



Fingers 1.0e

EVALUATION VERSION

Written by
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INTRODUCTION

If you can't remember the last time you called your Mom, this program is for you. Fingers is your phone management tool. It stores numbers, keeps track of your calls, and even dials the phone for you. This special evaluation version will give you the opportunity to try out Fingers before you decide to buy it. If you find it indispensable, ordering information can be found at the end of this document and in the accompanying file ORDERFRM.TXT.

INSTALLATION

If you are reading this file, you have probably already installed Fingers. For details on installing Fingers, see the README.TXT file included on this disk. You will also need VBRUN200.DLL, the Visual Basic 2.0 runtime library in your WINDOWS/SYSTEM subdirectory. Fingers, as well as any Visual Basic 2.0 application, will not run without this file. You should be able to find the file at the same location you found the Fingers Evaluation Zip File. The VBRUN200.DLL file is included with the complete version of Fingers.

SETUP

When you run Fingers for the first time, a setup screen will appear to allow you to configure Fingers for your system.

Comm Port

Fingers must know where your modem is to dial the phone for you. Select the appropriate comm port for your modem. If you select the wrong comm port, Fingers will still run and will attempt to make phone calls, but will not be able to dial the phone. If you attempt to dial a number and Fingers is unable to dial the phone, make sure you have selected the correct comm port with the Settings Command in the Main Screen (described later).

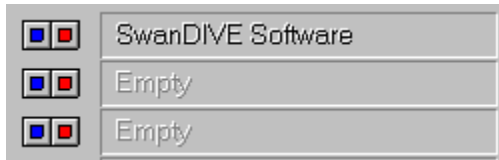
Printer Font

Setup automatically selects the first printer font found on your system. To change this, select a new printer font from the list provided. This font is used when printing phone books and phone logs. You may need to experiment to find a font that works best. A standard serif or san-serif font, such as Times or Arial will probably work best.

After you have made your choices, press SAVE, and the Main Screen will load.

MAIN SCREEN

The Main Screen consists of 24 phone entries. There are also two buttons next to each phone entry, one for dialing, and one for information. In addition, there are several command buttons, a Redial button, and a Manual Dial button.



Entries

There is room for 24 entries on the Main Screen. Each entry has a name associated with a phone number. Entries are color coded for convenience. When an Entry is empty, it is grey. Home numbers are blue, Work numbers are Red, and other numbers are Black. In this evaluation version, you may store up to four numbers. The other twenty have been Disabled.

Entry Buttons

There are two buttons next to each phone entry. The blue button displays information about the corresponding entry or creates a new entry if the entry is Empty. The red button will dial the number stored for that entry. If the entry is Empty or Disabled, nothing happens if the red button is pushed.

Settings

The Settings button allows you to change your comm port and default printer font.

Print

The Print button will print a complete listing of your entries.

Log

The Log button displays a log of the phone calls made by Fingers.

Exit

The Exit button...well, you can probably figure that one out.

About

Pressing the About button provides vital and important information about Fingers.

ADDING ENTRIES

To add a new entry to your phone book, press a blue button next to an Empty entry. A dialog box will appear asking you for information about the new entry.

Name

This is the name that will appear on the Main Form for the entry.

Company

This is for your reference.

Phone#

This is the number that is dialed by Fingers when you press the red button next to this entry on the Main Screen. Make sure you include a 1 and the area code for long distance numbers. You may use parentheses and dashes to make the number readable, Fingers won't mind.

Extension

This is also for your reference; Fingers does not dial extension numbers.

Home/Work

Press the appropriate button for the entry. This information is used to color code the Main Entry screen. Home numbers are listed in blue, Work numbers are listed in Red. If the number is for a business (such as your favorite pizza place), leave these buttons blank, and the entry will be listed in black.

DIALING

To dial a number, press the red button next to the entry on the Main Screen. Fingers will use your modem to dial the stored number and will tell you to pick up the phone. If you do not pick up the phone in time, Fingers will disconnect. Every time you dial a number, Fingers notes the date and time in the Phone Log as well as on the Entry Information screen. If the number dialed is busy or if the call is aborted, Fingers will not log the call.

Manual Dial

If you wish to dial a number that is not stored in any of the entry slots, press the yellow Manual Dial button, located on the Main Screen between the Exit and Log buttons. A number pad will appear allowing you to enter the number. Manual Dial calls are recorded in the Phone Log.

Redial

Next to the Manual Dial button, is the green Redial button. Pressing this button will automatically redial the last number dialed. This is especially useful if you are receiving a busy signal for a manual dial.

ENTRY INFORMATION

Pressing the blue button next to an entry on the Main Screen, brings up the Entry Information Screen. This screen provides statistics about the entry, such as date of last call. You can also change information and view a phone log for that entry.

Changing Entries

You can update the information for this entry. Click on the Save button to store the new information.

Delete Entry

You can also delete an entry. Clicking the Delete button removes the entry from your phone book and the entry becomes Empty. Statistics about the entry will be lost, but the record of calls will remain in the Phone Log.

Log

Pressing the Log Command Button displays a log of phone call records that match the Name listed for this entry.

Statistics

Fingers keeps track of the following statistics for each entry:

- Date of Last Call*
- Time of Last Call*
- Number of Calls*
- Date Entry Created*

PHONE LOG

Every time you dial a number, Fingers stores a record of the call in the Phone Log. By pressing the Phone Log Button at the Main Screen, you will be able to see a listing of the phone calls made by Fingers.

Printing

Press the Print Button to print a listing of the current Phone Log.

Delete...

You may delete all or part of the Phone Log as time passes. Pressing the Delete... Button gives you three choices. You may delete all the calls in your Phone Log, only calls made prior to one month ago, and only calls made prior to one year ago.

SETTINGS

You may change the settings for Fingers by pressing the Settings Button at the Main Screen. This is similar to the Setup screen when you first started Fingers.

Comm Port

Click on a button to select a new comm port.

Printer Font

Click on the Set Printer Font Button to select a new printer font. Fingers will provide you with a list of available fonts on your system.

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ORDERING FINGERS 1.0

You may order the full version of Fingers 1.0 directly from SwanDIVE Software. You will receive the latest version of Fingers as well as a printed manual. You will also be notified of upgrades and other product releases from SwanDIVE Software.

Use the enclosed ORDERFRM.TXT file to order your own copy of Fingers 1.0. It's simple and inexpensive. Honestly!

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