

PhoneWizard

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REVISION HISTORY

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Chapter 1

PhoneWizard

1.1 main

```

                                `PhoneWizard'
=====

Answerphone software for voice modems! (Version 1.4)

This is the english documentation.

    Introduction
    PhoneWizard? What is it?

    Requirements
    What you need to use PhoneWizard

    Installation
    How you install it

    Configuration
    What there is to do to make it work

    Tool types
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    Functions
    How you control PhoneWizard

    Remote functions
    Actions you can do from the phone

    History
    Overview of all previous versions

    Future plans
    List of ideas for the next version

    Author
    How to contact the author
```

Copyright
Copyright, Disclaimer, Shareware

1.2 introduction

Welcome to the world of PhoneWizard!

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Did you ever ask yourself what the 'voice function' of your modem is for? The answer is 'PhoneWizard'! It turns your computer into an answerphone (with some extras).

This package includes two english greeting messages. You can find lots of german greeting messages in the aminet at the same location

.

Yes, there are some features if you use your computer as an answerphone that you won't find on standard answerphones...

- All voice texts will be played and recorded in digital quality. (The recording quality depends of the voice chip of your modem)
- Anytime PhoneWizard answers a call, it can play a different (randomly selected) greeting message.
- You can browse and archive the recorded calls comfortable in the PhoneWizard window.

There are two different versions of the PhoneWizard:

- a) The unregistered version:
Only the first 2 callers can leave a message. All following callers can listen to the greeting message, but then the modem will hang up.
- b) The registered version:
Unlimited number of incoming calls will be recorded and you can adjust the number of rings that will activate PhoneWizard.

And there are some special features in the registered version:

- Remote call browsing: You can browse your calls remotely from a phone, using the touch tone recognition of your modem.
- Caller-IDs: Some modems can detect the phone number of incoming calls. So you will know who called you when the person was to lazy to talk.

(To get a registered version,
read the conditions
)

Additionally, there will be more features (which are not implemented, yet):

- Voicebox: A message can be stored by PhoneWizard and people knowing the the according password number can play it remotely from a phone.
 - Delivery: If PhoneWizard has recorded a call, it can call you at another number when you are not at home and play the message to you!
-

- **Callback:** PhoneWizard can call a number and send a message. (If someone does not have an answerphone. Well, this guy is out of date anyway) ;^)
- **Speakerphone:** Use your modem as micro and speaker while phoning. (only available with voice modems that have full duplex voice)
- **Voice memory:** The modem acts as answerphone while the computer is switched off. (requires modems with voice memory, e.g. USR Sportster MessagePlus)
- **FAX calls:** Receiving incoming FAX calls without external software.

1.3 requirements

Requirements:

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- An Amiga with Kickstart 2.0 (V37) or better
- gtlayout.library V32 or better (included in the archive)
- xpkmaster.library V2 or better (included in the archive)
- A voice modem

Notes:

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PhoneWizard has been tested with the following voice modems:

- **ZyXEL:** U-1496E (firmware V6.13+), Elite, Omni, etc.
CELP and ADPCM compression schemes are working.
Plugin for ZyXEL·ADPCM·2 and ZyXEL·ADPCM·4 is available.
- **US-Robotics:** Sportster Voice, Sportster MessagePlus
GSM and ADPCM compression schemes are working.
No plugins available. (A Plugin for USR·GSM and IMA·ADPCM is planed for V1 ↔
.5)
- **Cirrus Logic**
CL and AD(T) schemes should work.
No plugins available.
- **#v-chipset:** Elsa Microlink TQV, TKR, Rockwell voice, Creatix voice
ADPCM compression schemes are working.
No plugins available. (But you can have sourcecode for a plugin)
- **+v-chipset:** Best 33614VE
ADPCM compression schemes should work.
No plugins available.

(if you spot any problems while using PhoneWizard with your modem, please tell

me

. I'll try to support your modem as well!)

1.4 installation

Installation

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- Copy the xpkmaster.library and the gtlayout.library to LIBS:
- Move the PhoneWizard drawer wherever you want to have it.

That's all.

1.5 configuration

Configuration

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Quick configuration of PhoneWizard:

Step 1: Configuring the serial device.

Enter the settings menu. If your voice modem is not connected to the default serial port, you have to alter the device entry. Set the name and the unit of your serial device appropriately. The 3rd entry is for the BPS speed between your computer and your modem. Do not touch it, until you have to! (see below)

Step 2: Identifying the voice chipset of your voice modem.

Press the Identify button. After some seconds, the voice chipset cycle gadget should be set appropriately. The speaker, micro, line and compression scheme cycle gadgets cannot be identified and will be set to default values! Select a compression scheme (this is the recording quality) and close the settings window by pressing the Use or Save button. Compression schemes with ADPCM will make less trouble, so use one of them!

Step 3: Testing the record and replay function.

Set the Record from cycle gadget to Micro and press the Record button. PhoneWizard should record from the micro of your modem. Abort recording after a few seconds, set the Play to cycle gadget to Modem speaker and press the Play button. The recorded text should be replayed by your modem.

Look at your modem manual how to attach a micro. Some modems have an internal micro, others support recording from the handset of a connected phone or you will have to insert an external micro. (you may also have to change the Micro cycle gadget in the settings window to change the input device of your modem)

If recording and replaying is working, you should give your new answer machine a call to see if your voice modem works correctly together with PhoneWizard.

If something went wrong:

- Alter the compression scheme cycle gadget and the BPS input gadget. There could be compression schemes that will not cooperate with PhoneWizard. (Select an ADPCM scheme if possible) Also make sure that the BPS is set to the appropriate value. (57600 seems to work in most cases)

The internal serial port can only handle low BPS values! (if possible, use a third party serial port, otherwise use only recording qualities that require low BPS values and set the BPS value to the required minimum.)

If you get the warning "Compression scheme requires at least XXXXX BPS": PhoneWizard knows that the BPS setting is wrong for the selected scheme. You can test it anyway, but it is recommended to adjust the BPS value in the settings window!

If you get the warning "BPS for compression scheme cannot be identified": PhoneWizard does not know if the BPS for this scheme is correct. You can test it yourself, but it is recommended to use another scheme.

- Adjust the Speaker, Micro and Line cycle gadgets. These gadgets set the modem devices that will be used, when playing to speaker/line or recording from mirco/line.
- If it still fails, contact
me
with E-Mail!

Advanced configuration of PhoneWizard:

US Robotics modems: If you replay to modem speaker and you cannot hear anything, insert an external speaker or headphones to your modem! This is not the fault of PhoneWizard, but of the engineers that have built your modem!

Double write: This checkbox enables a special trick when replaying voicefiles. Do not activate this checkbox until you have to! Use it when you hear garbage from time to time while replaying. (You may need it with the GSM compression scheme on USR modems or with the Best 33614VE. This mode requires 1-2 seconds more to ready replaying than normal mode and some modems will not be able to replay voice files properly when this mode is selected. You have been warned!)

Speaking time: This sets the maximum recording time of PhoneWizard. You will need this if your modem fails to recognize the period of silence after the caller hung up the phone. Hint: You may additionally alter the silence detection threshold in the initVoice entry in this case. Look for the command at your modem manual. Later versions of PhoneWizard may support this with a comfortable slider gadget.

Do not touch the other entries, until you know what you are doing.

1.6 tooltypes

All toolTypes for PhoneWizard:

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- The settings in the voice settings window will be saved to the DEVICE, VOICEDEV, VOICESSET, HASHVSET, EXTHVSET, ZYXELSET, CILOGSET and SCHEMExx toolTypes when you press the Save button.

- The state of the autostart, autoiconify, playTo and recordFrom gadgets will be saved to the AUTOSTART, AUTOICONIFY, SENDDEV and SCANDEV toolTypes when you exit PhoneWizard.

- TEMPFILE=<pathAndFilename>
Default setting: TEMPFILE=T:PhoneWizard.tmp

Sets the tempfile which is needed when playing selected texts by the computer.

- LISTLINES=<linesInLists>
Default setting: LISTLINES=5

Sets the default number of entries in the main lists.

- RINGS=<ringsToGoOffHook>
Default setting: RINGS=1
(For the registered version only)

Selects the number of rings, where the phone answer machine will be activated (1..9).

- NUMBERxx=<number>/<name>

Here you can specify the names for your known callers. If PhoneWizard knows the name for the number of an incoming call, it will show the name instead of the corresponding number in the "received messages" section.

Example: NUMBER00=555/Matthias

- PLUGINxx=<format>/<FORMATtoIFF>/<IFFtoFORMAT>

Here you can add custom plugins for playing and converting voice files. A maximum of 100 plugins can be added. The IFF8SVX format specifies the plugin to play converted files by the computer. (the xPlay program is included for this purpose) Plugin programs have to be placed in the Plugins drawer!

Example: PLUGIN00=IFF8SVX/xPlay GUI QUIET

The other plugins are called by PhoneWizard when modem voice files have

to be converted. Until now, only one plugin (xConv) for the ZyXEL voice format is included. If you do not have a ZyXEL modem and you do not have a conversion program as plugin, you can only play recorded voice by your modem (and not by the computer) and you have to record your own greeting messages with your modem!

Example:

```
PLUGIN01=2·ZyXEL·ADPCM·2·9600·0/xConv -q -g/xConv -q -g -r9600 -z2
PLUGIN02=4·ZyXEL·ADPCM·4·9600·0/xConv -q -g/xConv -q -g -r9600 -z4
```

The first command after the voice type (cmd <sourceFile> <destFile>) is used to convert ZVD/MVD voice format to IFF8SVX (in order to play the file by the computer).

The second command after the voice type (cmd <sourceFile> <destFile>) is used to convert IFF8SVX (or others) to ZVD/MVD, so your modem can replay them. (This will be used when you "record" with PhoneWizard while the record from cycle gadget is set to file)

1.7 functions

Functions:

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After starting the PhoneWizard, you will see the main GUI.

- The Greeting messages list shows all available greeting messages.
- The Received messages list shows all messages that have been received.
- With the Play gadget you can play the actually selected message. (The Play to cycle gadget selects the output device that will be used)

Warning: You will need an appropriate conversion plugin if you want to play a file with your computer! (Until now, only a plugin for ZyXEL modems is included)

- The Record gadget creates a new greeting message in the list. (The Record from cycle gadget selects the input device that will be used)

If recording from File, a file requester will pop up from where you can select your soundfile that will be read. Supported are the most common file formats like ZVD (ZyXELVoiceData file format), MVD (PhoneWizard ModemVoiceData file format), IFF8SVX (standard amiga sound file format), VOC, WAV, SUN and MAC formats. The destination file will be stored in the Texts-drawer.

Warning: You will need an appropriate conversion plugin if you want to record from file! (Until now, only a plugin for ZyXEL modems is included)

- With the Select gadget, you can select a greeting message, that will be played if a phone call has been detected. If you select more

than one text, the PhoneWizard will get one of the selected texts (randomly).

- The Delete gadget deletes the actually selected message.
- The Label input gadget shows the name of the actually selected message. If you modify the name and press RETURN, the name will be changed.
- The Start gadget activates the answerphone. All incoming calls with 1 or more rings (see the RINGS tooltype) will be detected. The modem will connect in voice mode, one of the selected greeting messages will be played and the call will be recorded.
- The Phone gadget activates the speakerphone. Speakerphone mode will use the micro and speaker of your modem for phoning. (not implemented, yet)
- The Stop button deactivates answerphone and speakerphone.
- If the Autostart gadget is activated, PhoneWizard will go into answermode automaticly next time you start it.
- If the Autoiconify gadget is activated, PhoneWizard will iconify automaticly when it is started.

1.8 extras

Remote functions:

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Until now, only one remote function is implemented:

- Remote call browsing:
Add the tooltype RCCALLS=<number> to activate this feature.

The <number> is your password for the remote access. It can consist of the following characters: 0123456789*#

(use only a short password, because your modem may fail to recognize the number and you could have to enter it again)

Enter your password at the phone while the PhoneWizard is playing its greeting message. You will hear a double beep after the PhoneWizard has accepted your password. Then you can listen to all incoming calls. At the end you will hear a double beep again.

To enter the password if you have dialed with pulse, you will have to switch your phone to touch tone. On most phones you can switch the mode after you have dialed with the key sequence [->] [*] [->)].

1.9 history

History:

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V1.4: [26.07.1998]

- Shows number or name of incoming calls with callerId checking modems.
- Detects single rings without activated answerphone as well.
- Maximum lines for listview gadgets can be configured now.
- Bug fixed: Sometimes, PhoneWizard crashed while disconnecting modem.
- Bug fixed: Sometimes, playing and recording could not be aborted.
- Bug fixed: PhoneWizard did not free all memory after exiting.
- Bug fixed: Rename function was disabled in V1.3 (oops).
- Bug fixed: Beep command for #v chipset was not correct in V1.3 (oops).
- Bug fixed: Libraries were not included in the archive in V1.3 (oops).

V1.3: [19.04.1998]

- Supports +V voice chipset. (Thanks to Giorgio Signori for testing)
- Special replay mode for the GSM compression scheme from USR modems.
- Selectable maximum talking time.
- Bug fixed: Sometimes after playing a call, it could not be deleted.

V1.2: [09.08.1997]

- Bug fixed: Didn't recognise incoming calls with some modems.

V1.1: [13.07.1997]

- Supports #V voice chipset. (Thanks to Wolfram Riedel for testing)
- Supports extended #V voice chipset. (Thanks to Jim Anderson for testing)
- Supports CirrusLogic voice chipset. (Thanks to Goran Gojkov for testing)
- Modem voice chipset configuration window added.
- Serial device will only be opened when necessary.
- PhoneWizard window is sizeable and iconifiable now.
- Bug fixed: Sometimes, serial device was blocked.
- Bug fixed: Sometimes, modem didn't recognise an incoming call.
- Bug fixed: Sometimes, "rcCalls" failed.

V1.0: [12.02.1997]

- First public release. Thanks to Christian Buchner (xPlay source), Michael Cramer (sound format source), Olaf Barthel (gtlayout.library), Thomas Götz (greeting messages) and Marc Heuler (inspiration).
- Known bug: The xConv plugin might crash on exotic sound files. If you discover such a file, please tell me.

1.10 future

Future plans:

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- Localisation (until now, all texts are in english)
 - Adjustable silence detection, selectable voice volume and sample speed
 - Speakerphone funktion for special modems.
 - Support voice memory for USR Sportster MessagePlus
 - Enhanced GUI (iconify gadget, settings window, commodity)
 - More remote functions (rcVoicebox, rcDelivery, rcCallback, rcTexts)
 - Receive incoming FAX calls without external software
 - Plugins for ROCKWELL·ADPCM, IMA·ADPCM, USR·GSM and MPEG3-audio
-

(Help for adapting plugins for available formats is welcome! contact
me
!)

1.11 author

Contacting the author:

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e-mail:

starfox@cow.mayn.de (use standard mail if you get no response!)

WWW support page:

<http://www.amigaworld.com/support/phonewizard>

aminet location:

The actual version of PhoneWizard should be located in comm/misc.

Also, take a look at the interesting german answerphone texts, which can
be found at the same location. (phonetexts1.lha, phonetexts2.lha, ...)

```
Matthias Bock      _____`=oo='          _ //
Mähderweg 16      /      ~ (___)          \X/
97225 Zellingen  /|_ ____|.| ` Thank you, Amiga...
Germany          * ll"   ll
```

1.12 copyright

Copyright & Disclaimer:

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This software is shareware. The unregistered version may be freely copied
if no modifications are done with the entire drawer! Any commercial
distribution is strictly forbidden. There is no warranty or other guarantee
of fitness of this software for any purpose. It is provided solely "as is".

If you like it, please register by sending 20 DM or \$15 US (or the same
amount in your currency).

Notes:

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- The registered version includes a keyfile that enables all features in
this or newer version for you!
- Please add your email address if you have one. (speeds up transfer)
- If you want to send cheques from outside of germany, you have to add
15 DM (\$10 US) for bank transfer fees! (So better do not use cheques!)

- Inside of Germany, you can transfer the share to my Giro Konto. But first get in contact with me to get my KontoNr and BLZ.

Do not forget to read the registration address !