GS

COLLABORATORS			
	TITLE : GS		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 25, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

GS

1.1 main

GS CallerID V1.4

By: Glenn J. Schworak

The Icons

1.2 thanks

Special Thanks

I would like to take a moment to thank some of the people who helped on this project....

Tim Irvin	My main beta tester. And darn good at it too!
Brian Howell	A good friend and the guy I bounce ideas off.
Tom Pulles	A big help with Canadian phone numers.

1.3 otherprograms

Other Programs

This section describes interactions with other programs as I become aware of them. If you see some interaction with CallerID and another program, please Contact Me as quickly as posible with any information you can provide.

SnoopDOS Excesive activity is visable when using SnoopDOS while CallerID is running. This is because the environment processing routine that I currently use requires LOCKING of environment variables. Also there is some directory changing going on. This takes quite little processor time but can be anoying when you try to use SnoopDOS on other programs.

The Fix: Either tell SnoopDOS to ignore CallerID completely, or have SnoopDOS not watch the LOCK and CHANGE DIR status.

I may rewrite the routines to stop this in the future.

1.4 introduction

Introduction

GS CallerID was written for one simple reason...
There wasn't anything that would do the job I wanted done.

I found and tried a few Caller ID programs. One had a lot of features, but didn't actually work with the modem in the unregistered version so I wasn't about to pay for it blindly. One worked, but didn't do anything other that what my little box on the wall can do. The others simply didn't work properly.

So I decided to write a program myself.

This little program has a lot of nice features and will have more in the next version. I just wanted to get the program out to the people in this simple working form and add the rest later.

In short, GS CallerID makes use of a CallerID modem and monitors incoming calls. Each call is recorded to a history buffer and if a valid phone number comes in (not out of area or private or error) the number can be logged in to a Black Book where you can keep track of friends and family and any one else you want. You can even use the Black Book to configure special handling of incoming calls. For example, pickup and hang up on people who are really annoying, answer with a modem tone then hang up if they are really really annoying, or call external programs to answer (such as a FAX program).

For details on the current and future features, take a look at the Operation and Expectation sections of this manual.

If you like this program and want to unlock all of the power it has, simply fill in the Registration form and send it to me with the proper fee.

Enjoy this software and happy computing!

1.5 installation

Installation

Installing GS CallerID is quite simple.

Place the Icon in the drawer where you want it and double click!

I would recommend the WBStartup drawer so the program is launched each
time you reboot your computer. This will ensure you get full use of this
program and catch as many calls as possible.

You can simply start the installer script included with this archive
to get the program installed and create the basic configuration file
for your system.

I run a BBS so my computer is running 24 hours a day.

I keep an extra modem on the voice line just for use with this program
and my FAX program so it works out well for me.

1.6 configuration

Configuration

Configuring GS CallerID requires a text editor at this point.

A GUI editor will be added at a later time.

Sorry, but that is just the way I like to do things. Makes it much easier
to have all the configuration files in one location.

The name of the configuration file is CallerID.cfg (SUPRIZE!)
and is created the first time you run the CallerID program.

Here is a list of the options you can set and descriptions of what each
one does and proper values....

DEVICE	UNIT	BAUD
SHARED	RESET	CID
CIDDATE	CIDTIME	CIDNMBR
CIDNAME	CIDMODE	OFFHOOK
ONHOOK	TONEANSWER	SLOWMODEM
ACTION	PATH	DEBUG
X	Y	SMALLX
SMALLY	BBX	BBY
BACKGROUND	BBBACKGROUND	WARNBACKGROUND

```
    TEXTCOLOR          SHADOWCOLOR        SECONDS
    HISTORY            BBMAX              SHOWTIME
    SHOWDATE           BACKUP             FIXCLOCK
    FIRSTRING          MORERINGS
```

NOTICE: If you are an unregistered user, all of this information is of no value. Although you can edit and save your settings, the GS CallerID program won't read them off of the disk. This is the only way I could think of to make the program functional enough for everyone while encouraging software registration . Sorry, but I have gotten stiffed on too many programs in the past.

1.7 operation

Operation

The operation of the GS CallerID program is rather "hands off" for the most part. You simply let the program run and it will monitor the modem for incoming calls and pop open a window then one comes in. Now that seems rather easy. Launch it and forget it.

But, this program is able to offer so much more!

There are 3 buttons on the history window and several menu options for both the history window and the Black Book allong with several key controls that help you work with the information stored by this program.

With the history review buffer you can look back and see who has called. Every call is logged to the history review buffer file (up to the maximum number specified in the config file). If the same person calls three times, each of the calls will show up in the review list. This offers you the chance to see the calls in the order they came in. Not just when one person last called like most of the normal caller ID boxes you can buy.

To access the review buffer, you simply click on the CallerID window (or title bar if in stand by mode) and the window will become activated. you use the arrow keys (up/down & left/right) to move through the list. The number in the title bar within parentheses will indicate how far back in history you are looking. Entry (1) is the most recent call. Pressing the UP arrow will move up the list (increasing the entry number) and move you further back in history. If you reach the end of the list you wrap around to the beginning of the list. And pressing the DOWN arrow will do just the reverse. The left and right keys are simply added ways of doing the same thing. Left is back in history and Right is closer to the present. There is a special entry (0) which is simply the title of the program. This is so you won't forget me.

You can take a look at the History window before we get started if you want. It will show you all the features of the window including the three buttons .

As call come in, one of three things will happen.

1) This will be a new call with no phone number attaches.
   Such as an "Out Of Area" call or "Private Number" call
   where the CallerID information from the phone company
   doesn't provice a phone number. These calls are displayed
   as best as the computer can Simply posting the information
   provided and going on it's way.

2) This will be a new call with a phone number attached.
   This is the normal result of an incoming call from a
   CallerID supported area. Since this is a new number to the
   program, the name of the caller (if available) along with
   the time, date, and phone number will be added to the
    Black Book file (if there is room as specified in the config
   file).

Steps 1 and 2 are much like what a standard CallerID unit would provide with the exception for the Black Book and the tracking of ALL calls. The exciting part comes in step 3....

3) This will be a repeat call. A number that is known to the
   system calls again. The program will take a quick look into
   the Black Book file and grab out some valuable information.
   Such as a replacement name! The caller's address, the action
   to be performed for this caller, and possibly some other
   notes you have added to the file.

   All of this information (accept for the action) will be
   displayed in the incoming call window. This will give you a
   great deal of information about the caller that you can't get
   in any other CallerID device that I have seen. Heck, you can
   even mark some numbers as CLICK action where once the phone
   rings (usually twice) it is answered and then hung up. This
   is rather rude so reserve it for people you really don't want
   to talk to!

Now that I have given you a quick run down of the incoming call window with it's history, lets take a closer look at that wonderful Black Book . and the three buttons on the history window.

1.8 menu

Menu Items

History	Black Book
Load Config	Add Entry
Save Config	Kill Entry
Configure	Sort
Black Book	Quit
Trim	
Quit	

1.9 loadconfig

Load Config

This menu item will read the S:CallerID.cfg file. This is automaticaly done at start up. But you may want to edit the config file and would then need to reload this file.

You can edit the config file with any text editor. And the text editor of your choice can be started with the Configure menu item.

ARexx Command
LOADCFG No paramiters

1.10 saveconfig

Save Config

This menu item will write the S:CallerID.cfg file. This is something you would need to do once you move any of the windows if you plan on having them stay where you put them. If you don't save them, they will return to their old locations when you start the program the next time or when you use the Load Config menu item.

ARexx Command
SAVECFG No paramiters

1.11 config

Configure

This menu item will start your favorite text editor with the @" S:CallerID.cfg " link Configuration} file loaded up. You can then make your changes and save them.

After saving, be sure to use the Load Config menu item.

ARexx Command
CONFIG No paramiters

1.12 trimhist

Trim History

This menu item will remove any duplicate entries in the history window/file. It will also remove any entry without a phone number attached. The only exception is the most current call. That one is always left alone so you can see when the very last call came in.

Normaly, GS CallerID will keep every call in the order they come in. But you may get a large number of calls in your history buffer and want to keep track of most of them but make room for new ones. This will let you do that.

If the history file fills up, the oldest call will be over written by the new call. So there is no need to worry about the file over filling.

ARexx Command
TRIM No paramiters

1.13 quithist

Quit CallerID

DUHHHHH!!!!

This will close the program and all files and all windows.

Game over. You are done.

ARexx Command
QUIT No paramiters

1.14 addbb

Add Black Book Entry

This simply adds a new entry to the end of your Black Book file. You can edit the phone number and all the other information to fit your needs.

As new calls come in, they are also added automatically to the Black Book .

ARexx Command
ADD No paramiters
Returns an intiger showing the new entry's number
(returns 0 of no record was added)

1.15 killbb

Kill/Delete A Black Book Entry

This will delete the currently active entry in the Black Book .

You will be given a chance to change your mind just before the entry is deleted. But once removed, it is gone and can't be recovered.

ARexx Command
KILL # Replace # with the entry number to delete

1.16 sortbb

Sort The Black Book

This will sort all the entries in the Black Book .

You will be given the choice between sorting by the name or phone number. The name is sorted as a solid string. I have no good way to determine what word is the first name or last name. Some people will list things LAST, FIRST and others will list them as FIRST LAST. And then what do you do when it is a business name or several people at the same phone number.

ARexx Command
SORT 0 Ask the user if he/she wants to sort then SORT 1
SORT 1 Ask to sort by the NAME or PHONE NUMBER
SORT 2 Sort by the NAME (don't ask user)
SORT 3 Sort by the PHONE NUMBER (don't ask user)

1.17 quitbb

Quit The Black Book

DUHHHHH!!!!

This will close the Black Book portion of the CallerID program. The main portion of the program will continue to run.

ARexx Command
CLOSEBB No paramiters

1.18 3buttons

History Window Three Buttons

There are 3 buttons on the history window. Here is how they work...

1) The CB button. This will allow you to call the number currently displayed in the history window. This works just like the DIAL BUTTON in the Black Book .

2) The DND button. This one is rather rude. But there may be a time where you don't want to be bothered by anyone. The incoming call will be logged into the history buffer and the caller will get the CLICK action. That is the modem will pick up the phone then hang up. How rude!

3) The FS button. This will free the serial port. Then any other program can use the modem without being bothered by GS CallerID. The modem will be reset once you release this switch.

1.19 blackbook

BlackBook

First! There are a couple ways to get into the Black Book. All of them start by activating the incoming call window. Simply click on the window and it will pop open if it isn't already open. Then you have three ways you can open the Black Book....

1) Select the menu item Black Book.

2) Press the Right Amiga button and the B key at the same time.

3) Just press the B key all by itself (or with any other key for that matter)

I wanted it to be really easy to get into the Black Book so I have used a couple quick options. Use the one you like the most. I like the B key myself.

Once the Black Book opens, the incoming call/history window will jump back to stand by mode. This gets it out of your way. Don't worry, any incoming calls will be identified while you are using the Black Book. I wouldn't want you to miss a call!

The Black Book window is divided into three parts...

1) The top of the Black Book window looks much like the incoming call/history window. The date, number of calls, and time are posted there. You can't edit these fields. There is no real reason to do so. If something really bad happens and the data is damaged, you probably need to delete the entire file any way.

2) The bottom of the window is used for moving around in the Black Book. This is much like the way it is done in the incoming call/history window. You can use the arrow keys to jump from entry to entry. But I wanted you to have more control here. So, you may also key in any entry number in the numeric box located at the bottom left of the window. OR you can drag (or click) the slider gadget to get to where you want to be. I wanted you to have several options. You will also find a DIAL BUTTON and FIND BUTTON in this section.

3) The middle of the window is the really important part. At least it is to me. This is where you are allowed to edit the caller's information. Things like their name, address, a note, their action.

   NOTE: Any time you make a change to an entry in the Black Book, you need to press TAB or ENTER to save the change. As soon as you press TAB or ENTER, the change is stored to the disk.

   Although I have allowed you to edit the caller's phone number, it is not a good idea unless that caller has really changed their phone number. Because if they call, and the number you have entered is not identical to the one that comes in through the Caller ID message from the modem, a new entry will be created in the Black Book with their real number. I only added this ability because I wouldn't want to retype all the information just because someone changed their phone number.

   Next to the phone number, you will see a LOCAL/LD button. Use this to set the phone number type.

   Right under the phone number is the name field. You are allowed up to 40 characters in this field. That is more than enough for almost any name (or company name) you might come across. if not, too bad, abbreviate.

   Then phone number and name field are special fields and are used as such so it is only possible to put what are deemed valid phone numbers in the phone number slot. And it is to you advantage to only put names in the name slot. But that one is up to you I guess.

   The next two lines are intended for the address. You can of course put any text you like in here because these fields are not used for anything other than display purposes at this time. That may change in the future so it is a good idea if you can to follow the designations. The street address (or mailing address) goes on the 1st of the two lines and the City, State, Zip on the next. But again, this is really up to you. I am only suggesting at this point. You are again limited to 40 characters on each of these lines.

The next line down is the NOTE line. This is really where your note should go. You have up to 40 characters to work with. It isn't a lot of room for a note to some people, but this is to keep the data base small. If you need lots of room, that may be vailable through external programs at a later time.

The last field you can type in is the ACTION line. Here you have 127 characters of space. I offer so much room because often programs require parameters. Full paths may also be required. 127 characters should be enough. If not, you may need to make an assignment to shorten up the path or call a script file. If you leave this blank, the default action listed in the config file will be executed.

There is a click gadget at the bottom. by default, this will read "Do Nothing". This is what the modem should do when a call comes in for this person. You have 5 options for this gadget at this time.

1) Do Nothing
   This is the default. The modem doesn't to anything. It just sits there and listens to the modem for the next call.

2) CLICK
   This is where the modem answers with no tone and then hangs up. This is rude but for those people who call over and over even when you tell them not to, this is a great way to deal with them.

3) BUZZ
   This is even more rude than CLICK. The modem will answer, buzz in the caller's ear, then hang up. This will really stop people from calling you.

4) Go to Shared mode, Do Action, Reset Modem
   This is great for answering the modem with another program such as a BBS or FAX program. You have GS CallerID set the serial port into shared mode then after the action returns control, it resets the modem. Even if you have GS CallerID in shared mode is the default in the config file, this is the most common way to access other programs and give out control for the duration of a call.

NOTE: The incoming call window WILL NOT close while the external program has control of the modem.

5) Close the port, Do Action, Open port
   This is for those extreme programs that won't accept shared mode. It works just like mode 4 but completely closes the serial port then re-opens it once control is returned.

You will want to keep in mind that when you give control to another program, there is about a 1 or 2 second delay after GS CallerID gets control back before the modem is reset. Then another 1 or 2 seconds while the modem is being reset. This shouldn't effect your incoming calls but it could if the timing of the next incoming call is just right.

Through the use of the menu, you have the ability to add and delete records. You can of course use the menu short cut keys. I think the idea of adding and deleting is simple enough I don't need to go in to any detail about it.

1.20 expectation

Expectation

Here are a few things that you can look forward to in the up coming versions of this program. I simply wanted to get this working version out to the public in a timely manner so I have decided to save these things for the next time around.

1) A GUI for the configuration file (soon)

2) Multi line support for those with more than one phone line

3) More ARexx scripts

4) More preconfiguration choices for the installer.

The last two may never come off the list as I can always keep adding scrips and upgrading the preconfigurations as long as there are new modems being built and new ideas for scripts.

I am of course open to suggestions on other things that could be done with this program.

I am also willing to add any ARexx script you design to my archive if they are well written including some documentations (which can be in the script if you decide that is easier)

Contact Me

1.21 registration

Registration

This program is SHAREWARE... This means you can test it out before paying for it. It is not free. Supporting the shareware programmer can only help you get the software you want at a reasonable price.

I don't like to make programs unusable. So all the features are turned on

accept for the ability to load a configuration file. This in turn limits the number of calls that are stored in the history file and Black Book file. It also makes it impossible to save the locations or look of the windows. You are stuck with the defaults. BUT you do get a good feel for all the program can do.

Once you register, you will receive a KEY FILE that unlocks all the configuration file and you can play with all the little settings you want. You will receive FREE upgrades forever! I generally don't require paid upgrading to any of my software. Something incredible would have to happen for me to change this policy. I don't send out upgrades unless you are on one of my InterNet mailing lists for them. But the new shareware versions that come out will use the same key file as V1.0 and if for some reason I need to change the key file, I usually offer free key upgrades to registered users.

GS CallerID is what I would class as a valuable program. In this version its applications are some what limited but once the few additions that I already have on the drawing board are added, the value explodes. The current and future value of this program along with the increasing number of cities that are making CallerID available to their residents brings me to my requested price of $20.00 for this program. I hope you see enough value in what I have delivered at this point and trust me enough to continue developing (which I will because even if you don't want the features, I do) to see that this is a fair and reasonable price to ask.

All you need to do is fill in the registration form below, throw in your money, and I will get you your key file and the most current version of the program as quickly as possible. In most cases, I ship the next day after receiving the registration fee and form.

View Registratoin Form Print Registratoin Form

1.22 device

DEVICE

This is the name of the serial device you use. By default, this will be set to "serial.device" but it can be any valid serial device driver. The GVP I/O card uses gvpser.device and the MultiFace II card uses duart.device.

1.23 unit

UNIT

This is the serial port unit device. By default this is set to 0 (zero) but again can be any valid unit number on your system. Just make sure you specify the correct device and unit or the program won't be able to find your modem.

1.24 baud

BAUD

The speed at which the computer will talk to the modem. You can make this any valid baud rate from 9600 baud to 115200 baud as long as the serial device you specified and the modem both support that speed. By default, this set to 9600. I have found that although I can get Caller ID to work at speeds lower than 9600, it is not reliable. The information coming from the modem often takes too long and is destroyed by the next in coming ring. So 9600 baud is the minimum value.

1.25 shared

SHARED

This tells the GS CallerID to open the serial port in shared mode all the time. You can only enter 0 (zero) or 1 (one) for this field. Any non-zero value will be taken as a one. Shared mode = 1, non-shared mode = 0. By default the serial port is not opened in shared mode. This is really the best way to run the program unless you have some special need.

1.26 backup

BACKUP

Config File
This option tells GS CallerID to make a backup of the Black Book file any time the program is started, an entry is deleted, or the file is sorted.

ARexx Command

BACKUP -1	Read the backup status flag.
BACKUP 0	Make no backups starting now.
BACKUP 1	Make backups starting now.
BACKUP 2	Make a backup RIGHT NOW but don't alter the current setting.

1.27 fixclock

FIXCLOCK

This is a nifty little item that will reset your batter backedup clock and the system time/date if they are off from the time/date supplied by the phone company.

This will not work on all systems. At this time I have used a very simple method of resetting this and it only works with systems that have battery backedup clocks. Sorry, I may change this later.

You can set this option to any value from 2-10 if you want to have the time altered. Or if you don't want to use this function, you can set the option to 0 (zero) and the time will never be altered. Do this if you have no clock or if you have any trouble.

The number you specify (2-10) is the number of minutes that the system clock must be off before any alterations are made.

Any value out of range will of course be corrected automatically.

Default: FIXCLOCK = 3;

(if the system clock is off by 3 minutes or more from the time/date supplied by the phone company, the system clock will be reset to the phone company's time/date settings)

1.28 reset

RESET

This is the modem command that is used to cause a full modem reset. By default, this is ATZ and should stay that way unless you have special needs.

1.29 cid

CID

This is the modem command that turn the caller ID on for your modem. By default the command is AT#CID=2 and if you are running a Supra modem or compatible (most are) this will do just fine. If this doesn't work for you, you will need to check your modem manual for help.

There are so many ways for modems to filter the caller ID info, I found it much much easier to simply grab the RAW data and decode it myself. All of the modems I have tested provide the raw data in the same format. A long line of HEX characters.

Because some modems don't offer RAW mode, you can use the standard text mode if you prefer. Please take a look at these features...

CIDDATE CIDTIME CIDNMBR CIDNAME CIDMODE

1.30 ciddate

```
CIDDATE

  This is the text that the modem returns just before the date
  is seen.

  If your modem sends this...

    DATE: 1021
    TIME: 2132
    NUMBER: 5033997518
    NAME: SCHWORAK GLENN

  ...your entry should be this...

    CIDDATE = DATE:
              ^^^^^ this is the KEY!!!!

  NOTE: If your modem doesn't supply the date of the call, the
        system date will be used.
```

1.31 cidtime

```
CIDTIME

  This is the text that the modem returns just before the time
  is seen.

  If your modem sends this...

    DATE: 1021
    TIME: 2132
    NUMBER: 5033997518
    NAME: SCHWORAK GLENN

  ...your entry should be this...

    CIDTIME = TIME:
              ^^^^^ this is the KEY!!!!

  NOTE: If your modem doesn't supply the time of the call, the
        system time will be used.
```

1.32 cidnmbr

```
CIDNMBR

  This is the text that the modem returns just before the phone
  number is seen.

  If your modem sends this...
```

```
    DATE: 1021
    TIME: 2132
    NUMBER: 5033997518
    NAME: SCHWORAK GLENN

  ...your entry should be this...

    CIDDATE = NUMBER:
              ^^^^^^^ this is the KEY!!!!
```

1.33 cidname

```
CIDNAME

  This is the text that the modem returns just before the caller's
  name is seen.

  If your modem sends this...

    DATE: 1021
    TIME: 2132
    NUMBER: 5033997518
    NAME: SCHWORAK GLENN

  ...your entry should be this...

    CIDDATE = NAME:
              ^^^^^ this is the KEY!!!!
```

1.34 cidmode

```
CIDMODE

  This is VERY IMPORTANT to get right!

  CIDMODE = 0     <--- If you set the  CID  to RAW mode

  CIDMODE = 1     <--- If the DATE is output last

  CIDMODE = 2     <--- If the TIME is output last

  CIDMODE = 3     <--- If the PHONE NUMBER is output last

  CIDMODE = 4     <--- If the CALLER NAME is output last

  I have found that most modems send the caller name last
  when displaying the incoming call information. But some
  modems change the order. Therefore it is important that
  you tell GS CallerID how to process the incoming data.
```

1.35 offhook

OFFHOOK

This is the command that will cause the modem to answer the phone but make no noise. Simply take the phone off the hook. It is used when you want GS CallerID to block phone calls for you. The phone is answered then hung up again. By default this is ATH1 and works for most modems.

1.36 onhook

ONHOOK

This is the command that hangs up the phone. Used after the OFFHOOK or TONEANSWER commands are used. By default this is ATH0 and works for most modems.

1.37 toneanswer

TONEANSWER

This is the command that will cause the modem to answer the phone and buzz in the caller's ear. This is a really rude thing to do so I recommend you only use it on people who are really really annoying and won't stop bothering you. By default the command is ATA and works on most modems.

1.38 dial

DIAL

This is the command that is sent to the modem to cause it to dial out. You need to place a in the string where you want the phone number placed. The default is ATDT

This default causes the phone number to be inserted, dialed, then the modem is returned to the command mode. For example, the number 5033997518 would be insterted into the string to prodice....

```
ATDT 3997518            (if the number is local)
```

If the number is not local to you, you need to set the LOCAL/LD button in the Black Book to cause the number to be dialed properly when you click the DIAL BUTTON .

1.39 slowmodem

SLOWMODEM

This will cause a delay when sending commands to the modem. By default this value is 1 (one) but you can use any number from 0 (zero) to 3 (three). I would recommend starting with the lowest value and if you have problems increase the value one at a time until the errors go away.

1.40 action

ACTION

AAAhhhhh... Here is where the fun starts! This is the CLI command that is executed when any incoming call comes in. By default, no action is preformed. If you want, you can specify alternative actions in the Black Book for each caller. But if no alternative action exists in the Black Book , this default action will be used.

If you place a %s in the action line, the caller's name is inserted at that point.

1.41 path

PATH

This is the path to the CallerID.BlackBook and CallerID.History files. By default, this is the S: directory. You can place these files in any valid directory you want and then set this entry to point to that directory. If you change the path, it is best to do so while GS CallerID is not running. You won't be able to move the files while it is.

1.42 debug

DEBUG

Config File
Being that there may be bugs or problems, I have left in some of the debug code for now. If you are experiencing problems, simply set this entry to a value of 1 (one) and run the program again or reload the configuration file. If you want help from me, you will need to use a CLI session to start the CallerID program and redirect the output to a file and then send me the file so I can figure out where the problem is. This can be done with the command CallerID >t:CID.log and after you are done running the program or have encountered your problem, you simple

exit the program and Email or send me the CID.log file with a description of your problem. The valid settings for this entry are 0 (zero for no debug) to 3 (three for max debug).
By default, the debug mode is set to 0 (zero).

ARexx Command
DEBUG # Replace the # with a number 0 - 3

NOTE: While in debug mode, you can hault the program by pressing <CONTROL>C when the debug window is the active window. A full clean up should take place and you can go on your way.

1.43 x

X

Only used if you have register .

The X location on the screen of the upper left hand corner of the caller ID window when a call comes in. (This is the left to right position) This is easy to set graphically! Simply move the window to where you want it to be then save the configuration to disk. The window defaults to the upper left corner of the screen.

1.44 y

Y

Only used if you have registered .

The Y location on the screen of the upper left hand corner of the caller ID window when a call comes in. (This is the top to bottom position) This is easy to set graphically! Simply move the window to where you want it to be then save the configuration to disk. The window defaults to the upper left corner of the screen.

1.45 smallx

SMALLX

The X location on the screen of the upper left hand corner of the caller ID window when the program is in stand by mode. (This is the left to right position) This is easy to set graphically! Simply move the window to where you want it to be then save the configuration to disk. The window defaults to the upper left corner of the screen.

1.46 smally

SMALLY

The Y location on the screen of the upper left hand corner of the caller ID window when the program is in stand by mode. (This is the top to bottom position) This is easy to set graphically! Simply move the window to where you want it to be then save the configuration to disk. The window defaults to the upper left corner of the screen.

1.47 bbx

BBX

Only used if you have registered .

The X location on the screen of the upper left hand corner of the caller Black Book window when open. (This is the left to right position) This is easy to set graphically! Simply move the window to where you want it to be then save the configuration to disk. The window defaults to the upper left corner of the screen.

1.48 bby

BBY

Only used if you have registered .

The Y location on the screen of the upper left hand corner of the caller Black Book window when open. (This is the top to bottom position) This is easy to set graphically! Simply move the window to where you want it to be then save the configuration to disk. The window defaults to the upper left corner of the screen.

1.49 background

BACKGROUND

This is the pen number that you want used for the background on the incoming call window. By default, this is set to 3 under the assumption you are only running a 4 color WorkBench. But who really does that any more? You can really set this to any value you want but only valid pen numbers will actually function properly.

1.50 bbbackground

BBBACKGROUND

This is the pen number that you want used for the background on the Black Book window. By default, this is set to 3 under the assumption you are only running a 4 color WorkBench. But who really does that any more? You can really set this to any value you want but only valid pen numbers will actually function properly.

1.51 warnbackground

WARNBACKGROUND

This is the pen number that you want used for the background on the WARNING window. By default, this is set to 0 under the assumption you are only running a 4 color WorkBench. But who really does that any more? You can really set this to any value you want but only valid pen numbers will actually function properly. I like to use RED for this one!!!

1.52 textcolor

TEXTCOLOR

You get to choose the main color of the text displayed in the various windows. (sorry, all text must be the same color at this time). By default, this uses the #2 pen (usually white) but like with the other colors, you can set it to any value you like as long as the screen supports it.

1.53 shadowcolor

SHADOWCOLOR

Much of the text displayed in the various windows is given the look of depth by drawing it twice! Once in the shadow color (usually black or dark gray) and once in the text color slightly off set to make it look like it is lifted off the screen. This is set to 1 (usually black) by default.

1.54 seconds

SECONDS

Only used if you have registered .

This is the number of seconds you want the incoming call window to stay open before automatically shrinking back to the stand by mode. By default this is 15 seconds but I find that 8 to 10 actually works well for me. Notice, if you have selected the incoming call window this value is not used. As soon as you unselect the window it jumps right to stand by mode.

1.55 history

HISTORY

Only used if you have registered .

This is the number of calls you want to keep track of in your review history file. By default this is set to 4 calls. It can't be set any lower than 3 calls either. Why? Because I said so. There is no upper limit, but I find that 100 calls is more that enough. I generally don't go back that far. Usually only 20-30 calls. But what the heck. If you want to scroll back 10,000 calls in history, one at a time, go for it! The history file is of FIXED size so once it is set, it won't grow/shrink unless you reset it later.

1.56 bbmax

BBMAX

Only used if you have registered .

This is the maximum number of names/numbers you want to keep track of in your Black Book . By default, this is set to 6 entries. But I am sure you will want to change that. If you set this entry to 0 (zero) there is no limit on the size of the Black Book . This file will grow (never shrink unless you delete it) as entries are added.

1.57 showtime

SHOWTIME

You can opt to have the GS CallerID program display the time of day in the window title bar. This is a great way to conserve desk space. No need to run a clock and the CallerID program just to see the time. GS CallerID is running so why not have it show the time. By default, this is set to 0 (zero no time) but you can set it to 1 (one) if you want to see the time.

See ShowDate too.

1.58 showdate

SHOWDATE

You can opt to have the GS CallerID program display the current date in the window title bar. This is a great way to conserve desk space. No need to run a date program and GS CallerID just to see the date. GS CallerID is running so why not have it show the date. By default, this is set to 0 (zero no time) but you can set it to 1 (one) if you want to see the date.

See ShowTime too.

1.59 rings

FIRSTRING and MORERINGS

With these two configuration entries, you can have the computer do something each time the phone rings.

I know many people only want to know when the first ring comes in, so that is why there are two commands.

FIRSTRING only executes on the first ring (suprize!)
MORERINGS only executes on the 2nd and up rings (suprize!)

You may need to specify the full path to the program you want to run. Me, I use both commands because I want this cool zing sound to be played on the first and all other rings.

By default, these commands are left blank. Nothing is done.

1.60 font

FONT

Only used if you have registered .

You can enter the name of any FIXED WIDTH 8 point font you like. Because the calculations of font size was more than I wanted to deal with at this time, I have decided to limit the font size. But I will leave it up to you to choose the actual font you want to to use. Just be sure it is the right size. If not, the program will revert to TOPAZ 8.

1.61 scripts

Included ARexx Scripts

Just for convenience, I have named all scripts that work with GS CallerID with the extension .cid (as in Caller ID).

The installer will copy these scripts to the REXX: if you want. The originals will be kept in the directory you install the program to unless you specify to delete them throught the installer.

NOTE: None of the scripts have icons until you run the installer program. If you would rather install the scripts and icons manualy, you can copy/rename the file CallerID.cid.inf1 to fit your needs. This is the generic icon for all CallerID ARexx scripts.

NOTE 2: Any time you run an ARexx script from your Black Book action line, you should leave the modem in "DO NOTHING" mode. The ARexx script should take the responsibility of changing the serial port mode if needed. By using the other modes it is posible to cause a situitation where the CallerID program is waiting for the ARexx script to finish and the script is waiting for the CallerID program to wake up. This is BAD.

Currently, these scripts are installed....

PrintBB.cid	Prints all of the entries in the Black Book file. The Black Book is sorted by names before printing.
PrintHist.cid	Prints all of the calls listed in the History file. This list prints the newest call first and moves back in history as you go down the list.
BackupHist.cid	Copies any entries in the History with phone numbers to Black Book file if they are not already there. This is handy if you have damaged your Black Book file some how. (not that I have ever done that right? hehehehe)
ResizeHistory.cid	This script allows you to change the size of your history buffer with a minimal amount of lost data.
GPFaxAnswer.cid	A sample script showing how to get GPFax to load, answer the phone, receive the FAX, hang up, then exit and return control to GS CallerID. This one should only be called from the ACTION command within the Black Book , but you might find some other use for it too.
PageMe.cid	This script can be addapted to cause the system to page you when calls come in. You can use it as your Rexx:Call.cid script if you want to be paged every time any call comes in. Or you can call this script from the Black Book only when the people you specify call you.
Announce.cid	If for some reason you need or want to announce callers AND have a special Black Book action too, then this script may solve your problem. It does have a little time lag since it is driven by the RING not the actual call data, but it works. Take a look. You will probably want to edit a couple lines before using it

anyway. Personalize it a bit.

StoreDebug.cid For anyone who might have trouble configuring their modem or have any other problems with GS CallerID. This script will help create a debug log file that you can send to me and I will try to help you get your system up and running.

1.62 arexx

The ARexx Interface

As you would expect, you will be able to do more with the ARexx interface than you can through buttons and menu items.

Here is a list of the currently supported command....

LOADCFG	SAVECFG	CONFIG
OPENBB	TRIM	QUIT
ADD	KILL	SORT
CLOSEBB	DEBUG	BUILDSCRATCH
CLEARSCRATCH	KILLSCRATCH	GETVAL
PUTVAL	GETHIST	GETBB
PUTBB	BACKUP	SERIAL
MODEMCDM	MODEMREPLY	SIMCALL

NOTE: If the file Call.CID is in your REXX: directory, this script will be executed each time a call is detected. This is seperate from any ACTION you might have set up.

NOTE 2: Any time you run an ARexx script from your Black Book action line, you should leave the modem in "DO NOTHING" mode. The ARexx script should take the responsibility of changing the serial port mode if needed. By using the other modes it is posible to cause a situitation where the CallerID program is waiting for the ARexx script to finish and the script is waiting for the CallerID program to wake up. This is BAD.

1.63 modemcmd

Direct Modem Control ARexx Only Command

Here are two commands that will help you control the modem in ways that GS CallerID simply isn't designed to do. I am not sure what your needs might be so I have added this with one thing in mind for myself. The ability to control a remote modem dial out. I wanted to be able to send an numeric message to a pager. Using the DIAL command I could come close, but I needed some more control over the modem. These commands gave me that control.

```
  ModemCMD <command string>  Will send any command to the modem allong
                             with a <RETURN> at the end.

  IE: ModemCMD AT&F2         Will set my Supra to the &F2 settings
      ModemCMD ATDT5551234;  Dials the number I am after.
```

For the pager idea, I simply needed more delays and digits than DIAL command would allow (since that is expecting a number from the history or black book then it expects you to pick up the phone)

Here is the line I used to make it work for me...

```
    ModemCMD ATDT5551234,,,,1234567
```

...of course the numbers are fake. The commas cause long delays. there is a script included in this version that can be used as your REXX:CALL.CID script or as a special script in the Black Book to cause the modem to page you when a call comes in. It will identify the phone number of the person calling. This assumes you have a numeric pager.

To get some feed back from the modem, you can use the command...

```
ModemReply    -or-    ModemReply NOW
```

Both of these commands return infromation from the modem. The difference is that ModemReply by itself will only return the last line from the modem that ended in a new line character.

If you want to know what has come from the modem even if the line isn't complete, you can add the NOW switch and you get whatever happens to be in the input buffer at the time you call the command.

Neither of these commands cause the system to wait. If there is something in the buffer, you get it. If not, you get nothing.

If you call ModemReply over and over, you will likely get the same information over and over. The reply buffer is not changed until a new line character is detected.

You will need to play with these a little to get the hang of them.

1.64 serial

```
The Serial Port    ARexx Only Command
```

This commands gives you a great deal of control over the serial port. You can even cause the modem to dial out if you like.

```
  SERIAL  CLOSE           Close the serial port now.
```

```
  SERIAL  OPEN            Open the serial port now.

  SERIAL  SHARE           Put the port in SHARED mode.

  SERIAL  NOSHARE         Take the port out of SHARED mode.

  SERIAL  RESET           Reset the serial port & modem now.

  SERIAL  DEVICE ????     Set the serial device to ????.

  SERIAL  UNIT #          Set the serial unit to #.

  SERIAL  BAUD #####      Set the baud rate to ##### baud.

  SERIAL  DIAL #####      Dial the phone number #####.

  SERIAL  STAT            This returns a 6 word string.

   SERIAL  FAKE ????       Sends CallerID a fake modem message.
```

Values returned in the result string when you call SERIAL STAT....

```
  result = <device> <unit> <baud> <mode1> <mode2> <external>

  <device>   The serial device you are using.

  <unit>     The serial unit you are using.

  <baud>     The baud rate the port is running at.

  <mode1>    Is the port OPEN, CLOSED, or SLEEPING

  <mode2>    Is the port SHARED or MINE!
             (MINE! means the port is not being shared)

  <external> Is either TRUE or FALSE. This indicates whether
             external programs are still running or not.
```

1.65 simcall

Simulated Calls ARexx Only Command

This command is wonderful for testing purposes. Also it allows you the ability to add calls to your History buffer (and Black Book if they are not already in there).

This was originally added for testing only, but I have also added a script that will allow you to change the size of your history buffer WITHOUT losing any data currently in the file.

```
  SIMCALL [NoActions] <phone> [name]
```

Notice that the "NoActions" key word and the caller's name are both optional. You must supply the phone number though.

If you supply the "NoActions" key word, the call will act as if it just came in, but the default action, any custom option, and the call.cid script will all be disabled.

Any of these three formats will work. If you don't supply a name, then "Unknown" will be used. That is unless the number is already in the Black Book file, in which case that name over rides any that you might supply.

```
  SIMCALL 5033997518

       -or-

  SIMCALL 5033997518 Glenn J. Schworak

       -or-

  SIMCALL NoActions 5033997518 Glenn J. Schworak
```

NOTE: The dashes in the phone number are not needed. They can be put in if you like them, but the program strips them out before processing. Don't put any spaces in the phone number or else part of the phone phone number may end up in the name field.

1.66 scratch

The Scratch Area ARexx Only Command

The scratch area is a section of memory that is used by ARexx programs. This memory is allocated by the script as needed and MUST be returned or you risk running out of RAM.

The scratch pads are filled with the GetBB, GetHist, and PutVal commands. You read from the scratch pads with the GetVal command and save the data back to the disk with the PutBB command.

There are three commands that control this memory.

```
  BuildScratch     Used to create the scratch pad in memory.

                   The address of the scratch pad is returned
                   and must be used on any future access to
                    this section of memory.
```

```
  ClearScratch     Used to blank the contents of the scratch
                   pad. This DOES NOT free the memory. You MUST
                   supply the address of the scratch pad you
                   want to clear.


  KillScratch      Used to free the memory used by the scratch
                   pad you allocated earlier. You MUST supply
                   the address of the scratch pad to be killed.

                    The number of remaining open scratch pads is
                    returned. You can use this to tell if it is
                    safe to cause the GS CallerID to quit if you
                    want.

Examples:

  BuildScratch; MemAddr = Result

  ClearScratch MemAddr

  KillScratch MemAddr; ScratchCount = Result
```

1.67 val

```
GetVal & PutVal    ARexx Only Command


These two commands are used to get information from and give information
to GS CallerID. Everying on the list can be read, but only some things
can be written back to the program.

General Format:  GetVal <item> [scratch]
                 PutVal <item> [scratch] <NewValue>

NOTE: Not all GetVal/PutVal items require the  scratch  pad memory.

ITEM    DESCRIPTION / EXAMPLE
  1     Scratch pad count
        This is a good variable to check before you tell GS CallerID
        to Quit. If this is any value other than ZERO then there are
        open scratch pads in memory. This usualy means that some ARexx
        program is still running.

        GetVal 1; SPads = Result



  2     Black Book Records
        This is the number of records stored in the  Black Book .
        Required if you plan on accessing the  Black Book  record by
        record. You don't want to go past the end of the file.

        GetVal 2; MaxBB = Result
```

3 History Records
This is the number of records stored in the History file. Required if you plan on accessing the History file record by record. You don't want to go past the end of the file.

```
GetVal 3; MaxHist = Result
```

4 Scratch Date
This is a date from one of the scratch pads you have set up.

A string with 2 forms of the date is returned. The first is unformatted and the second is formatted. '1103 11/03'

No year is returned. You can figure that one out yourself.

```
GetVal 4 MemAddr; Dates = Result
```

When you are filling this variable, you can only send 1 form of the date. It doesn't matter if it is formatted or not because only the numbers are stored.

```
PutVal 4 MemAddr NewDate
```

5 Scratch Time
This is a time from one of the scratch pads you have set up.

A string with 2 forms of the time is returned. The first is unformatted and the second is formatted. '831 8:31'

The time is in 24 hour mode. You can calculate am/pm if you want.

```
GetVal 5 MemAddr; Times = Result
```

When you are filling this variable, you can only send 1 form of the time. It doesn't matter if it is formatted or not because only the numbers are stored.

```
PutVal 5 MemAddr NewTime
```

6 UNUSED AT THIS TIME

7 UNUSED AT THIS TIME

8 Scratch Calls
This is the number of times this caller/entry has called since the Black Book was created.

```
GetVal 8 MemAddr; Calls = Result

PutVal 8 MemAddr NewCalls
```

9 Scratch Action
The action to be preformed when this caller calls again.

```
GetVal 9 MemAddr; Action = Result

PutVal 9 MemAddr NewAction
```

10 Scratch Phone Number
The phone number for this caller. No formatting is done. If you want the () and - you will need to put them in yourself.

```
GetVal 10 MemAddr; Phone = Result
```

It doesn't matter if the new phone number is formatted or not. Only the digits are stored into memory.

```
PutVal 10 MemAddr NewPhone
```

11 Scratch Name
The name of this caller. This is rather easy to understand.

```
GetVal 11 MemAddr; Name = Result

PutVal 11 MemAddr NewName
```

12 Scratch Address Line 1
This is the first line of the caller's address.
Usualy the building number and street.

```
GetVal 12 MemAddr; Addr1 = Result

PutVal 12 MemAddr NewAddr1
```

13 Scratch Address Line 2
This is the second line of the caller's address.
Usualy the City, State, and Zip

```
GetVal 13 MemAddr; Addr2 = Result

PutVal 13 MemAddr NewAddr2
```

```
 14    Scratch Note
       This can be any comment. Actualy, any of the information
       other than the phone and action can be anything, but that
       would be silly. So I have placed this NOTE section in here
       specificlly for this purpos.

       GetVal 14 MemAddr; Note = Result

       PutVal 14 MemAddr NewNote



 15    New Calls
       This will return the number of NEW calls since the History
       window was last examined or when this field was last reset
       by an ARexx script. GetVal will return the number of new
       calls, and PutVal will set the number of new calls to zero.

       GetVal 15 ; NewCalls = Result

       PutVal 15



 16    Ring Count
       If you need to know how many rings there has been, this
       is the variable you need. This is READ ONLY so there is no
       PutVal setting.

       GetVal 16 ; RingCount = Result
```

1.68 gethist

```
Get A History Record    ARexx Only Command


This command will allow you to copy records from the History file into
your scratch pad. You can then use this information any way you want.

One example would be the included  script  that prints the caller log. Or the
one that backsup the data in the history file to the  Black Book  file.

You will need to supply the record number you want to read and the memory
address of your scratch pad.

Nothing is returned.


Example:
  GetHist Record MemAddr
```

1.69 getbb

```
Get A Black Book Record    ARexx Only Command


This command will allow you to copy records from the  Black Book  file into
your scratch pad. You can then use this information any way you want.

One example would be the included  script  that prints the contents of
the  Black Book .

You will need to supply the record number you want to read and the memory
address of your scratch pad.

Nothing is returned.


Example:
  GetBB Record MemAddr
```

1.70 putbb

```
Put A Black Book Record    ARexx Only Command


This command will allow you to write from your scratch pad back into
the  Black Book  file.

One example would be the included  script  that backsup the data in the
history file to the  Black Book  file.

You will need to supply the record number you want to read and the memory
address of your scratch pad.

Nothing is returned.


Example:
  PutBB Record MemAddr
```

1.71 openbb

```
Open the Black Book

  This ARexx command opens the  Black Book  window.

  ARexx Command
  OPENBB       No paramiters
```

1.72 contact

Contact Me!

If you would like to get in contact with me for any reason, here is how...

InterNet: glenn@g-world.com

FidoNet: Glenn J. Schworak>1:3406/32

US Mail: Glenn J. Schworak
1710 Lee St SE
Salem, OR 97302

Phone: (503) 399-7518 <--- Only 4pm - 8pm Pacific Time
(8am - 12 noon Greenwich time)

1.73 key

The KEY File

The KEY file is a file you get when you registered GS CallerID.

The file is placed in your S: directory and is then read by GS CallerID each time it is loaded. Once you have a key file, you will have access to several functions that are in the configuration but are ignored without the KEY being in place.

Here are the features that are ignored without a KEY file...

X	Y
BBX	BBY
BBMAX	HISTORY
SECONDS	FONT

1.74 dialbutton

Dial Button or CB Button

Here you have two buttons that do the same basic job but from different windows...

1) In the Black Book you have a dial button at the bottom of the window near the slider. This will allow you to dial the currently selected phone number.

2) In the history window, you have a CB button that stands for Call Back. This will only be active if the number displayed in the history window has a phone number attached to it. If it does, that number id dialed.

NOTE: When a new phone number is added to the Black Book , it
is added as a LOCAL number. This is the most likely type
of phone call that will come in so I haven't added any
way to scan area codes or prefixes to switch the mode
automaticaly. I may later do an area code check, but never
a prefix check. It would just take too long to scan the
local prefixes to be able to keep proper track of the modem
when a call comes in. I only have the time between rings
to work with you know.

1.75 findbutton

Find Button

In many cases, your Black Book may get rather
large. After a couple weeks I reached 73 entries. It can get a bit
tough trying to find an entry. Especially if you don't leave them
in the same place through sorting or deleting. This is where the
find button comes in handy.

This button will search the phone number, name, address (both lines),
and note fields.

The information you are looking for should be typed in the text box
to the right of the find button. When you type something in this box,
the search starts as soon as you press <ENTER>. to continue searching
for the next entry with the same search information, you can click
the find button or press the N key.

If you want to start a new search with new search information, you
can again click in the text box and type new information, or press the
F key and then type the new information.
As before, once you press <ENTER> the search will start.

1.76 keycontrols

Key Controls

Key	Window	Action
A B	History	Opens the Black Book. You don't need to hold down the A key either. That is optional on this one.
A C	History	Launch the configuration program.
A D	Both	Dial the current phone number.
A K	Black Book	Kill the current entry.
A L	History	Load the configuration file.

A Q	History	Quit GS CallerID completely.
	Black Book	Quit the Black Book but leave GS CallerID running.
A S	History	Save the current configuration to disk.
	Black Book	Sort the entries in the Black Book.
A T	History	Trim the history file.
DOWN	Both	Move to the next lower entry number.
LEFT	Both	Move to the next lower entry number.
RIGHT	Both	Move to the next higher entry number.
UP	Both	Move to the next higher entry number.
TAB	Black Book	Start editing at the phone number field or move to the next text field.
F	Black Book	Type in the FIND text box. Search starts when you press ENTER .
N	Black Book	Find the NEXT occourance of the text you typed in FIND text box.

1.77 local

The LOCAL/LD Button

This button in the Black Book tells the DIAL BUTTON how to dial a phone number. There are three settings for this button...

Assuming the phone number you are wanting to dial is (503) 399-7518...

1) LOCAL
   Would dial the number as a local number 399-7518.

2) LD 1
   Would dial the number as a local long distance number 1-399-7518.

3) LD 1+Area
   Would dial the number as a full long distance number 1-503-399-7518.

I had thought about making this more automatic, but I have found that some areas need to dial the area code even if they are a local long distance number within the same areacode. So I left this manual. In most cases, the numbers will be local anyway. And once set, you don't need to reset it each time.

1.78 updates

Updates

Here are the three ways I will be making updates available to the public.
There may be other sources for getting updated, but they are not directly
supported by my and therefore may not always have the most up to date
version....

1) Join my InterNet mailing list. You will automaticaly be sent the
   new versions as they are released. They are sent as UUENCODED
   EMail messages right to your EMail address. Write to....

```
              TO: filelist@g-world.com
         SUBJECT: CallerID
```

2) Check AmiNet. I will always place my new versions there.

3) Call my BBS at (503) 581-0067.

Take a moment to read a little about....

V1.0 V1.1 V1.2 V1.3 V1.31
V1.4

1.79 v1.0

V1.0

This is the fist release of GS CallerID.

Unfortunatly, I had trouble locating a good BETA tester so I winged it.
And this caused a couple big problems that I quickly fixed in the
replacement V1.1 .

Features in place: Main history file
Basic Black Book file

1.80 v1.1

V1.1

This replaced V1.0 and was replaced by V1.2 .

Due to the lack of a good BETA tester, I missed a couple major bugs that
I simply didn't consider testing. My mistake. Sorry!

--------<< MODIFICATIONS >>=====----

---> Users can now edit the CallerID.cfg file and have it work!

There are still some things that will not have any effect
on the program without registering the program, but at least
the modem configuration and some other things are available.

---> The Black Book caused an error if opened
with no records. So I added my phone number to it as a
starter record. Just in case you wanted to get a hold of me.

1.81 v1.2

V1.2

This replaces V1.1 and was replaced by V1.3 .

As the previous version seemed to be rather stable I started pushing
forward onto some of the finer points of the program. But there were
some problems that were semi expected. Compatibility with other modems
and a font problem I am still trying to figure out. But now that those
are fixed, here is what I have added so far...

--------<< MODIFICATIONS >>========

---> Added 2 buttons to the Black Book window.

1) The DIAL BUTTON . This is used to dial the number listed in
the current entry.

2) The LOCAL/LD button next to the now shortened phone number
entry slot. This button tells the DIAL BUTTON how to dial
the listed phone number.

---> Added three buttons to the history/id window.

---> Added 2 entries to the config file.

1) FONT allowing you to change the display font.
(this has a problem on some systems)

2) DIAL which is used to control the modem while dialing.

---> Corrected an error in the GUIDE relating to the disabled
functions in the Configuration file if you dont' have
a KEY file.

---> Switched the ID detection mode from modem decoded to
program decoded. It was just getting too compled and

time consuming to allow the modem to decode the ID
stream then figure out what format the modem info was
coming in. The RAW data is more uniform from modem to
modem. This also opens the door for differant number
types in countries outside of the US and Canada.

---> Cleaned up the FONT problem. Not a perminant fix, but
a simple quick fix to attempt to clean up the display
in some cases. The complete fix will be in one of the
next releases.

---> Made some additions to the CID section of the
Configuration file.

---> Made some major compatibility enhansments. The program
should work with ALL modems now. If not contact me .

1.82 v1.3

V1.3

This replaces V1.2 and was replaced by V1.31 .

WARNING! The Black Book format has changed!
Use the Installer or run the DataUpdate program
to upgrade your Black Book from older formats
BEFORE running GS CallerID.

With what seems to be all the major bugs worked out and a large amount
of modem compatibility built in, it is time to start making the program
look and feel and act more friendly.

--------<< MODIFICATIONS >>=======

---> Made the windows stay on the screen!
What I mean is that if you alter the config file in a way
that would cause any of the windows to open off the screen,
rather than giving up right away, the program will now
try to move the window back onto the screen.

---> Added a ShowDate variable to the Configuration file.
This will allow the current date to be displayed.

---> Added a Trim function to the history window.

---> Added the Sort menu item to the Black Book

---> Fixed a bug when deleting records from the Black Book

The syste would get stuck in a tight loop the next time the history window opened. (some times)

---> Added an installer script to make setting things up easy!

---> Added some preconfigured CallerID.cfg files that are put in place with the new Installer script. You can also do some other configuration in this script. Such as selecting your serial card, unit, and favorite text editor.

---> Added an ARexx port!

---> Added a few ARexx scripts

1.83 v1.31

V1.31

This replaces V1.3 and was replaced by V1.4 .

SORRY! After altering the Black Book file
For some stupid reason, I forgot to double check
the sort routine. It scrambles the Black Book!!!

This version fixes that unbelivable blunder. If you haven't sorted your Black Book under V1.3 then you are safe. If you have, I am sorry. There is no way to recover the lost data.

1.84 v1.4

V1.4

This replaces V1.31 .

Many new functions and features have been added. I do belive that all of the major points I want to cover have been placed in the program and I can now start working on other things like the configuration GUI and a couple other projects.

Of course I will fix any problems that people discover but I am sure that won't happen as I am perfect now. ;^)

With the advent of the ARexx port, it is time to start on some new stuff...

--------<< MODIFICATIONS >>---------

---> More ARexx commands.
Serial SimCall
ModemCMD ModemReply

---> Added access to the NEW CALL counter through ARexx with the GetVal & PutVal commands. Use item 15.

---> Fixed a problem with reading Canadian CID raw codes.

---> Added more ARexx scripts

---> Better multitasking while external programs are running.

---> Cleaned up some of the ARexx interface code.

---> Added a "NEW CALL" and "SERIAL?" status indicator to the minimized title bar. You will understand when you see it.

---> Highly improved Installer script. This will allow you to create ARexx scripts as you install the new version. If you have programs you want to run on the same modem as GS CallerID, the installer will take care of that for you. Also adds a flag to any existing config file that will harmlessly update the config with any new flags the next time you load the config file.

---> Added autodetection for changes made to the S:CallerID.cfg file, GS CallerID will automatically read the new changes.

---> Added a new flag to the config file to allow the date and time on your computer to be reset if it is too far off from the time specified by the phone company. FIXCLOCK
FirstRing MoreRings

---> Added a Find Button and text field to the Black Book to make finding information fast and easy!

---> Changed the Black Book Menu to make the new key controls work mode logically.

1.85 Index

Referance Index

New Links...

Other Links...

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CIDName	CIDNMBR	CIDTime	ClearScratch
CloseBB	Configuration	Configure	Contact Me!
Debug	Kill	Device	Dial Button
Expectation	Font	GetBB	GetHist
GerVal	History	Icons	Installation
Introduction	Key File	KillScratch	Load Config
LoadCFG	Local/LD	Menu Options	OffHook
OnHook	OpenBB	Operation	Path
PutBB	PutVal	Quit BlackBook	Quit History
Registration	Reset	Save Config	SaveCFG
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Thanks To...	ToneAnswer	Trim	Unit
Updates	Version 1.0	Version 1.1	Version 1.2
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