

DialNumber

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COLLABORATORS

	TITLE : DialNumber		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

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Chapter 1

DialNumber

1.1 DialNumber Documentation

DialNumber V2.01 - Documentation

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Copyright and Distribution

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1.2 Disclaimer

This software is to be used at everyone's own risk. The author cannot be held liable for any damage directly or indirectly caused by the program and/or the manual.

1.3 Copyright and Distribution

DialNumber V2.01 including all accompanying files is © Copyright 1995 by Oliver Hitz. All rights reserved.

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This program may not be included or used in commercial programs without a written permission from the author.

1.4 Introduction

Are you tired of typing phone numbers on your telephone when you have got them in your computer? - Then DialNumber is the right program for you. DialNumber dials phone numbers through your Hayes compatible modem but also through the audio outputs. That means that if you don't own a modem, just run DialNumber with the number you want to phone to and hold the receiver against a loudspeaker.

Although this program offers only a Cli-interface, it can be very handy. Imagine for example a self written ARexx address database. With DialNumber you can easily add an AutoDial function to your program, which will make it much better.

1.5 Requirements

To use DialNumber you just need an Amiga with Kickstart 2.0 or higher. No additional libraries or files are required.

A Hayes compatible modem may be used, but isn't necessary. Instead, some good and loud loudspeakers are very useful...

1.6 Installation

To install DialNumber, simply copy the program file into your C: directory or anywhere else you would like to have it.

1.7 How to use DialNumber

DialNumber can only be used from a Shell or Cli window. The following arguments are detected:

Number/A, Device/K, Unit/N/K, TimeOut/N/K, NoCarrier/S,
Pulse/S, Audio/S, TLen/N/K, DLen/N/K

Number/A This is the number you want to dial to. When you dial over your modem, DialNumber allows you to use all characters. Check yourself, which ones are detected by your modem.

If you are dialing over the audio outputs, DialNumber detects all signals that are used with DTMF signalling. These are: 0-9, A-D, *, #.

Device/K This keyword allows you to replace the serial.device by another one. (e.g. DEVICE=BaudBandit.device)
This option has no effects when in audio-mode.

Unit/N/K With this keyword you may specify which unit you want to use when you open the serial.device.
This option has no effects when in audio-mode.

TimeOut/N/K This keyword allows you to change the amount of time the program is waiting for an answer from the modem. If the answer doesn't appear within this time, an error is signalled. The Values are entered as seconds. Default is 10 (seconds).
This option has no effects when in audio-mode.

NoCarrier/S This option enables you to dial with your modem without waiting for a carrier signal.
This option has no effects when in audio-mode.

Pulse/S Usually, DialNumber uses touch-tone-dialing. If you specify PULSE, it uses pulse-dialing instead.
This option has no effects when in audio-mode.

Audio/S This switch enables the audio-mode. Numbers are played using DTFM-signalling over the audio outputs of your Amiga.

TLen/N/K This keyword enables you to change the length of the tones when in audio-mode. The values are expressed in 1/50 seconds.
Default is 4 (4/50 sec).

DLen/N/K This keyword enables you to vary the delay between two tones when in audio-mode. The values are expressed in 1/50 seconds.
Default is 4 (4/50 sec).

1.8 Problems

Quotes

DialNumber is using the dos.library parsing routines to parse the cli parameters. This causes problems if your phone numbers contains spaces. To avoid these problems, simply "quote" the number you want to dial to.

DialNumber doesn't remove these quotes, but this shouldn't give any problems, unless you have a strange modem... :-)

Hangup

When I've tested the program, I've discovered, that my modem didn't disconnect the line after I've hanged up the receiver. I don't know if this is normal, but if it is, you have to hang up manually after dialing.

TimeOut

When you are experimenting with values for TimeOut, it may be possible that your modem doesn't answer anymore after a timeout that has been too short.

In this case, you have to switch it OFF and ON again to reset it to it's initial settings. (At least it's what I've done in such cases...)

Audio-Mode

Be patient when you are dialing in audio-mode. Especially if you want to use inbuilt loudspeakers (such as in the 1084 monitor), it might be possible that the tones aren't clean enough for your phone. Or another problem might be that your receiver has a cheap microphone built in. In such cases you have to find the volume close to where distortion begins.

1.9 Future plans

As DialNumber is only a very small utility, it is unlikely that there will be big improvements, but everything depends on your ideas.

The more persons use it, the more improvement ideas will be around. So if you have ideas or if you discover some bugs (let's hope not), you can send them to me and I'll decide what to do.

Possible enhancements could be:

- (nice) GUI
- environment-variable support
- locale support
- support for other than DTMF-signals

... here's where YOU can improve it with your ideas!

1.10 Feedback

If you like this program and you have some ideas for improvement, feel free to send them to me. I'm very pleased about every feedback I get. (Bug-reports are also welcome as I don't like buggy programs...)

I'd be especially glad if someone sent me his phone directory program that uses DialNumber... :-)

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- - - - * Up The Irons! * - - - -

So it shall be written - so it shall be done.

1.11 History

Version 2.01 - DialNumber crashed when it couldn't allocated the audio-device. Fixed.

- V40 of AmigaGuide had problems with this guide. Fixed.
(Thanks to Lauri Alto! :-))

Version 2.0 - First public release.

- Added dialing using a modem. (Bought me a modem...
hehe :-))

Version 1.0 - First full version of DialNumber.

- This one only handles DTMF dialing.
- Everything had been ready, but I I was too lazy to
release it... So if anybody owns this one, there has to
be something strange?!

Version 0.9 - A first attempt to dial numbers over the audio outputs
using DTMF signalling...
