

CallMan

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Chapter 1

CallMan

1.1 CallMan 1.2

```
CallMan 1.2
=====
(17.09.1997)
```

Purpose	What does a CallMan actually do? :-)
Shareware	Spare some bucks? ;-)
Legal stuff	The usual...
Installation	Get ready to rock...
Requirements	What you need to run CallMan
Usage	That's the way...
Update 1.1 -> 1.2	Some notes...
Modempriority	Who's the boss?
Bugs	PLEASE READ THIS BY ALL MEANS!
Author	Who's done it?
History	A long time ago, in a galaxy far, far, away...
Future	It's up to you...
Support	Where to look for new versions
Rates files	I'm always happy to get new rates files!
MUI	The best GUI
Thanks	Just the usual thanks...

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1.2 Purpose

```
Purpose
=====
```

CallMan saves you the time looking for your address book and allows you

to manage your addresses using its database (if you're looking for a REAL addressmanager have a look at ADM in biz/dbase/ on Aminet). Using a modem connected to your Amiga you can let CallMan dial up any of the persons in your database. As soon as dialling has been completed the phone call will be returned to your telephone. Some informations on each phone call (date, time, duration, conversation partner) will be saved to a logfile.

Furthermore CallMan can switch to "TelephoneBill" mode, calculating the total costs of your phone calls within regular (free adjustable) intervals. As a bonus CallMan can analyze the ASCII logfiles of the following programs and add these costs to your total costs: Miami (TCP/IP stack), Term and Ncomm (terminal software), MultiFax (fax software), MultiTerm/KIT (BTX software), Trapdoor (FIDO point program).

CallMan offers the possibility to analyze these logfile. You can view a list of all phone/modem calls, the total time of all calls, and their total costs. You can restrict the analysis using different criteria.

Using the statistics option you can have a look at the number and costs of all the different calls.

1.3 This program is shareware

CallMan is distributed under the concept of SHAREWARE. Anyone using this program for an extended period of time is obliged to pay the author (that's me :-) a shareware fee of \$15 or DM 20,-.

But DON'T PANIC... ;-)

CallMan is uncrippled. There are no annoying requesters and the program itself isn't restricted in it's functionality at all. By paying the shareware fee you only acquire the authorization to use this program for an unlimited period of time.

Just to set this straight:

You do NOT acquire any rights to claim updates or bugfixes. But this doesn't mean I won't further develop this program! Bugreports, comments and any suggestions to improve CallMan are always welcome!

In case of not paying the shareware fee and continued usage this program will change to "NIGHTMAREWARE", i.e. I will haunt the user in her or his nightmares with a nice little chainsaw for the rest of her or his life... ;-)

Let me know whether you like this program or not. Because if you don't tell me why you dislike it, I can't improve it! ;)

1.4 Legal Stuff

DISCLAIMER

THERE IS NO WARRANTY FOR THIS PROGRAM TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHERE OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR

OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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The archive of CallMan may only be distributed in unmodified form. No files may be added, changed or removed. You may not charge for this archive, other than the cost of the media and duplication fees. Distribution is allowed in all forms, such as BB systems, floppy or compact disks, and ftp sites.

1.5 Installation

There are two ways to install CallMan:

1. Start the installer script with a double-click on its icon.
2. Manual installation is simple:

Copy the whole directory anywhere you would like it to be.

CallMan saves its preferences file 'CallMan.prefs' in this place. You can select the destination directory where to save the database and the in the prefs section of the program.

If you wish to you can copy the contents of the directory 'Catalogs' to "LOCALE:", although the program tries to load the catalog files from "PROGDIR:Catalogs" first.

Unused foreign language manuals (directory 'Docs') and catalog files can be removed.

The same is valid for unused rates files (directory 'Rates').

When installing from scratch you can also delete the converter program 'CM_Converter'.

To start CallMan simply double-click on its icon or type 'CallMan' when

using the CLI/shell. Before starting CallMan from the shell you should always 'cd' to CallMan's home-directory or otherwise CallMan won't find its preferences file.

There are no tooltypes or parameters (yet).

1.6 Requirements

To run CallMan you need...

- an Amiga :-)
- AmigaOS 3.0 or higher
- MUI 3.3 or higher
- a minimum screensize of 640x256 (sorry, NTSC users :()
- a Hayes-compatible modem and a telephone hooked to the same phone line (not essential but useful if you want to use CallMan to dial)

CallMan has been successfully tested on:

- A2000/Blizzard2060
32/1 MByte RAM
OS 3.1
GVP Spectrum (CyberGraphX 2.25, CyberGraphX V3)
14.400 modem
2.400 modem
- A500/MTEC-68020
4/1 MByte RAM
OS 3.1
Multiface-III
14.400 modem

1.7 Usage

CallMan can be controlled via mouse or keyboard. The most important menu items have shortcuts assigned. All gadgets are connected via the TAB-cyclechain.

The menus:

CallMan menu
TelephoneBill menu

The windows:

Main window
TelephoneBill
Edit window

Quickdial
 Call window
 Analyze window
 Prefs window
 Edit rates files window
 TelephoneBill error window
 Import window
 Statistics window
 Numbers window

1.8 The CallMan menu items

Project	Misc	Database
=====	=====	=====
About...	Preferences...	Import...
About MUI...	Edit rates files...	Show all entries
Iconify	MUI...	
Quit	Cleanup logfile...	
	TelephoneBill window	

	Log call without dialling...	

About...
 Opens a little info requester.
 Shortcut: RAMIGA-?

About MUI...
 Some infos on MUI.

Iconify
 Closes all windows and sends CallMan to sleep.
 Shortcut: RAMIGA-i

Quit
 Quits the program.
 Shortcut: RAMIGA-q

Preferences...
 Opens the preferences window .
 Shortcut: RAMIGA-p

Edit rates files...
 Opens a window, where you can edit the rates files .
 Shortcut: RAMIGA-r

MUI...
 Starts the MUI prefs.
 Shortcut: RAMIGA-m

Cleanup logfile...
 This menu item removes all 'aborted' phone calls (i.e. calls with an unknown duration) from the logfile. You will be prompted whether you really would like to perform this operation. After cleaning up CallMan

tells you about the number of removed entries.
Shortcut: RAMIGA-l

TelephoneBill window

Switch to TelephoneBill mode , a smaller window including automatic calculation of the total phone and modem costs at a user definable interval.
Shortcut: RAMIGA-t

Log call without dialling...

Opens the Call window without actually dialling the active phonenumber. Useful whenever you have "accidentally" dialled by hand but still want to log the call. :)
Shortcut: RAMIGA-w

Import...

ASCII

Show all entries

When active, CallMan will display all entries (including "invisible" ones) in the main window database list.

1.9 The TelephoneBill menu items

Project	Misc
=====	=====
About...	Preferences...
About MUI...	Edit rates files...
Iconify	MUI...
Quit	Modem statistics
	CallMan main window

About...

Opens a little info requester.
Shortcut: RAMIGA-?

About MUI...

Some infos on MUI.

Iconify

Closes all windows and sends CallMan to sleep.
Shortcut: RAMIGA-i

Quit

Quits the program.
Shortcut: RAMIGA-q

Preferences...

Opens the preferences window .
Shortcut: RAMIGA-p

Edit rates files...

Opens a window, where you can edit the rates files .
Shortcut: RAMIGA-r

MUI...

Starts the MUI prefs.
Shortcut: RAMIGA-m

Modem statistics

Opens the statistics window .
Shortcut: RAMIGA-S

CallMan main window

Switches back to CallMan main window .
Shortcut: RAMIGA-c

1.10 Main window

The main window is divided into two logical groups.

The upper group contains a list, displaying the names of the persons saved in the database, and below it four gadgets, used to manipulate the entries. The list itself is sorted according to the setting in the preferences window .

The list has its own popup menu allowing for a quick access to the "edit" and "dial" options.

New
Edit
Delete
Save

The lower Group consists of two textgadgets, displaying name and phonenumber of the active entry. Below there are four gadgets:

Dial Quickdial

Analyze logfile Quit

1.11 Main window: New

Appends a new entry to the database. Using the edit window you can enter the new record.

1.12 Main window: Edit

Using the `edit window` you can edit the data of the active entry.

1.13 Main window: Delete

Removed the active entry from the database.

WARNING: There is NO security check! As soon as you press the 'Delete' button, the entry will be removed.

1.14 Main window: Save

Saves the database to the directory specified in the `prefs window` .

1.15 Main window: Dial

Dials the `phonenummer` of the active entry and opens the `call window` .

1.16 Main window: Quickdial

'Quickdial' lets you dial a `phonenummer` that is not included in the database. You can enter the required data in the `quickdial window` .

1.17 Main window: Analyze logfile

Opens the `analyze window` .

1.18 Main window: Quit

Quits the program.

WARNING: There is no confirmation whether you really want to quit the program and the database is NOT saved on exit!

1.19 TelephoneBill window

When switching to 'TelephoneBill' mode the main window is replaced by the smaller 'TelephoneBill' window, consisting of only three textgadgets:

- the upper textgadget displays the phone costs.
- the textgadget in the middle shows the modem costs.
- the lower textgadget displays the total costs of phone and modem costs. Additionally you can tell the program to add a basic charge to the total costs. See prefs window on how to set this option and set the basic charge.

See prefs window on how to set the calculating timespan as well as the calculating interval.

If you are online during calculation of the modem costs an '(online)' is appended to the modem costs.

Whenever during calculation CallMan encounters a phonenumber not present in the database, the default region set in the prefs window is used as the region for this number. In this case the calculated costs might differ from the actual value and the corresponding textgadget is marked with an asterisk '*'.

If any of the logfiles couldn't get loaded you will either see 'no logfile' (CallMan logfile missing) or an '!' (modem logfile missing) appended to the costs.

In case of an error during calculation (phonenumber not present in database or without region assigned) an error window will pop up (if the corresponding option is set in the prefs window).

1.20 TelephoneBill error window

This small error window contains two lists and a "Continue" button to close the window again.

The upper list displays all phonenumbers that are not present in the database. To calculate the costs the program will use the default region set in the prefs window as the region for these unknown numbers. The actual costs might therefore differ from the calculated value.

Using the buttons "Add active to database" and "Add all to database" you can add the active number or all numbers to the database.

The lower list shows all phonenumbers that don't have a region assigned. All these numbers will not be considered when calculating the costs. If there are any numbers in this list, you can be sure the calculated costs are NOT accurate.

1.21 Edit window

Basics Communication Miscellaneous

- "Hide entry?" :
Activating this gadget will hide the entry and prevent it from being listed on the main window's list. Using the menu option
Show all entries you can temporarily make all the "hidden" entries reappear on the list.
- button "Ok":
Accept changes and return to the main window .
- button "Cancel":
Drop all changes and return to the main window .

1.22 Edit window: basics

- stringgadget "name":
The maximum length is 30 characters. You can use all characters except the two square brackets '[' and ']'. The name will be saved to the logfile.
 - stringgadget "surname":
The maximum length is 30 characters. You can use all characters except the two square brackets '[' and ']'. The surname will be saved to the logfile.
 - stringgadget "Street":
Maximum length is 30 characters. All characters are allowed.
 - stringgadget "Areacode":
Maximum length is 20 characters. All characters are allowed.
 - stringgadget "City":
Maximum length is 30 characters. All characters are allowed.
 - stringgadget "Country":
Maximum length is 30 characters. All characters are allowed.
 - stringgadget "birthday":
Maximum length is 11 characters.
 - stringgadget "profession":
Maximum length is 30 characters. All characters are allowed.
-

- "Hide entry?" :
Activating this gadget will hide the entry and prevent it from being listed on the main window's list. Using the menu option
Show all entries you can temporarily make all the "hidden"
-

entries reappear on the list.

- button "Ok":
Accept changes and return to the main window .
- button "Cancel":
Drop all changes and return to the main window .

1.23 Edit window: Communication

Phone, fax & modem numbers EMail addresses

- "Hide entry?" :
Activating this gadget will hide the entry and prevent it from being listed on the main window's list. Using the menu option
Show all entries you can temporarily make all the "hidden" entries reappear on the list.
- button "Ok":
Accept changes and return to the main window .
- button "Cancel":
Drop all changes and return to the main window .

1.24 Edit window: Phone, fax & modem numbers

Using this page you can assign an unlimited number of phone numbers to the active entry. Type, region, and a comment can be individually defined for each number.

"Drag&Drop" to change the numbers order.

The buttons "New" and "Delete" should be self-explanatory. ;)

Use the gadgets below the list to change the numbers. You have to activate the appropriate numbers first.

- stringgadget "number":
Maximum length is 40 characters.
Allowed characters: 0123456789/()+-| and SPACE

NOTE: The analyze routines will skip any spaces around the logfile's phonenumber. So be sure not to enter any additional spaces BEFORE or AFTER the phonenumber in CallMan's database.
Apart from this you have to enter the number the same way as it is saved in the logfile. This includes spaces WITHIN the actual number as they WON'T be skipped!

- cyclegadget "type":
-

Define the numbers type:

- phone
- fax
- modem

Please note that CallMan needs atleast ONE "phone"number to dial and that only "phone"numbers will be listed in the numbers window .

You don't have to specify any "phone"numbers when planning to use CallMan for analyzing modem logfiles only.

- cyclegadget "region":
This gadget shows all the regions defined for the active rates file. There is at least the entry 'Unknown'. You should always set the correct region (as long as you know it) because otherwise this phonenumber will not be considered when calculating the phone costs.
- stringgadget "comment":
A short individual note for each number. This note will be appended to the person's name whenever the number is listed somewhere or saved to the logfile.

-
- "Hide entry?" :
Activating this gadget will hide the entry and prevent it from being listed on the main window's list. Using the menu option Show all entries you can temporarily make all the "hidden" entries reappear on the list.
 - button "Ok":
Accept changes and return to the main window .
 - button "Cancel":
Drop all changes and return to the main window .

1.25 Edit window: EMail addresses

Using this page you can assign an unlimited number of EMail addresses to the active entry.

The buttons "New" and "Delete" should be self-explanatory. ;)

-
- "Hide entry?" :
Activating this gadget will hide the entry and prevent it from being listed on the main window's list. Using the menu option Show all entries you can temporarily make all the "hidden" entries reappear on the list.
 - button "Ok":
Accept changes and return to the main window .
-

- button "Cancel":
Drop all changes and return to the main window .

1.26 Edit window: Miscellaneous

- stringgadget "notes":
Maximum length is 256 characters. All characters are allowed.
This stringgadget will be replaced by a proper textfield gadget soon. :)
- stringgadget "name of bank":
Maximum length is 40 characters. All characters are allowed.
- stringgadget "bank code":
Maximum length is 20 characters. All characters are allowed.
- stringgadget "bank account":
Maximum length is 20 characters. All characters are allowed.
- stringgadget "category":
Future? What will be this field's future?
Difficult to see. Always in motion is the future. ;)
Better leave it empty...

The future of this field is uncertain
Maximum length is 30 characters. All characters are allowed.
- stringgadget "consultant":
Maximum length is 40 characters. All characters are allowed.
- stringgadget "customer account":
Maximum length is 20 characters. All characters are allowed.

-
- "Hide entry?" :
Activating this gadget will hide the entry and prevent it from being listed on the main window's list. Using the menu option
Show all entries you can temporarily make all the "hidden" entries reappear on the list.
 - button "Ok":
Accept changes and return to the main window .
 - button "Cancel":
Drop all changes and return to the main window .

1.27 Quick dial

There are six different gadgets in this window: two textgadgets, one cyclegadget, one checkmark gadget, and two buttons:

- stringgadget "Phonenumber":
Maximum length is 60 characters.
Allowed characters: 0123456789/()+-| and SPACE
- stringgadget "Name and surname (optional)":
An optional description of the phonenumber. This text will be saved to the logfile.
- cyclegadget "region":
This gadget shows all the regions defined for the active rates file. There is at least the entry 'Unknown'. You should always set the correct region (as long as you know it) because otherwise this phonenumber will not be considered when calculating the phone costs.
- checkmark "Add name & number to database?":
Check this gadget to append the phonenumber, short description and region to the database. The database will be saved to disc.
- button "Dial":
Starts dialling the phonenumber. If there is no number supplied, input will return to the textgadget "Phonenumber". In case of a modem error a requester will pop up. If dialling was successful the quick dial window will be replaced by the call window.
- button "Cancel":
Cancels the quick dial and returns to the main window.

1.28 Call window

Using the gadgets within this window, the user has control over beginning and end of the time-logging. Furthermore this window displays some info on the conversation partner and the phone call itself.

In the upper left corner CallMan displays some information on your conversation partner.

Time-logging starts as soon as the dialling has been successfully completed. The user has three buttons to control time-logging:

- "Conversation start":
Resets the time-logging back to zero. You can use this button only once per call. After a reset this button and the "Cancel" button will be deactivated.
 - "Conversation end":
Tells the program about the end of the conversation. The duration of the phone call (the difference between conversation start and end) will be saved to the logfile. After this the window is closed and the program returns to the main window.
 - "Cancel":
Cancels time-logging and marks the phone call as unsuccessful. The window is closed and the program returns to the main window.
-

In the lower part of the window there are four textgadgets with additional information on the conversation:

- "Conversation duration":
The already elapsed conversation time.
- "Remaining time till next unit":
The remaining time until the next rates unit is due.
- "Units due":
The already used units.
- "Phone call costs":
The actual costs for this phone call.

If there is no region assigned to the called phonenumber, the lower three gadgets will stay empty.

1.29 Analysis

CallMan provides an detailed analysis of the all supported logfiles.

The upper part of the window is shared among three registers:

Total time	Conversation list	Total costs
------------	-------------------	-------------

The lower part contains some gadgets to choose the wanted logfile and to limit the analysis using certain criteria.

- popupgadget "Logfile"
Clicking on the popupgadget opens a list showing all the available logfiles (i.e. the CallMan logfile and all modem logfiles defines in the preferences .
- the search criteria:
Only active criteria will be used.

-> Time span limitation:
Using the two stringgadgets the user can specify a date range. Please note that you have to supply the year in 4-digit form whereas day and month have to be in 2-digit form.

-> Partner:
Using this stringgadget the user can limit the analysis to individual conversation partners. CallMan searches for all logfile entries containing this substring. If there is e.g. more than one person with the name "Smithee" in the database you can search for all of them by specifying just the name "Smithee". Please note that all logfile entries are saved in the way

"surname name (comment)".

This is important when searching for individual persons (e.g. "Alan Smithee" and not "Smithee Alan!"). To make this selection easier there is

a popup-gadget to the right, which will open a list containing all names present in the database.

-> Length of call:

Analyze all calls with a length between the supplied minimum and maximum values (in seconds!).

-> Phone call costs:

Not yet available!

-> Region:

Analyze all calls whose number match the specified region.

- Button "Analyze":

Starts the analysis of the logfile.

- Button "Cancel":

Program return to main window .

1.30 Analysis - Total time

There are four gadgets to display the total time (in days, hours, minutes, and seconds).

Using the cyclegadget to the right the user can decide whether to total time shall be displayed

- "in seconds"

- "in minutes"

- "in hours"

- "in days"

The lower part contains some gadgets to choose the wanted logfile and to limit the analysis using certain criteria.

- popupgadget "Logfile"

Clicking on the popupgadget opens a list showing all the available logfiles (i.e. the CallMan logfile and all modem logfiles defines in the preferences .

- the search criteria:

Only active criteria will be used.

-> Time span limitation:

Using the two stringgadgets the user can specify a date range. Please note that you have to supply the year in 4-digit form whereas day and month have to be in 2-digit form.

-> Partner:

Using this stringgadget the user can limit the analysis to individual conversation partners. CallMan searches for all logfile entries containing this substring. If there is e.g. more than one person with the name "Smithee" in the database you can search for all of them by specifying

just the name "Smithee". Please note that all logfile entries are saved in the way

"surname name (comment)".

This is important when searching for individual persons (e.g. "Alan Smithee" and not "Smithee Alan!"). To make this selection easier there is a popup-gadget to the right, which will open a list containing all names present in the database.

-> Length of call:

Analyze all calls with a length between the supplied minimum and maximum values (in seconds!).

-> Phone call costs:

Not yet available!

-> Region:

Analyze all calls whose number match the specified region.

- Button "Analyze":

Starts the analysis of the logfile.

- Button "Cancel":

Program return to main window .

1.31 Analysis - Conversation list

This register shows all phone calls matching the supplied search pattern. The calls are sorted in a chronological way, displaying some informations: date and time, conversation partner, duration of conversation, number of units, region, and the individual call costs.

Phonenumbers not present in the CallMan database are printed in italics.

Double-clicking on any of the columns will sort the list according to the column.

The lower part contains some gadgets to choose the wanted logfile and to limit the analysis using certain criteria.

- popupgadget "Logfile"

Clicking on the popupgadget opens a list showing all the available logfiles (i.e. the CallMan logfile and all modem logfiles defines in the preferences .

- the search criteria:

Only active criteria will be used.

-> Time span limitation:

Using the two stringgadgets the user can specify a date range. Please note that you have to supply the year in 4-digit form whereas day and month have to be in 2-digit form.

- > Partner:
Using this stringgadget the user can limit the analysis to individual conversation partners. CallMan searches for all logfile entries containing this substring. If there is e.g. more than one person with the name "Smithee" in the database you can search for all of them by specifying just the name "Smithee". Please note that all logfile entries are saved in the way

"surname name (comment)".

This is important when searching for individual persons (e.g. "Alan Smithee" and not "Smithee Alan!"). To make this selection easier there is a popup-gadget to the right, which will open a list containing all names present in the database.
- > Length of call:
Analyze all calls with a length between the supplied minimum and maximum values (in seconds!).
- > Phone call costs:
Not yet available!
- > Region:
Analyze all calls whose number match the specified region.
- Button "Analyze":
Starts the analysis of the logfile.
- Button "Cancel":
Program return to main window .

1.32 Analysis - Total costs

The upper textgadget contains the total costs of all phone calls matching the search pattern.

The list below displays all phonenumber that are not present in the database. To calculate the costs the program will use the default region set in the prefs window as the region for these unknown numbers. The actual costs might therefore differ from the calculated value.

Using the buttons "Add active to database" and "Add all to database" you can add the active number or all numbers to the database.

The lower list shows all phonenumber that don't have a region assigned. All these numbers will not be considered when calculating the costs. If there are any numbers in this list, you can be sure the calculated costs are NOT accurate.

The lower part contains some gadgets to choose the wanted logfile and to limit the analysis using certain criteria.

- popupgadget "Logfile"
Clicking on the popupgadget opens a list showing all the available logfiles (i.e. the CallMan logfile and all modem logfiles defines in the preferences .
- the search criteria:
Only active criteria will be used.
- > Time span limitation:
Using the two stringgadgets the user can specify a date range. Please note that you have to supply the year in 4-digit form whereas day and month have to be in 2-digit form.
- > Partner:
Using this stringgadget the user can limit the analysis to individual conversation partners. CallMan searches for all logfile entries containing this substring. If there is e.g. more than one person with the name "Smithee" in the database you can search for all of them by specifying just the name "Smithee". Please note that all logfile entries are saved in the way

"surname name (comment)".

This is important when searching for individual persons (e.g. "Alan Smithee" and not "Smithee Alan!"). To make this selection easier there is a popup-gadget to the right, which will open a list containing all names present in the database.
- > Length of call:
Analyze all calls with a length between the supplied minimum and maximum values (in seconds!).
- > Phone call costs:
Not yet available!
- > Region:
Analyze all calls whose number match the specified region.
- Button "Analyze":
Starts the analysis of the logfile.
- Button "Cancel":
Program return to main window .

1.33 Preferences

The preferences window is divided into three parts:

Modem CallMan TelephoneBill

At bottom of the window there are three buttons:

- "Save":
-

Closes the preferences window and saves the prefs to disc.

- "Use":
Closes the preferences window without saving the prefs to disc. The changes are still active, though.
- "Cancel":
Closes the preferences window and cancels the changes.

1.34 Preferences - Modem

This page allows configuration of your modem and your serial device.

Note:

You don't have to supply a closing '\r' with an modem command sequence.

- "Device":
The name of the serial device used to communicate with the modem. Please check for correct spelling (the device name is CASE-SENSITIVE)!

e.g. serial.device (AmigaOS's standard device)
 duart.device (device of the MultiFace serial card)
- "Unit":
The unit of the specified device used to communicate with the modem.
- "Speed":
The serial port's speed. Better not set this value to something higher than 57600 when using the Amiga's internal serial port.
- "Use OwnDevUnit.library":
When activated all access to the serial port will be routed through the "OwnDevUnit.library". "OwnDevUnit.library" can be found on Aminet.
- "Modem init string":
The command sequence used to initialize your modem prior to each dial attempt. Sequence should start with 'AT'.
- "Dial prefix":
The sequence used to start dialling. It's useful to end this sequence with 'DP' (pulse) or 'DT' (tone) because the phonenumber will be attached to the end of this string. Sequence should start with 'AT'.
- "Dial suffix", "Dial suffix 2", "Suffix 2 delay":
Here you have to take the priority of your modem to your phone into account:

-> modem has priority over phone:
 Simply insert the command sequence to "switch your modem back to command mode and hang up the line" into the stringgadget "Dial suffix".
 "Suffix 2 delay" and "Dial suffix 2" have no meaning.
 As soon as dialling is completed the modem hangs up the line, thus transferring it to the telephone (the receiver should be in your hand at this time :-)

-> phone has priority over modem:

Put the command sequence to "switch your modem back to command mode" into the stringgadget "Dial suffix". "Dial suffix 2" should contain the sequence to "hang up the line". Using the slider "Suffix 2 delay" you can set the timespan between dialling and hanging up the line (this is the time you have to get the receiver to your ear ;-)

See [here](#) on how to find out how your phone and modem are configured.

- "Modem timeout (in seconds)":

The maximum time the program waits for a modem response after dialling up. After this there usually pops up an error requester and the program returns to the main window .

- "Show help window instead of suffix 2 delay?":

With this option active, CallMan will ignore the settings under "Suffix 2 delay" and instead of the delay will open a requester, asking the user to get the phone receiver. Only after confirming this by clicking on the "Ok" button will the requester close itself and transfer the call from the modem to the phone.

At bottom of the window there are three buttons:

- "Save":

Closes the preferences window and saves the prefs to disc.

- "Use":

Closes the preferences window without saving the prefs to disc. The changes are still active, though.

- "Cancel":

Closes the preferences window and cancels the changes.

1.35 Preferences - CallMan

Some general settings:

- "Close gadget":

Choose whether you would like a click on the window's close gadget quit the program or switch to TelephoneBill mode .

- "Sort database alphabetically":

The database is automatically sorted. With this setting you can choose whether to sort it like surname/name or name/surname.

- "Double-click on database list equals":

Choose the default action when double-clicking on the main window's list:

- "nothing" : Just do nothing.

- "dial-up" : Dial up entry.

- "edit entry" : Edit entry.

- "Dial mode (multiple phonenumber)":
Here you can choose whether you would like to let CallMan automatically dial up the first phonenumber of the entry or open the numbers window .
 - "CallMan database & logfile path (path only)":
Enter the complete path where to save the CallMan database and logfile. A filerequester is available via the popup-gadget to the right.
 - Rates file information and button "Load":
Pressing "Load" opens a filerequester used to select the desired rates file. If the specified file is no valid rates file or incomplete, an error requester will pop up. After sucessful loading the rates file's internal description is displayed.
 - listview "Default region":
This list defines one of the regions as the default region. Whenever CallMan encounters a phonenumber not present in the database, it uses this default region as that number's region. This ensures that the corresponding phone call won't be skipped during cost calculation.
-

At bottom of the window there are three buttons:

- "Save":
Closes the preferences window and saves the prefs to disc.
- "Use":
Closes the preferences window without saving the prefs to disc. The changes are still active, though.
- "Cancel":
Closes the preferences window and cancels the changes.

1.36 Preferences - TelephoneBill

The TelephoneBill preferences pages again is subdivided into two pages:

Miscellaneous Modem logfiles

At bottom of the window there are three buttons:

- "Save":
Closes the preferences window and saves the prefs to disc.
 - "Use":
Closes the preferences window without saving the prefs to disc. The changes are still active, though.
 - "Cancel":
Closes the preferences window and cancels the changes.
-

1.37 Preferences - TelephoneBill - Miscellaneous

Special TelephoneBill settings:

- "Close gadget":
Choose whether you would like a click on the window's close gadget quit the program or switch to CallMan mode .
 - "Open TelephoneBill window on startup?":
Whenever this option is active CallMan won't open its main window on startup but the TelephoneBill window .
 - "Add basic charge to total costs?":
Whenever this option is active, CallMan adds the basic charge specified in the stringgadget to the total costs during each calculation.
 - "Perform calculation..."
 - > "...for this month":
Calculation starts with the first and ends with the last day of the current month.
 - > "...for timespan ranging":
Calculation starts with the date specified in "from" and ends with the date specified in "till".
 - "New calculation every":
The time between performing two calculations.
 - "Show error window?":
Whenever this option is active and an error occurs during calculation, CallMan pops up an error window .
 - "Automatically add unknown numbers to the database?":
CallMan can automatically add all unknown numbers to its database while analyzing any logfile.
-

At bottom of the window there are three buttons:

- "Save":
Closes the preferences window and saves the prefs to disc.
- "Use":
Closes the preferences window without saving the prefs to disc. The changes are still active, though.
- "Cancel":
Closes the preferences window and cancels the changes.

1.38 Preferences - TelephoneBill - Modem logfiles

"Modem logfiles":

Using this list you can specify an (almost) unlimited number of logfiles CallMan should analyze. These individual costs will be added to the total modem costs.

Each entry of this 3-column list represents one single logfile. When highlighted, the entries' contents correspond to the gadgets below. Using the buttons "New" and "Delete" you can add new entries to the list or remove old ones.

-> "Active":

CallMan will only analyze "active" logfiles. All active entries in the list are marked with an "x". By double-clicking on an entry you can easily switch between "active" and "inactive".

-> "File":

Path and name of the logfile. Pressing the popupgadget will open a filerequester for easier selection.

-> "Scanner module":

To analyze a logfile CallMan has to know it's format. As it is sometimes quite difficult to decide which logfile you're dealing with the user has to manually specify this.

CallMan is currently able to analyze the logfiles of the following programs (or compatible logfiles):

- Miami (TCP/IP stack)
- NComm (terminal software)
- Term (terminal software)
- MultiFax (fax software)
- MultiTerm/KIT (BTX software)
- Trapdoor (FIDO point program)

At bottom of the window there are three buttons:

- "Save":

Closes the preferences window and saves the prefs to disc.

- "Use":

Closes the preferences window without saving the prefs to disc. The changes are still active, though.

- "Cancel":

Closes the preferences window and cancels the changes.

1.39 Edit rates files

This window lets you create new rates files or edit existing ones. Just after opening the window is empty. Use the button "Load" below to load an old rates file. You might also start a new file from scratch.

The window is divided into the following parts:

- stringgadget "Description":

You should supply a short but quite meaningful info text. This text will pop up when setting the rates file in the prefs window . It's useful to include a standard version string [e.g. \$VER: Name 1.0 (31.05.97)] into the description.

- floating-point gadget "Costs/unit":
The costs of a single unit.
- group "Region":
This list contains the different regions. There's no limitation on the region's names.

To add a new entry, press "New". You can enter/change the name of each region in the stringgadget above. Confirm any changes by hitting RETURN.

Delete existing entries by pressing "Delete".

- group "Days"
- group "Dates":
This list contains holidays or other days (in chronological order) on which other rates than on usual weekdays are applied.

To add a new date, press "New" and enter the date (2-digit form for day and month!) in the now activated stringgadget above. Confirm your entry by hitting RETURN.

Delete existing dates by pressing "Delete".

- group "Time":
Using this group you can specify different "day settings", i.e. different timezone settings for different days. Furthermore you can assign any of these settings to a day or a date and a region.

-> the list to the left contains the different day settings. There is no limitation on their name.

To add a new entry, press "New". You can enter/change the name of each day setting in the stringgadget above. Confirm any changes by hitting RETURN.

Delete existing entries by pressing "Delete".

Use "Assign" to assign the active day setting to the active day or date combined with the active region. You have to supply a day or date and a region!

-> the list to the right displays the different timezones for the active day setting:

This is an example:

```
00:00
|
10:00 <-- timezone boundary
|    <-- timezone (contains Secs/unit and connection costs)
18:00 <-- timezone boundary
```

|
24:00

To shift a timezone boundary you have to activate it. Now you can change hour and minute using the two slidergadgets below. Please remember that a timezone boundary always has to stay between its two adjacent timezone boundaries. This rule applies:

lower boundary < active timezone boundary < higher boundary

To remove a timezone boundary you have to activate it. Now hit "Delete". The first and the last boundary (00:00 and 24:00) cannot be deleted.

To add a new boundary you have to activate the (soon to be splitted) timezone. Now hit "New". The new timezone inherits its values from the original timezone.

Activate a timezone to change its individual time per unit ("Sec/unit") and connection costs (if there are any).

You can also specify "additional costs" for each timezone. This provides the functionality to e.g. calculate the exact costs of your PPP-account where your provider charges you additional (time-dependent) costs. The template to enter these costs is "<currency>/s". Both values are float values.

If your provider charges you e.g. 0,08 <whatevercurrency> per minute you would enter something like: "0,08/60".

Whenever a boundary has been removed the new timezone inherits its values ("Sec/unit", "conn.cost", "Add.costs") from the timezone that was above the boundary prior to its deletion.

At the bottom there are four buttons:

- "Load":
Opens a filerequester and loads the selected rates file.
- "Save":
Saves the rates file, using its old name.
- "Save as":
Opens a filerequester and saves the rates file using the supplied (new) filename.
- "Cancel":
Closes the rates window, cancelling all changes to the current rates file and returns to the main window .

1.40 Import window

There are different import modules available:

ASCII

1.41 Import window: ASCII module

Using the ASCII import module you can easily extract data from a simple ASCII file. This file only has to meet the following requirements:

1. Each record field has to ATLEAST occupy ONE line (but is allowed to occupy more). More than one field per line separated by a fixed character is NOT allowed.
2. The number of lines for each record mustn't change.

- stringgadget "Import file":
Specify the import file. Use the popup gadget to open a file requester. As long as there is no file specified importing won't take place.
- stringgadget "numbers of lines per record":
The number of lines for each record. This value will apply to ALL records in the file. ASCII files with different numbers of lines per record CAN'T be imported!
As long as there is no value supplied importing won't take place.
- import fields:
Each field has its own information on where the data starts (number of line, "Offset") and how many lines it occupies ("Length").

Note: Numbering within each record starts with "1" (s.below).

Empty fields (i.e. field without offset or length specified) will be ignored.
- button "Ok":
Start importing and return to the main window .
- button "Cancel":
Abort and return to the main window .

Fields covering more than one line will be merged together. Only exception: the fields "number" and "email" will import each linke into a single entry.

Example:

Importfile containing 2 records:

```
--- >8 cut here ---
Testname
Testsurname
Teststreet
+49/89/4711
89/1508
123/456789
Testnote
```

```
Smithee
Alan
Hollywood Blvd. 1
666/187187
```

```
Just a nonexistant person,
used for demonstration purposes only...
--- >8 cut here ---
```

To import this file you would need the following settings:

```
Number of lines per record: 8
name:                        1/1
surname(s):                  2/1
street:                      3/1
number:                      4/3
notes:                       7/2
```

These data will end up in CallMan's database this way:

1. record:
"Testname", "Testsurname", "Teststreet", "Testnote ", and the
phonenumbers "+49/89/4711", "89/1508", "123/456789"
2. record:
"Smithee", "Alan", "Hollywood Blvd. 1", " Just a nonexistant person,
used for demonstration purposes only...", and the phonenum
"666/187187"

1.42 Modem statistics

In this window CallMan will list all known numbers (i.e. numbers found in the database), sorted by total costs. The number of connections will also be displayed.

NOTE: Only modem calls (i.e. calls found in one of modem logfiles defined in the preferences) will show up.
CallMan calls will not be displayed!
Furthermore only modem calls will show up whose number could be found in the database!

Use the button "Ok" to get back to the TelephoneBill window .

1.43 Numbers window

This window shows up only when there are more than one phonenumbers assigned to a database entry and only if the corresponding option has been set in the preferences .

Double-click a number or single-click and choose "Dial" to dial up the number and open the call window .

Use the close gadget to abort.

1.44 Update 1.1 -> 1.2

Preferences:

Still useable.

Ratesfiles:

Still useable.

Database:

Please use the enclosed converter program 'CM_Converter' to update your database file.

1.45 Modempriority

Here's a way to find out the priorities of your phone and modem.

1. Start a terminal program (e.g. TERM) and get the phone receiver off the hook. If, after typing "ATDT" (incl. RETURN), the modem takes over the phone line (the sound on the phone is gone or very very faint), then your modem has a higher priority than your phone.

In this case try the following settings:

Modem init string:	empty
Dial prefix:	ATDP
Dial suffix:	;H
Suffix 2 delay:	0
Dial suffix 2:	leer
Modem timeout:	20

When dialling do the following:

Take the receiver off the hook and start dialling a phonenumber via CallMan. The modem now takes control of the phone line. After dialling has been completed the modem will return the phone line to the phone and you should be able to hear the ringing in your receiver. And if now someone picks up the phone at the other end of the line, you're connected!

2. In case your modem will only return an error then your phone has a higher priority than your modem.

In this case try the following settings:

Modem init string:	empty
Dial prefix:	ATDP
Dial suffix:	;

```
Suffix 2 delay:          4
Dial suffix 2:           H
Modem timeout:          20
```

To dial follow these instructions:

Leave the receiver on the hook and dial a number via CallMan. As soon as your modem has started dialling pick up the receiver. After dialling has been completed and the phone is ringing on the other end of the line (i.e. at the person you just have dialled up), CallMan will count down the number of seconds specified under "Suffix 2 delay". Only then the modem will return the line to your phone. Now you should be able to hear the ringing in your receiver.

1.46 FAQ

Frequently asked questions:

=====

Q: Sometimes I get the error requester "Modem problem" although dialling itself has been successful. Why?

A: In this case the modem timeout is often not high enough. Using a timeout value of about 15 seconds should do the trick. If not, try a higher value.

1.47 Bugs

CallMan has been tested on a daily basis for quite some time now. There are no more heavy bugs known to me, but you can't be sure whether there are still some hidden deep in the program.

Therefore bugreports are hearty welcome!

The best way to send bugreports is via eMail:

fichtner@informatik.tu-muenchen.de

CallMan has been compiled using 'Fortify' (a very useful C memory allocation shell - you can find it on Aminet) and will output an error message to the CLI in case of any memory de-/allocation error. If possible, please include this output in your bugreport.

Enforcer reports are also welcome... :-)

I also welcome any eMail stating whether you like my program or not!

1.48 Who's done it?

The one responsible for this pile of useless code:

Alexander 'Sascha' Fichtner
Vulpiusstraße 99
D-81739 München
Germany

eMail: fichtner@informatik.tu-muenchen.de
WWW: <http://www.informatik.tu-muenchen.de/~fichtner/>

Bank account for money transfer (within Germany):

Alexander Fichtner
Konto-Nr. 150 516 284
BLZ 702 501 50
Kreissparkasse München

Please add \$5 when you send me a cheque to cover clearing charges.

If you don't want to transfer/send money you can also pay the shareware fee by sending me "Star Wars: CCG" R/R1/R2 cards (english version). The cards have to be in mint condition, of course :-). In this case please eMail me first... ;-)

CallMan has been developed on an Amiga 2000 using OS3.1 and a Blizzard2060. The program is written in C and has been compiled using the 'vbcc' compiler by Volker Barthelmann at first, later using GNU's 'gcc'.

1.49 History

CallMan 1.0 (01.06.1997):
- first public release

CallMan 1.1 (12.07.1997):

- device name & unit now configurable
- completely reworked serial code (should work now with a lot more modem; if not, please let me know!)
- added region to info field in call window
- whenever a phone number's region (i.e. the region's position in the list) was higher than the total number of regions specified on the active rates file, garbage was calculated when dialling and calculation in TelephoneBill mode could endless-loop; fixed
- serial speed configuration now configurable
- added "number of used units" and "region" to conversation list (analyze window)
- added support for "OwnDevUnit.library"
- switching the cycle gadget on "Total time" page (analyze window) now automatically starts analyzing
- reworked "logfile analyzing" code (should be faster now)
- added individual phone call costs to conversation list

- analyzing immediately started on opening the analyze window
 - added TERM/NCOMM logfile scanner/analyzer
 - converted code to gcc
 - database now sorted alphabetically
 - when analyze was limited to one person, sometimes the person's name would disappear from the conversation list when switching register pages; fixed
 - added one more security check to "analyze" (this should keep CallMan from busy-looping in certain situations)
 - added work-around to a bug in one of gcc's link-libraries
 - added dial help requester: when dialling with "suffix 2 delay", delay can now be replaced by an requester, waiting for user confirmation to return the call from the modem to the phone
 - person limitation now performed as a substring search
 - improved version handling of prefs and database file (prefs have to be reentered, though)
 - added configurable list of different modem logfiles: when in TelephoneBill mode they will be scanned and their costs added to the total modem costs.
 - added NCOMM/TERM scanner/analyzer
 - immediately after opening the analyze window the unknown phonenumbers and numbers without a region weren't displayed; fixed
 - some conversation lengths were miscalculated due to a bug in one of gcc's link libraries (same as above); provided work-around
 - immediately after setting a new rates file the new regions wouldn't be displayed in the "alternative region" list; fixed
 - enforcer hits when loading/saving rates files; fixed
 - "costs/unit" always were saved as 0; fixed
 - after changing "default region" (prefs window) the quickdial region was always set to "unknown"; fixed
 - all rates file requester now default to the "Rates" directory
 - phonenumber now supports "-" and SPACE
 - calculating costs for one single day (i.e. both date boundaries set to the same day) didn't work; fixed
 - added 'additional costs' field to timezones
 - Added MULTIFAX scanner/analyzer
 - phonenumber now supports "+"
 - when loading a new ratesfile in the prefs, the alternative region was trashed; fixed
 - extended phonenumber to 60 digits
 - phonenumber field now accepts more than one number, separated by a '|'; although you can now specify multiple numbers note that only the first one will be dialled; all other numbers are just used by the logfile analyze routines (useful if e.g. a friend's number has recently changed and there's still the old one in your logfile or if you want to analyze MULTIFAX's logfile which seems to contain different numbers dependent on whether the sending of the fax has been successful or not :-P)
 - fixed bug that under certain circumstances invoking the prefs window would cause a MUI fallback to a thinner font as specified
-

- added dupe check to MULTIFAX scanner
- added MULTITERM/KIT scanner/analyzer
- analyzer now checks for identical phonenumber length
- scanner modules now ignore spaces around logfile phonenumbers
- extended quickdial phonenumber to 60 digits, too
- cancelling pref window's "load rates" requester trashed the "alternative region" list; fixed
- fixed just another possible MUI font fallback when opening the rates window

CallMan 1.2 (17.09.1997):

- some bugfixes in the rates window
 - old entries in rates window now can be renamed
 - added auto sorting to dates in rates window
 - fixed some bugs in "analyze"
 - display of modemlogfiles list sometimes messed up the filenames; fixed
 - added TRAPDOOR scanner/analyzer
 - changed format of database (please use CM_Converter to update)
 - entries whose numbers couldn't be found in the database are now displayed in an italic style in the conversation list
 - whenever a modemlogfile couldn't be analyzed, CallMan will append a "!" to the modem costs
 - in analyze window, "days" value was miscalculated; fixed
 - added menu item "Log call without dialling" (just in case you "forgot" to let CallMan dial the number and still want to log the call ;)
 - redesigned database entry window
 - added partial support for multiple phone numbers
 - added "email address" entry to database
 - added "bank account" entry to database
 - added "profession", "category", "birthday" to database
 - reworked database memory management; should be faster now
 - behaviour of double-click on database list is now user configurable:
start dialling, edit entry, or just do nothing
 - 'Edit' window now displays person's name in title bar
 - Main window & TelephoneBill window:
behaviour of close gadgets now configurable (quit or switch mode)
 - now pops up warn requester on quit whenever database has been changed and not been saved
 - added "consultant" and "customer account" to database
 - renamed "short comment" to "notes"
 - added support for individual phonenumber comments
 - "cleanup logfile" displayed wrong number of deleted entries; fixed
 - added ASCII import module
 - enforcer orgy when sorting empty database; fixed
 - added option "dial mode" for mutiple phonenumbers:
either use the first number in the list or ask user
-

- which number to dial
- added option to hide entries of the database
- added context-sensitive popup menu to the database list
- added support for external logfiles in "Analyze" window
- extended "Analyze" window: limitations now include minimum and maximum length, minimum and maximum costs (disabled), and region
- Analyze window/conversation list:
 - double-click on a column to sort the list (according to the clicked column)
- adding a new entry to the database and then adding phone numbers or email addresses caused some enforcerhits; fixed
- memory leak in TelephoneBill mode; fixed
- added 'modem statistics' option to TelephoneBill window
- analyze module now completely ignores calls with a duration of 0 sec
- memory leak when deleting modem logfiles from preferences list; fixed
- a hideous little bug in the NCOMM/TERM logfile scanner could cause severe memory trashing under certain circumstances; fixed
- added option to automatically add unknown numbers to the database (option is valid for both analyze window AND Telephonebill window)
- whenever a logfile started with a number (already in the database) without a region assigned (i.e. unknown) analyze module would crash; fixed
- added option to add single numbers from the Telephonebill error window to the database
- loading preferences could sometimes lose some memory; fixed
- adding "new" entries to the database would trash memory; fixed
- cleaned up code
- memory leak in Telephonebill errorwindow; fixed
- removed default loading and analyzing of CallMan's own logfile when opening the analyze window
- CallMan now refuses to start when there is a database with illegal version number and instead loads the converter
- ASCII import module now skips empty phonenumber and email address entries

1.50 Future

Every program can still be improved. The future of CallMan is up to you! What would you like to see implemented? What bugs should be removed? Tell me!

These features are already on my ToDo list:

- further expand the analyze window
-

- full support for multiple phonenumber
- CSV import and export module
- AREXX port (incl. remote control of fax- and email software)
- option to printf and export analyze results
- expand the database

1.51 Support

The latest version of CallMan can always be found on my homepage:

<http://www.informatik.tu-muenchen.de/~fichtner/>
[frames version]

<http://www.informatik.tu-muenchen.de/~fichtner/CallMan.html>
[for browsers without frames]

1.52 Rates files

The number of supplied rates files is quite low at the moment. :-)
Therefore I'm happy about each new rates file. I will include each one (although without checking for accuracy) in the CallMan archive as long as there isn't already a corresponding version present.

Feel free to send me any corrections on already included files!

Please choose an appropriate filename and fill out the internal description field.

1.53 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

1.54 Danksagungen

I would especially like to thank Ralf Leonhardt: my user #1 who has untiringly provided bugreports and countless suggestions on how to improve CallMan!

Thanks for sending in the registration fee:

- Ralf Leonhardt
- Rigo Sievert

Thanks also to the following persons for sending in bugreports and suggestions on how to improve CallMan (in chronological order):

- Ralf Leonhardt
- Achim Klopsch
- Jens Pesek
- Rigo Sievert
- Thorsten Leideck

I would like to mention the following individuals (although not all of them participated in developing CallMan ;-):

- Andi Schmidt
 - Dietmar Eilert: for GoldED
 - Stefan Stuntz: for MUI
 - Holger Kruse: for MIAMI, the comfortable TCP/IP stack
 - Oliver Wagner: for Voyager-NG
 - Simon P. Bullen: for 'Fortify', the memory allocation shell
-