



## AMIR-PPC/G57

### Physical Architecture:

The blue Denim jean looking model is another version of the Smartphone that is tailored to the game lovers. The physical layout of the model is designed with the expectations of a Pocket PC performance, and that is what PPC abbreviations of the model name stands for. The detachable display was designed to have the same Smartphone, but to accommodate the users with three different functions in three different positions as they are seen in the images. It is built in three distinct and separate modules. They are the Main Module, the display Module, and the Keys Module.





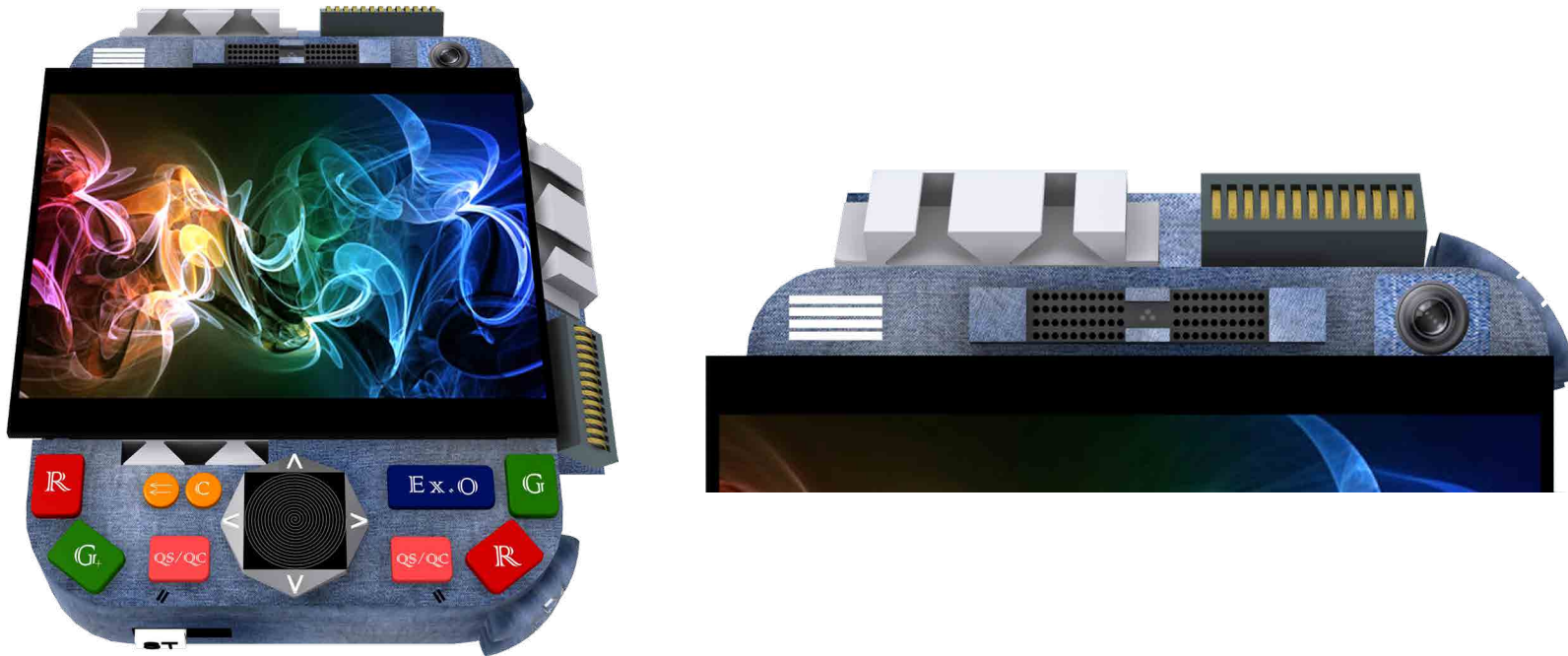


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### 1- The Main Module:

It is built in a way that has a cavity in the middle to contain the other two Modules within.

On the upper surface above the cavity holds, the Ear-set assembly in the middle, the 4 segment linear LED array to the left, and the secondary camera in a frame to the right.

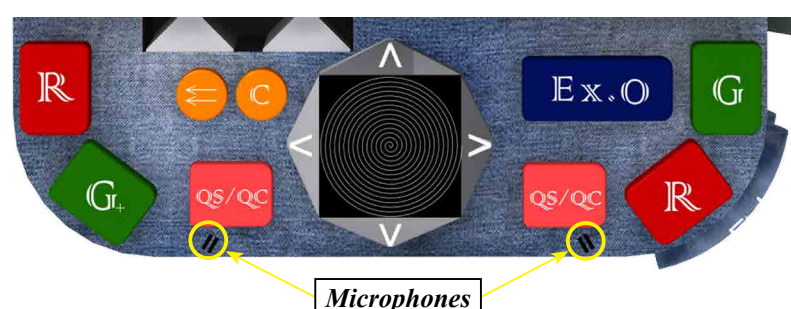


On the side and to the left is one of the two Loudspeakers whose face is positioned at an angle. To the right, however, is another Loudspeaker whose surface is flushed with the rest of the module.



On the lower surface below the cavity there is the perfectly grouped Button Field. It includes FPS assembly in the middle. On the very left upper corner is the 1<sup>st</sup> R and right below it, about the lower curved corner is the 2<sup>nd</sup> G of the Accessed easily buttons. In between the left side of FPS and Accessed easily buttons there is the first set of QS/QC positioned on the left below, also the two circular orange buttons, "Back" (to the left) and "C" (to the right) sit above.

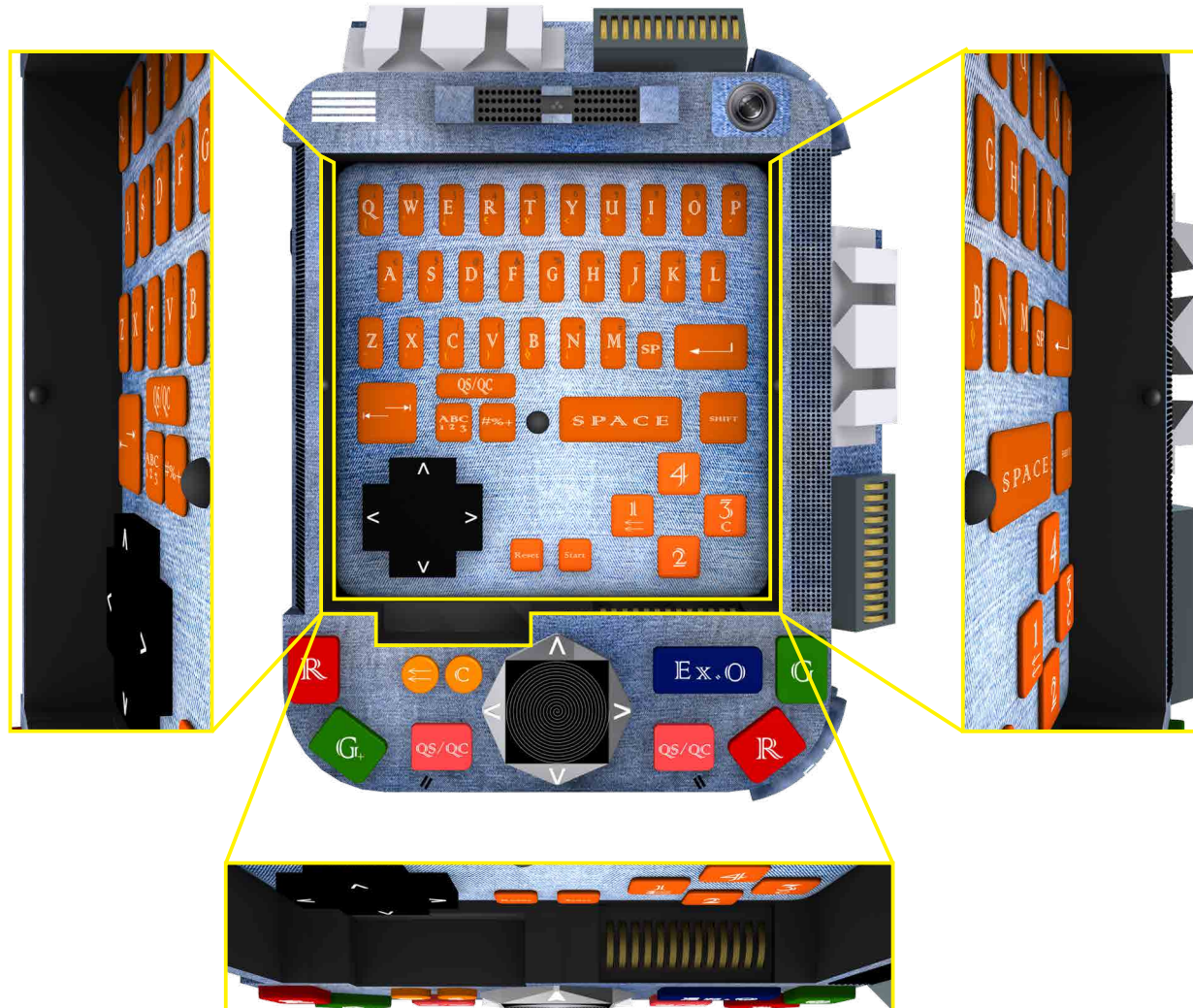
To the upper right of FPS, is the rectangular blue Ex.O button and below it, is the second set of QS/QC button. At the extreme upper right is 1<sup>st</sup> G, and below it, is 2<sup>nd</sup> R of Accessed easily buttons. The Microphone set is at the very lowest part of the Module's face, near the center edge.







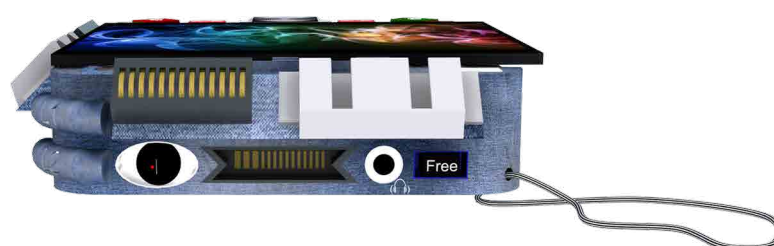
A single male connector of A-Kit is coupled with the only female A-Kit while the Dove tail part of the display is sitting idle in its housing at the inner wall of the lower side above FPS. Every individual Dove tail joint and the adjacent A-Kit half (male or female) together form a harness. In order to keep the display locked in place when in primary position, a pair of miniaturized semi-spherical objects (Ball) allocated, one at each side as shown in the image. The two balls are allocated across from each other and on the opposing sides of the inner walls. The two balls will couple with the two miniaturized cavities (cup) allocated on the walls of the display to fit in and by the cup and ball principle, holding the display firmly in place.



Around the walls starting from the lower wall and to the near left is ST switch. Right at the lower left corner is the first Band slot. On the left side wall, on the lower part is HDMI port and on the upper is Screen Off/On button. On the top left corner is the second Band slot.



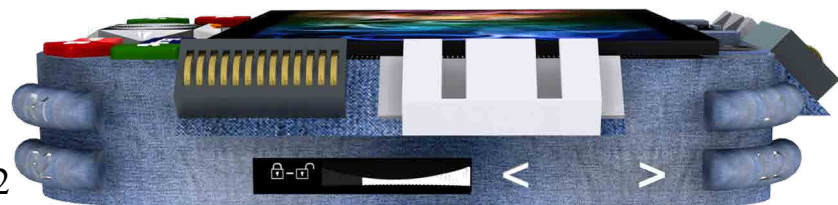
A portion of the top wall is fitted with a slope whose upper surface is cut at a 45° angle. The top of the sloped surface is fitted with a male half of an A-Kit connectors and the Dove tail joint allowing the user to have the display re-mounted there. Below the said edge and on the top wall from the left is the "Free" button which is assigned a dual task. The first task is to release the display by having the already mentioned semispherical objects recessed. The second task is when the display is already released, while the "Free" button is press/held, the Keys Module is manually pressed to elevate or to be lowered. Right next to it, is the Headphone plug. In the middle is Charger/PC connector. Near the corner is the Stand alone Power On/Off button. On the top right corner of the unit there, are L1, L2 buttons of Arcade group.







On the right hand side wall there is the same type of slope, fitting to mount the display as it has on the top wall. It also contains a single male A-Kit connector and the Dove tail joint to connect with the display. Below the edge right passed L1, L2 buttons there are Volume adjusters and nearly in the middle is Lock/Unlock switch. On the very bottom right corner are R1, R2 buttons of Arcade group.

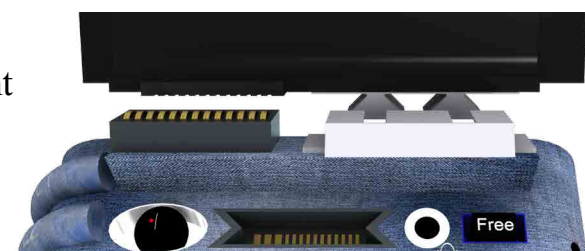


On the backside of the Module are the Main camera assembly and the Logo.



### 2- The Display Module:

The detachable Multi-touch screen, fitted with an A-Kit female connector and the Dove tail joint allowing the display to be attached in three different places to the Main Module per desired functions. The display could be connected in three different places and positions as below.



#### A. The Primary Position (flat):

The display fits flat onto the cavity for the Smartphone basic operations such as conversation and so on. The two Balls (one at either sides of the display) as shown in the image and as it was mentioned before, keeping the display in place firmly.







### B. The Secondary Position:

The display stands at a 45° angle to surf the internet or other various keyboard applications. In this mode the display and the main body are aligned vertically.



### C. The Third Position:

This position is tailored best for applications such as games and movies because of the way the Loudspeakers are designed, but the users must note to have the Keys Module rotated first and then proceed with moving the display. The display again stands like the one of position mentioned at section B for the best viewing angle. In this position “The Designer, Mr. AMIR” has adapted L1, L2 accessible by the left fingers, R1, R2 by the right fingers, also all other game keys such as quad directional arrows, 1, 2, 3, 4 keys, “Reset”, and “Start” buttons to provide the user with a comprehensive Arcade package. The Smartphone is designed in a way that allows the user a certain freedom in multi-tasking operations. While in this position, the user has access to all of the features and functions pertaining to the Keys Module. In this mode the display and the main body are aligned side by side, having the unit at wide mode.

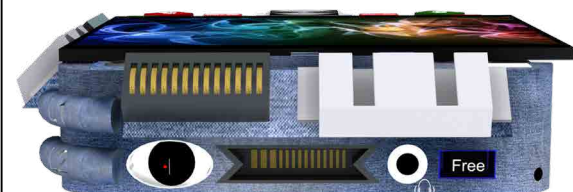






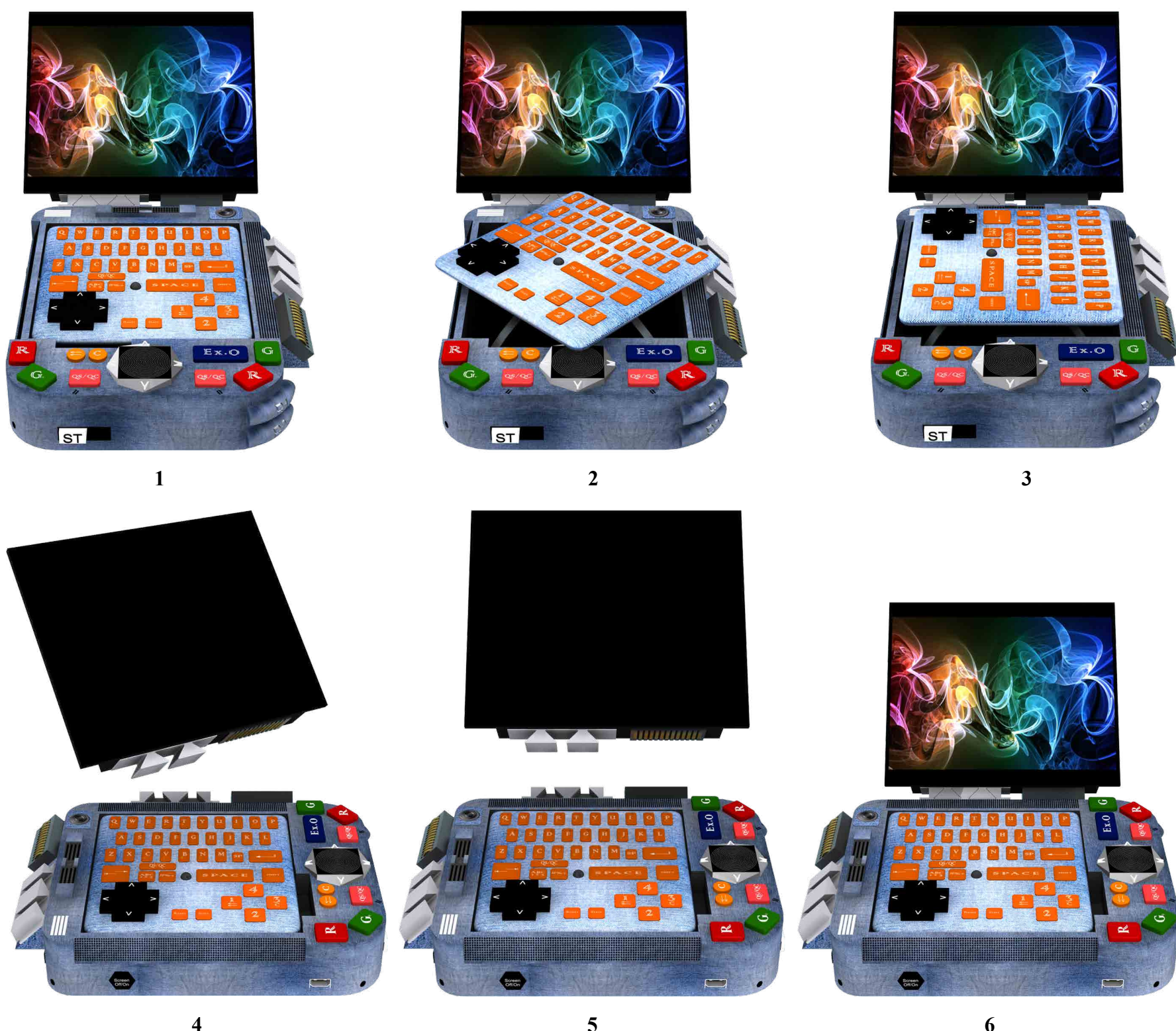
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**Note:** To establish a perfect connectivity in between the Display Module and the Main Module there are the Dove tail joint as the physical connection and the A-Kit as the electrical connection. A combination of a Dove tail joint and an A-Kit forms a harness. The Display Module is fitted with a Dove tail joint and a female half of the A-Kit, while the Main Module is fitted with two separate Dove tail joints and three separate male A-Kit halves, allowing three different display settings as it has been expressed previously.



### 3- The Keys Module:

In addition to the standard QWERTY keyboard, it includes SP button near the Carriage return, the third set of QS/QC to the left and slightly lower, a Ball track mouse below the center and also the gaming buttons around the lower side. As it is mentioned, the Module is rotatable per desired function and the positioning of the display.



**Caution:** As seen in the images above, in order to transform from the second position to the third, it is designed in a way that the user must rotate the Keys Module by 90° clockwise, and then can proceed with the movement of the display accordingly.

### Texture & Applied Material:

The material used in construction of the unit's backbone structure is out of Aluminum alloy and PVC, and the exterior of the Smartphone is covered by a thin but real high quality blue Denim jean garment. The Keys Module is slightly lighter in color than the rest of the unit.

**FOR BETTER VISUALIZATION OF THE SMARTPHONE PLEASE REFER TO ITS RESPECTIVE VIDEO CLIP.**