

ZVT

COLLABORATORS

	<i>TITLE :</i> ZVT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

ZVT

1.1 Main

Documentation for ZVT 1.6

Choose a topic using your mouse or the [TAB] and [RETURN] key.

What is ZVT?

Why ZVT?

Copyright

Shareware

System Requirements

Startup

Using the GUI

ARexx Commands

Online help

Things to know

Bugs...

History

Disclaimer

Author...

Thanks to...

1.2 Startup

The program may be started either from CLI or from WorkBench

The CLI parameters are

```
CO=CONFIG/K,SI=SLEEPICON/K,TASKPRI/K/N,STICKRXWIN/S
```

where CONFIG represents the name of the configuration file (defaults to PROGDIR:ZVT.Settings) and SLEEPICON the name of the icon file (without .info) for the 'sleeping' image. (defaults to ZVTSleep)

TASKPRI is used to set the task priority. Suitable for heavily loaded systems.

STICKRXWIN is handy for all those ARexx programmers. When used, the ARexx window which is only opened when an output is made, doesn't close automatically to let you read any debug or error messages from your ARexx program.

These parameters may also be used as ToolTypes for WorBench startup.

1.3 ZyXELVoiceTool

Menus

Main window

Call receiver...

Setup...

Progress...

1.4 Main window

This window contains all mostly used gadgets.

Temp options

Call options

Record options

Other windows

1.5 Temp options

This sub panel has got the following gadgets (from top to bottom):
The settings used for playing and recording are set by the gadgets right to it and in the setup window.

- * Play
Plays the selected temporary file (see below this gadget)
- * Record
Records the selected temporary file.
Does the file already exist, a requester pops up asking about the permission to overwrite it.
- * String gadget
Sets the name used by the two gadgets above. The button right to it opens an ASL file requester.

1.6 Call options

Contains all call options, these are (from top to bottom):

- * Record call
Records the call in progress and inserts an entry in the log list
- * Answer call
Immediately starts the
 Call sequence
 * Answer fax
Starts the ARexx-script for a fax call (if allowed)
- * Answer data
Answers a data call (if allowed)

1.7 Call sequence

A call sequence proceeds as follows:

After picking the phone the outgoing message will be played and checked for DTMF keys and Fax tone.

If nothing happens, the signal will be played and the call recorded.
If there is no noise received ("Silence without voice data" recognized)
ZVT assumes a remote modem and tries a modem connection.

While playing and recording following signals have got this meaning:

- 1) DTMF key described under "Data DTMF key"
Starts the data call sequence (look there)
 - 2) Fax tone
Starts fax receiving
-

3) Any other DTMF key

Starts (if allowed) the
Remote operation

When entering remote operation ZVT first asks for the password.

Is it correct, the user hears a long signal beep and the first call will be played.

An incorrect password will be acknowledged with three short signal beeps (generally an error signal) and a hangup.

1.8 Record options

Sets the options for recording/playing and the compression.

* Output device/Input device
Self explanatory. Isn't it?

* Compression
Sets the compression the modem uses when recording.

ATTENTION: The CELP compression is only usable with 'plus' models and the ADPCM3 compression works sometimes incorrectly, corrupting the voice file.

1.9 Other windows

These buttons are for opening other windows for settings and the
call

receiver.

The check mark below switches the call receiver itself on and off.

Setup...

Call receiver...

1.10 Status line

Used for status messages.

1.11 Call receiver...

This window consists of three parts:

Call list

List options

1.12 Call list

This is a list of the incoming calls.

From left to right the columns have got the following meaning:

Date and time: Point of time when the call is received or has been recorded.

Type : 'V' - Normal voice call
'F' - Received fax
'D' - Data call
'X' - Empty call

Length : Duration of call in seconds

1.13 List options

This group contains all operations being performed on the call list left to it.

* Play call
Plays the selected call.

This function is also used when double clicking an entry in the list.

* Archive call
Deletes the selected list entries, but does not delete the associated files.

* Delete call
Deletes the selected list entries and the associated VOICE(!) files.

* Archive all
Deletes the complete list but not the files.

* Delete all
Deletes the complete list and all associated Voice files.

Files associated to type 'F' and type 'D' calls remain untouched.

1.14 File names

Used to set file names like

- * Log file
Sets the file where the log ist is saved.
- * Incoming file prefix
Sets the prefix (and the path) of the file names of the incoming files.
Be aware that ZVT uses twelve characters to uniquely identify the incoming call and the DOS supports file names up to a length of thirty characters.
The means, the file name part must not be longer than eighteen characters.
- * Outgoing files
Use this list to set the file names of outgoing files. Everytime your ZyXEL is called, ZVT will choose one file out of them randomly.
You can put the same file twice or more in the list, raising the chance of this file being played.
To add a file, place the name into the string gadget and click "Add".
To delete a file, select it in the file list and click "Del".
To record a file, press 'Record'.

1.15 Setup...

The pages mentioned below are used to view/change general settings ↔

.

The settings are normally loaded from the file PROGDIR:ZVT.Settings when no other file is specified at startup.

Modem
Remote operation
Batch files
Voice settings
Callback
File names
Save/Load

1.16 Modem

- * DTMF key
When this DTMF key is recognized, the call receiver switches into data mode.

- * Toll option
When enabled, the call receiver waits four rings before answering the first incoming call and two rings before answering all other incoming calls.
- * Call notify
Whenever a call is recorded in the log list, the power LED of your computer starts to blink to indicate an incoming call.
To stop it, press the button 'Play call' in the receiver section.
- * # of rings
If the 'toll option' is disabled, this slider sets the number of rings to wait for before the receiver answers the call.
- * Device name
Used to set the device name the modem is connected to.
Defaults to 'serial.device'.

A change of this parameter and the unit number will be only recognized when saving the file, exiting and restarting the program.
- * Unit
Normally zero, used to set the unit number to be used when opening the serial device (may be used for multiseriial cards ect.)
When in doubt about this and the above parameter, check out the manual for your serial I/O card.

1.17 Remote operation

Sets the remote options.

- * Remote operation
Main switch for the remote operation.
- * Password
Sets the password for the remote operation

IMPORTANT: Don't use passwords with equal digits directly following. These are filtered out of the input stream to make the typing of the password less difficult when using a ZyxEL with an older ROM version.

When there is no key recognized withing five seconds, the program assumes a hangup and stops the remote operation.
After recognizing a key you should hear a short beep as an acknowledge.
- * Functions
The number pad and the gadgets left to it are used to set which remote operation is put on which DTMF key.

Functions...

Number pad

1.18 Functions...

The text gadget below shows which key is used for the currently selected operation.

Using the number pad right to it, you can change the settings.

- 1) Replay call
Plays the last played call once more.
- 2) Next call
Plays the next call in row. If there are no more calls you will hear the three short beeps.
- 3) Previous call
Like 2), but this time the previous call.
- 4) Delete call
Deletes the last played call.

1.19 Number pad

Use this number pad to set the DTMF key for the currently selected function.

Watch out that you don't use a key for two functions or the first function will be used.

1.20 Batch files

This group is used to set the ARexx scripts this program uses and whether the function in question is enabled or disabled.

A released button and a 'ghosted' string gadget means that the specified function is disabled.

The functions are as follows:

* Fax ARexx

Means the ARexx script called when this program detected a fax call.

At startup of the script the phone line is already opened, but the modem didn't start with the fax carrier negotiation.

The fax program should start at that point where it should start when the phone is ringing and the serial device MUST be opened in SHARED mode.

- * ViewFax ARexx
Sets the ARexx script used when you try to view a fax with using the "Play call" button in the receiver section.
- * Data ARexx
Started when a data call is received.

This script will be started when (and only when) a CONNECT is established. That means, the script does not care about the phone answering and can start with the login for the user.
- * Call ARexx
If selected, the procedure described in the ARexx script will replace the standard call procedure completely.
The modem will go off-hook as soon as a file is played or recorded.
Use this option to implement complete voice mailboxes ect.
- * Baud rate
This gadget sets the baud rate used for the carrier negotiation.
The program used in the ARexx script to handle the serial device must be set to EXACTLY the same baud rate and must open the serial device in SHARED mode.

1.21 Voice settings

These slider gadgets are used to set some parameters concerning the voice file recording.

- * Duration
Sets the duration of the call in seconds.

The duration of the call relates to the size of the file like following:

CELP : size = secs*1200

ADPCM-2: size = secs*2400

ADPCM-3: size = secs*3600

It may be important when calculating the used HD space.
 - * Silence level
Sets the silence sensitivity in tenth of dB.

The higher the value, the less sensitive the modem is to noise.
A too high value may result in an end of recording because a normal speech volume would be counted as 'silence'
 - * Silence duration
Sets the minimum duration of the silence interval in tenth of seconds.

Setting this to zero would turn off the silence detection, which is NOT recommended, because recordings would be done over the maximum length and data calls would only be recognized if the remote modem sends the DTMF key.
-

Setting this to a low value a normal halting in speech would result in an end of recording.

* Signal tone frequency

Sets the pitch of the signal tone in Hz.

* Fixed volume level

When this checkmark is enabled, a fixed scaling will be used when converting from ADPCM to IFF.

When disabled, a first scan will be used to determine the volume level of the voice file and scale up or down for a best fit.

The disadvantage is that the conversion would take twice as long as with a fixed level.

1.22 Callback

To enable this function you must set the phone number and the file name. When this is done, ZVT calls the given phone number whenever a voice call has been recorded.

The modem will replay the given voice file and engages the remote operation, if enabled.

Use this function to get notified if a call is received.

1.23 Group

Used to set the name of the configuration file saved and loaded with these two gadgets below.

1.24 Speichern/Laden

According to the pressed button the configuration file named in the string gadget above will be loaded or saved.

1.25 Progress...

This window only appears when a voice file is played or recorded via modem.

There is a "STOP" gadget rendered, but a click with BOTH mousebuttons anywhere will break the operation.

I've done it because the checking of the gadget is too time consuming (at least on an Amiga 2000 :- ()

1.26 Menus

- * Project
- * Info
 - Opens up a requester with a short remark.
- * Quit
 - Self explanatory
- * Conversion
- * ADPCM -> IFF
 - Converts the
 - current file
 - from ADPCM into
 - an IFF-8SVX file to be chosen by a requester.
- * IFF -> ADPCM2
 - Converts the
 - current file
 - from an IFF file
 - chosen by a requester - into ADPCM-2
- * IFF -> ADPCM3
 - Converts the
 - current file
 - from an IFF file
 - chosen by a requester - into ADPCM-3

1.27 current file

In the main window it means the temporary file, in the call receiver window it means the currently highlighted call.

1.28 Bugs

Pressing the DATA/VOICE key on the modem may screw up the program. When accepting a data connection, press "Answer data" instead.

When playing using the amiga speaker, some parts of the played file swaps positions. Haven't been able to track down this bug..

Report problems with filling out the bug report form and send it to me.

.

1.29 ARexx Commands

Additional to the ever-present
MUI ARexx commands
there are the following commands:

Following commands are equivalent to the pressing of the similar gadget and are operational when the program is waiting.

- * answercall
Starts the Answer sequence
- * recordcall
Starts the call recording
- * answer fax
Transfers control to the fax script
- * answerdata
Starts the data call sequence
- * receiveron
Switches on the call receiver
- * receiveroff
Switches off the call receiver
- * playtemp
Plays the temporary file
- * recordtemp
Records the temporary file.
Does the file exist, a requester pops up asking for the permission to overwrite the file.

Following commands are used for transferring parameters to and from the program. 'setxxx' sets the parameter and 'getxxx' puts the parameter into the RESULT variable.

- * setlength/getlength
Sets/gets the duration of the call in seconds
 - * setname/getname
Sets/gets the name of the file associated to the call.
 - * settype/gettype
Sets/gets the type of the file, where the letters have got the following meaning:
 - 'V' - voice file,
 - 'D' - data call,
 - 'F' - fax call,
 - 'X' - empty call. The caller seems to hung up as he heard the outgoing text.
 - * settname/gettname
Sets/gets the name of the temporary file.
-

The following commands may be used in an Arexx script just like the one for the call procedure.

- * readlkey
Waits five seconds for a DTMF tone and places it into RESULT.
- * readnkeys NUMKEYS/A/N
Reads the given number of keys just like reading the remote password. and places it into RESULT.
- * playfile NAME/A IGNORE/A/N
Plays the file NAME. With IGNORE set to zero, the replay will break if there is a DTMF tone detected, which is places into RESULT.
- * recordfile NAME/A SECS/A/N IGNORE/A/N
Records the file NAME from the Telco line with a maximum length of SECS seconds. DTMF tone handling is as given in 'playfile'.
- *sendbeep TENTHS/A/N
Sends a beep having a duration of TENTHS tenths of seconds.
- * hangup
Hangs up and resets the modem and the serial parameters.
Will be done automatically if the script file is executed or failed to execute.
- * showstatus LINE/A
Shows the given line in the status line of the main window.
- * OpenData DIR/A/N BAUD/A/N
Switches to data mode.
DIR = 0 means Answer mode (ATA),
DIR = 1 means Originate mode (ATD),
BAUD is the baud rate to connect at.

RESULT will be set to 1 if a carrier is detected.
- * DialUp NUMBER/A
Dials the given phone number and tries to held the line open.

RESULT will be set to 1 if someone (or something) answers the phone.

1.30 MUI ARexx commands

Every MUI application is able to receive commands via the built-in ARexx port. Here are some default commands which are understood by every program:

- QUIT

Ends the application.
 - HIDE
-

Hides (iconifies) the application

- SHOW

Shows (pops up) an iconified application.

- INFO ITEM/A

According to the given parameter the result string is filled with the following contents:

- "title" Title of the application
- "author" Author of the application
- "copyright" Copyright message
- "description" Short description
- "version" Version string
- "base" Name of the ARexx port
- "screen" Name of the public screen

- HELP FILE/A

A list of all ARexx commands available for the application is written into the given file. In addition to the default commands an MUI application can (and of course should) support many application specific commands. The help list will contain these commands as well.

In case of an error, MUI returns the following values to the rexx script:

- -1

Wrong command definition in host program. Should never happen.

- -2

Out of memory.

- -3

Unknown ARexx command.

- -4

Syntax error.

Some example scripts can be found in the 'Rexx' drawer on the main directory of the distribution.

1.31 Requirements

This program needs

- * An Amiga computer :-)
- * OS 2.0 or higher
(use of different languages needs at least 2.1)
- * MUI 2.3 or higher

MUI? What's that?

- * A ZyXEL-Modem with at least 5.02 ROMs

(Use of CELP compression requires a 'plus' model)

- * Around 2 MB free RAM
This is the extreme case, because the voice data are put in RAM first.

1.32 What is MUI?

(Excerpt from the ReadMe file for MUI)

MUI - MagicUserInterface

Version 2.3

(c) Copyright 1993/94 by Stefan Stuntz

- ShareWare -

MUI is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary.

On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.

This distribution is interesting for both, users and programmers. Please have a look at the supplied demo programs and at the documentation to see what MUI has to offer.

1.33 What is ZVT?

ZVT is short for "ZyXELVoiceTool", a program to use the voice mode ↔ of your ZyXEL modem.

Is is a call receiver providing an interface for fax or data calls. To read how a call is processed, look for
Call sequence
.

The use of the " Magic User Interface " makes the program easy to use and the GUI freely configurable ad offers an ARexx port.

ZVT has got the following features:

- * Graphic User Interface (MUI)
 - * Iconifying (and freely selecting the iconify icon)
 - * Different languages (English and German so far)
 - * Remote operation
 - * Freely settable remote operation keys
 - * Acknowledge for every recognized key when entering the remote operation password
 - * Transferring control to a fax program if a fax is detected
 - * Transferring control to a BBS program or such things if a data call is detected
 - * Convert ADPCM files to IFF and vice versa
 - * Recording from phone line or external microphone
 - * Playing to phone line, Amiga speaker or modem speaker
 - * Toll option
 - * Incoming calls logged. Double clicking an entry plays a call or shows a fax
 - * ARexx commands for the most important functions
 - * Multiple outgoing files
 - * Possibility to control the complete call progress using Arexx
-

1.34 Why ZVT?

Up to this time I know only two programs usable as a call receiver for my ZyXEL modem, but both of them didn't fit my needs.

When a feature is implemented in the first program, it lacked in another, and one of them had a bug when recording voice data, while the other needed a DTMF key for a data connect, meaning for the caller to adapt the dial string. :-)

The only way to change the situation is to writ a program from the scratch, and ZVT is the result of my effort.
I hope it will satisfy YOUR needs, too.

1.35 Author

Comments, bug reports hello's, flames (huh?) to:

sneaker@surprise.rhein-ruhr.de (preferred)

or

Carsten_Pluntke@ouzonix.bo.open.de

or post per snail mail, cookies, letterbombs, women :-), 68040-cards or just a postcard to:

Carsten Pluntke
Buerer Str. 20
45899 Gelsenkirchen
Germany

Bank account for shareware payments or out-of-order money donations :-)

Kto. 2686079
Stadtsparkasse Gladbeck
BLZ 424 500 40

PGP-Users may be interested in my PGP public key:

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a.5

```
mQCNAi6oOe0AAAEEM/locnCHkNMkfUOqVrgEphn0RzPiq2nu7I25eMrTR9OfsQQ
8RT/Y4xupkA4Pvbs+9co9uAVPSreiI3uJhPc51k7q6RWJe4jqr2LSeIHSKB5S0RL
88k8J5ciMWEmIFyx9TW9EDKPnamwKZCHzq43WMGQ5XAbbMxwdizX/qpcziGxAAUR
tDRDYXJzdGVuIFBsdW50a2UgPENhcnN0ZW5fUGx1bnRrZUBvdXpnbml4LmJvLm9w
ZW4uZGU+tDBDYXJzdGVuIFBsdW50a2UgPHNuZWFrZXJAc3VychJpc2Uucmhlaw4t
cnVoci5kZT60K0Nhcnc0ZW4gUGx1bnRrZSA8Y2Fyc3RlbnRrZSA8Y2Fyc3RlbnRrZSA8
Lm9yZz4=
```

=RBZG

-----END PGP PUBLIC KEY BLOCK-----

PGP fingerprint = 9B EB 4D E3 1D A8 54 AA
CF 44 22 01 73 39 93 48

1.36 Thanks go to...

Mainly to my friend Rene Wangert, testing the option "Data call" repeatedly...

A big "thank you" to Stephan Eisler for beta testing since version 1.5, and some (good!) ideas.

1.37 Copyright

© 1994-995 by Carsten Pluntke,
all rights reserved.

That means, I'm ruling the distribution and usage as follows:

- This program is
 SHAREWARE
 , that means that you can test it for 30
 (in words: thirty) days. After this period you either have to register
 yourself or stop using it.
- The archive containing the unregistered version may be redistributed
 via BBSes, on disks or other ways you can imagine (I want you to do
 it!), but for REASONABLE media costs. (\$5 for a disk are too much)
- Inclusion in commercial programs requires the expressed written
 consent by the author.
- Spreading through PD series is allowed only if the price of the sold
 media (mostly disks) doesn't exceed REASONABLE costs and/or the vendor
 doesn't get any real income by selling it.
- The registered version of this program is exclusively for the
 personal use by the person who registered it and is NOT to be
 redistributed.
- In this distribution no file has to be changed, omitted and/or added.
 ! This includes the BBS ads most BBSes add to the archives passing
 ! through. The SysOp is responsible for deleting these files
 ! being automatically added.
 But I want to be fair and I'm allowing one (1) BBS advertising
 in this archive because really good BBS software has to be able to
 delete alien BBS ads before adding the own.
 If this happen to me to find an archive with more than one BBS
 ad, the SysOps of the systems having added the second, third... ad
 will be held liable for that.
 THESE ARE NO EMPTY WORDS!

- Executables must not be disassembled, resourced or re-engineered in any other way imaginable. Furthermore, these must not be patched, either on the storage media, before starting or while running.

1.38 BBS ads

Okay, now it's not as bad as it was, but frequently I see archives with five or more BBS ads in it.

It is simply annoying if the advertisements are placed in the same directory together with the program, and

- I generally don't read this junk because even PD (!) programs seem to pass through those (what a joke) "ELITE-BBSes", which don't reveal their numbers, leaving only crap in these files.
- the names are garbled with shitloads of control characters, so that you can't type the name correctly and risk with a 'delete foo#?' the deletion of important (I mean program files) files.
- they are often disguised as a 'ReadMe' or 'Important' ASCII file overwriting the REAL 'ReadMe'-File on extraction
- they use storage space - even when archived.
- they aren't only ASCII files, sometimes I saw an IFF-ILBM picture or even an executable (whoopsy - maybe i caught a virus?).

As a program author I want to protect my potential users. BBS advertisements may be found in other archives more than enough. First every change of the archive may damage it (yes, it happened...) and second I've put enough work into my program to be REALLY annoyed when some BBS SysOps use it for cost-free advertising and maybe even getting PAYING users... :-)

1.39 Shareware

I've put enough work in it and maybe I'll do in in future - enough ↔
work

that this program is too elaborated to put it in the Public Domain, so I decided to want a shareware fee of 20.- DM per registration.

The difference between the registered and unregistered version th that the latter doesn't record more than two calls in the log list - the third call won't be answered.

If you want to register yourself, send me the
Form

per EMail (or per snail mail) and the money enclosed in the letter ↔
or place

it on my

Bank account

Normally you'll receive a disk with the last version of the program but you may receive it PGP encrypted via EMail, if you want to. Posting of disks into foreign countries require an additive postage of 3.- DM.

If there is an Update available, you can send me the old program disk along with 3.- DM (if this is a minor update, requesting no update fee) and you'll get the new version sent back.

If you received the program PGP encrypted via EMail, I will do it again and don't expect a fee.

But this is only valid if there is no patch added in this archive changing the old program to the new one.

1.40 Registration form

ZVT x.x registration form

Fill out this form and send it (along with the money) to:

Carsten Pluntke
Buerer Str. 20
45899 Gelsenkirchen-Horst
Germany

Name : _____

Address : _____

Country : _____

Where did you get the current version: _____

The registration fee of 20.- DM or equivalent in another solid currency is...

—
|_| Cash, enclosed in the letter

To be found on your account in the next two weeks

I've read the licence and distribution details and agree.

(Date)

(Signature)

Additional information: (not necessary, but recommended)

Amiga: 500 500+ 600 1000 1200
 2000 3000 4000 CDTV CD32
 Other: _____

Kickstart/OS-Version: 1.x 2.x 3.x

CPU: 680___0

Frequency: _____ MHz

FPU _____ MMU

Memory: _____ MB Chip mem _____ MB Fast mem

Harddisk: SCSI AT _____ MB Controller: _____

Other Hardware:

680___0 Turbo-Board _____ MHz

FPU _____

1.41 BugReport

=====
ZVT Bug report

Please fill out this form as best of your knowledge.

Thanks,

-Carsten Pluntke

=====
Configuration

A500 A1000 A1200 CDTV CD32
 A600 A2000 A3000 A4000 Sonst.

CPU: 680___0 mit _____ MHz

KS version _____ HD _____

WB version _____

=====
Please describe your problem as exactly as possible:

Commodore's CLI/Shell

Other Shell: _____

WorkBench

Problemart: Full lockup

GURU, Number: _____

Different crashes

Crash without guru

Interference with other programs

Cosmetic (Ugly but harmless)

Steps to see the problem: _____

Additional information: _____

If the problem involves script files and/or programs, please send them to me if possible.

1.42 Disclaimer

Disclaimer
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To be short: It works on my machine. Don't know about yours.

1.43 Online Help

When running the program, pressing the HELP key opens a document page for the gadget the mouse points to.

But the problem is that the help file is always named 'ZVT.guide', so that you should rename the document for your favourite language to that name.

1.44 Things to know

* return values of voice operations (like replaying, recording and DTMF tone recognition)

In addition to the usual DTMF tones 0-9,*,# there are the following return values:

'b': busy tone detected

'c': fax tone detected

's': silence -- silence after voice data detected

'q': quiet -- silence without voice data detected

The catch is that different ROM versions means different qualities in recognizing tones. To be more precise, my ZyXEL doesn't recognize SILENCE and QUIET while replaying voice data or waiting for DTMF keys.

1.45 History

V1.6 (30-07-95)

- * Changed the way how to interrupt playing/recording -- now you have to press BOTH mouse buttons to break.
 - * Fixed a very nasty bug locking the computer if an ARexx program failed for some reason.
 - * 'OpenData' and 'DialUp' ARexx commands added.
 - * Extended patch file format to reduce size.
(Old patchfiles are still parsed correctly)
 - * Fixed ARexx Command ReadNKeys - the number parameter wasn't passed correctly.
 - * Changed Layout of preference page a little bit because MUI got rendering problems. (One of the gadgets didn't show up, but the area was still clickable)
 - * When asking to replace an existing file, the MUI requester is used instead of the system requester.
 - * The 'RX' command is first searched in SYS:Rexxc (where it normally resides) from now on before trying the command path.
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(Because the path doesn't seem to be set correctly sometimes)

- * Added STICKRXWIN
- * Fixed error in documentation -- this history page wasn't linked correctly... :-)

V1.5 (15-07-95)

- * Removed nasty bug occurred since 1.4:
It prevents the window from being opened if the builtin (english) language is used.
- * Added version check when opening MUI-Library.
- * Little cosmetic corrections

V1.4 (07-07-95)

- * Call arexx script implemented
- * additional arexx commands
- * multiple outgoing files
- * some cosmetic corrections
- * parameter TASKPRI implemented

V1.3

- * Changed config file format
Every settable variable is now preceded by a token so that future expansions may be easily done. From the second line down to the bottom the sort order of the lines doesn't care anymore.
Lines with unknown tokens will be ignored, missing variables stay set to their old values.
- * Fixed file name bug.
When converting to/from IFF the directory name of the IFF file was ignored.
- * Removed bug when calling with no option file and no modem connected to the serial device.
I really thought I fixed this in 1.2 -- sorry for the trouble..

V1.2 (11-03-95)

- * Removed modem type checking -- it introduced more problems than solving it.
- * Removed some small bugs.
- * Implemented call back option

V1.1 (22-02-95)

- * Bug fix:
The program failed to work if some program used the command ATE0 to switch off the command echo.
- * Found (and fixed :-) a nasty bug that would have deleted the last voice call if somebody tries to receive a fax or data call directly using the buttons.
- * Added 'X' as a call type.
- * The log list is now sorted correctly -- most recent call first.
- * Modem type and ROM version checking included.

V1.0 (29-01-95)

First public release
