

The VBVoice Demo

Thank you for evaluating VBVoice.

This demo program installs VBVoice onto your computer. You will need Visual Basic installed before you can install and run this program.

This demo system is a fully functional copy of VBVoice, with these exceptions:

1) the voice card driver is not included. You can run the demo programs, and design and test your own using the simulation mode which uses a sound card or your PC speaker. When the simulation mode meets a situation where it normally gets status information from the telephone system, a dialog pops up to ask you which response you would like to test.

2) The demo version of the voice editor Announce is also provided. A full version of Announce is provided free with every copy of VBVoice. The demo version is restricted to saving files called DEMO.VOX, DEMO.WAV and DEMO.VAP.

3) The full set of voice prompts is not included. See voicemail.txt for a complete list of voice prompts provided. Others also available.

There are no design size or line number limits in the evaluation system, allowing you to test as large a system as you want.

The Voice Mail Demo

The voicemail demo VMDEMO, does not fit on this disk. It is available from the BBS as VMDEMO.ZIP (demo) and VMDMVAP.ZIP (voice files).

Sound Card Support

VBVoice uses a sound card to play compressed voice files recorded at 6000Hz, which is a non-standard sampling rate. This may affect the quality of the voice, or prevent it from playing, depending on the sound card you have. Most sound cards will accept this format. If yours does not, please let us know.

Computer Speaker Support

If you do not have a sound card, you can use your computer's built-in speaker to play the voice files. To do this, you will need to download the speaker driver from our BBS @ (613) 839-0034. The file is SPEAKDRV.ZIP.

Advanced Windows Telephony Tools by **PRONEXUS**

VBVoice and **VBFax** give you the power to create applications to answer the phone, make calls, play greetings and prompts, take messages, collect touchtone digits, access databases, speak data, send and receive faxes, and much, much more! The type of voice and fax applications that you can easily create with VBVoice and VBFax is limited only by your imagination! Just a few examples are:

automated telephone attendant
voice mail
talking classifieds
info hotlines
reservation systems
product literature fax-on-demand

**automated outcalling from a database
touchtone order entry
automated telephone survey
course information and touchtone registration**

VBVoice is Fast and Easy

VBVoice is the only truly graphical voice and fax application generator for Visual Basic. Just point and click, drag and drop to visually build an application - its that easy with VBVoice. Most applications require no code and VBVoice comes with sample applications for auto-attendant, voicemail, fax-back, and database access. VBVoice also offers sophisticated testing, error handling and debugging capabilities to further reduce your development time.

VBVoice is Powerful

VBVoice also gives you the power and flexibility to easily handle the most demanding voice processing applications. VBVoice is written in C and compiled into a DLL engine for fast and efficient operation. Your application can handle as many lines as you need - just add a Phone control for each line on your voice card. Each line can run a different scenario and VBVoice supports multiple languages. You can customize your application with Visual Basic at any point during a call - VBVoice provides an interface to allow you to change the characteristics of the voice controls on a call-by-call basis, or you can write your own control. Also, VBVoice supports a wide range of voice cards.

VBVoice is Economical

VBVoice starts at just \$395 for a one line system, there are no royalties, and you get **Announce!**, the full featured voice editor for free - a \$395 value alone! PRONEXUS offers a 30 day money-back evaluation period! PRONEXUS also sells a wide variety of voice cards and offers competitively priced hardware/software packages.

VBFax for Multi-Line Fax Control

VBFax is a Visual Basic VBX control that allows developers to create fax applications using Visual Basic. It can be used stand-alone or as an integral part of VBVoice.

VBFax allows developers to create Windows applications to: create fax documents, send faxes during a voice call, queue faxes for later transmission, receive faxes during a voice call, and receive faxes off-line. Together, VBVoice and VBFax provide users with a complete toolkit for the creation of sophisticated voice and fax applications, including fax-on-demand and fax store-and-forward. A typical application allows customers to phone the system and select fax documents (e.g. product spec. sheets and price lists) and enter their fax numbers through touch-tone digits. The requested faxes are then transmitted to the caller's fax machine. It is also possible to transmit the fax during the initial voice call if the caller uses a fax-phone.

The easy-to-use graphical design interfaces provided by VBVoice and VBFax allow users to develop most applications by simply selecting controls, connecting them together to create a visual flowchart of the call path, and then filling out setup dialogs to set control properties. Most applications require no Visual Basic code; however, users can customize their applications by accessing and setting control properties with their own Visual Basic code or attaching their own code to VBVoice and VBFax control events.

VBFax can control up to 10 fax modems in one computer and currently supports Intel SatisFAXion and Gammalink fax cards. VBFax accepts DCX, PCX, and ASCII format files. VBFax includes a printer driver to create DCX fax files from any Windows application and a fax viewer to create and edit fax cover pages and attachments.

VBFax prices start at \$395 and PRONEXUS offers a 30 day money-back evaluation period.

VBVoice and VBFax System Requirements:

Development: 486 with 6M memory recommended
Windows 3.1
Visual Basic 3.0 (Standard or Professional)
Test Mode with Windows sound card or compatible voice card
Compatible voice file formats: compressed ADPCM
8 and 16 bit Windows WAV
VAP (VBASE40) indexed files

Runtime: 386DX with 4M memory recommended
Windows 3.1
Compatible voice card:
Dialogic
Bicom
Rhetoirex
Newvoice
Pika

Compatible fax modem:
Class 1
Class 2
CAS
SatisFAXtion
Gammalink

NEW! TAPI-Compliant VBVoice

Compliance with the Windows Telephony API means that VBVoice's support for a wide range of voice cards is now extended to include any TAPI-compliant hardware.

TAPISTRY

Object-Oriented Windows Telephony

TAPISTRY is the first Windows Telephony software development toolkit to give you object-oriented access to all of the TAPI functions from popular development environments like Visual Basic. You no longer need to undertake long "C" language development projects to create TAPI applications!

The Power of TAPI

Developing under TAPI means that you don't have to waste precious development time writing unique software drivers for each type and make of telecom hardware. TAPI gives you a standard programming interface that allows you to easily exploit the powers of voice cards, PBX's, key switch units, proprietary phone sets, ISDN, cellular, POTS, and more. Now TAPISTRY gives you the power to quickly add any of the TAPI functions to your applications:

- answer and disconnect calls
- caller-id

- place calls on hold and park
- transfer calls
- conference calls
- control phone set displays and data areas
- dial numbers
- collect and generate digits
- control phone lamps and buttons

The Beauty of TAPISTRY

Due to the asynchronous nature of the telephone system (most phone system operations take time) and the requirement to develop applications in "C" language, developing telephony applications under TAPI can still be difficult and time consuming. Enter TAPISTRY! It reduces the time required to develop telephony applications under TAPI by providing you with objects that represent all of the components in TAPI: devices, lines, phones, and calls. These TAPISTRY objects provide properties with which you can call all of the TAPI functions. The object-oriented implementation of TAPISTRY simplifies your management of the links between your application and the asynchronous TAPI functions. It allows you to associate a state variable in your application with each outstanding asynchronous TAPI function request, thereby providing a basis for the routing of the returns from TAPI function calls to the appropriate controls in your application.

Use TAPISTRY to quickly develop custom desktop telephony applications which provide on-screen control of personal inbound and outbound calls via the Windows Graphical User Interface. Add custom dialing, caller-id, or call handling capabilities to your database applications, contact management or personal information management software, or other Windows applications. Create on-screen inbound call control applications: imagine the phone rings; automatically a Window appears with the name of the caller; the call can be answered; or, with the click of the mouse, the call can be put on hold, sent to voice mail, or transferred to another extension.

For TAPI applications centered around unattended voice processing (such as voice mail, audiotext, interactive voice response, and fax-on-demand), the TAPI-compliant version of **VBVoice** by PRONEXUS makes your job even easier since it provides a truly graphical design interface. For some applications, combine TAPISTRY with VBVoice to get the most complete Windows voice processing and telephony software toolkit available anywhere.

For more information or to place an order:

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