

PhoneWizard

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Chapter 1

PhoneWizard

1.1 main

```
                'PhoneWizard'
=====

Answerphone software for voice modems! (Version 1.6)

This is the english documentation.

    Introduction
    PhoneWizard? What is it?

    Requirements
    What you need to use PhoneWizard

    Configuration
    What there is to do to make it work

    Tool types
    More ways to configure PhoneWizard

    Functions
    How you control PhoneWizard

    Remote functions
    Actions you can do from the phone

    History
    Overview of all previous versions

    Future plans
    Things that could be added later

    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 a phone answer machine (with some extras).

This package includes some 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 and play the calls with the computer.

The registered version additionally offers the following features:

- 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):

- 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. (only available with USR Message modem and Elsa Office modem)
 - 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) ;^)
 - 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:

=====

PhoneWizard has been tested with the following modems:

- ZyXEL: ZyXEL U-1496E (firmware V6.13+)
- US-Robotics: USR Sportster, USR Message
- Cirrus Logic: Noname
- #v-chipset: Elsa Microlink, TKR, Rockwell voice, Creatix voice
- +v-chipset: Best 33614VE

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

me

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

Plugins for the following compression schemes are included:

- ZyXEL·ADPCM: for ZyXEL modems

Plugins for the following compression schemes are available at the

PhoneWizard homepage

. They are still in development, but can be used with some limitations. (see below)

- IMA·ADPCM: for USR Sportster and USR Message modems
- G.721·ADPCM: for USR Sportster and USR Message modems

You can still use PhoneWizard if there's no plugin for your modem, but you are limited to the modem micro as input device and the modem speaker as output device. With a plugin you can additionally play recorded voices with the computer and you can use computer samples as greeting messages.

1.4 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 connected to the standard Amiga serial port, then anything is fine. Otherwise you will have to alter the device entry. Enter the name of your serial device and select the unit number. The 3rd entry is for the BPS speed between your computer and your modem. Do not modify 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, phone 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.

Known problems:

- You cannot hear anything when replaying to the US Robotics modem speaker. The voice output device of your modem is routed to the headphones plug at the back of your modem only! Insert an external speaker or headphones to your modem or use another output device.
- Computer samples that have been converted to IMA·ADPCM sound terrible. iConv amplifies the samples, because the IMA·ADPCM algorithm produces very silent sounds. Replaying to line causes problems when it will be amplified to much, while replaying to the internal speaker does not show any problems. So better set the compression scheme to G.721·ADPCM in the settings window when you create you greeting messages from computer samples.

Advanced configuration:

- voice flow control: If you hear garbage when you listen to your recorded messages with all compression modes, then your modem probably does not support rts/cts correctly in voice mode. You can try to switch to timed flow control. This may solve your problem. Do not use this feature until you have to! This is a workaround and may not work with your modem!
- 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 op 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.

If you have still problems, contact

me

with E-Mail!

1.5 tooltypes

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=3

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=5551234/Matthew
NUMBER01=2215551/Johnny

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

Plugins are external programs that will be called from PhoneWizard when you want to play recorded voice data with your computer or when you want to use computer samples as greeting messages. Plugin programs have to be placed in the Plugins drawer!

The IFF8SVX plugin specifies the command that will be called when replaying sound files. The replay rate will be added after the command.

The remaining plugins have to convert raw custom data to raw iff8svx data and vice versa. PhoneWizard calls the plugin and redirects standard input and standard output and adds the replay rate of the source and of the destination.

Configuration example:

```

PLUGIN00=IFF8SVX/xPlay GUI QUIET F
PLUGIN01=2.ZyXEL.ADPCM.2/zConv -d2 -r/zConv -e2 -r
PLUGIN02=3.ZyXEL.ADPCM.3/zConv -d3 -r/zConv -e3 -r
PLUGIN03=4.ZyXEL.ADPCM.4/zConv -d4 -r/zConv -e4 -r
PLUGIN04=30.ZyXEL.ADPCM.3/zConv -dn -r/zConv -en -r
PLUGIN05=IMA.ADPCM/iConv -d8 -r/iConv -e4 -r
PLUGIN06=G.721.ADPCM/gConv -d -r/gConv -e -r

```

Provided plugins:

- xPlay will be used to play iff8svx samples with your computer. When you want to play sounds with your 3rd party sound card, you will have to replace it. Otherwise it will do the job quite well.
- zConv is able to convert all 4 ZyXEL·ADPCM compression schemes that are available with ZyXEL modems. Good quality!
- iConv converts the IMA·ADPCM scheme from USR modems. The voice data is very silent, so you can amplify it a bit with the -e and -d parameter. The quality is good enough to play it to modem speaker or to play it with the computer, but somehow there are problems when replaying amplified samples to line. So do not use IMA·ADPCM for your greeting messages. Use G.721·ADPCM instead. You have been warned! (remark: iConv is still in development and can be obtained at the
PhoneWizard homepage
)
- gConv converts the G.721·ADPCM scheme from USR modems. It shows some distortions when the voice data is too loud. But it works better than IMA·ADPCM. (remark: gConv is still in development and can be obtained at the
PhoneWizard homepage
)

1.6 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!

- 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 the file formats ZVD (ZyXEL file format), MVD (PhoneWizard file format) and IFF8SVX (standard amiga sound file format). 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!

- 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 tooltip) 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. The receive gadget adjusts the micro sensitivity and the transmit gadget the volume of the speaker. Enter a number in the input gadget to dial or hangup to return to normal mode. (not implemented, yet)
- The Stop button deactivates answerphone and speakerphone.
- If the Autostart gadget is activated, PhoneWizard will go into answermode automatically next time you start it.
- If the Autoiconify gadget is activated, PhoneWizard will iconify automatically when it is started.

1.7 extras

Remote functions:

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Until now, only one remote function is implemented:

- Remote call browsing:
Add the tooltip `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 [->] [*] [->]).

1.8 history

History:

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V1.6: [06.07.2000]

- Number or name of actually incoming call will be displayed as icon text.
- iConv plugin for IMA·ADPCM schemes from USR modems available.
- gConv plugin for G.721·ADPCM schemes from USR modems available.
- Bug fixed: PhoneWizard had problems with some +V chipsets.
- Bug fixed: Sometimes, command sending failed with some modems.
- Bug fixed: Sometimes, call detection was disabled by flashing AA light.

V1.5: [13.06.1999]

- AA led flashes when new calls have been recorded.
- Timer assisted flow control mode for modems with faulty RTS/CTS.
- Plugin system improved - plugins do not have to care about headers.
- zConv plugin for ZyXEL·ADPCM schemes from ZyXEL modems included.

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).

1.9 future

Future plans:

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- Address book for Caller-ID handling
- Adjustable silence detection
- Speakerphonemode for modems with full duplex voice
- USR Message and Elsa Office can answer incoming calls without computer
- Plugin for PCM
- Plugin for Linear
- Plugin for USR-GSM
- Plugin for ROCKWELL-ADPCM
- Plugin for MP3-audio
- Localisation (until now, all texts are in english)
- Enhanced GUI (iconify gadget, settings window, commodity)
- More remote functions (rcVoicebox, rcDelivery, rcCallback, rcTexts)
- Receive incoming FAX calls without external software

1.10 author

Contacting the author:

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e-mail:

starfox@mayn.de (prefered)
 starfox@cow.mayn.de (backup)

(use standard mail if you get no response!)

WWW support page:

<http://www.mayn.de/home/cow/phonewizard>

Look here for new versions of PhoneWizard, improved plugins or special greeting messages.

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
```

1.11 copyright

Copyright & Disclaimer:

=====

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 10 EUR (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 7 EUR 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 Konto-Nr. and BLZ.

Do not forget to
read the registration address
!