card (if there is one inserted in the **Protected Device** when it receives the *Clear Command*), so make sure you back up your important data to your PC or another Storage Card which you do use with your **Protected Device**. After the *Clear Command* has been performed on the **Protected Device**, the device will reset and it will be fully operational but all data will be erased.

1. Get a **Partner Device**
2. Create a new **SMS** message to the **Protected Device** in the following format:  
"spritecmd <password> clear"
3. Send the **SMS** message. The **Protected Device** will be wiped immediately once it receives the **SMS** message. You will receive a confirmation **SMS** message that the clear command has been received and another **SMS** message advising that the process has been finalized

- If the Sprite Terminator password was entered incorrectly then you will get a denial **SMS** message on **Protected Device**

*Confirmation SMS if password was entered incorrectly*

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**Note:** The phone number has been censored and the password in the screenshot above is just an example, you must use the same phone number of the **Protected Device** and the same password you have set for the **Protected Device**. See the *Set Password* section for more details

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## Using the GPS Command

With the GPS command **Sprite Terminator** is able to send tracking information to a partnered device. The GPS information send will contain the latitude, longitude and a web link to a map using either Google's Map or Microsoft Virtual Earth web mapping technologies. that will allow you to view the exact location of your device online.

The Terminator command use to receive GPS information is "gps"

The format use is "**spritecmd mypassword gps**"

To use the GPS command, follow the instructions below:

1. **Enable** GPS on the protected device.
2. From a partnered or non partnered phone start a new text message and **send the GPS command**.
3. Make sure that in the text message includes **the correct password and command**.

*Sending a GPS command*

4. If the password and commands are correct, Sprite Terminator will send the GPS information. *If the password or commands are incorrect, Sprite Terminator will send a reply acknowledgement text with the cause of the problem.*

*Text Message Received from Protected Device*

5. To view the device location you can use the link provided in the text message.



*Viewing Device Location*

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**Note:** Please be aware that Internet connection is required to access the online maps and display the device location.

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## Using the Lock Command

The *Lock Command* can be used to either A) Activate the **Device Lock** on the **Protected Device** using the Sprite Terminator password or B) Setup and activate the **Device Lock** on the **Protected Device** from scratch.

*To perform A)* You just need to send the **Protected Device** an SMS in the following format: "spritecmd <password> lock"

*To perform B)* You will need to create a unique **Key** which will be used to activate the Device Lock on the **Protected Device** in this format: "spritecmd <password> lock <key>"

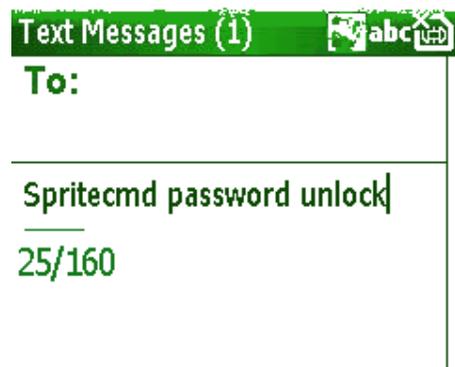
The Key is simply created in the SMS message and you must know what it is to unlock the **Protected Device**. If there is already an active device lock on the **Protected Device** any new lock command will not apply. The existing device lock will need to be disabled from the **Protected Device** via settings. **Note:** If the **Protected Device** is a Smartphone the **Key** must only be **Numeric**, if its a Pocket PC then it can be either **Alpha**, **Numeric** or **Alphanumeric**.

In this section we will use the example **Key**: 1234

### 1. Get a **Partner Device**

- If you want to lock the device using the Sprite Terminator Password: Create a new **SMS** message to the **Protected Device** in the following format:

"spritecmd <password> lock"



*New SMS message with lock command*

- If you want to lock the device using a unique **Key**: Create a new **SMS** message to the **Protected Device** in the following format:

"spritecmd <password> lock <key>"

```
Spritecmd 11223344 lock  
1234  
-----  
28/160
```

*New SMS message with lock command containing the Key*

**Note:** If you are sending this command to a Smartphone you can only specify a **Numeric Key**, otherwise you will receive a denial SMS message.

2. Send the **SMS** message. Once the **Protected Device** receives the **SMS** message it will activate the Device Lock. You will receive a confirmation **SMS** message that the Lock command has been received and enabled with the **Key** you have set. The **Protected Device** will reboot and the user will have to enter the **Key** that was created in Step 2 to unlock.

```
Sprite : Lock received, Device  
locked with key 1234
```

*Confirmation SMS that the Protected Device has been locked*

- If the Device Lock is already active then you will receive a message advising the new lock will not apply

```
Sprite : Lock received, Device  
already locked, unable to apply"  
new lock
```

*Confirmation SMS IF Protected Device is already locked*

- If the Sprite Terminator password was entered incorrectly then you will get a denial **SMS** message on **Protected Device**

*Confirmation SMS if password was entered incorrectly*

- If the **Protected Device** is a Smartphone and it was sent the lock command with a **NON-Numeric Key**, a denial SMS will be returned advising that only a **Numeric Key** will be accepted.

```
Sprite : Lock received, Unable to  
lock Smartphone Device with non  
numeric password
```

*Denial SMS if NON-Numeric Key was sent to a Smartphone*

Note: The phone number, password and **Key** in the screenshot above is just an example, you must use the same phone number of the **Protected Device**, the same password and **Key** you have set for the **Protected Device**. See the *Set Password* section for more details

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## Using the Password Command

Sprite Terminator allows you to change your password from a protected or non protected device depending on the settings you have set. To change your Terminator Password remotely you simply need to use the command "**password**".

The format of the command is as follows "**spritecmd <current password> <password> <new password>**". If the current password is correct Sprite Terminator will change the password with the new password and send a return message.

Follow the instructions below to change your Sprite Terminator password:

1. Get a **Partner Device**. Please see *"Setting-up the Partner Device"* for instructions if you have not setup a **Partner Device**.
2. Create a new **SMS** message to the **Protected Device** in the following format:  
"spritecmd <current password> "password" <new password>"
3. Send the **SMS** message, you will receive a password confirmation message. *If the command was not accepted a rejected message will be sent back explaining reasons for the failure.*
  - If the SMS was sent from a device that was not Partnered then an SMS will advise that a non-partnered device attempted to execute a command. If the password was entered incorrectly you will receive a denial **SMS** message

```
Sprite : Command received from  
non-partnered device
```

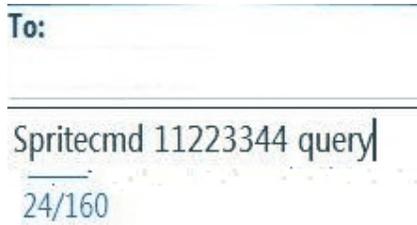
*Denial SMS message if "Accept Non-Partnered" is not set*

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## Using the Query Command

4. Get a **Partner Device**. Please see *"Setting-up the Partner Device"* for instructions if you have not setup a **Partner Device**

5. Create a new **SMS** message to the **Protected Device** in the following format:  
"spritecmd <password> query"



*New SMS Message Screen with Query Command*

6. Send the **SMS** message, you will receive a confirmation **SMS** message returning the *IMSI* and *IMEI* numbers of the **Protected Device** and also all the **Call Log** (*All phone numbers dialled from the Protected Device*). *If no calls were made from the Protected Device or it was just hard reset there will be no call log visible.*



*Query confirmation SMS message*

- If the SMS was sent from a device that was not Partnered then an SMS will advise that a non-partnered device attempted to execute a command. If the password was entered incorrectly you will receive a denial **SMS** message

Sprite : Command received from  
non-partnered device

*Denial SMS message IF query command is received from non-partnered device*

- If the Sprite Terminator password was entered incorrectly then you will get a denial **SMS** message on **Protected Device**

*Confirmation SMS if password was entered incorrectly*

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Note: The phone numbers, IMSI and IMEI have been censored and the password in the screenshots above are just an example, you must use the same phone number of the **Protected Device** and the same password you have set for the **Protected Device**. See the *Set Password* section for more details

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## Using the Sprite Command

Sprite Sprite Terminator gives you the flexibility of retrieving its command list remotely by simply texting the word "sprite" to the protected device Sprite Sprite Terminator will txt you back the command list. To use the "sprite" command follow the instructions below:

1. Get a **Partner Device**
2. Create a new **SMS** message to the **Protected Device** in the following format:  
"sprite"

3. Send the **SMS** message.

The **Protected Device** will send a message back with the List of available commands for Sprite Terminator.

Sprite Commands:

- \*Spritecmd password query*
- \*Spritecmd password lock*
- \*Spritecmd password unlock*
- \*Spritecmd password wipe*
- \*Spritecmd password clear*
- \*Spritecmd password gps*
- \*Spritecmd password password*

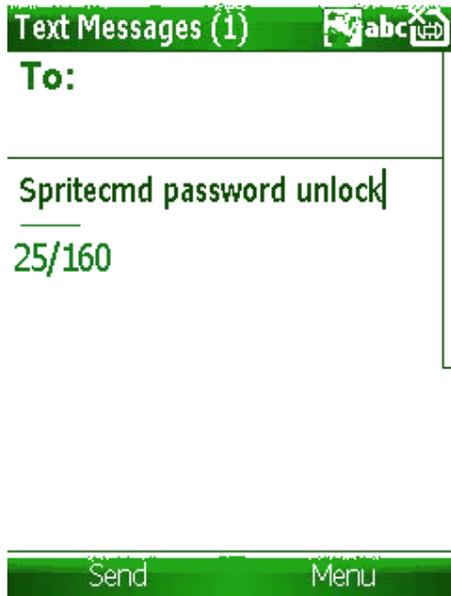
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## Using the Unlock Command

The **Unlock** command is used to **Deactivate** the *Device Lock* on the **Protected Device**. Follow the instructions below to use the **Unlock** command.

1. Get a **Partner Device**
2. Create a new **SMS** message to the **Protected Device** in the following format:

"spritecmd <password> unlock"



*New SMS message with unlock command*

3. Send the **SMS** message. Once the **Protected Device** receives the **SMS** message it will disable the Device Lock. You will receive a confirmation **SMS** message that the Unlock command has been received.
  - If the Sprite Terminator password was entered incorrectly then you will get a denial **SMS** message on **Protected Device**

*Confirmation SMS if password was entered incorrectly*

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**Note:** Please be aware that without the correct password this command will not work. Make sure that you enter the password as you originally entered when you configured the application.

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## Using the Wipe Command

Before you proceed with this operation please understand that it will clear ALL the contents of the **Protected Device**, including the contents of the Storage Card (if there is one inserted in the **Protected Device** when it receives the *Wipe Command*), so make sure you back up your important data to your PC or another Storage Card which you do use with your **Protected Device**. After the *Wipe Command* has been performed on the **Protected Device**, it will need to be hard reset in order for it to be usable again.

1. Get a **Partner Device**
2. Create a new **SMS** message to the **Protected Device** in the following format:  
"spritecmd <password> wipe"

To:

Spritecmd 11223344 wipe|

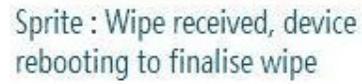
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*New SMS message screen with Wipe Command*

3. Send the **SMS** message. The **Protected Device** will be wiped immediately once it receives the **SMS** message. You will receive a confirmation **SMS** message that the wipe command has been received and another **SMS** message advising that the device wipe has been finalized

Sprite : Wipe received, Wiping  
storage cards

*Wipe Command Confirmation SMS*



Sprite : Wipe received, device  
rebooting to finalise wipe

*Wipe Command Finalize SMS*

- If the Sprite Terminator password was entered incorrectly then you will get a denial **SMS** message on **Protected Device**



*Confirmation SMS if password was entered incorrectly*

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**Note:** The phone number has been censored and the password in the screenshot above is just an example, you must use the same phone number of the **Protected Device** and the same password you have set for the **Protected Device**. See the *Set Password* section for more details

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## CHAPTER 3

# GPS Support

Windows Mobile 5 introduced a GPS control panel to allow you to configure the Intermediate Driver. The control panel lets you set the Hardware Port, which is the real port the GPS device is actually on, and the Program Port, which is the virtual COM port the Intermediate Driver exposes. It is called the Program Port because it is the COM port that GPS programs talk to. (They no longer talk directly to the Hardware Port, so it can be shared.)

The External GPS control Panel can be accessed from the settings page of your Mobile Device.

*Settings Screen*

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## Using External Bluetooth GPS

Before you can start using the external GPS is required to configure a Bluetooth partnership between the Device and the unit. The instructions below will help you perform this task:

1. Go to **Start/Settings/Connections/Bluetooth**.
2. Check the **"Turn on Bluetooth"** checkbox.
3. Press the **Device** tab.
4. Press **"Add new device..."**
5. Select your GPS device and press **Next**.
6. Check the **"Serial Port"** check box and press **Finish**.
7. Press the **COM Ports** tab.
8. Press **"New outgoing port..."**
9. Select your device and press **Next**.
10. You will see a COM port that has been chosen for your GPS. *For example, COM0.*
11. Press Finish.
12. Now your **GPS** unit is set up on **COM 0**.

**Note:** If you do not want to use the Intermediate Driver to share the GPS port, just start

2. Set the "**GPS Program Port**" to any unused COM port, for example, COM4.

*GPS Settings Screen*

3. Press the Hardware tab and Set the Hardware **Port to COM0**.

*Setting Hardware Port*

4. Set the baud rate to the baud rate of your Bluetooth GPS (*usually 4800, or 9600*).

5. Press the **'Access'** tap and tick the check box **"Mange GPS Automatically"**.

*Setting GPS Access*

6. Press **OK**.
7. Start your **GPS** app and configure it to use **COM4**.

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**Note:** Most available GPS applications provides a help file, please view the help file of the GPS application that you are using for information about setup and configuration.

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# Uninstalling Sprite Terminator

## To remove Sprite Terminator from your PC with Windows XP

1. Click Start
2. Control Panel
3. Add or Remove Programs
4. Locate "Sprite Terminator" then click "Remove"

## To remove from your Device

If you have a registered version of Sprite Terminator *you must enter your password to remove this version*. If you don't have the correct password you will not be able to Remove this application. Sprite Terminator is a security utility we strongly recommend you to keep your password in a save place. If you don't have a registered version you can use the **"sprite"** is the password to remove the application.

1. Press Start

2. Select Settings

*Start Screen*

3. Select Remove Programs

*Settings Screen*

4. Locate "Sprite Terminator" then select **"Remove"**

5. You will be prompted to enter your password, enter it then press **OK**. If you have not setup a password, leave the field blank and press **Done**

*Uninstall Password Screen*

6. The final stage is the reboot, press **OK**, Sprite Terminator has now been successfully

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