


## Contents

This tutorial will walk you through setup of the main features of TeleMagic. At the bottom of each window, you will find buttons for accessing the full TeleMagic help project: , exiting this tutorial:



, returning to the table of contents:






, and moving to the next:



or previous page:



of the selected lesson. It is recommended that you have TeleMagic running and perform the setup as each step is discussed. When you have completed the steps in the current page, click Next to move to the next page.

As you move through this tutorial, the instructions will appear near the option being discussed. TeleMagic should be maximized. (You should see this    set of buttons on the right of your title bar. If you see this



set of buttons, click this



button to maximize TeleMagic.) You should also make sure your Windows taskbar does not appear over TeleMagic. If it does, close TeleMagic and access Taskbar Properties by right clicking on the taskbar. Either mark Auto Hide, or unmark Always on Top. Save these properties then launch TeleMagic again.

For proper alignment of the instructions and the TeleMagic options, select your monitor resolution from the list:

**640x480 Screen Resolution**

**800x600 Screen Resolution**

**1024x768 Screen Resolution (Small Fonts)**

**Add this back when large fonts are fixed**

**1024x768 Screen Resolution (Large Fonts)**

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Word Processing Setup



Phone Calls



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Wireless Messaging



Branch Scripting(Supervisor Only)



Key Fields

{ewc	{ewc
rhgbtn3	rhgbtn32.dl
2.dll,	I,
BlueSky	BlueS
HelpButt	kyHel
on,	pButt
g<MAIN	on,
UP.BMP	g<EXI
	TUP.
MAIND	BMP
N.BMP<	EXIT
JumpKe	DN.B
yword("t	MP<C
m.hlp"i¿	loseW
½"conte	indow
nts")<<1	("mai
}	n")<<
	1}
TeleMag	Exit
ic Help	

Key Fields let you tell TeleMagic what fields in your database contain key information. For example, you may want to print address labels for your contacts. TeleMagic needs to know which fields contain the name and address information.

<pre>{ewc rhgbtn32 .dll, BlueSky HelpButt on, g&lt;MEN UUP.BM P  MENUD N.BMP&lt; JumpId( TUTORI AL.HLP &gt;"main"i ¿½Table _of_Con tents);Cl oseWind ow("KEY ")&lt;&lt;1}</pre>	<pre>{ewc rhgbtn3 2.dll, BlueSky HelpButt on, g&lt;MAIN UP.BMP   MAIND N.BMP&lt; JumpKe yword("t m.hlp"¿½ ¿½"conte nts")&lt;&lt;1 }</pre>	<pre>{ewc rhgbt n32.d ll, BlueS kyHel pButt on, g&lt;EX ITUP. BMP  EXIT DN.B MP&lt; Exit() &lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButto n, g&lt;AN UPLG 01.BM P  ANDN LG01. BMP&lt; Annot ate()&lt; &lt;1}</pre>	<pre>{ewl rhgbtn32.dl l, BlueSkyHe lpButton, g&lt;NEXTU P.BMP  NEXTDN.B MP&lt;Next() &lt;&lt;1}</pre>
<a href="#">Contents</a>	<a href="#">TeleMagic Help</a>	<a href="#">Exit</a>	<a href="#">Annotate</a>	<a href="#">Next</a>

Key Field setup is done in TeleMagic's Preferences. Preferences allow you to control how TeleMagic behaves. Access Preferences by selecting **Options**, **Preferences** from the menu at the top of TeleMagic. If Preferences is already open, proceed to the next step. Your changes will be saved when you finally click **OK**. If you click **Cancel**, all changes will be abandoned.

```
{ewc
rhgbtn32
.dll,
BlueSky
HelpButt
on,
g<MEN
UUP.BM
P|
MENUD
N.BMP<
JumpId(
TUTORI
AL.HLP
>"main"i
i½Table
_of_Con
tents);Cl
oseWind
ow("KEY
")<<1}
```

Content  
s

```
{ewc
rhgbtn32.
dll,
BlueSkyH
elpButton
,
g<MAINU
P.BMP|
MAINDN.
BMP<Ju
mpKeywo
rd("tm.hlp
"i½"cont
ents")<<1
}
```

TeleMagi  
c Help

```
{ewc
rhgbtn32.
dll,
Blue
Sky
Help
Butt
on,
g<E
XITU
P.B
MP|
EXIT
DN.
BMP
<Exit
())<<
1}
```

Exit

```
{ewc
rhgbtn32.
dll,
BlueS
kyHel
pButt
on,
g<AN
UPLG
01.B
MP|
AND
NLG0
1.BM
P<An
notate
())<<1}
```

Annot  
ate

```
{ewc
rhgbtn32.
dll,
BlueSky
HelpButt
on,
g<PREV
UP.BMP
|
PREVD
N.BMP<
Prev())<<
1}
```

Back

```
{ewl
rhgbtn32.dll,
BlueSkyHe
lpButton,
g<NEXTU
P.BMP|
NEXTDN.B
MP<Next()
<<1}
```

Next



Click on the **Key Fields** tab. (If this tab is not available, you are not a supervisor user.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

The Key Fields screen lets you select the contact fields in your database that contain information that TeleMagic will need to use when referencing a record. Each field reference is followed by a drop down list: Click in the field to the right of each field name to view a list of the available contact fields. Highlight a field on the list to select it as the Key Field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½"Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½"contents")<<1}{ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Key Fields must be set separately for each database level. Select each level in turn from the radio buttons.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



The fields **Company** through **Country** allow you to establish the contact fields that contain the contacts' name and addresses.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

The **Primary Phone**, **Phone 2**, and **Phone 3** fields let you select the three main phone numbers. You can use more phone numbers in the database; these are just the ones that will be displayed in reports and other areas of reference. (You may need to use the scroll bar, to the right of the Selected Key column, to scroll down enough to see all of these fields.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Scroll down the list to find the **E-mail Address** field. Select a field that will contain an e-mail address. You must establish an e-mail address key field to be able to automatically link incoming e-mail to your contact records.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"iç½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"iç½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Scroll down the list and select the field that contains Wireless Messaging terminal numbers. Pager fields must be added to the database. See the [Wireless Messaging](#) lesson in this tutorial for more information.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Scroll down the list to the **Pager ID** field. From the drop-down list, select the field that contains the contacts pager ID.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Scroll down the list to the **Fax #** field. Select the field that contains the contact's fax field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Scroll down to find the **Fax Stamp** field. Information from sent faxes will be stamped into this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Scroll down the list to find the **Default Page** field. Select a field that will contain a page name. When you go to the record, this page will open first.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



The record descriptor is used throughout TeleMagic to identify a record. You can use the default or click the button to open the Expression Builder. [Click Here](#) for information on the Expression Builder.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

This completes the basic Key Field setup. Click **OK** to save your settings and exit Preferences, or return to the Contents page to set up another area of TeleMagic. (Your Key Field preferences will be saved when you choose another topic from the list.)

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pld(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("KEY ");Delet eMark( "loop") &lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;MAI NUP.B MP  MAIND N.BMP &lt;Jump Keywor d("tm.h lp"i½ content s");Del eteMar k("loop ")&lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit())&lt;&lt; 1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;ANU PLG01 .BMP  ANDN LG01. BMP&lt; Annota te())&lt;&lt;1 }</pre>	<pre>{ewc rhgbtn32.dll, BlueSkyHel pButton, g&lt;PREVUP. BMP  PREVDN.B MP&lt;ifThenE lse(IsMark("l oop"))i½Ju mpId(TUTO RIAL.HLPi½ ½Record_D escriptor);D eleteMark("l oop"))i½Pr ev())&lt;&lt;1}</pre>
<a href="#">Contents</a>	<a href="#">TeleMa gic Help</a>	<a href="#">Exit</a>	<a href="#">Annota te</a>	<a href="#">Back</a>

## Word Processing Setup

The TeleMagic Word Processing feature allows you to link between TeleMagic and your word processor. TeleMagic's merge function allows you to create documents and document templates in any of the supported word processors. These can be anything from a letter to a contact, to a company newsletter. You can set up any combination of supported word processors. Before you can use the word processing features, you must set up at least one word processor.

```
{ewc
rhgbtn3
2.dll,
BlueSk
yHelpB
utton,
g<MEN
UUP.B
MP|
MENU
DN.BM
P<Jum
pld(TU
TORIA
L.HLP>
"main"i
½Tabl
e_of_C
ontents
);Close
Windo
w("wor
d")<<1}
```

Con-  
tents

```
{ewc
rhgbtn
32.dll,
BlueSk
yHelpB
utton,
g<MAI
NUP.B
MP|
MAIND
N.BMP
<Jump
Keywor
d("tm.h
lp"i½"
content
s")<<1}
```

TeleMa-  
gic  
Help

```
{ewc
rhgbt
n32.dl
l,
BlueS
kyHel
pButt
on,
g<EXI
TUP.
BMP|
EXIT
DN.B
MP<E
xit()<
<1}
```

Exit

```
{ewc
rhgbtn
32.dll,
BlueSk
yHelpB
utton,
g<ANU
PLG01
.BMP|
ANDN
LG01.
BMP<
Annota
te()<<1
}
```

Annota-  
te

```
{ewl
rhgbtn32.dll,
BlueSkyHel
pButton,
g<NEXTUP.
BMP|
NEXTDN.B
MP<Next()<
<1}
```

Next

## Accessing Writing Preferences

Word Processing setup is done in TeleMagic's Preferences. Preferences allow you to control how TeleMagic behaves. Access Preferences by selecting **Options, Preferences** from the menu at the top of TeleMagic. If you already have the Preferences page open, continue to the next step. Any changes you have made will be saved when you finally click OK. If you click Cancel, all changes will be discarded.

{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g<MEN UUP.B MP  MENU DN.BM P<Jum pld(TU TORIA L.HLP> "main"i ½Tabl e_of_C ontents );Close Windo w("wor d")<<1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<MAI NUP.B MP  MAIN N.BMP <Jump Keywor d("tm.h lp"i½" content s")<<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<EXI TUP.B MP  EXIT DN.B MP<E xit()< <1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<ANU PLG01 .BMP  ANDN MP  LG01. BMP< Annota te()<<1 }	{ewc rhgbtn32.dll, BlueSkyHelp Button, g<PREVUP.B MP  PREVDN.BM P<Prev()<<1}	{ewl rhgbtn32.dll, BlueSkyHel pButton, g<NEXTUP. BMP  NEXTDN.B MP<Next()< <1}
Content ts	TeleMa gic Help	Exit	Annota te	Back	Next

## Selecting Writing Preferences ➡

Click on the **Writing** tab.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½"Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```


## Word Processor

Select your word processor from the list.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Command Line



Type in the path to your word processor or click on the **ellipsis** button(  ) to search for the executable. You do not need to enter anything if "Automatically Determined" appears in this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Working Directory

This is where your files will be stored by default. You can accept the suggested path or enter a different path. Use the **ellipsis** button to browse for a path.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



## Include Date and Dear Field in Quick Letter

Unless you have created a Standard Address that includes the current date and a salutation, mark this check box to include this information in your Quick Letters.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Create Activity when Printing

Mark this if you want to keep track of the documents that have been printed for each contact with a linked activity.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Stamp Notepad on Merge

Mark this if you want to make a note in the contact's notepad each time a document is printed for that contact.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Set as Default

Mark this checkbox to make the selected word processor your default word processor. A default word processor is generally optional, unless you use the Quick Letter feature. You must have a default word processor to use Quick Letter.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("word")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Word Processing Setup is Complete

This completes the basic word processor setup. Click **OK** to save your settings and exit Preferences, or return to the Contents page to set up another area of TeleMagic. (Your Writing preferences will be saved when you finally click **OK**. If you click **Cancel**, all changes will be abandoned.)

```
{ewc
rhgbtn3
2.dll,
BlueSk
yHelpB
utton,
g<MEN
UUP.B
MP|
MENU
DN.BM
P<Jum
pld(TU
TORIA
L.HLP>
"main"i
ç'½Tabl
e_of_C
ontents
);Close
Windo
w("wor
d")<<1}
```

Con  
ten  
ts

```
{ewc
rhgbtn
32.dll,
BlueSk
yHelpB
utton,
g<MAI
NUP.B
MP|
MAIND
N.BMP
<Jump
Keywor
d("tm.h
lp"iç'½"
content
s")<<1}
```

TeleMa  
gic  
Help

```
{ewc
rhgbtn
32.dll,
BlueS
kyHel
pButt
on,
g<EXI
TUP.B
MP|
EXIT
DN.B
MP<E
xit())<<
1}
```

Exit

```
{ewc
rhgbtn32.
dll,
BlueSky
HelpButt
on,
g<PREV
UP.BMP|
PREVDN
.BMP<Pr
ev())<<1}
```

Annot  
ate

```
{ewc
rhgbtn32.
dll,
BlueSky
HelpButt
on,
g<PREV
UP.BMP|
PREVDN
.BMP<Pr
ev())<<1}
```

Back

The TeleMagic Dialer allows you to use a modem attached to your computer to automatically place phone calls to your contacts. It also allows you to keep a history of calls you have made to each contact. In fact, you can track call information even if you do not have a modem. If you do have a modem, it should be installed and tested before setting it up in TeleMagic. Once your modem works, you can set up TeleMagic to communicate with it.

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pld(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("pho ne")&lt;&lt; 1} Content s</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;MAI NUP.B MP  MAIND N.BMP &lt;Jump Keywor d("tm.h lp"i½" content s")&lt;&lt;1} TeleMa gic Help</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit())&lt;&lt; 1} Exit</pre>	<pre>{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;AN UPLG 01.B MP  AND NLG0 1.BM P&lt;An notat e())&lt;&lt; 1} Annot ate</pre>	<pre>{ewl rhgbtn3 2.dll, BlueSky HelpButt on, g&lt;NEXT UP.BMP   NEXTD N.BMP&lt; Next())&lt;&lt; 1} Next</pre>
---	---	--	--	--

Dialer setup is done in TeleMagic's Preferences. Preferences allow you to control how TeleMagic behaves. Access Preferences by selecting **Options, Preferences** from the menu at the top of TeleMagic. If you already have the Preferences page open, continue to the next step. Any changes you have made will be saved when you finally click **OK**. If you click **Cancel**, all changes will be discarded.

{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g<MEN UUP.B MP  MENU DN.BM P<Jum pld(TU TORIA L.HLP> "main"i ½Tabl e_of_C ontents );Close Windo w("pho ne")<< 1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<MAI NUP.B MP  MAIND N.BMP <Jump Keywor d("tm.h lp"i½" content s")<<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<EXI TUP. BMP  EXIT DN.B MP<E xit())< <1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<AN UPLG 01.B MP  AND NLG0 1.BM P<An notate ())<<1}
<a href="#">Contents</a>	<a href="#">TeleMa gic Help</a>	<a href="#">Exit</a>	<a href="#">Annot ate</a>

{ewc rhgbtn32. dll, BlueSkyH elpButton , g<PREV UP.BMP  PREVDN. BMP<Pre v())<<1}	{ewl rhgbtn3 2.dll, BlueSky HelpButt on, g<NEXT UP.BMP   NEXTD N.BMP< Next())<< 1}
<a href="#">Back</a>	<a href="#">Next</a>



Click on the **Dialer** tab.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



Enter your area code in this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Use this field to contain the number you use to get an outside line.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

If you have to dial a number when making a local call, but not for long distance calls, enter it in this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Use this field for the number you dial before long distance calls.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Enter a character that will instruct TeleMagic to dial a number exactly as it sees it. If this is in a phone field, TeleMagic will not use any of the prefix, suffix, or area code information for that number.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Enter any characters you would like dialed after the phone number in this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the dialing device that you will be using from the drop-down list.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

If your phone system cannot support tone dialing, select the pulse radio button.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



Mark this check box if you would like TeleMagic to dial the phone number for the next record after you hang up a call.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Mark this check box if you would like to keep a history of calls to a contact using activities.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1}{ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Mark this if you would like to record details about phone calls in the contacts' notepads.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("phone")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

This completes the basic dialer setup. Click **OK** to save your settings and exit Preferences, or return to the Contents page to set up another area of TeleMagic. (Your Dialer preferences will be saved when you finally click **OK**. All changes will be abandoned if you click **Cancel**.)

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pld(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("pho ne")&lt;&lt; 1} Conten ts</pre>	<pre>{ewc rhgbtn3 n32.dl l, BlueS kyHel pButt on, g&lt;MA INUP. BMP  MAIN DN.B MP&lt;J umpK eywor d("tm. hlp"i½ "con tents" )&lt;&lt;1}</pre> <p>TeleM agic Help</p>	<pre>{ewc rhgbtn3 32.dll, BlueS kyHel pButto n, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit()&lt;&lt; 1}</pre> <p>Exit</p>	<pre>{ewc rhgbtn3 32.dll, BlueSk yHelpB utton, g&lt;AN UPLG 01.BM P  ANDN LG01. BMP&lt; Annota te()&lt;&lt;1 }</pre> <p>Annota te</p>	<pre>{ewc rhgbtn3 2.dll, BlueSky HelpButt on, g&lt;PREV UP.BMP   PREVD N.BMP&lt; Prev()&lt; &lt;1}</pre> <p>Back</p>
---	--	---	---	--

## Faxing Setup

The TeleMagic fax system allows you to fax documents, reports, and other files to your contacts. You have the choice of faxing from your local workstation, or setting up a special workstation that will act as a server. This lesson covers local fax setup. (Server setup is an advanced feature that is covered in the *System Administrator Guide* and in the main TeleMagic help.)

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pld(TU TORIA L.HLP&gt; "main"i ¿½Tabl e_of_C ontents );Close Windo w("fax") &lt;&lt;1}</pre>	<pre>{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;MA INUP. BMP  MAIN DN.B MP&lt;J umpK eywor d("tm. hlp"i¿ ½"con tents" )&lt;&lt;1}</pre>	<pre>{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit())&lt; &lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;ANU PLG01 .BMP  ANDN LG01. BMP&lt; Annota te())&lt;&lt;1 }</pre>	<pre>{ewl rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;NE XTUP .BMP  NEXT DN.B MP&lt;N ext())&lt; &lt;1}</pre>
Conten ts	TeleM agic Help	Exit	Annota te	Next

## Accessing Faxing Preferences

Faxing setup is done in TeleMagic's Preferences. Preferences allow you to control how TeleMagic behaves. Access Preferences by selecting **Options, Preferences** from the menu at the top of TeleMagic. If you already have Preferences open, proceed to the next step. Any changes you have made will be saved when you finally click **OK**. If you click **Cancel**, all changes will be abandoned.

```
{ewc
rhgbtn3
2.dll,
BlueSk
yHelpB
utton,
g<MEN
UUP.B
MP|
MENU
DN.BM
P<Jum
pld(TU
TORIA
L.HLP>
"main"i
½Tabl
e_of_C
ontents
);Close
Windo
w("fax")
<<1}
```

Conten  
ts

```
{ewc
rhgbtn3
n32.dl
l,
BlueS
kyHel
pButt
on,
g<MA
INUP.
BMP|
MAIN
DN.B
MP<J
umpK
eywor
d("tm.
hlp"i
½"con
tents"
)<<1}
```

TeleM  
agic  
Help

```
{ewc
rhgbtn3
n32.dl
l,
BlueS
kyHel
pButt
on,
g<EXI
TUP.B
MP|
EXIT
DN.B
MP<E
xit())<
<1}
```

Exit

```
{ewc
rhgbtn3
32.dll,
BlueSk
yHelpB
utton,
g<ANU
PLG01
.BMP|
ANDN
LG01.
BMP<
Annota
te())<<1
}
```

Annota  
te

```
{ewc
rhgbtn3
2.dll,
BlueSky
HelpButt
on,
g<PREV
UP.BMP
|
PREVD
N.BMP<
Prev())<<
1}
```

Back

```
{ewl
rhgbtn3
n32.dl
l,
BlueS
kyHel
pButt
on,
g<NE
XTUP
.BMP|
NEXT
DN.B
MP<N
ext())<
<1}
```

Next

## Selecting Faxing Preferences

Click on the **Fax** tab.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Configure Faxmodems

Click [this](#) to open a dialog box where you can configure your faxmodem(s).

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



## Faxmodem Configuration

Click **Auto Configure Faxmodem**. TeleMagic will search for your faxmodem. Any devices detected will be indicated at the bottom of this dialog box and added to the list of faxmodems. Your modem must be class 1, 2, or 2.0 to work with TeleMagic. Click **Close** to close this dialog box and continue with the setup.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Fax Local ID

In this field, type a name that will identify the origin of your faxes in the LCD of the receiving fax machine.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Close Word Processor After Faxing

TeleMagic will open your word processor to get the documents to fax. Mark this if you want it automatically closed after it is done. (If you have the word processor open before faxing, you will lose unsaved work if you use this option.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Use Dialer Prefix - Fax

Mark this if you want to use the number to get an outside line that is entered in Dialer preferences when faxing.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Use Local Faxmodem

Mark this if you would like to fax locally.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Modem Speaker On - Fax

Mark this if you would like to hear the modem as it dials. You must have selected to use the local faxmodem for this option to be available.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Sending Preferences - Fax

These check boxes let you establish defaults for what will happen when a fax is sent. You can change these for individual faxes if necessary.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## E-mail Notify

Mark this if you want an e-mail when the fax is successful.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



## E-mail on Failure

Mark this if you want an e-mail when the fax fails.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Create Activity - Fax

Mark this if you want to use activities to track faxes that have been sent to a contact.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Notepad Stamp

Mark this if you want details on the fax stamped in your notepad.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Monitor Fax (Local)

Mark this if you would like to display the status of local faxes as they are sent.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Notification (Local)

Mark this if you would like a pop-up notifying you on successful completion of local faxes.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Stamp Comments

If you are keeping a record of the fax in a memo field or activity, mark this to include cover comments.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Stamp Documents

If you are keeping a record of the fax, mark this to list the documents that were sent.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("fax")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Fax Setup is Complete

This completes the basic fax setup. Click **OK** to save your settings and exit Preferences, or return to the Contents page to set up another area of TeleMagic. (Your Fax preferences will be saved when you finally click **OK**. If you click **Cancel**, all changes will be abandoned.)

```
{ewc
rhgbtn3
2.dll,
BlueSk
yHelpB
utton,
g<MEN
UUP.B
MP|
MENU
DN.BM
P<Jum
pld(TU
TORIA
L.HLP>
"main"i
¿½Tabl
e_of_C
ontents
);Close
Windo
w("fax")
<<1}
```

[Con-  
tents](#)

```
{ewc
rhgbt
n32.dl
l,
BlueS
kyHel
pButt
on,
g<MA
INUP.
BMP|
MAIN
DN.B
MP<J
umpK
eywor
d("tm.
hlp"i¿
½"con
tents"
)<<1}
```

[TeleM-  
agic  
Help](#)

```
{ewc
rhgbtn
32.dll,
BlueS
kyHel
pButto
n,
g<EXI
TUP.B
MP|
EXIT
DN.B
MP<E
xit())<<
1}
```

[Exit](#)

```
{ewc
rhgbt
n32.d
ll,
BlueS
kyHel
pButt
on,
g<AN
UPL
G01.
BMP|
AND
NLG0
1.BM
P<An
notat
e())<<
1}
```

[Annot-  
ate](#)

```
{ewc
rhgbtn
32.dll,
BlueSk
yHelp
Button,
g<PR
EVUP.
BMP|
PREV
DN.B
MP<Pr
ev())<<
1}
```

[Back](#)



Wireless Messaging allows you to send pages through TeleMagic to your contacts or other TeleMagic users. Setup of the Wireless Messaging feature involves setting up your workstation for sending pages, and entering information that TeleMagic will use when other users want to send a page to you.

The System Administrator can also add fields to the contact database screen for sending Wireless Messages to contacts. [Click here](#) if you are the System Administrator and would like to set up this feature.

{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g<MEN UUP.B MP  MENU DN.BM P<Jum pld(TU TORIA L.HLP> "main"i ½Tabl e_of_C ontents Windo w("wire ")<<1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<MAI NUP.B MP  MAIND N.BMP <Jump Keywor d("tm.h lp"i½" content s")<<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<EXI TUP.B MP  EXIT DN.B MP<E xit())<< 1}	{ewc rhgbt n32.dl l, BlueS kyHel pButt on, g<AN UPLG 01.B MP  AND NLG0 1.BM P<An notat e())<< 1}	{ewl rhgbtn32. dll, BlueSky HelpButt on, g<NEXT UP.BMP  NEXTDN .BMP<Ne xt())<<1}
Conten ts	TeleMa gic Help	Exit	Annot ate	Next

Wireless Messaging setup is done in TeleMagic's Preferences. Preferences allow you to control how TeleMagic behaves. Access Preferences by selecting **Options, Preferences** from the menu at the top of TeleMagic. If you already have Preferences open, proceed to the next step. Your choices will be saved when you finally click **OK**. If you click **Cancel**, all changes will be abandoned.

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pId(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("wire ")&lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;MAI NUP.B MP  MAIND N.BMP &lt;Jump Keywor d("tm.h lp"i½" content s")&lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit())&lt;&lt; 1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;AN UPLG 01.B MP  AND NLG0 1.BM P&lt;An notat e())&lt;&lt; 1}</pre>	<pre>{ewc rhgbtn32. dll, BlueSky HelpButt on, g&lt;PREV UP.BMP  PREVDN .BMP&lt;IfT henElse(I sMark("lo op")i½J umpld(tut orial.hlpi ½Wirel ess_Mes saging_F ield_Setu p_is_Co mplete)i½ Prev()) &lt;&lt;1}</pre>	<pre>{ewl rhgbtn32 .dll, BlueSky HelpButt on, g&lt;NEXT UP.BMP  NEXTDN .BMP&lt;N ext())&lt;&lt;1}</pre>
Contents	TeleMa gic Help	Exit	Annot ate	Back	Next



Click on the **Wireless Messaging** tab.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Receiving preferences tell TeleMagic what information to use if someone wants to send a page to you. You may need to contact your paging carrier to obtain some of this information.

{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g<MEN UP.B MP  MENU DN.BM P<Jum pId(TU TORIA L.HLP> "main"i ½Tabl e_of_C ontents );Close Windo w("wire ")<<1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<MAI NUP.B MP  MAIND N.BMP <Jump Keywor d("tm.h lp"i½" content s")<<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<EXI TUP.B MP  EXIT DN.B MP<E xit()<< 1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<ANU PLG01 .BMP  ANDN LG01. BMP< Annota te()<<1 }	{ewc rhgbtn32. dll, BlueSky HelpButt on, g<PREV UP.BMP  PREVDN .BMP<Pr ev()<<1}	{ewl rhgbtn 32.dll, BlueS kyHel pButto n, g<NE XTUP. BMP  NEXT DN.B MP<N ext()< <1}
Con ten ts	TeleMa gic Help	Exit	Annota te	Back	Next

Enter your personal pager ID (PIN) number.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Enter the phone number TeleMagic should dial to send you a page.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the modem to be used for wireless messaging from the drop-down list.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Enter the maximum packet size your paging carrier will accommodate.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



The rest of these options are sending preferences. These tell TeleMagic about your modem and let you set defaults for when you're sending someone a page.

{ewc rhgbt 32.dll, BlueS kyHel pButt on, g<ME NUUP .BMP  MEN UDN. BMP< Jump  d(TUT ORIA L.HLP >"mai n"i;½ Table _of_C ontent s);Clo seWin dow("w ire") <<1}	{ewc rhgbt 32.dll, BlueS kyHel pButt on, g<MA INUP. BMP  MAIN DN.B MP<J umpK eywor d("tm. hlp"i; ½"con tents") <<1}	{ewc rhgbt 32.dll, BlueS kyHel pButt on, g<EXI TUP.B MP  EXITD N.BM P<Exit ()<<1}	{ewc rhgbt 32.dll, BlueS kyHelp Button , g<AN UPLG 01.BM P  ANDN LG01. BMP< Annot ate()< <1}	{ewc rhgbt32. dll, BlueSkyH elpButton , g<PREV UP.BMP  PREVDN. BMP<Pre v()<<1}	{ewl rhgbt32. dll, BlueSkyH elpButton, g<NEXT UP.BMP  NEXTDN. BMP<Ne xt()<<1}
Conte nts	TeleM agic Help	Exit	Annot ate	Back	Next

Enter the number of times TeleMagic should attempt to send a page if it doesn't go through on the first attempt.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

These check boxes let you establish defaults for what will happen when a Wireless Message is sent. You can change these for individual pages if necessary.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

[Check this if you would like to be notified with a pop-up when a message is successfully sent.](#)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

[Check this](#) if you would like to be notified with a pop-up if a message is not successfully sent.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Check this if you wish to have Company, Contact, and address key fields from the current record in the Contact Manager or the linked record in the Activity Manager pasted by default into the message.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

[Check this](#) if you would like to be able to view a dialog box displaying the progress of the page transmission.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

[Check this](#) if you wish to have the contents of the activity or To-Do Comments field pasted by default into the message.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



Check this if you wish TeleMagic to dial the Dialer Prefix entered in Dialer preferences when sending wireless messages.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

[Check this if you wish to hear the initialization and dialing noises made by the modem.](#)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

This completes the basic Wireless Messaging setup. Click **OK** to save your settings and exit Preferences, or return to the Contents page to set up another area of TeleMagic. (Your Wireless Messaging preferences will be saved when you choose another tab.)

{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<ME NUUP .BMP  MEN UDN. BMP< Jump  d(TUT ORIA L.HLP >"mai n"i½ Table _of_C ontent s);Clo seWin dow("wire") <<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<MA INUP. BMP  MAIN DN.B MP<J umpK eywor d("tm. hlp"i½ ½"con tents") <<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButto n, g<EXI TUP.B MP  EXITD N.BM P<Exit ()<<1}	{ewc rhgbtn 32.dll, BlueS kyHelp Button , g<AN NOUP 01.BM P  ANDN LG01. BMP< Annot ate()< <1}	{ewc rhgbtn3 2.dll, BlueSky HelpButt on, g<PREV UP.BMP   PREVD N.BMP< Prev())<< 1}
Conte nts	TeleM agic Help	Exit	Anotat e	Back

## Branch Scripting Setup

A script is a pre-written set of statements, answers, questions, or instructions. At each “branch” or page of the script, you are given a list of choices. You move through the script by selecting the next piece of information to view from the list. For example, a script might instruct you to ask a customer a question. The branch you open next will depend on the customer’s answer. Scripts are used mostly by people who work with customers over the telephone, but they can be used anywhere you want to move through a set of steps. **Branch Scripting setup is limited to Supervisor users. If you are not a TeleMagic Supervisor, click Contents to select another lesson.**

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pld(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("scri pt")&lt;&lt;1 } ConTen ts</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;MAI NUP.B MP  MAIND N.BMP &lt;Jump Keywor d("tm.h lp"i½" content s")&lt;&lt;1} TeleMa gic Help</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;AN NOU P01.B MP  EXIT DN.B MP&lt; Exit() &lt;&lt;1} Exit</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;AN NOU P01.B MP  ANDN LG01. BMP&lt; Annot ate()&lt; &lt;1} Annot ate</pre>	<pre>{ewl rhgbtn3 2.dll, BlueSky HelpButt on, g&lt;NEXT UP.BMP   NEXTD N.BMP&lt; Next()&lt;&lt; 1} Next</pre>
--	---	--	--	---

## Accessing Branch Scripting

From the menu at the top of TeleMagic, select **Office, Branch Scripting**.

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pld(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("scri pt")&lt;&lt;1 } </pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;MAI NUP.B MP  MAIND N.BMP &lt;Jump Keywor d("tm.h lp"i½" content s")&lt;&lt;1} </pre>	<pre>{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;EXI TUP. BMP  EXIT DN.B MP&lt;E xit()&lt; &lt;1} </pre>	<pre>{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;AN NOU P01.B MP  AND NLG0 1.BM P&lt;An notate ()&lt;&lt;1} </pre>	<pre>{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g&lt;PR EVUP .BMP  PREV DN.B MP&lt;P rev()&lt; &lt;1} </pre>	<pre>{ewl rhgbtn3 2.dll, BlueSky HelpButt on, g&lt;NEXT UP.BMP   NEXTD N.BMP&lt; Next()&lt;&lt; 1} </pre>
Content ts	TeleMa gic Help	Exit	Annot ate	Back	Next

## 🚩 Accessing Setup

Click **Setup**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Add a Script

To add a new script, click **Add Script**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Script Name

Type a name for your script. This will also be the title of the first branch (or page) of your script.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1}{ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



## Branch Text

Enter the text that you want to appear when this script is first opened. Select different fonts, font effects, centering options, and start bulleted lists by using the controls above this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Insert Expression

An expression lets you include information that could change. For example, you may want to include the contact's name or information from another field in the record. Click on **Insert Expression** and [follow this link](#) if you would like to include an expression.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1}{ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev();IfThen(IsMark("loop"))i½DeleteMark("loop")<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<NEXTSM.BMP|NEXTSM.BMP<Next();IfThen(IsMark("loop"))i½DeleteMark("loop")<<1}
```

## Saving the Script

Click **Save** to save the script.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<IfThenElse(IsMark("loop")i¿½JumpId(tutorial.hlp¿½Saving_your_expression)i¿½Prev())<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Branch List

When your new script is selected from the drop-down list, it will appear in the branch list. As you add new branches, they will appear below this primary branch.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Add a Branch

To add another branch, click **Add Branch** and follow the steps you used when adding the primary branch.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Branch

Enter the name for the new branch in this field. When you add a sub-branch, a level number appears next to it in the Branch Scripts and Branch Scripts Setup dialog boxes. All of the branches numbered 002 will appear as choices under the first branch. To add branches that will appear as choices under a level 002 branch, highlight that branch and click **Add Branch**. If you have more than one level 002 branch, you can have several level 003 branches for each one.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Branch Text

Enter the text that you want to appear when this script is first opened. Select different fonts, font effects, centering options, and start bulleted lists by using the controls above this field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Associate Fields

You have the option to associate contact fields with your branches. For example, you may ask a question in your script. If you associate a field with that branch, you can enter the answer directly into a contact field without leaving Branch Scripting. To associate fields, click **Associate Fields**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



## Selecting Fields

Select each field you would like to add in turn and click **Add**. You can select all fields by clicking **Add All**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Selected Fields

The fields will move to this list. When all of the fields you want to associate with this branch are in this list, click **OK**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Branch Scripting Setup Complete

This completes Branch Scripting Setup. Click **Close** to exit each setup screen.

<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;ME NUUP .BMP  MEN UDN. BMP&lt; JumpI d(TUT ORIA L.HLP &gt;"mai n"i½ Table _of_C ontent s);Clo seWin dow(" script" );Dele teMar k("loo p")&lt;&lt; 1} Conte nts</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;MA INUP. BMP  MAIN DN.B MP&lt;J umpK eywor d("tm. hlp"i½ ½"con tents") ;Delet eMark ("loop ")&lt;&lt;1} TeleM agic Help</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit()&lt;&lt; 1} Exit</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;ANU PLG01 .BMP  ANDN LG01. BMP&lt; Annota te()&lt;&lt;1 } Annota te</pre>	<pre>{ewc rhgbtn32. dll, BlueSkyH elpButton , g&lt;PREV UP.BMP  PREVDN. BMP&lt;Pre v()&lt;&lt;1} Back</pre>
--	---	---	--	---

**Loops Follow**

This dialog box lets you create an expression to define the record descriptor using TeleMagic contact fields, functions, variables, and/or text. (The Expression Builder is an advanced TeleMagic feature. It is recommended that you review TeleMagic's on-line help for information on building expressions.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1}{ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<JumpId(tutorial.hlpi¿½Record_Descriptor);DeleteMark("loop")<<1}{ewc rhgbtn32.dll, BlueSkyHelpButton,
g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

**Functions** are special tools that give you more power in your expression. For example, if you have a field that contains a name, but you want to only use the last name, there is a function that will pull just that information. A **Variable** is data that changes. For example, the database level that is currently open is a variable. TeleMagic's on-line help gives complete information and examples on the available functions and variables.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

This is the list of fields that can be used in your descriptor. Highlight the desired field and click **Select**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

When you select functions, variables, or fields, they will appear in this box. Each item should be separated by a plus sign. If you would like to include text in your expression, type it into this box in quotation marks. For example, if you selected the field **contact2.contact** you could type this descriptive text: "**Contact Name: +contact2.contact**". (Don't forget to type in any spaces you would like to follow your text.) For a contact named John Jones, this would appear as **Contact Name: John Jones**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



When you have finished with your expression, click **OK**. TeleMagic will check the expression to make sure there are no errors. If there are, you will get a message and be allowed to go back and fix the expression. (If you get an error, refer to TeleMagic's on-line help for more complete information on building expressions.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("key")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|
NEXTSM.BMP<JumpId(TUTORIAL.HLPi½Key_Field_Setup_is_Complete)<<1}
```

If you would like to store Wireless Messaging data in your contact records, you may add fields to your contact database to store this information. When you access the Wireless Messaging feature from a record, TeleMagic will read this information and offer it as a default. To add fields to your database, select **File, Add/Edit Fields** from the menu at the top of TeleMagic.

<pre>{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g&lt;MEN UUP.B MP  MENU DN.BM P&lt;Jum pId(TU TORIA L.HLP&gt; "main"i ½Tabl e_of_C ontents );Close Windo w("wire ")&lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;MAI NUP.B MP  MAIND N.BMP &lt;Jump Keywor d("tm.h lp"i½" content s")&lt;&lt;1}</pre>	<pre>{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g&lt;EXI TUP.B MP  EXIT DN.B MP&lt;E xit())&lt;&lt; 1}</pre>	<pre>{ewc rhgbt n32.dl l, BlueS kyHel pButt on, g&lt;AN NOU P01.B MP  AND NLG0 1.BM P&lt;An notat e())&lt;&lt; 1}</pre>	<pre>{ewc rhgbtn3 2.dll, BlueSky HelpButt on, g&lt;PREV UP.BMP   PREVD N.BMP&lt; JumpId(t utorial.hi pi½Wir eless_M essagin g_Setup );Delete Mark("lo op")&lt;&lt;1}</pre>	<pre>{ewl rhgbtn 32.dll, BlueSk yHelpB utton, g&lt;NEX TUP.B MP  NEXT DN.BM P&lt;Next ())&lt;&lt;1}</pre>
<p>Con ten ts</p>	<p>TeleMa gic Help</p>	<p>Exit</p>	<p>Annot ate</p>	<p>Back</p>	<p>Next</p>



Click **Add**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Type **Pager #.**

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Give your field a name. You may name the field anything you like, as long as there isn't another field with the same name.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click on the arrow to open the list. Scroll down and choose **Pager**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Type 14.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **Template**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



In this field, type **9-999-999-9999**. You must type this exactly as shown. Click **OK** to save the template.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **Save Field** to save **Pager Number** field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **Add** to create a field to contain the Pager ID (Pager PIN).

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Type **Pager ID**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Give your field a name.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click on the arrow to open the list and choose **Character**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Type 8.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **Template**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



In this field, type **XXX-XXXX**. You must enter the template exactly as shown. Click **OK** to save the template

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **Save Field** to save the Pager ID field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **OK** to save your new fields.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

The next time you rebuild your database, these fields will be added to the database. (You should repeat these steps for any other database levels if necessary.) You must now perform a simple rebuild to add these fields to the database. When you are ready, access Rebuild by selecting **File, Rebuild** from the menu at the top of TeleMagic.

{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<ME NUUP .BMP  MEN UDN. BMP< Jump  d(TUT ORIA L.HLP >"mai n"i½ Table _of_C ontent s);Clo seWin dow(" wire") <<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<MA INUP. BMP  MAIN DN.B MP<J umpK eywor d("tm. hlp"i½ ½"con tents") <<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<EXI TUP.B MP  EXIT DN.B MP<E xit())<< 1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<AN UPLG 01.BM P  ANDN LG01. BMP< Annota te())<<1 }	{ewc rhgbtn3 2.dll, BlueSky HelpButt on, g<PREV UP.BMP   PREVD N.BMP< Prev())<< 1}	{ewl rhgbtn 32.dll, BlueSk yHelpB utton, g<NEX TUP.B MP  NEXT DN.BM P<Next ())<<1}
Conte nts	TeleM agic Help	Exit	Annota te	Back	Next

Unmark all of the check boxes except **Database**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1}{ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **OK**. The rebuild will begin and a status bar will keep you updated on its progress.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Once you have created the fields, you must add them to the contact page. This is done using the Screen Designer. To open the Screen Designer, select **Contact Manager, Contact Utilities, Screen Designer** from the menu at the top of TeleMagic.

{ewc rhgbtn3 2.dll, BlueSk yHelpB utton, g<MEN UUP.B MP  MENU DN.BM P<Jum pId(TU TORIA L.HLP> "main" i½Tabl e_of_C ontents );Close Windo w("wire ")<<1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<MAI NUP.B MP  MAIND N.BMP <Jump Keywor d("tm.h lp"i½" content s")<<1}	{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g<EXI TUP. BMP  EXIT DN.B MP<E xit())< <1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<ANU PLG01 .BMP  ANDN LG01. BMP< Annota te())<<1 }	{ewc rhgbtn n32.dl l, BlueS kyHel pButt on, g<PR EVUP .BMP  PREV DN.B MP<P rev())< <1}	{ewl rhgbtn n32.dl l, BlueS kyHel pButt on, g<NE XTUP .BMP  NEXT DN.B MP<N ext())< <1}
Conten ts	TeleMa gic Help	Exit	Annota te	Back	Next

Select the level containing your fields.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



Select the page where you want the fields to appear.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

 Click this tool, then click on the page where you want the first field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|PREVSM.BMP<Prev()<<1}
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the Pager # field and click **Select**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

 Click this tool, then click on the page where you want the second field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|PREVSM.BMP<Prev()<<1}
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the Pager ID field and click **Select**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **Save**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



Click **Close**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Once the fields have been added, you must set up your Key Fields to point to your new fields. Key Field setup is done in TeleMagic's Preferences. Preferences allow you to control how TeleMagic behaves. Access Preferences by selecting **Options, Preferences** from the menu at the top of TeleMagic.

{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<ME NUUP .BMP  MEN UDN. BMP< Jump  d(TUT ORIA L.HLP >"mai n"i¿½ Table _of_C ontent s);Clo seWin dow(" wire") <<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<MA INUP. BMP  MAIN DN.B MP<J umpK eywor d("tm. hlp"i¿ ½"con tents") <<1}	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<EXI TUP.B MP  EXIT DN.B MP<E xit())<< 1}	{ewc rhgbtn 32.dll, BlueSk yHelpB utton, g<AN UPLG 01.BM P  ANDN LG01. BMP< Annota te())<<1 }	{ewc rhgbtn 32.dll, BlueS kyHel pButt on, g<ME NUUP .BMP  MEN UDN. BMP< Jump  d(TUT ORIA L.HLP >"mai n"i¿½ Table _of_C ontent s);Clo seWin dow(" wire") <<1}	{ewl rhgbtn 32.dll, BlueS kyHel pButt on, g<NE XTU P.BM P  NEX TDN. BMP <Nex t())<< 1}
Conte nts	TeleM agic Help	Exit	Annota te	Back	Next



Click on the **Key Fields** tab. (If you cannot access this tab, you are not a supervisor user.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the level containing the pager fields you added.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the Pager # field. (Scroll through the list to find the **Pager #** field label. Click on the field next to the **Pager #** label.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Select the Pager ID field.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("wire")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

Click **OK** to save your settings and exit Preferences. If you select to send a Wireless Message from a contact record that has information in these fields, that information will be offered as a default when you send a page.

{ewc rhgbt 32.dll, BlueS kyHel pButt on, g<ME NUUP .BMP  MEN UDN. BMP< JumpI d(TUT ORIA L.HLP >"mai n"i½ Table _of_C ontent s);Clo seWin dow("w ire") <<1}	{ewc rhgbt3 2.dll, BlueSk yHelpB utton, g<MAI NUP.B MP  MAIND N.BMP <Jump Keywor d("tm.h p"i½" content s")<<1}	{ewc rhgbt n32.dl l, BlueS kyHel pButt on, g<EXI TUP. BMP  EXIT DN.B MP<E xit())< <1}	{ewc rhgbt n32.dl l, BlueS kyHel pButt on, g<AN UPLG 01.B MP  AND NLG0 1.BM P<An notat e())< 1}	{ewc rhgbt3 2.dll, BlueSky HelpButt on, g<PREV UP.BMP   PREVD N.BMP< Prev())< 1}	{ewl rhgbt32. dll, BlueSkyH elpButton , g<NEXT UP.BMP  NEXTDN. BMP<Ju mpld(TUT ORIAL.H LPi½Wir eless_Me ssaging_ Setup)<< 1}
Conte nts	TeleMa gic Help	Exit	Annot ate	Back	Next

## Expression Builder for Scripting

This dialog box lets you create an expression using TeleMagic contact fields, functions, variables, and/or text. (The Expression Builder is an advanced TeleMagic feature. It is recommended that you review TeleMagic's on-line help for information on building expressions.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"½½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"½½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<JumpId(TUTORIAL.HLP½½Include_Expressions)<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|
NEXTSM.BMP<Next()<<1}
```

## Variables and Functions

**Functions** are special tools that give you more power in your expression. For example, if you have a field that contains a name, but you want to only use the last name, there is a function that will pull just that information. A **Variable** is data that changes. For example, the user that is currently logged into TeleMagic is a variable. TeleMagic's on-line help gives complete information and examples on the available functions and variables.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUNP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Contact Fields

This is the list of fields that can be included in your script. Highlight the desired field and click **Select**.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|  
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,  
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,  
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|  
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```



## Text of the Expression

When you select functions, variables, or fields, they will appear in this box. If you have more than one item selected, each should be separated by a plus sign.

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|NEXTSM.BMP<Next()<<1}
```

## Saving your expression

When you have finished with your expression, click **OK**. TeleMagic will check the expression to make sure there are no errors. If there are, you will get a message and be allowed to go back and fix the expression. (If you get an error, refer to TeleMagic's on-line help for more complete information on building expressions.)

```
{ewc rhgbtn32.dll, BlueSkyHelpButton, g<MENUSM.BMP|
MENUSM.BMP<JumpId(TUTORIAL.HLP>"main"i¿½Table_of_Contents);CloseWindow("script")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<MAINSM.BMP|MAINSM.BMP<JumpKeyword("tm.hlp"i¿½"contents")<<1} {ewc rhgbtn32.dll,
BlueSkyHelpButton, g<ANNOUP01.BMP|ANNODN01.BMP<Annotate()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton,
g<EXITSM.BMP|EXITSM.BMP<Exit()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<PREVSM.BMP|
PREVSM.BMP<Prev()<<1} {ewc rhgbtn32.dll, BlueSkyHelpButton, g<NEXTSM.BMP|
NEXTSM.BMP<JumpId(TUTORIAL.HLPi¿½Saving_the_Script)<<1}
```

