

AVM Release 1.33 documentation

COLLABORATORS

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Contents

1	AVM Release 1.33 documentation	1
1.1	AVM Release 1.33 documentation	1
1.2	Important!	4
1.3	UNREGISTERED version	5
1.4	REGISTRATION	5
1.5	REGISTERED version Level 1	6
1.6	REGISTERED version Level 2	7
1.7	Payment Options	7
1.8	Technical Support	10
1.9	Getting Updates	11
1.10	European Registration	11
1.11	Deep Thought BBS	12
1.12	Mailing List	13
1.13	Author	13
1.14	Introduction	13
1.15	Requirements	15
1.16	Setting up	16
1.17	Modem Limitations	20
1.18	ZyXEL	20
1.19	Dolphin	21
1.20	LineLink 14.4e	21
1.21	Rockwell	21
1.22	Common Buttons and Options	21
1.23	Play	22
1.24	Record	22
1.25	Stop	22
1.26	Play to	23
1.27	Amiga	23
1.28	TelephoneLine	23
1.29	InternalSpeaker	23

1.30 LocalHandset	23
1.31 IFF	24
1.32 AmigaDirect	24
1.33 Record from	24
1.34 Amiga (Record)	24
1.35 TelephoneLine (Record)	25
1.36 ExternalMic	25
1.37 Rockwell (ExternalMic)	25
1.38 ZyXEL (ExternalMic)	25
1.39 LocalHandset (Record)	26
1.40 IFF (Record)	26
1.41 Server	26
1.42 Quit	26
1.43 Player	26
1.44 Configure the player	27
1.45 Record your outgoing messages	27
1.46 ServerMan	27
1.47 Answer Voice	28
1.48 Answer Fax	28
1.49 Record Conversation	29
1.50 Answer Data	29
1.51 Abort Action	29
1.52 Close Serial	29
1.53 Open Serial	30
1.54 Unlisten	30
1.55 Listen	30
1.56 Use Fax	30
1.57 Unuse Fax	30
1.58 Use Data	30
1.59 Unuse Data	31
1.60 Start Server	31
1.61 Kill Server	31
1.62 Quit All (ServerMan)	31
1.63 Call Notifier	31
1.64 Open Mailbox	32
1.65 Config Mailbox	32
1.66 Add Mailbox	32
1.67 Delete Mailbox	33
1.68 Watch Mailbox	33

1.69 Rescan All Mailboxes	33
1.70 Save (CallNotifier)	33
1.71 Shut Up	33
1.72 Real Name	34
1.73 LogView	34
1.74 Comment	34
1.75 Name	35
1.76 Number	35
1.77 Return Number	35
1.78 Play or View	35
1.79 Reply	35
1.80 Archive	35
1.81 Delete	36
1.82 Send	36
1.83 Save Log	36
1.84 Choose Mailbox	36
1.85 Stop All	36
1.86 Print Fax	36
1.87 Mailbox Config	37
1.88 Password	37
1.89 Forward Faxes	37
1.90 Call Sysop	37
1.91 Call Pager	38
1.92 Alert Sysop	38
1.93 Save	38
1.94 Cancel	38
1.95 Server Config	39
1.96 Server Config (Button)	39
1.97 Ports Setup	39
1.98 ARexx Port Name	39
1.99 Serial Port	40
1.100Unit Number	40
1.101Scripts setup	40
1.102Voice Call default	40
1.103Fax Call	41
1.104Data Call	41
1.105Silent Answer	41
1.106Record Conversation (Script)	41
1.107Voice Call Ring 1	41

1.108Voice Call Ring 2	42
1.109Voice Call Ring 3	42
1.110Voice Call Ring 4	42
1.111Ring Script	42
1.112Rings setup	42
1.113Rings with messages	43
1.114Rings without messages	43
1.115Silent Answer rings	43
1.116Voice parms setup	43
1.117Modem Type	44
1.118Setup String	44
1.119Voice Setup String	44
1.120Max rec len (secs)	44
1.121Silence Interval	44
1.122Silence threshold	44
1.123Compression	45
1.124Ringback	45
1.125AVMTemp for Record	45
1.126AVMTemp for Play	45
1.127Use OwnDevUnit	46
1.128Tone Dial	46
1.129Max Wait For Answer	46
1.130Fax parms setup	46
1.131Fax ID	46
1.132Modem Init String	47
1.133FaxModem Type	47
1.134Reverse TX Bit Order	47
1.135Reverse RX Bit Order	47
1.136Start RX with XON	47
1.137Command Pause	47
1.138Max Page Errors	47
1.139Debug Verbosity	47
1.140Fax Capability	48
1.141Fax Hardware Handshaking	48
1.142Inits	48
1.143Resets	48
1.144Advanced Flags	48
1.145Enable or Disable Flag	48
1.146Add Flag	49

1.147Delete Flag	49
1.148Add Server	49
1.149Delete Server	49
1.150Save (Server Config)	49
1.151Logger	49
1.152Save (Logger)	50
1.153Scheduler	50
1.154Edit	50
1.155Archive (Scheduler)	51
1.156Create Entry	51
1.157Delete (Scheduler)	51
1.158Enable Scheduler	51
1.159Send (Scheduler)	51
1.160Send Manual (Scheduler)	51
1.161SchedulerView	52
1.162Time	52
1.163Telephone	52
1.164Comment (SchedulerView)	53
1.165Retries	53
1.166Interval	53
1.167Filename	53
1.168Play or View (SchedulerView)	53
1.169CID Name and CID Number	53
1.170Originating Mailbox	54
1.171ARexx Send Function	54
1.172Introduction File	54
1.173Play Intro	54
1.174Record Intro	54
1.175Print Fax (SchedulerView)	55
1.176AVM	55
1.177VoiceMail Instructions	55
1.178Fax and Data tones	55
1.179Standard User Interface	56
1.180Remote Caller	56
1.181Configuring with RXSET or SETENV	57
1.182Introduction Messages	58
1.183Time Format	58
1.184Date Format	59
1.185Simple or MultiMailbox	59

1.186	Playing Numbers	60
1.187	Time and Date Specification	60
1.188	Scaling output	61
1.189	Answer Priority	61
1.190	ADPCM2IFF Converter	61
1.191	Pre-Converting	62
1.192	Priorities	62
1.193	Playing while converting	62
1.194	Old ZyXEL Conversion	62
1.195	User Beep	63
1.196	Fax Program	63
1.197	Data After Silence	63
1.198	Monitor with Speaker	64
1.199	History	64
1.200	Wish List	79
1.201	Acknowledgements	81
1.202	Beta Testers	82
1.203	Common Problems	82
1.204	New Voice Files	87
1.205	Caller ID and Distinctive Ring	87
1.206	Programmer	87
1.207	Faxing without a Voice Modem	88
1.208	Faxing	89

Chapter 1

AVM Release 1.33 documentation

1.1 AVM Release 1.33 documentation

AVM Program Documentation
~~~~~

A Program by Al Villarica 1994

Note! StandardConfig has changed!

I deleted startALL and startAVMAndGPFax. Now, the only way to start AVM is through startAVM. You can "configure" which programs get started by editing StandardConfig.

LineLink users! I found another way to stop playing a voice file immediately after a touch tone is pressed. This new way is enabled by default. If it worked better for you the way it was before, you will have to disable this new feature. To disable it, run the ServerConfig program, click on Server Config, select the Advanced Flags group, look for the line which says UseDTMFControl, click on that, then click on the Toggle Enable/Disable Flag. This should cause a '#' to be placed in front of the flag. Close the window and click on the Save gadget. Restart AVM and things will go back to the way they used to be. Note that you should try the new way since the code to do it is much simpler than the previous one and should be more robust.

There's a file called playall.rexx in the main directory. This file is an example ARExx script which opens up a LogView for any mailbox, selects all the contents, then plays them out. All of this is done from the script. This means that you can automate playing different mailboxes without the use of the Call Notifier and without actually touching the LogView gadgets.

If you still want to use Mostra, edit avm:rexx/efaxview.avm. The default is to use my fax viewer.

---

Starting with 1.26, I am including EFax, a class 1 and class 2 fax program. EFax is Copyright 1994 by Ed Casas. It is covered by the GNU General Public License. See file called avm:gnu/COPYING. Therefore, with this release, you can get fax capability with a nice user interface even if you \*don't\* have a voice-capable modem. If you don't have a voice capable modem, see the section entitled

Faxing without a Voice Modem

. Look in avm:gnu/EFax.man

to see what fax modems are known to work with EFax.

I also include a fax2iff program (for converting received faxes into IFF for viewing using some IFF viewer), asc2fax for converting ascii files into fax format, and a printer driver. fax2iff is a slightly modified version (it reads non-raw fax files) of the executable in ElCheapoFax. My printer driver is a modified version of the HP Printer driver found in the RKM plus some code found in the ElCheapoFax faxprinter driver. My printer driver also includes the code found in the asc2fax program of ElCheapoFax. My printer driver, since it's a derived work of a GPL'ed program, is also covered by that License. ElCheapoFax is Copyright (C) 1993 by Olaf 'Rhialto' Seibert.

Only the programs covered by the GNU General Public License are "free software". I cannot and will not charge for you to use them. Note, however, that the GNU License allows me to accept donations for supporting this software. Send what you like so that I will be inclined to maintain the fax program and the corresponding fax related programs. I would be more likely to help you if you decide to donate :)

BTW -- the GNU programs are in avm:gnu.

I have created a fax print program that I decided to make shareware. This print program will print faxes in the correct aspect ratio. I tested it and it works fine on my page printer. I am also in the process of making my own fax viewer that will also be shareware. I can already view large faxes using a SuperBitMap. I need to add support for different magnifications and for viewing the fax using less memory. Note that the AVM FaxPrint program and the AVM FaxView program are shareware and are not under the GNU License since I made them. The AVM FaxPrint without the keyfile will only print the first half of a page.

Please check out avm:contrib. It contains stuff contributed by AVM users. You may like what's in there.

Warning to GPFax users: as of this version, the default fax program is EFax (for obvious reasons). You will need to edit StandardConfig to change this default.

If you had versions between 1.11 and 1.15, read

#### New Voice Files

thoroughly. Otherwise, you may find that AVM hangs up on you at odd times. Basically, I had to rename some of the voice files (aside from adding more voice files for you to record). If AVM doesn't find the right voice file, it will hang up on you.

If you upgraded your ZyXEL from pre-6.12 ROMS to 6.12 ROMS, read the release notes of V1.25 in the

History  
section.

Read the documentation! It is important, given the complexity of the system. I have tried to make the documentation as complete as possible. However, if you find something that is out of date with the actual program, let me know so I can update the documentation. Again, it is important that you go through the documentation at least once. If you have some problems, check out the section called

Common Problems  
before asking

me. You may find that some of your questions have already been asked by other people and have been solved.

If you press the "Help" key in any of the windows (except the window that pops open if you have an unregistered version of AVM), you will get to read this file. It is context sensitive, but not fine grained. In other words, you will be put in the section that talks about the particular program you pressed the "Help" key in.

As of this version, Rockwell support is considered beta while all other modems supported are considered to be stable.

Important!

Introduction

Requirements

Setting up

Modem Limitations

Common Buttons and Options

Player

ServerMan

Call Notifier

LogView

Mailbox Config

---

---

Server Config  
Logger  
Scheduler  
SchedulerView  
AVM  
VoiceMail Instructions  
Configuring with RXSET or SETENV  
History  
Wish List  
Acknowledgements  
Beta Testers  
Common Problems  
New Voice Files  
Caller ID and Distinctive Ring  
Programmer  
Faxing without a Voice Modem  
Faxing

## 1.2 Important!

UNREGISTERED version  
REGISTRATION  
Payment Options  
Technical Support  
Getting Updates  
European Registration  
Deep Thought BBS  
Mailing List  
Author

---

## 1.3 UNREGISTERED version

AVM is Copyright - 1994 by Al Villarica (SoftWorx).

The UNREGISTERED version is freely distributable, as long as it remains in the original archive as shipped by the author. You may not sell the UNREGISTERED version for profit. Only a minimal copying fee may be charged.

You are legally entitled to use the UNREGISTERED version for as long as you like, as long as the programs are \*not\* modified in any way. For example, you are not allowed to remove the requesters, change any of the texts within the program, etc. You are \*not\* allowed to close the "annoying" window by using any external program. This window is meant to be a constant reminder that you are using an UNREGISTERED version of AVM. If you find it useful, I would really appreciate it if you would register the program. That would be the best way to get this program to improve. Also, please do \*not\* try to use an external program to resize my "reminder". I am not responsible for any crashes due to resizing, moving the window to another screen (it likes to stay on the WorkBench screen), or closing the window. I myself am using a version of the AVM server which has the annoying window. Really! So, if I can use it, then you should be able to too. I don't think that my registration fee is outrageous.

You may, however, modify the ARexx scripts to your heart's content. You may \*not\* use these ARexx scripts or any of their derivatives for anything but AVM. Any ARexx scripts created by users (whether hand coded or generated by the AVM Programmer) can be put in the public domain. In fact, I urge you to distribute them or at least tell me about them so I may incorporate them (or some of their features) into the following releases of AVM.

You may not use \*any\* of the binaries (the server, programmer, iff2adpcm, adpcm2iff, etc.) for anything but AVM.

NOTE! I have included the Programmer, Scheduler, and SchedulerView starting with this version. They, however, have been disabled. You can look at the Programmer and play around with it, but you can't save nor compile anything you create. With the Scheduler, you can do everything with it, but it won't wake up to process scheduled events. But, if you want to see how it would call somebody up, you can press the Send gadget, which manually process the currently highlighted entry. This will at least show you that the Scheduler does work. Maybe the inclusion of these programs (they're not vaporware) will convince you to register this program :)

## 1.4 REGISTRATION

Although the UNREGISTERED version is very usable as is, you are encouraged to register the software. At this time, there are two levels of REGISTERED users.

---

You can register for the fax portion of AVM. This includes a fax viewer and a fax printer. Note that you can view faxes using any IFF viewer. You can also print faxes if you have an IFF printer. The advantage of getting my versions of those programs is that you'll get technical support from me. Plus, the fax print program I wrote will print out short and long faxes correctly (i.e. it won't stretch them or squash them). My fax viewer will also have different magnifications and will also be able to work under low memory conditions.

If you are currently registered for AVM (i.e. you already in my database list, you can get the fax portion registered for only US\$10). I want to give those people who have already registered a incentive to register the fax portion.

Registration entitles you to 1 year of free updates when they become available for the programs and ARexx scripts that you are registered for. These updates will be made available for download in the form of patch files. I will not be sending out update disks (although I may send out postcards to tell you about important updates).

Registration will also get you technical support. Although I will try to help new users in getting the UNREGISTERED version working on their system (what good is a demo if you can't get it working, right?), I cannot provide much more than that. I need to concentrate on supporting those who were kind enough to register. Of course, you can offer suggestions on how to improve the software (and these suggestions may even show up on later working demos of the AVM Suite). If I add those things that you want, maybe that will encourage you to register.

Registration is transferrable. You have to inform me of the specifics of the transfer (i.e. to whom it was transferred to).

Registration entitles you to use the AVM Suite on only one computer. Of course, you can use as many modems on that computer as you can possibly fit. You may need a high-performance computer to be able to do this, though. With the best compression, the modem to computer transfer rate is at least 9600, making it quite unlikely that a 68000 computer will be able to handle more than one modem at a time.

REGISTERED version Level 1

REGISTERED version Level 2

## 1.5 REGISTERED version Level 1

With this level, you will get:

- o an annoying-less version of the AVM Server,
  - o a working AVM Scheduler for sending unattended outgoing
-

messages and faxes

- the Scheduler can call you up at work when somebody "deposits" a message in your mailbox
- the Scheduler can forward faxes to another fax number automatically
- the Scheduler allows you to "reply" to messages left by callers
- the Scheduler allows you to "send" voice or fax messages to people

Level 1f will additionally get you:

- o a fax print program which prints faxes in the correct aspect ratio
- o a fax view program which can view long faxes and can also view them under different magnifications

## 1.6 REGISTERED version Level 2

In addition to what you get from level 1, you will get:

- o a working AVM Programmer which makes adding mailboxes and customizing the ARexx scripts \*much\* easier
  - Use it to add mailboxes, delete mailboxes
  - Program unique voice menus
  - Allow people to hear about products you are selling
  - Allow people to get faxes from you about products you are selling
  - Allow people to hear music you have composed
  - With the X10 interface, you can turn your appliances on and off from the outside
  - Program automated surveys or questionnaires (it can call people up and collect responses from them).
  - Program 1-900 (pay per minute) quizzes
  - Anything you can do with ARexx, you can do from within the AVM Programmer, and hence from a remote telephone
  - Create a voice BBS

Level 2f will additionally get you:

- o a fax print program which prints faxes in the correct aspect ratio
- o a fax view program which can view long faxes and can also view them under different magnifications

## 1.7 Payment Options

Send payment to the  
Author  
, Al Villarica. For European customers,

---

send payment to the  
European Registration  
site.

```

+-----+
| Prices |
+-----+
|Level 1          $20.00 |
|Level 1f         $35.00 |
|Level 2          $35.00+ |
|Level 2f         $50.00+ |
|Upgrade from 1 to 2    $20.00 |
|Registered for AVM, want fax $10.00++|
|Fax Print/Viewer/Scheduler $25.00 |
|Upgrade from 1->1f or 2->2f $20.00 |
|Shipping/Disks      $ 2.50* |
+-----+

```

\* The shipping/disk charge is per disk. MUI takes 1 disk. AVM now takes two. Each set of voice files takes 1 disk. If you can download these things (or if I can email them to you), then you don't have to pay any shipping or disk charges. Tell me which disks you want (MUI, AVM, voice files).

+ If you would like to send \*more\* money than what I'm asking for, I would appreciate it very much. I made my prices low to get people to even think about registering. In my opinion, you get a lot for what you pay for.

++ This is \*only\* available to those who registered for AVM \*before\* June 14, 1994!

I will not be recording special voice files for people (unless special arrangements are made). The voice files that I will be sending are generic voice files for a simple answering machine. Note that I may not have it for your specific modem or for your specific language -- at this time, I can only guarantee that I have voice files for ZyXELs and LineLinks in the English language.

Some people have been able to send me cash (foreign currency is acceptable but please be fair when calculating the exchange rate) by wrapping it in aluminum foil. I am not sure if this is legal, and I cannot guarantee that I will receive it. Of course, you could send it to me "registered" so that I will have to sign for it and you will receive notification that I signed for it.

Someone has been able to send via a postal money order from Italy. So, I know this is also another alternative. I am not sure how much this will cost you though. When doing this, please make sure that the full address is shown on the money order. Otherwise, I will have no way of knowing how to get in touch with you.

When sending in payment, please include a short note to tell me enhancements you want me to include for future releases. Remember that programs evolve. This is your chance to contribute to its evolution. If you have suggestions for the program (and you don't want to



register), send in your comments anyway. Let me know why you don't want to register (costs too much, it's missing a feature, etc.).

Here's a form you can cut out and print out (don't forget to include the country you're in!):

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Country: \_\_\_\_\_

Email (InterNet/CompuServe/America Online/Genie/Fido/etc): \_\_\_\_\_

\_\_\_\_\_

Telephone Number: \_\_\_\_\_

Fax Number: \_\_\_\_\_

How would you like to receive  
the key files? ( ) Email

( ) Regular mail together with AVM disk

( ) ftp site: \_\_\_\_\_

private directory: \_\_\_\_\_

( ) IRC dcc

- AVM: ( ) Level 1  
( ) Level 1f  
( ) Level 2  
( ) Level 2f  
( ) Upgrade from 1 to 2  
( ) Upgrade from 1->1f or 2->2f  
( ) I'm currently registered and want to register the fax part.  
( ) Fax Print/Viewer/Scheduler (you don't have a voice-capable modem)  
( ) Send AVM on 2 disks  
( ) Send MUI on a disk  
( ) Send voice files on disk (modem = \_\_\_\_\_, language = \_\_\_\_\_)

Computer: \_\_\_\_\_

Processor: \_\_\_\_\_

Speed (MHz): \_\_\_\_\_

Memory (MB): \_\_\_\_\_

Modem: \_\_\_\_\_

---

Serial Port: ( ) standard built in  
( ) custom: \_\_\_\_\_  
Kickstart version: \_\_\_\_\_  
Workbench version: \_\_\_\_\_

## 1.8 Technical Support

You may send mail to the  
Author  
. I will try to answer your questions  
as soon as I can. However, if you have access to a system that can  
send email to an Internet site, my address is:

rvillari@cat.syr.edu

If you send email to this address and I do not respond within 1 week,  
you can be sure that I did not receive your email or my reply didn't  
reach you. I am usually very good about replying to email, even if you  
don't ask a question. So, if you don't get any response from me, try to  
find other ways of reaching me.

I am also available for questions on IRC. I hang out on the #amiga  
channel and normally use "av" as my nickname. Just do a /who #amiga  
and look for me. I can DCC stuff to you.

I will answer all questions and help you do some ARexx programming  
if you are using a fax or data/BBS program that you want to integrate  
with AVM.

You can also get some technical support by calling up my Mini BBS.  
See

Getting Updates

.

Before asking me a question, \*please\* look for the answer here in  
this document. You may find that someone asked your question  
and I answered it. Look at the section

Common Problems

. Also,

it would be most helpful if, aside from telling me that AVM doesn't  
work, you provide useful information. For example, I would like to  
know:

- o Your computer type (A1000, A2000, etc.)
  - o Your processor type (68000, 68020, 68030, 68040, 68060)
  - o Your operating system version (2.04, 2.1, 3.0, 3.1, etc.)
  - o Your modem type and ROM version (if you have a ZyXEL, type in  
ATI1 in some terminal and tell me what it says).
-

- o Your serial port (internal, GVP IOextender, Multiface II, Multiface III, etc.)
- o A ram:logger.save file. Run the Logger program, try to reproduce the problem, click on the Save button in the Logger window, then send me the file called ram:logger.save. The Logger program produces important information about the AVM Server process which handles the modem. It also tells me if there's a problem with one of your ARexx scripts. In other words, the file ram:logger.save allows me to do "remote" debugging.
- o Your avm:servers.cfg file.

## 1.9 Getting Updates

I will try to distribute patch files on the major networks ( ←  
Usenet,  
FidoNet -- see  
Deep Thought BBS  
, Fred Fish, etc.). But, you can  
call up my Mini BBS by doing the following:

Use a telephone and dial my number (See  
Author  
) . Wait for AVM  
to answer. When it does, press 5 on your touch tone phone. That will  
activate AXsh, a non-traditional BBS that contains AVM related files.  
Instructions on how to use AXsh will be displayed when you log in.

You can call between 10am and 5pm, Eastern Standard Time (USA),  
but please don't be rude: say "hello" if somebody answers. Then  
kindly ask them to press 5 (silent answer is active, so it should  
be possible to get the modem to answer in data mode even if somebody  
answers -- neat, huh?).

NOTE: THIS IS ONLY AS A LAST RESORT! I WOULD PREFER IT IF YOU GOT  
AVM EITHER THROUGH YOUR LOCAL BBS, BY EMAIL OR FTP, OR THROUGH  
THE DEEP THOUGHT BBS.

Important! I'm following the Commodore way of numbering versions. This  
means that AVM 1.16 would be a higher version than AVM 1.2.

## 1.10 European Registration

If you live in Europe, you can send your registration forms and payment  
to:

Odendahl Stefan  
Wickertweg 16  
3902 Brig-Glis  
Switzerland

He will handle any registrations you send to him. Of course, I will still accept your registration here, but it is probably easier to send it to him if you live in Europe.

He says he prefers Swiss Francs (CHF), but other currencies are welcome. Again, be fair when making the conversion.

If you wish to send Swiss Francs (by any of the methods described below), please account for the conversion from the US\$ registration fee to what you send to him in Swiss Francs. Stefan has to buy a US\$ Money Order using your Swiss Francs before he can transmit the money to me.

If you decide to send money in any currency other than Swiss Francs, Stefan has to first convert it into Swiss Francs \*before\* buying a US\$ Money Order. So, please allow for this double conversion.

In other words, he \*really\* prefers Swiss Francs.

If you have US\$ already, it's probably better to send it directly to me.

Please decide how to transfer the money:

- o Cash (no coins)

- o International postal money transfer to his "post account"

- No. : 19-10974-2
  - Check-Office : Sitten
  - Country : Switzerland

- o Postal money order

Checks are not accepted at this time because Stefan has determined them to be too expensive to cash at his bank. Plus, the price of cashing varies, so it's hard to pass the cost on to the registering party.M

You can reach him at:

- odendahl@avalon.unizh.ch or sodendahl@iic.ethz.ch (Internet email)
  - Stefan Odendahl (2:301/807.42) (FIDO mail address)
  - Odi (IRC)

## 1.11 Deep Thought BBS

Christian Stelter has been kind enough to carry AVM in his BBS. It is a FidoNet node. Here's information on his BBS.

DEEP THOUGHT Bulletin Board System  
InterNet: deepthought.north.de  
FidoNet: 2:2426/2020.0 & 2:2426/2021.0  
AmigaNet: 39:170/204.0 & 39:170/205.0

---

Port 1: +49-(0)441-383365, 1200-19200 bps ZyXEL  
Port 2: +49-(0)441-383839, 1200-16800 bps ZyXEL  
Magic for Fido File Requests:     AVM (for the latest version)  
                                      :     FILES (for a list of all files)

## 1.12 Mailing List

Christian Stelter has set up a mailing list for AVM. To join this mailing list, send email to "listserv@deephought.north.de". On the first line of your email (not the Subject header), type in:

```
subscribe avm
```

Then, when I send email to this mailing list, everyone on the mailing list will get a copy. This is a good way for you to find out about new releases of AVM (whether Beta or final). Plus, I plan to distribute small fixes to ARexx scripts here and to discuss new features and bugs.

## 1.13 Author

Users of ZVM, \*please\* note the address change!

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Voice: (315) 471-4043  
Data:  (315) 471-4043

## 1.14 Introduction

What does AVM stand for? No, it's not Al's Voice Mail or ← something like that. I had planned on it being Amiga Voice Mail, but decided on Advanced Voice Mail (recommended by one of the Beta testers).

With the AVM, you can use your voice-capable modem (Zyxel, Dolphin, or LineLink, Rockwell based voice modem) and GPFax, TrapFax, or the included EFax to provide:

- o A three-mailbox answering machine. These mailboxes currently are named (Anonymous, Al, and Dory). You can change their names. See instructions in the Call Notifier on how to accomplish this.
  - o A simple answering machine if you don't want to have mailboxes. In this case, only the Anonymous mailbox is active.
-

- o The ability to archive messages and faxes that you receive so that you can recall them later on.
- o The ability to receive voice messages, faxes, and data calls all on one line. At this time, only GPFax, TrapFax, & EFax are supported. With some ARexx programming, other fax programs may be substituted. At this time, only AXsh (a non-standard, but publically available BBS) is supported for handling data calls. All you have to do is install AXsh.
- o The ability to retrieve messages from a remote site by using the remote site's touch tone keys. Information about the message can be played, such as the time and date of the message, any telephone number left by the caller, or the telephone number transmitted via the Caller-Id mechanism available on some phone systems.
- o Silent answer -- if you pick up the phone before the program does, it will eventually pick it up and listen in on your conversation. By pressing the appropriate keys on your touch-tone phone, you can instruct AVM to handle the call as a fax call or have it start recording your conversation.
- o Record Conversation -- you can use this to record important conversations. This is especially handy when dealing with mail-order firms. But, you need to tell the other party that the conversation lest you get accused of having an illegal phone tap.
- o Remote recording -- you can remotely record a personal greeting for each mailbox. In addition, some of the outgoing messages can also be recorded from another telephone.
- o Pre Conversion -- with this feature, you will be able to pre-convert voice files while your computer is not doing anything interesting. So, when you get home, you can click on Play to play your message, and it will be immediately played. Otherwise, you would have to wait for the conversion process to take place.
- o Immediate playing -- if you have a fast Amiga and you use a compression mode that can be "uncompressed" quickly, you can play the incoming voice files directly to the Amiga sound system. No intermediate conversion is necessary. With this feature, you don't have to use the Pre Conversion feature (but you still can, if you want) and you don't have to wait forever to hear your incoming messages.
- o Multiple greetings -- you can greet your callers depending on the time of day, the day of the week, randomly, etc. Plus, you can record these greetings remotely.

The AVM Suite is a major rewrite of ZVM, my first attempt at providing answering machine capabilities to users of the Amiga and the Zyxel modem. AVM now supports the LineLink 144e modem (some restrictions apply) and the MTD Dolphin modem (a Zyxel compatible), a Rockwell chipset based voice modem (I tested a Zoom VFDX).

The AVM Suite consists of a bunch of programs which all cooperate via ARexx. For example, when a call comes in and someone leaves a message, the

Call Notifier  
will show that there was a new message (the Count  
would increase in the appropriate mailbox). If there was a  
LogView

opened that was "viewing" the mailbox where the message was in, a ←  
 new  
 entry would automatically be inserted into the view. In other words,  
 changes to the mailboxes are broadcast to all the active programs  
 that are viewing a particular mailbox.

The AVM Suite uses the server model. Each modem that you want the AVM  
 Suite to handle incoming calls for, needs to have a server process (  
 AVM  
 )

running for it. The AVM server knows how many rings to wait for before  
 answering a ringing line. When it gets the desired number of rings, it  
 dispatches an ARexx script on itself to handle the call. I designed this  
 server to be able to run autonomously. Therefore, it is possible to have  
 the AVM server running to handle all calls and not have the

Call Notifier

or the

ServerMan

running. This will definitely conserve memory, but at  
 a small cost. The AVM server will not know if there are any messages being  
 "watched", so it will not be able to support the "Toll Saver" option.  
 And, you will have no real way of knowing whether there were messages left  
 on your computer, since that was the whole purpose of the

Call Notifier

But, as I said, if you can do without those two features, you can get away  
 with running just the AVM server. Do this in low memory situations.

## 1.15 Requirements

- o AmigaDOS 2.04 or greater
- o MUI 1.4 or greater (someone tested it with MUI 2.0 and it works).
- o a Zyxel, a LineLink 144e, a MTD Dolphin modem, or a Rockwell  
 chipset based voice-capable modem.
- o ARexx - this is included with AmigaDOS 2.04 and up, but it may not  
 actually be running on your system. Look in the startup-sequence  
 or the user-startup for a line containing "rexxmast" to be sure.  
 Alternatively, type in the following into a shell:

```
rx "say hello world"
```

If it prints HELLO WORLD in the shell, ARexx is running.

- o a hard disk to store voice messages
- o 1 meg of RAM (the more, the merrier)
- o an accelerated Amiga is desirable, but is not really a requirement
- o speakers hooked up to your Amiga would be nice
- o a sound digitizer would also be nice (you don't need one since  
 you can record messages using the phone line)
- o a fast serial port is also desirable, but not a requirement.  
 I have been told that AVM does work with the IOExtender,  
 the Multiface II card, and the Multiface III card.
- o when using the AVM programmer, you need to be using at least a  
 640x400 screen (because of the size of the windows).

- o GPFax or TrapFax are alternative fax programs that you can use with AVM. AVM now includes EFax. It's really easy to send and receive faxes with AVM using EFax.

## 1.16 Setting up

0. If you have a Rockwell based modem, connect your telephone to the back of the modem.

Otherwise, you will need to connect your telephone to some sort of splitter. The telephone should be connected in \*parallel\* with the modem. It should not be connected to the back of the modem! Another possibility is to hook it up to an extension in your house.

1. Install MUI 1.4 or greater and ensure that it works by trying out one of the MUI demos. If you cannot get one of the demos working, you can be sure that AVM won't work either.

NOTE: Instructions 2 through 8 can be skipped if you double-click on the avm-install icon, which takes care of these steps for you. This assumes that you already unarchived the avm1.33.lha archive in some temporary directory. It will copy the necessary files from that temporary directory to the final directory and add the necessary ASSIGNS to your user-startup file. You will also be able to choose what type of modem you have, what type of digitizer, and the method by which you want to be informed of new calls.

2. Create a directory in which you want the AVM Suite to reside. Use the Workbench for this.
  - a. Find a place to put the AVM Suite on the Workbench.
  - b. Press the right-mouse-button, select the Window menu, then select the "New Drawer" option. You will then be prompted for a drawer name. Enter "AVMSuite" (without the quotation marks) in that requester.

OR, if you prefer using the Shell,

```
makedir work:AVMSuite
copy work:empty.info work:AVMSuite.info
```

Note that if you use these "Shell" instructions, you will need to go to the workbench afterwards, move the AVMSuite icon to a new location, and use the Snapshot menu item in the Icons menu of the workbench.

3. Unarchive the AVM archive while you are in the directory you just created.

```
cd work:AVMSuite
lha x ram:avm1.33.lha
```

4. Edit s:user-startup and add the following lines (but change the directory name if you put AVM in some place other than



```
work:AVMSuite).
```

```
    assign avm: work:AVMSuite
    assign avmtemp: t:
    assign avmrexx: avm:rexx
    assign faxout: avm:outgoing/voices
    assign faxtemp: t:
```

5. Open up the AVMSuite drawer from the WorkBench.
6. Make a directory called "voices" in the AVMSuite drawer. From the CLI, just do a:

```
makedir work:AVMSuite/voices
```

7. Open up the DefaultIcons drawer in the AVMSuite drawer.

If you have a Rockwell based mode, double-click on the "useRockwell" icon.

If you have a LineLink144e modem, double-click on the "useLineLink144e" icon.

If you have a Dolphin modem, double-click on the "useDolphin" icon.

If you have a ZyXEL, first find out what ROM version you have by typing in "ATI1" in a terminal program (like Terminus, JR-Comm, vt10029b, ATalk III, etc.). Then find the icon entitled "useZyXEL???" where the "???" are replaced by the ROM version that you have on your modem. If you have a ROM version that does not have an icon, find an icon which is closest to your ROM version. Complete these instructions and then test things out. If you find that it doesn't work, double-click on another icon and try it out. If none of the icons work, contact me.

If you have a class 1 fax modem, double click on the useClass1 icon. If you have a class 2 fax modem, double click on the useClass2 icon. Only use these if your modem really doesn't do voice. If it does and is not compatible with AVM, contact the author.

Next, you need to tell AVM what kind of sound digitizer you have. If you don't have one, then these instructions do not apply to you. If you have a Perfect Sound digitizer, double click on the "usePerfectSound" icon. Otherwise, double click on the "useGenericDigitizer" icon.

Finally, you need to tell AVM how you want to be informed of new messages. If you want to be informed of messages via the AmigaDOS "say" command (AmigaDOS 3.0 and up users should check if they have this command), double click on the "useSayAlert" icon. If you want to be informed of messages via the Amiga's power LED (it will flash the number of messages on the power LED -- this may look like a Guru and scare you :), double click on the "useFlashAlert" icon. If you want to be

informed by a prerecorded message (it plays an IFF file called avm:havemessage or avm:havemessages), click on the "useSayPreRecAlert" icon. If you \*don't\* want to be informed of new messages, follow instructions for the

Call Notifier  
on how to "unwatch" mailboxes.

8. Execute the script called "avm:renamevoicefiles". I sometimes rename voice files. For instance, in going from V1.15 or earlier to V1.17, I renamed stuff like one, two, etc. to number1, number2, etc. to facilitate in sorting stuff in the Player program.

Execute the script called "avm:deletevfiles". This will delete all the obsolete voice files. Note that it won't delete voice files that are still usable. Only the minimal number of voice files will be deleted.

9. If your modem is not connected to serial.device unit 0, see

Ports Setup  
for instructions on how to change the serial device and/or the unit number.

10. If you want to use the included EFax, just double click on the startAVM icon!

For GPFax to run with AVM, you need to make sure that in the Environment window, the Shared flag is set.

Also, edit the Answer.gpf script and remove the lines which have 'viewlast' in them (the last two ones in the version I have).

If you have a ZyXEL modem, the Modem Init string should be:

```
AATE0V1X4&K3&C1&D2S0=0
```

If you have a LineLink modem, the Modem Init string should be:

```
AATE0V1X4&K3&C1&D2&R0S0=0
```

If you have any other modem, try the one for the ZyXEL modem first. Then try the one for the LineLink modem.

NOTE: GPFax shouldn't be running before you start AVM.

If you have TrapFax, just double click on the "startAVM" icon to get things running. You must also use OwnDevUnit.library.

11. Run the Player program. This will allow you to record each of the required messages. See the instructions for

Player  
on how  
to accomplish this.

If you download the optional voice files (I am distributing them

---

in a separate archive since many people may want to record their own voice. However, some people may not have the time to fully customize AVM with their voice.), you will need to look at the instructions that come with the voice files.

I would like people to make a standard set of voice messages for different languages and put them in the public domain. Here's the naming convention I would like to keep (so people don't have to download lots of stuff before finding out what's in it). The .lha file should start with AVMV followed by a three letter specifier for the language used in the voice files, then the version number of AVM that it works with. Voice files should be distributed as IFF files recorded at 9600 samples per second or greater. The program iff2adpcm is now capable of resampling IFF voice files to the required sampling rate required by the different modems/compressions.

AVMVEng1.19.lha (English, 9600 samples per sec., avml.19)

AVMVFrel.19.lha (French, 9600 samples per sec., avml.19)

AVMVGer1.19.lha (German, 9600 samples per sec., avml.19)

If you're running AVM as a simple answering machine and you get pre-recorded voice files, the only messages you need to "customize" are "intro1", "intro2", "intro3", and "MailboxGreeting". The "intro" files are played first (depending on the time of day, one of the intro files will be played). After the "intro" files are played, the caller is put into the "Anonymous" mailbox, which plays "MailboxGreeting", at which point the caller can send a fax or wait for the beep to leave a message. It is entirely up to you on what message you want to tell him. Maybe you could say something like "Hi, this is Al's answering machine. Press 2 to send a fax or wait for the beep and leave your message. When you're done leaving your message, press 1.".

If you are running AVM as the three mailbox system, you need to record the file called "level0". This file instructs a caller on who they may leave messages or faxes for. Unless your names happen to be Al and Dory, you will need to re-record this message :) Also, you really should record the messages described in the paragraph before this.

12. Test things out. Pick up your phone, wait a few minutes until the phone company gives up and makes your phone line go silent, then click on Answer Voice in the ServerMan program. This will instruct AVM to pick up the phone and process it as though you got a call. Try leaving a message. Then wait for AVM to hang up. Then click on Answer Voice again and try to retrieve your message using the touch tone keys.

NOTE: On some phone systems, this will not work. It depends on the phone company.

13. To run AVM automatically when your computer reboots or is powered on, you can drag and drop the startAVM icon into your WBStartup drawer.
14. The file called StandardConfig in the AVMSuite directory should

be edited to your preferences. In particular, when you first install AVM, it defaults to acting like a simple answering machine. If you want to try out the multi-mailbox system, you will need to edit this file. There are also other parameters in this file that you can change to alter the way AVM and its ARexx scripts work. See

Configuring with RXSET or SETENV  
to see what the different  
lines in this file means. NOTE! You will need to quit all the  
AVM programs and restart AVM using startAVM in order for your  
new configuration to take effect.

## 1.17 Modem Limitations

Although AVM was designed to handle multiple modems, it does not currently handle multiple types of modems at the same time. In other words, you cannot have two different modem with different types on two different serial ports. You can, however, have two different modems on two different serial ports if they are of the same type.

I will fix this limitation in a future version of AVM. The rest of this chapter describes the individual limitations for each modem type.

If I have an encoder for the modem/compression you are using, then you can use the pre-recorded voice files. Otherwise, you pretty much have to record the voice files yourself.

ZyXEL

Dolphin

LineLink 14.4e

Rockwell

## 1.18 ZyXEL

- o If you have an E+ or greater, you can use the CELP compression. However, there is no CELP decoder/encoder, which means that you cannot play out these voice files through the Amiga's sound system.
  - o If you have a lower ROM version than 6.10a, you should not use ADPCM3. If you have 6.10a or greater, you can use ADPCM3SYNC compression. I have personally tried using ADPCM3SYNC and found that there are still problems with the ZyXEL decoder losing sync. This means that you will occasionally hear scratchy noises. Theoretically, with ADPCM3SYNC, if the ZyXEL decoder loses sync, it should be resynced after 50 milliseconds.
-

I do not have an encoder for ADPCM2SYNC or ADPCM3SYNC.

## 1.19 Dolphin

- o As far as I know, the only available compression mode is ADPCM2.

## 1.20 LineLink 14.4e

- o The LineLink can use a compression called SPC. But, the ↔ decoder

I wrote for it is not in tip-top shape. Try it to see if you like it. Be aware, however, that SPC uses more serial bandwidth and more disk space. It is, however, fast to decode.

I do not have an encoder for SPC.

- o The LineLink cannot detect a calling fax automatically. You will need to tell your fax callers that they need to follow instructions on how to activate your fax.

I have implemented something that may enable you to receive faxes automatically. This only works when you use the two-mailbox system I developed. Normally, when a caller calls, he is instructed to press 1 to start the mailbox system. If he doesn't press 1, the default goes into a mailbox called "anonymous". See

Answer Priority

to change this default to go into fax mode or data mode.

## 1.21 Rockwell

- o The Rockwell chipset supports ADPCM2, ADPCM3, and ADPCM4. I am currently limiting AVM to using ADPCM2. There are some complications in using ADPCM3 and ADPCM4.
- o I don't have an encoder/decoder for any of the compressions used by Rockwell based modems. This means that you cannot play them to the Amiga or convert IFF files to a voice file. I hope to find some source code to alleviate this problem. Fortunately, you can play to the Internal Speaker and it will also play to the telephone plugged into the back of the modem.

## 1.22 Common Buttons and Options

This chapter describes the buttons and options common to most of the programs in the AVM Suite. This allows me to be lazy.

---

Play  
Record  
Stop  
Play to  
Record from  
Server  
Quit

### 1.23 Play

Click on this button to play the selected voice file through the device in  
Play to  
on the . You can stop the playing of a message by clicking  
Stop  
button.

### 1.24 Record

Click on this button to record the selected voice file through ↔  
the  
device in  
Record from  
. Again, click on the  
Stop  
button to stop  
the recording process.

After clicking on the record button, watch the modem lights and wait for the RXD (on the Zyxels) or the IO (on the LineLinks) before speaking. Depending on the speed of your computer, there could be a slight delay before the modem actually starts recording. This is because I need to send commands to the modem to actually start recording.

### 1.25 Stop

This stops recording, playing, or any conversion process.

---

## 1.26 Play to

There are several options that you can choose from. Some of these options are not available for some of the modems. ↔

```
Amiga
TelephoneLine
InternalSpeaker
LocalHandset
IFF
AmigaDirect
```

## 1.27 Amiga

This option is available only if I have a decoder for the compression you choose for the voice file. This option will first convert the voice file into an IFF file (avmtemp:temp.iff) and then play it using "DSound". Note that I cache the last played file so that you can keep playing it without going through the conversion process.

The ARexx script activated by this option is playamiga.avm. You can modify this script if you would like to use a different player.

## 1.28 TelephoneLine

This option allows you to play voice files through the telephone line.

To use this option, you should first remove the dial tone. You can do this by pressing a few touch tone keys. Or, you can pick up the phone and wait for the telephone company to give up on you. <<need to check if it plays even if you disconnect the phone line from the modem>>

## 1.29 InternalSpeaker

This will play voice files through the modem's internal speaker. The LineLink doesn't support this.

## 1.30 LocalHandset

---

This only works with Rockwell based modems so far.

This plays to the telephone hooked up to the back of the modem.

### 1.31 IFF

This will actually perform a conversion from the voice file to an iff file. This option is only valid if there is a decoder available for the compression scheme that you used. In this version, the output IFF file is avmtemp:save.iff. A future version will allow you to pick the name of the IFF file.

### 1.32 AmigaDirect

This option plays voice files while it is decoding them. This results in a small delay from the time you press play to the time it actually plays (unlike the Amiga option, which converts the whole voice file first). Note that you can only use this option if you have a fast Amiga. It works on my A3000/25. Try it out on your system to see if it's fast enough. If it is, you'll like this option. ←

### 1.33 Record from

As with Play to, there are several options to choose from. Again, some of these options may not be available for some modem types.

Amiga (Record)

TelephoneLine (Record)

ExternalMic

LocalHandset (Record)

IFF (Record)

### 1.34 Amiga (Record)

---



This option will activate the rexx script recordamiga.avm. This script calls AGMSRecordSoundPS3. It will call AGMSRecordSound (a version that works with most generic digitizers) if you instruct it to (by double-clicking on the useGenericDigitizer icon). It calls the digitizing software in such a way that the output is avmtemp:temp.iff. This IFF file is then converted into the appropriate voice file by a converter.

### 1.35 TelephoneLine (Record)

This allows you to record your messages using the telephone line. The only way to get this to work is to pick up the phone and get rid of that dial tone somehow. As with

Play to

, you can do this

by entering a few touch tone keys. Unfortunately, on some systems, after a while, you'll get the annoying phone company message to put down the phone. You could wait this out until the phone company gives you just silence.

What I do is to wait for this silence and record all the messages I need to in one session.

### 1.36 ExternalMic

This option only works with the ZyXEL modem and the Rockwell ↔ based modem.

Rockwell (ExternalMic)

ZyXEL (ExternalMic)

### 1.37 Rockwell (ExternalMic)

Some Rockwell based modems have a jack which allows you to plug an external microphone in. Use this option to record using that.

### 1.38 ZyXEL (ExternalMic)

Warning, DO NOT use this option if the modem is still plugged into the phone line.

To record with this option, disconnect the modem from the phone line, plug in the handset (some telephones have a handset which plugs

---

into the actual phone) into the "line" jack of the modem, and speak into the ear part of the handset (not where you usually talk into).

The reason you should not plug the modem into the phone line when using this option is that the modem amplifies the signal. If the modem is plugged into the telephone line, the line signal would be amplified and could destroy your modem's internal circuitry.

### 1.39 LocalHandset (Record)

This only works with Rockwell based modems so far.

This option lets you record from the telephone plugged into the back of the modem. This works rather nicely. You don't have to kill any dial tones or anything. You can just start recording.

### 1.40 IFF (Record)

This is similar to the Amiga option, except it doesn't actually call the digitizing software. It assumes that the software placed the IFF file in avmtemp:save.iff. A future version will give you a requester to choose the IFF file you want to convert into a voice file.

### 1.41 Server

This is the name of the server that will be played to or recorded from. To change this, click on the popup gadget beside the name of the field. The compression mode that the server is using is displayed beside the name of the server.

### 1.42 Quit

Hmmm...I wonder what this is for :)

### 1.43 Player

This program allows you to record/play all of the required outgoing messages.

Configure the player

Record your outgoing messages

---

## 1.44 Configure the player

Specifically, make sure the  
Play to  
, the  
Record from  
and the  
  
Server  
options are what you want them to be.

## 1.45 Record your outgoing messages

Go through each entry that has a "No" in the "Rec?" column and

Record  
a message for it. What you have to say in that entry would  
be displayed in the "What you should say" box. After recording,  
you should

Play  
the message to make sure it's correct.

Try to stop recording by using the

Stop  
button as soon as you finish

talking. AVM "glues" voice messages together for certain things.  
For example, when playing the date of a message, it "glues" the  
Month voice file with the appropriate number voice files to produce  
the date. On slow machines, you may actually need to stop recording  
before finishing speaking because there is a slight delay between the  
time that you press the stop button and the recording actually stops.

## 1.46 ServerMan

ServerMan shows you all the servers active in a listview. It ←  
shows you  
the name of the server and its status. If you have several modems  
and serial ports, these would appear in the listview.

You can select a server by clicking on the appropriate item in the  
listview. After selecting an item, there are several things you  
can do to it.

There is a cycle gadget just below the listview. This cycle gadget  
allows you to see some of the buttons while hiding others. This  
is intended to make this program less cluttered by presenting you  
with buttons that you will most commonly use and hiding buttons  
which you would normally not use.

---

Answer Voice  
Answer Fax  
Record Conversation  
Answer Data  
Abort Action  
Close Serial  
Open Serial  
Unlisten  
Listen  
Use Fax  
Unuse Fax  
Use Data  
Unuse Data  
Start Server  
Kill Server  
Quit All (ServerMan)

## 1.47 Answer Voice

This makes the server answer the phone as though the appropriate number of rings was seen by the modem. In other words, the ARexx script in

```
Voice Call default  
,  
Voice Call Ring 1  
,  
Voice Call Ring 2  
, ...
```

is called. If no RING was seen or an unqualified RING was seen, the default ARexx script is called. If a RING which was qualified (RING 1, RING 2, ...) was seen, the appropriate Voice Call n script would be called.

## 1.48 Answer Fax

---

This makes the server answer the phone as though a fax had been detected. ↔

The ARexx script in  
Fax Call  
gets called. This defaults to  
handlefax.avm

## 1.49 Record Conversation

This feature is really useful for getting evidence against mail-order companies :) Unfortunately, in the US, you are required by law to tell the party that the call is being recorded. Nevertheless, it'll at least keep them honest.

## 1.50 Answer Data

This button is similar to the  
Answer Fax  
button. The only difference  
is that it calls the ARexx script in  
Data Call  
.

## 1.51 Abort Action

This button aborts any actions that may be active in the currently selected server. ↔  
This is a useful button especially when a call comes in and AVM answers the phone. You can make AVM shut up by clicking on this button. This button sends a general abort to the server. This general abort message would even abort an action started by a different program. For example, if you're playing/recording a voice file through the  
Player  
, you can abort it either with the Player's  
Abort button or with this button.

## 1.52 Close Serial

Instructs the server to close the serial port. This really shouldn't ↔  
be necessary since the AVM Server supports the sharing of the serial port. It is better to just put the AVM Server in

---

Unlisten  
mode.

In addition to supporting the sharing of serial port, the AVM Server, with the appropriate option in the Server Config program set, also supports the OwnDevUnit protocol for sharing the serial port.

### 1.53 Open Serial

This opens the serial port. Sometimes, when AVM starts up, it can't open the serial port because another program was using it in an unfriendly way. This is a good way to open the serial port in such cases (but you need to first kill the program that was unfriendly).

### 1.54 Unlisten

This button makes AVM not listen to the serial port. It doesn't cause AVM to close the serial port. It just aborts any pending reads that AVM may have. This allows other programs to open up the serial port, change serial port parameters, etc.

### 1.55 Listen

This button reverses the action of the Unlisten button.

### 1.56 Use Fax

This calls the script `avmrexx:usefax.avm`. At this time, it is configured to make AVM unlisten and GPFax to listen to the serial port.

### 1.57 Unuse Fax

This calls the script `avmrexx:unusefax.avm`. This currently makes GPFax unlisten and AVM listen.

### 1.58 Use Data

This calls the script `avmrexx:usedata.avm`. This currently makes AVM unlisten.

---

## 1.59 Unuse Data

This calls the script `avmrexx:unusedata.avm`. This currently makes AVM listen.

## 1.60 Start Server

If the currently selected server isn't active, this button  $\leftrightarrow$  activates it. This button, together with the Kill Server button is needed if you change the server parameters in Server Config . A future version of AVM may instruct the servers to use any new parameters that may be set.

## 1.61 Kill Server

This issues a quit message to the appropriate server. You can quit the server when it is waiting for a RING, has closed its serial port, or is in unlisten mode. You cannot kill a server if it is doing something else (like answering a call, playing a voice file, etc.).

## 1.62 Quit All (ServerMan)

This quits ServerMan and kills any active servers which are not doing anything useful. It also kills all the AVM programs such as any active LogViews, Schedulers, SchedulerViews, etc.

## 1.63 Call Notifier

This program is basically a flat view of all the mailboxes. It  $\leftrightarrow$  shows you all the mailboxes, the number of messages in those mailboxes, and whether you wanted to be informed that there were new messages or not for a particular mailbox.

Basically, if there is a \* in the Watch field of the mailbox entry, then the program will tell you that there are new messages. It does this via the `alertmessages.avm` ARexx script. The default action to inform you of messages is to "say" something. If you don't like this behaviour, you can either "unwatch" all the mailboxes, change the actions within `alertmessages.avm`, or delete the script altogether.

---

There is a cycle gadget just below the listview. If you click on this cycle gadget, you will gain access to some of the buttons. Normally, the cycle gadget should read "Mailbox Controls". The buttons when this cycle gadget is on the default are buttons which you normally use. However, there are circumstances when you want to access the other buttons (for example, you may wish to change the names of the mailboxes). In that case, click on this gadget to access the "Configure" buttons.

Open Mailbox  
Config Mailbox  
Add Mailbox  
Delete Mailbox  
Watch Mailbox  
Rescan All Mailboxes  
Save (CallNotifier)  
Shut Up  
Real Name

## 1.64 Open Mailbox

Depending on the mailbox type, it could open a LogView  
or

a

Scheduler  
window for the mailbox that was selected.

## 1.65 Config Mailbox

This opens a Mailbox Config  
window for the selected mailbox.

## 1.66 Add Mailbox

This pops up a requester wherein you can type a new mailbox name. The program then creates the appropriate directories and default config files for that mailbox. For the unregistered version, this

---



is pretty useless since you cannot add mailboxes to the Answer Voice scripts.

## 1.67 Delete Mailbox

This deletes the mailbox. Only user-created mailboxes can be deleted. Some of the mailboxes (anonymous, outgoing, outgoingarchive, etc.) are locked and cannot be deleted. They are required for the correct operation of AVM.

## 1.68 Watch Mailbox

This is a toggle function. This causes the mailbox to be watched by the Call Notifier program. If there are any messages in any of the "watched" mailboxes, the Call Notifier will inform you.

## 1.69 Rescan All Mailboxes

This button goes through each mailbox and counts the number of messages in each mailbox.

This button isn't really needed. Normally, when a new message is added to a mailbox, this fact is broadcast to all interested parties. This includes the Call Notifier program.

This button is here just in case the Call Notifier somehow missed a broadcast (this should never happen, though) from the AVM Server that a new message has arrived in a particular mailbox.

## 1.70 Save (CallNotifier)

This button saves the Watch configuration. You can temporarily unwatch a particular mailbox. But, when you quit the program or reset the machine, the old Watch configuration will come back up.

## 1.71 Shut Up

This check gadget shuts the Call Notifier up. If you get annoyed with it telling you that you have messages, enable this check gadget. The Call Notifier will disable this gadget if one of the "watched" mailboxes gets a new entry. The Call Notifier enables this gadget if you Open any of the watched mailboxes.

---

## 1.72 Real Name

When you select a mailbox, its name will appear in a string gadget. When you edit this string gadget, the name will be modified. You will then have to save the new configuration if you want to keep that new name the next time you start up the Call Notifier.

## 1.73 LogView

This program shows you all the messages for a particular mailbox. It provides you with information on each message such as the Time/Date the message came in, its type (Voice, Fax, Unknown), and its length in seconds.

When you select a particular message in the listview, additional information is displayed. This includes a Comment, CID Name, CID Number, and Return Number.

You can multi-select things too by dragging the mouse or using the keyboard.

Comment  
Name  
Number  
Return Number  
Play or View  
Reply  
Archive  
Delete  
Send  
Save Log  
Choose Mailbox  
Stop All  
Print Fax

## 1.74 Comment

For faxes, this field tells you how many pages the fax had. This field is user-modifiable. You can archive a message and type

---

in a comment in this field so that you know what the message contained without having to listen to the message again.

## 1.75 Name

This field displays the CID Name, if there was one.

## 1.76 Number

This field displays the CID Number, again, if there was one.

## 1.77 Return Number

If the caller enters a telephone number via the "poor man's caller id" feature, it will be displayed here.

## 1.78 Play or View

You can select a message and hit this button to get it played or viewed, if it's a Voice or Fax type. Alternatively, you can just double-click on the listview entry.

If the entry is a fax, GPFax or TrapFax will display the fax.

## 1.79 Reply

This creates a log entry in the Scheduler and opens a

SchedulerView for it.

## 1.80 Archive

This puts the message or fax in the Archive mailbox. If you are already viewing the Archive mailbox, then this button doesn't do anything.

---

## 1.81 Delete

This deletes the log entry and the voice or fax files associated. At this time, this action is a bit slow. The reason for this is that this button activates an ARExx script which actually deletes the log entry and its associated voice or fax files. It deletes those files using the Shell's Delete program. To speed up this action, you can make the Delete program resident.

## 1.82 Send

This creates a new entry to be scheduled. It sets it up so that the originating mailbox is the mailbox that you are currently viewing.

## 1.83 Save Log

If you have changed anything in a particular log entry that you want to save, click on this button. For example, if you changed the comment of a log entry, you need to click on this to get it saved. You don't need to use this option if you are archiving the log entry (that automatically saves the entry before sending it off to the archive mailbox).

## 1.84 Choose Mailbox

At the top of the window is the name of the mailbox being viewed. You can change the mailbox being viewed by typing it in, or by clicking on the "select" popup gadget to the right of the field. Then, double click on the name of the mailbox you want to view (in the listview that pops up).

## 1.85 Stop All

Click on this if you want to stop multiple-plays. If you press Stop, you will just stop the file being played. If there are still files left to play, they will be played. If you press this button, however, the file being played will be stopped and any files left to play will be skipped.

## 1.86 Print Fax

This will print out a fax. Make sure the faxprinter driver isn't active or it will print a fax into another fax!

---

## 1.87 Mailbox Config

This program allows you to configure the options that the mailbox may have. If you don't have a scheduler, some of these options are pretty useless. The only thing of interest to UNREGISTERED users would be the

    Password

    . This is what you need to type  
in to gain access to the maintenance mode.

Several of the Auto Options have "On Demand" fields. If you type in numbers here, that means that the mailbox caller can only activate that option if he/she knows your On Demand password.

    Password

    Forward Faxes

    Call Sysop

    Call Pager

    Alert Sysop

    Save

    Cancel

## 1.88 Password

This is the password necessary to get you into maintenance mode. From maintenance mode, you can also retrieve your messages, record a personal message, change the password, etc. All of this can be done remotely.

## 1.89 Forward Faxes

When this option is enabled, any new faxes are automatically forwarded to the number in the Tel. # field.

The default script should be DEFAULTSENDER.

## 1.90 Call Sysop

When new messages are received and you have the Scheduler, AVM will call you up at a particular telephone number.

The default script should be DEFAULTSENDER.

---

If the Announce Tel. # checkbox is enabled, then the Tel. # will be announced to the caller right after the Personal message is played and before the Instructions on how to leave a message is played (MailboxGreeting). The caller will be instructed to press 3 to hear the telephone number again. If he doesn't, then he can still leave his message and AVM will take care of calling the mailbox owner.

## 1.91 Call Pager

If you have a pager, this option will let AVM call your pager when a new fax or message arrives at your mailbox.

The Script field contains the name of the ARexx script that is called to accomplish this paging mechanism. At this time, the only script you can use is DEFAULTSENDER.

## 1.92 Alert Sysop

When a caller enters a mailbox, the Amiga will inform the "sysop" that a mailbox was entered. This is useful if you only want to pick up the phone when a certain mailbox was accessed.

With the On Demand option enabled, the Amiga will not alert you when the mailbox is accessed unless the caller leaves a message and actually chooses the "Alert" option. If the On Demand option is disabled, the Alert mechanism is activated once the caller enters a mailbox.

The Script field contains the name of the ARexx script that is called to accomplish the alerting mechanism.

The Default Script should be ALERTSYSOP. This script just plays an iff file called "pickup.iff", which is located in the mailbox you are configuring. For example, if you are configuring the Anonymous mailbox, you should put have an iff file called "avm:anonymous/pickup.iff".

## 1.93 Save

This saves your options.

## 1.94 Cancel

This cancels everything.

---

## 1.95 Server Config

The Server Config program allows you to create new servers, or ↔  
configure  
the currently available servers.

Server Config (Button)

Add Server

Delete Server

Save (Server Config)

## 1.96 Server Config (Button)

This button opens up a window which has a bunch of options which ↔  
you may  
set for the currently selected server. At the top of the Server Setup window  
is a cycle gadget. By selecting an item in the cycle gadget, the gadgets  
presented to you below change.

Ports Setup

Scripts setup

Rings setup

Voice parms setup

Fax parms setup

Advanced Flags

## 1.97 Ports Setup

ARexx Port Name

Serial Port

Unit Number

## 1.98 ARexx Port Name

This is the name of the ARexx port of the server. You should not include any  
spaces in the name.

---

## 1.99 Serial Port

This is the device name of the port that the modem is hooked up to.

## 1.100 Unit Number

This is the unit number of the port that the modem is hooked up to.

## 1.101 Scripts setup

This set of gadgets allows you to change the names of the scripts ↔  
that  
are called when certain events occur.

Voice Call default

Fax Call

Data Call

Silent Answer

Record Conversation (Script)

Voice Call Ring 1

Voice Call Ring 2

Voice Call Ring 3

Voice Call Ring 4

Ring Script

## 1.102 Voice Call default

This is the name of the ARexx script that gets called when the ↔  
server  
is instructed to pick up the line and no ring was received or an unqualified  
RING was received (unqualified RING == Type 1 distinctive ring).

To enable distinctive ring or CID, look at the section entitled

Caller ID and Distinctive Ring

Note that it is possible to use the distinctive ring feature even though  
your modem doesn't support it. Results vary with modems. If the modem

---



eats the rings if they don't occur 4 seconds apart, then you're out of luck. If the modem reports double rings or triple rings within a span of 2 seconds, then AVM will be able to detect the distinctive ring. You can only use this feature *\*if\**

```

    Rings with messages
    is greater

```

than 1.

If you have distinctive ring set up, you can put "answerfax", "answerdata", or "answervoice" in any of the Voice Call scripts. So, if somebody calls a number causing a short-short distinctive ring to occur and you put "answerfax" in the

```

    Voice Call Ring 1
    field, then he will always

```

receive a fax tone.

### 1.103 Fax Call

This is the ARexx script that gets called to handle a fax call. The default should be "handlefax".

### 1.104 Data Call

This is the ARexx script that gets called to handle a data call. The default should be "handledata".

### 1.105 Silent Answer

```

    This is the ARexx script that gets called if the phone stops ←
    ringing

```

before reaching the number of rings required for AVM to pick up the line *\*and\** the number of rings received is greater than or equal to the number in

```

    Silent Answer rings
    .

```

### 1.106 Record Conversation (Script)

Script to handle recording a conversation.

### 1.107 Voice Call Ring 1

Script called when the modem receives a type 2 ring.

---

## 1.108 Voice Call Ring 2

Script called when the modem receives a type 3 ring.

## 1.109 Voice Call Ring 3

Script called when the modem receives a type 4 ring.

## 1.110 Voice Call Ring 4

This is currently not used.

## 1.111 Ring Script

This script gets called right after the modem receives a ring from the modem.

This script gets called with the variables "RINGS", "DISTINCTIVERING", "CIDNAME", and "CIDNUMBER" set. If you type in "AlertRing" into this field, the file "avmrexx:alertring.avm" gets run on each ring (except the last ring before AVM decides to answer the phone). At this time, "AlertRing" uses DSound to play an IFF file called "avm:ring.iff". Note that it only plays the ring between the hours of 9am and 11pm. This is what I currently use so that people can call up my system late at night to log onto my system. This way, I don't hear the rings at all.

Another use of this Ring Script is to announce the name of the caller or his telephone number. This script gets called with CIDNAME and CIDNUMBER for this purpose. The type of distinctive ring is placed in the variable DISTINCTIVERING. The number of rings received so far is placed in the variable RINGS.

Yet another use of this script is to log information to some file (or another program) that a call was received at a certain time. This is useful if you just want to know if your phone rang while you were out.

## 1.112 Rings setup

Rings with messages

Rings without messages

Silent Answer rings

---

### 1.113 Rings with messages

This is the number of rings required to be seen by AVM before picking up the phone \*when\* there are messages in any of the "watched" mailboxes. This feature only works if the Call Notifier program is active.

### 1.114 Rings without messages

This is the number of rings required to be seen by AVM before picking up the phone when there are no messages in any of the "watched" mailboxes.

### 1.115 Silent Answer rings

If the phone stops ringing before AVM answers the phone and the number of rings seen is greater than or equal to this value, then the Silent Answer feature is activated.

### 1.116 Voice parms setup

Modem Type  
Setup String  
Voice Setup String  
Max rec len (secs)  
Silence Interval  
Silence threshold  
Compression  
Ringback  
AVMTemp for Record  
AVMTemp for Play  
Use OwnDevUnit  
Tone Dial  
Max Wait For Answer

### 1.117 Modem Type

There are three types of modems that are supported. This option selects one of the three (ZyXEL, Dolphin, LineLink, NoVoice). People without a voice capable mode who want to use EFax should select NoVoice.

### 1.118 Setup String

This is the string (usually an AT command) that is sent to the modem prior to entering voice mode. This is usually AT&F or ATZ to reset the modem. You can also use this setup string to enable distinctive ring or CID options (see your modem's manual on how to accomplish that).

### 1.119 Voice Setup String

This is the string that is sent to the modem after entering voice mode. You can use this string to add or modify voice parameters that were not handled by the program. For example, you can use this string to adjust the voice recording gain of the LineLink modem (use AT#VG=x, where x is the gain. 119 is the default value).

### 1.120 Max rec len (secs)

This is the maximum number of seconds that a recording is allowed to be. This timeout is there because sometimes, the modem doesn't detect hangups correctly. Without this timeout, you could easily fill up your hard disk.

### 1.121 Silence Interval

This is the number 10ths of seconds of silence required before the modem reports to AVM that it has heard silence. The default value is 70, which translates to 7 seconds.

### 1.122 Silence threshold

This is an adjustable parameter for telling the modem what to treat as silence. Note that the LineLink modem has two settings only (16 or 17).

---

## 1.123 Compression

Your modem compresses voice data to reduce the amount of storage needed for the resulting voice files. Some compressions are better than others.

ZyXEL modem users should choose between ADPCM2, ADPCM3, CELP, ADPCM2SYNC, or ADPCM3SYNC. Note that ADPCM3 doesn't work for me. ADPCM3SYNC is supposed to work, but it has the same symptoms as ADPCM3 (scratchy noise). CELP only works for E+ or greater modems.

MTD Dolphin users have only one compression, MTDADPCM2.

LineLink users have only one compression available, LLCVSD7200.

People without a voice-capable modem who want to use EFax should select NOVOICE.

## 1.124 Ringback

Ring goes away and ring never appears.

These two parameters are for dial-out only. They tell the modem how long to wait for the ring signal to go away or how long to wait if it doesn't ring. When calling out, the modem listens for ringing. If it doesn't receive a ring before the Ringback Never Appears timer goes off, it will assume that the called party picked up the phone. On the other hand, if it got a ring, it will keep listening for rings. If it doesn't hear a ring before the timer goes off, it will assume that the called party picked up the phone.

Both parameters are in 10ths of seconds.

## 1.125 AVMTemp for Record

Certain computer setups cannot handle receiving serial data and writing to the hard disk at the same time (you tend to lose characters or get serial port errors). If this is the case, or if you want to avoid writing to the hard disk in small increments, select this option. This will write the voice file to AVMTemp: (which is usually RAM: ) first. When the recording is done, it is transferred to the hard disk.

## 1.126 AVMTemp for Play

Certain setups cannot handle reading from the hard disk and writing to the serial port. Check this option if you have trouble playing voice files directly from the hard drive.

### 1.127 Use OwnDevUnit

This instructs the AVM Server to use OwnDevUnit. This allows AVM to coexist with other programs that use this form of serial port locking mechanism.

### 1.128 Tone Dial

This is the method to be used when dialing (enable this gadget for touch tone or disable it for pulse) a number.

### 1.129 Max Wait For Answer

This is the number of seconds AVM will wait for the phone being dialed to be picked up.

### 1.130 Fax parms setup

Fax ID  
Modem Init String  
FaxModem Type  
Reverse TX Bit Order  
Reverse RX Bit Order  
Start RX with XON  
Command Pause  
Max Page Errors  
Debug Verbosity  
Fax Capability  
Fax Hardware Handshaking  
Inits  
Resets

### 1.131 Fax ID

This is where you should enter your telephone number.

---

### 1.132 Modem Init String

This is the string that is sent to the modem right before starting up fax mode. You really shouldn't change this unless the default setting doesn't work for you.

### 1.133 FaxModem Type

This is the type of fax modem that you have. Select Class 2 if your modem supports that protocol. Otherwise, select Class 1.

### 1.134 Reverse TX Bit Order

Click on this if you want to reverse the transmitted data bit order. Don't play with this unless you know what you're doing.

### 1.135 Reverse RX Bit Order

Click on this if you want to reverse the received data bit order. Don't play with this unless you know what you're doing.

### 1.136 Start RX with XON

Check your modem manual to see if a DC1 (XON) or a DC2 is required to start receiving data. Again, don't play with this unless you know what you're doing.

### 1.137 Command Pause

This is the number of tenths of seconds that EFax will pause before sending another AT command.

### 1.138 Max Page Errors

This is the number of errors that would have to be received before EFax will ask for a retransmission.

### 1.139 Debug Verbosity

Don't play with this.

---

## 1.140 Fax Capability

The second value tells how fast your fax modem is. Set it to 5 if you have a 14.4K fax capable modem. Otherwise, set it to 3. Don't touch the other values.

## 1.141 Fax Hardware Handshaking

This is the handshaking between the fax modem and your computer. Aside from enabling or disabling this switch, you should also include the necessary command in the Modem Init String to enable the handshaking that your modem requires.

## 1.142 Inits

These are commands that will be sent to your modem before the modem is told to answer or dial.

## 1.143 Resets

These are commands that will be sent to your modem after receiving or transmitting a fax.

## 1.144 Advanced Flags

These flags help to configure the AVM Server. You really shouldn't have to touch these flags. Contact me if you are considering changing any of the default settings. \*\*\*they are set to the proper values\*\*\*

Enable or Disable Flag

Add Flag

Delete Flag

## 1.145 Enable or Disable Flag

This enables or disables a particular flag. If a "#" symbol precedes the name of the flag, it is disabled.

---



## 1.146 Add Flag

Allows you to add a flag of your own. You really shouldn't have to do this.

## 1.147 Delete Flag

Allows you to delete one of the flags.

## 1.148 Add Server

Allows you to add a new server. As mentioned before, you cannot mix two different kinds of modems on the same system. This is because it is quite complicated to have two sets of voice files for each modem type. Plus, if someone leaves a message using one modem, you will not be able to retrieve the message from the other modem. Until I figure a nice way of doing this, the restriction stays.

## 1.149 Delete Server

Deletes one of the servers.

## 1.150 Save (Server Config)

Saves the configuration of the servers. If you change any of the ↔ parameters, you should click on this gadget to save the changes. Then, you will need to kill the server if it is active (use Kill Server) and restart it (use Start Server).

## 1.151 Logger

The logger is a program which prints useful debugging information from the servers and from the AReXX scripts that are run to control the servers. It is really not too useful if AVM works for you. In fact, you should, in general, not run the Logger as it slows down the system since it prints a \*lot\* of debugging information.

Save (Logger)

---

## 1.152 Save (Logger)

The "logger" automatically writes to a file called "ram:logger.save" after every 200 lines of debugging information that it receives. If you wish to manually save what is in the buffer, click on this gadget. Every time the buffer is saved (it is appended to the above-mentioned file), the listview is cleared.

## 1.153 Scheduler

This program shows you all the outgoing entries for a particular mailbox. Currently, AVM only works with one outgoing mailbox (called 'Outgoing'). It provides you with information on each outgoing message such as the Time/Date when the message is supposed to go out, the number of retries left before the scheduler starts ignoring this entry, its originating mailbox (who created this entry), the telephone number the message is going to, and the type of message (voice or fax).

The AVM Scheduler wakes up every minute to process any entries in the listview. The listview is sorted so that the message that will go out next is at the top. The Next Event field tells you if and when a next event will go out. Note that it is entirely possible to have many entries in the outgoing mailbox but not have anything ready to be scheduled. This could happen if all the entries have 0 Retries left.

Edit  
Archive (Scheduler)  
Create Entry  
Delete (Scheduler)  
Enable Scheduler  
Send (Scheduler)  
Send Manual (Scheduler)

## 1.154 Edit

This opens up a SchedulerView to edit the currently highlighted entry in the listview. You can also double-click on the entry to open up this SchedulerView.

### 1.155 Archive (Scheduler)

This archives an entry. The log and its associated files are moved to the `OutgoingArchive` directory.

### 1.156 Create Entry

This creates a new entry to be scheduled. The originating mailbox is "anonymous" if you use this method to create a new entry to be sent.

A

`SchedulerView` is also opened up to edit the new entry.

### 1.157 Delete (Scheduler)

This deletes the entry in the mailbox.

### 1.158 Enable Scheduler

Normally, you leave this check gadget on. If you disable it, the scheduler will not process outgoing events. This is useful if you don't want the scheduler to suddenly pick up the phone and start dialing when you are using the phone.

### 1.159 Send (Scheduler)

Press this button to manually send a message or fax. You need to first highlight the message or fax that you want to send. This is useful if you want to test the Scheduler or if you scheduled a fax for a later time but wanted to give it a shot now.

### 1.160 Send Manual (Scheduler)

Press this button to manually send a message or fax. The difference between this and the button described above is that this one will not cause the modem to actually dial a number. This is useful if you want to dial the number manually first, then click on this to start processing. Note that I cannot guarantee that this will work with any other fax program other than EFax.

---

## 1.161 SchedulerView

The SchedulerView allows you to edit an entry that you want to be sent out. At the top of the window is the name of the mailbox that the entry was in. Currently, AVM works with only one outgoing mailbox, called "Outgoing". Below the name of the mailbox is the actual name of the entry. This probably isn't very useful to you, but is there for your information only.

There is a cycle gadget which allows you to view other control buttons that are less frequently used (to avoid user interface clutter).

Time  
Telephone  
Comment (SchedulerView)  
Retries  
Interval  
Filename  
Play or View (SchedulerView)  
CID Name and CID Number  
Originating Mailbox  
ARexx Send Function  
Introduction File  
Play Intro  
Record Intro  
Print Fax (SchedulerView)

## 1.162 Time

This is the time that the message is to be delivered. You can adjust this time using the buttons to the right of this field. +m/-m increment or decrement the minutes, +h/-h increment or decrement the hours, and +d/-d increment or decrement the days.

## 1.163 Telephone

This is the telephone number that the message is to be delivered to.

---

### 1.164 Comment (SchedulerView)

This is a user-specifiable comment. Type anything into this to describe the entry.

### 1.165 Retries

This is the number of retries to do to send this message out.

### 1.166 Interval

This is the number of minutes to wait before we try again (assuming there are Retries left).

### 1.167 Filename

This is the name of the file to send out. At the beginning, this field contains a unique filename that you can record into without thinking twice about overwriting some other file. Its type is set to Voice. Beside the string gadget is a button that, when you click on it, will allow you to choose another file. You can use this if you want to send a fax rather than a voice message. You could either type in the filename of the fax file directly or use the filechooser button. If you type in a filename, be sure to press <return>. When you do, I will check the file's type and adjust the cycle button to the left to reflect the file's type. Note that if the file doesn't exist, then I assume it's a voice file that you will record.

Beside this button is a cycle gadget which tells the Scheduler what type of file is being sent. If you are sending a fax, select Fax. Otherwise, select Voice. You probably don't have to use this gadget much since I detect the file type automatically.

### 1.168 Play or View (SchedulerView)

Same as in LogView

### 1.169 CID Name and CID Number

These are just the fields copied over if you were replying or forwarding to some message which had these fields set.

---

## 1.170 Originating Mailbox

This is the name of the mailbox that the outgoing message originated from. A remote caller can only view outgoing messages from the Anonymous mailbox and his own mailbox.

## 1.171 ARexx Send Function

This is usually DefaultSender, which knows how to send voice and fax files. Fax files are sent through GPFax or TrapFax.

When a message is sent using DefaultSender, the called party can either acknowledge the receipt of the message (by pressing \*), or can access the

Originating Mailbox

(by pressing 9 and entering

a password), play the message again (by pressing 1) or can simply hang up. DefaultSender can be used to call people who don't have touch tone phones since the message will be repeated up to three times even though nobody pressed a key.

## 1.172 Introduction File

Choosing Default will play the default file, which is located in the originating mailbox's Voices directory. In other words, if the originating mailbox is "anonymous", Default would play the voice file "avm:anonymous/voices/Introduction" when a voice message is sent. If you choose Personalize, then the introduction message that will be sent will be "local" to the outgoing message.

Note that at this time, the Introduction is only played when sending an outgoing voice file. If you send a fax, the Introduction is not played.

## 1.173 Play Intro

Plays the introductory voice file.

## 1.174 Record Intro

Records the introductory voice file.

---

## 1.175 Print Fax (SchedulerView)

This will print out a fax. Make sure the faxprinter driver isn't active or it will print a fax into another fax!

## 1.176 AVM

AVM is the server that runs in the background. It has no user interface and can only be run from the CLI. When ServerMan starts, it runs all the servers it knows about.

If you wish to run the AVM server manually, its CLI template is:

```
avm servername/a
where servername is the ARexx port name you gave it using the
Server Config
program. Remember that you should probably use the "run" command
when
running the AVM server manually, as in:
run >nil: <nil: avm Server.lin
```

The only way to tell that the AVM server is running is through the

```
ServerMan
program.
```

## 1.177 VoiceMail Instructions

This chapter describes the "user interface" presented to a caller of this system. I will not document everything that you can do, but will try to give you a general idea of what AVM is capable of. Hopefully, the voice prompts are friendly enough that you can figure out stuff for yourself.

```
Fax and Data tones
```

```
Standard User Interface
```

```
Remote Caller
```

## 1.178 Fax and Data tones

At any time, when AVM is recording, playing a message, or waiting for the remote caller to press some telephone key, if a fax tone is received, then the fax program is automatically

started. If a data tone is received (some newer modems emit modem calling tones), the data program (BBS) is started. At this time, the only fax program that is supported is GPFax and TrapFax and the only BBS supported is AXsh. I think it should be easy to support other types of BBSes, but would require more thought to support other FAX programs. avmrexx:startbbs.avm is the script that actually runs AXsh. Note that certain modems cannot detect Fax tones or Data tones. So, what I just described may not be true for your setup.

## 1.179 Standard User Interface

I tried to make the menu system as standard as possible. Pressing the '\*' symbol at any menu should hang up the system. This is good to know because you may be late in getting to the phone. Pressing '#' usually brings you back to the previous menu. Pressing '0' usually replays the menu's voice prompt.

## 1.180 Remote Caller

```

                When somebody calls, an initial greeting is played over the ←
                telephone
line to the caller. This varies depending on whether you have set
AVM up for TIMEOFDAY, RANDOM, etc. (see
                Introduction Messages
                )

```

If you configured AVM to run in multi-mailbox mode, the caller is then instructed to press 1 to start voicemail (at this time, he can also press 2 to send a fax or 5 to start a BBS). If he does not press any key in the time allowed, then the caller is either placed in the Anonymous mailbox (where he can record a message), or AVM can start Fax or Data mode. See the section

```

                Answer Priority
                .

```

If you decided to use AVM as a simple answering machine, then AVM will automatically put you into the Anonymous mailbox after the initial greeting. Note that you can still press 2 to start the Fax program or 5 to start the BBS program even while AVM is playing the instructions on how what to do ("...wait for the beep, leave your message...").

When entering a mailbox, the first thing that is played is the mailbox's Personal message. You can record this personal message remotely or using the Player program. To record it remotely, you first need to get into maintenance mode and choose "Record a Personal Message". If you want to record it using the Player, you need to run the Player, then type in

```
avm:anonymous/voices/Personal
```



into the string gadget below the listview containing a list of filenames. Note that you need to replace "anonymous" be the directory name of the mailbox (i.e. mailbox1, mailbox2, etc.) if you want to record personal messages for mailboxes other than the Anonymous mailbox.

After the personal message is played, then the telephone number of the mailbox owner is played (assuming you set the Announce flag in the MailboxConfig program for this mailbox \*and\* there is a telephone number to announce).

After the telephone number is announced, then the instructions for leaving a message ("...wait for the beep, leave your message...") are played. Then, a beep is played (or a user defined voice file containing some form of beep), then AVM starts recording. If the caller presses 1 during any of the messages described above, he will be taken directly to the beep, where he can leave a message. This is useful for people who already know how to use your system and want to skip all those messages.

After the caller leaves a message, he can press 1. This will get him into another menu which allows him to leave another message (in case he got cut off because he exceeded the timeout for recording), leave his telephone number, send a fax, get into data mode, start maintenance mode, etc.

To get into maintenance mode, you need to first access a particular mailbox. Then press 9 while it's playing the Personal message, the mailbox owner's telephone number, or the instructions for how to leave a message. You can also enter maintenance mode after recording a message.

## 1.181 Configuring with RXSET or SETENV

You can configure this voicemail system to a certain extent. ←

Look in the file "avm:StandardConfig". This file contains default values for all of the "environment" settings you can adjust. Note that "avm:StandardConfig" is executed by startAVM. These "environment" settings are described in this section.

Introduction Messages

Time Format

Date Format

Simple or MultiMailbox

Playing Numbers

---

Time and Date Specification

Scaling output

Answer Priority

ADPCM2IFF Converter

Pre-Converting

Priorities

Playing while converting

Old ZyXEL Conversion

User Beep

Fax Program

Data After Silence

Monitor with Speaker

## 1.182 Introduction Messages

When AVM answers the phone, it plays 1 of 7 files (these files are called `avm:voices/introl`, `avm:voices/intro2`, etc.), depending on certain options you set. You can choose any of the seven files to be played, or you can have one played for each day of the week, or you can have one played depending on the time of day (morning, afternoon, evening), or you can have it pick one at random.

To play a particular file (choose 1 to 7), you would do the following:

```
rxset AVMIntroductionType 1
```

To play something based on the day of the week (1=Monday, 2=Tuesday, etc.)

```
rxset AVMIntroduction DAYOFWEEK
```

To play something based on the time of day (1=morning, 2=afternoon, 3=evening)

```
rxset AVMIntroduction TIMEOFDAY
```

To play one of the seven files randomly

```
rxset AVMIntroduction RANDOM
```

## 1.183 Time Format

---

You can control what is said when playing a time.

```
rxset AVMTimeFormat "%hours12 %minutes %pm"
```

The line above will cause AVM to play the hours (1-12), followed by the minutes, then am or pm, depending on whether it's before 12pm or after 12pm respectively.

To play the time in 24 hour format,

```
rxset AVMTimeFormat "%hours24 %minutes"
```

will do it. You can play any voice file in between any of the time specifications by typing a filename (its full path). For example,

```
rxset AVMTimeFormat "avm:voices/TheTimeIs %hours12 %minutes %pm"
```

will cause AVM to play the message in avm:voices/TheTimeIs, then the time in the 12 hour format.

Note that the voice files should not have any spaces in their names.

## 1.184 Date Format

You can control the order and voicefiles that are played when playing a date. To do this, do a:

```
rxset AVMDateFormat "%month %day"
```

This will play the month first, followed by the day of the month. If you want to play a particular voice file anywhere in between, you only have to specify the name of the filename in the AVMDateFormat string.

For example, you can do this:

```
rxset AVMDateFormat "avm:voices/TheDateIs %month %day"
```

This will play the file in avm:voices/TheDateIs, followed by the month, then by the day of the month. Note that the voice files should not have any spaces in their names.

## 1.185 Simple or MultiMailbox

You can make this system be a simple answering machine, where the caller will not have to press any keys to get to leave a message. To do a simple answering machine, do the following before running any of the programs in the AVM Suite.

```
rxset AVMSimpleAnsweringMachine YES
```

To use the two mailbox system, do the following:

---

```
rxset AVMSimpleAnsweringMachine NO
```

Note that the default is to use a simple answering machine.

## 1.186 Playing Numbers

Normally, AVM concatenates two numbers when it plays a 2 digit number. This reduces disk storage in having to store the all the possible numbers. However, I have been told that the concatenation is language specific. So, you have the option of recording all 59 numbers (I can only play 0 through 59 at this time). To tell AVM to use the non-concatenating method, you do:

```
rxset AVMDirectDDNumber YES
```

To use the concatenating method, you do:

```
rxset AVMDirectDDNumber NO
```

## 1.187 Time and Date Specification

LogView, Scheduler, and SchedulerView all show times and dates. You can change the format of the time and date that is displayed. To do this, you need to set an environment variable called AVMTIMEDATEFORMAT.

Be careful with this!

In the environment variable, special character sequences get replaced by the appropriate time or date information. See below for an example:

```
%a = abbreviated weekday name
%A = full weekday name
%b = abbreviated month name
%B = full month name
%c = locale's appropriate date and time representation
%d = day of month (1-31)
%H = hour (00-23) in 24 hour clock
%I = hour (00-12) in 12 hour clock
%j = the day of the year (001-366)
%m = month (01-12)
%M = minute (00-59)
%p = equivalent of AM & PM
%S = second (00-61)
%U = week number of year (00-53) (the first sunday as the first day of week 1)
%w = weekday (0-6)
%W = week number of year (00-53) (the first monday as the first day of week 1)
%x = locale's appropriate date representation
%X = locale's appropriate time representation
%y = year without century (00-99)
%Y = the year with the century
%Z = time zone name or abbreviation
```

%% = percent sign

```
setenv AVMTIMEFORMAT "%H:%M %b %d"
```

If you don't set AVMTIMEFORMAT, the default is "%H:%M %b %d", which would display something like "15:59 Dec 5".

## 1.188 Scaling output

I added a new environment variable called AVMSCALEADJUST for decoding. If you set AVMSCALEADJUST to 128 (via a `setenv AVMSCALEADJUST 128` in the CLI), it will not scale the output. Anything higher will result in a multiplication by the scale factor and divided by the base 128. So, to double the output, you set AVMSCALEADJUST to 256. To halve it, you set it to 64.

## 1.189 Answer Priority

When AVM is setup as a multi-mailbox machine (not a simple answering machine), you have a choice of what to do if the person calling doesn't press 1 to start voicemail. Normally, you would put him automatically into the anonymous mailbox. However, some people would rather put the caller into fax mode or data mode. This is useful especially if your modem doesn't support fax CNG detection (which simply means that the modem can't detect the special tone that a fax normally emits when it is sending). If you would like to automatically receive faxes, then you will set the answer priority to fax. So, if your caller doesn't press 1, he will get a fax tone.

To set fax priority, you would do:

```
rxset AVMAnswerPriority FAX
```

For data priority, you would do:

```
rxset AVMAnswerPriority DATA
```

And for voice priority (the default), you would do:

```
rxset AVMAnswerPriority VOICE
```

Edit `avm:standardconfig` to change the default permanently.

## 1.190 ADPCM2IFF Converter

The ADPCM2IFF converter (actually, this converter handles all of the compressions) can now use a double rate version of the CVSD to IFF converter that is more accurate. To do this,

```
setenv AVMDOUBLERATE YES
```

The default for this option is NO.

Note that this option produces IFF files that are twice as big as normal.

## 1.191 Pre-Converting

When someone calls and leaves a message, AVM can be instructed to preconvert the voice file into an IFF file. So, when you get home, and you press the play button, you will immediately hear the voice message. This is useful if AmigaDirect doesn't work for you (either because the decompression routines are too slow or because you have an unaccelerated Amiga). By default, the pre-convert feature is turned off. To turn it on, you do a:

```
rxset AVMPreConvert YES
```

The default for this option is NO.

Note that the ADPCM2IFF program will be run without a GUI when preconverting files. It will also be run at a lower priority (specified by the AVMADPCM2IFFPRI environment variable).

## 1.192 Priorities

You can set the priorities of some of the AVM programs by using the setenv command. To set the priority of the AVM Player, the environment variable is called "AVMPLAYERPRI". For the AVM ServerMan, the environment variable is "AVMSERVERMANPRI". For the actual AVM servers, the environment variable is "AVMSERVERPRI".

```
setenv AVMPLAYERPRI 0
setenv AVMSERVERPRI 0
setenv AVMSERVERMANPRI 0
setenv AVMADPCM2IFFPRI -5
```

## 1.193 Playing while converting

You can preview a voice file (if you have a slow amiga and don't use the PreConvert feature or the AmigaDirect feature) by:

```
rxset AVMPlayWhileConverting YES
```

The default is NO.

## 1.194 Old ZyXEL Conversion

If you have pre-6.10 ZyXEL roms, you should set this to YES.

```
setenv AVMOLDZYXEL YES
```

The default is NO.

---

## 1.195 User Beep

You can replace the beep that is played right before AVM starts recording a new message into a mailbox. You can use this feature to get fancy -- for example, you can tell your caller to leave a message after the explosion. When using this feature, make sure there is as little silence as possible at the end of the beep voice file (since the caller may start speaking right after the voice file gets played). You do not want him to start speaking when you're still playing the voice file -- he won't get recorded.

The file that gets played instead of a beep is `avm:voices/userbeep`. You can use the AVM Player to record your user-defined beep.

To enable this feature, do a:

```
rxset AVMUserBeep YES
```

The default is NO.

## 1.196 Fax Program

You can tell AVM what fax program you are using. Currently, I only support GPFax and TrapFax.

```
rxset AVMFaxProgram GPFax
```

or

```
rxset AVMFaxProgram TrapFax
```

or

```
rxset AVMFaxProgram EFax
```

EFax is the default.

## 1.197 Data After Silence

When a mailbox is entered and a voice file is recorded, if no one speaks, then the modem returns with a 'Silence' result. This is different from 'Quiet', which means that someone spoke and then kept quiet. Anyway, if 'Silence' is returned, then you could start the BBS. To do this,

```
rxset AVMDataAfterSilence YES
```

The default is YES.

---

## 1.198 Monitor with Speaker

This only works on Rockwell based modems.

This turns on the speaker when a call is handled. This allows you to hear what is going on when somebody is calling up your system.

## 1.199 History

### V1.0

- o first MUI release to Beta testers (not much feedback due to difficulty in installing)

### V1.1

- o commands sent to the modem are not paired anymore (AT+VRA=5 +VRN=6)
- o made easier to install
- o added some icons
- o added lots more flags to control the AVM server
- o By default, we now wait for rings in Voice mode. So, the only command we need to send to the modem when it rings is a "pick up the line" command. This reduced the chance of getting mixed up when another RING came in while sending the modem setup strings. It also made the answering of the phone much quicker.

### V1.2

- o added more icons
- o added icon for avm.doc
- o should now work with the GVP IO Extender (change in AVM server)

### V1.3

#### AVM Server

- o added

#### Ring Script

- o added unsizeable window for the AVM Server (unregistered ↔ version)

#### Server Config

- o added

#### Ring Script

### V1.4

#### LogView

- o fixed problem in LogView of not being able to edit any of the string gadgets

#### AVM Server

- o added another flag in voice.c for Dolphin modem (NeedsATHToHangup). Hopefully, that will solve the problem of not hanging up.

#### ARexx scripts

- o Fax mode is now available as an option right at the beginning. Press 2 to send a fax, 5 for data mode.
- o Data mode is now available from the mailboxes (5=data) and from the intro to the mailboxes (5=data).

#### Config files

- o Added s48.l=1 to the setupstringav. This makes sure that when we are doing an ATA from within Data mode, the modem doesn't try to receive a fax if the modem failed a handshake.
- o Added flag "NeedsATHToHangup" to Dolphin advanced flags.



### Scripts

- o I moved the all the files which begin with "use" to the directory called DefaultScripts. These script files are necessary only if you want to change the configuration of AVM. Note that these scripts were originally written to help make AVM easier to install. Once I wrote the Installer script, these scripts no longer became necessary. But, they may serve some purpose, so they are still included with the release.

### V1.5

#### Server Config

- o Made recording length 1000 secs. max

#### Programmer

- o Made recording length 1000 secs. max

#### AVM Server

- o Changed "No Name" and "No Number" to blanks.

### V1.6

#### AVM Server

- o Fixed bug when you closed the serial port and then killed the server.
- o Status now shows 0 rings, 1 ring, 2 rings, etc. No more (s).
- o Added DIAL arexx (it doesn't seem to work too well for the ZyXELs. These modems don't seem to pay attention at all to the VRN and VRA parameters -- at least that's as of 6.11 -- I haven't checked if 6.11a is any better).

#### Server Config

- o Added checkbox for Dial Tone (vs. pulse)
- o Added maximum time to wait for a VCON after dialing a number

#### ServerMan

- o Made it less cluttered (by grouping hardly used buttons and hiding them)

#### All MUI Binaries

- o Will now say why the application could not be created (ran out of memory, program already running, etc.).

#### ARexx Scripts

- o Made a simpleanswervoice.avm which acts like a simple answering machine. But, you can still enter data mode, fax mode, etc. It puts messages into the anonymous mailbox. To use this new script, just use the ServerConfig program to use "simpleanswervoice" instead of the usual "answervoice".

### V1.7

#### ARexx Scripts

- o Added an experimental secretary.avm (and callup.avm) to repeatedly dial out until connected. To use it, you need to say something like: "rx avm:rexx/callup.avm 4714043". "callup.avm" looks for the server in "player.cfg", then calls "usebracket.avm" with the server, which eventually sets things up properly and calls "secretary.avm".
- o Fixed abort.avm since it didn't properly terminate AGMSRecordSound
- o Modified abort.avm to work with AmigaDirect
- o Modified play.avm to work with AmigaDirect
- o Added ARexx script called playamigadirect.avm to call adpcm2iff with correct arguments to make it play to the audio device.
- o Modified alertmessagessay.avm so that it doesn't speak if the CLIP 'AVMBusy' is greater than 0.
- o Modified usebracket.avm to set 'AVMBusy' to 1 higher than its current value. This prevents alertmessagessay.avm from speaking while the AVM Server is playing with the modem.
- o Modified playamiga.avm and playamigadirect.avm to set 'AVMBusy' to 1 higher than its current value. This prevents "speaking" while we're playing messages through the Amiga speaker.
- o Added 7 introductions

- o Added recording of 7 introduction or choosing which method of playing the introductions
- o Added AVMIntroductionType
- o Added selection of simple answering machine or 2 mailbox system
- o Added AVMDateFormat and AVMTimeFormat
- o Added AVMDirectDDNumber, which allows you to record all 59 numbers
- o Added accessing of anonymous messages when in your own mailbox
- o Says how many messages in your mailbox and in the anonymous mailbox when you enter maintenance mode.
- o Added AVMSimpleAnsweringMachine

#### AVM Programmer

- o Added Dial node
- o Added Delay node

#### AVM Player

- o Added a way of specifying a filename to be recorded or played

#### AVM Server

- o Added Delay rexx command (this delay is breakable by sending the server an abort message)
- o Changed DialNumber() so that it sends an A instead of an AT when aborting the dial command (or timing out before somebody answers).
- o Added ABORT to the list of messages that the server listens to in "use" mode. This ensures that if the server receives an ABORT message, it will go back to "unused" mode. Then, any ARexx script should automatically abort because any new commands it sends to the server will get replied with 20 as an error code. If I find a bug related to aborting, I should probably do an "assume(UnknownMode)" when we get this abort message. We should look for all "assumes" in the ARexx scripts to make sure they are safe with our modified way of aborting. This modified way of aborting will ensure that abort messages are not lost.

#### Call Notifier

- o Added shut up button.

#### Iff2Adpcm

- o Made increment of gauge smaller and more consistent
- o Fixed bug when called from the CLI with invalid arguments. It used to crash.
- o Can stop conversion by sending an abort message to the program's ARexx port or by clicking on the close gadget.

#### Adpcm2Iff

- o Made increment of gauge smaller and more consistent
- o Fixed bug when called from the CLI with invalid arguments. It used to crash.
- o Added the ability to play directly to the audio device while converting. This speeds up things dramatically and can handle very large voice files. Thanks to the author of VoiXEL for giving me the idea that it was possible :)
- o Can stop conversion/playing by sending an abort message to the program's ARexx port or by clicking on the close gadget.

#### General Binaries

- o Changed localtime to gmtime. This removes the need to look at the TZ environment variable. This means that it shouldn't matter what timezone you're in to get the time right.
- o Added environment variable AVMTIMEDATEFORMAT

#### V1.8

##### ARexx Scripts

- o Fixed aaprocessmailbox to include exposing of datascript if data mode activated.

- o Fixed stdfax and stddata to call answerfax and answerdata respectively, in case datascript and faxscript don't get propagated through. This is basically a problem of not being able to declare strictly global variable

I did a setclip in answervoice.avmsrc and did a getclip when we're about to receive a fax or data connection.

- o Standardized the messages to be recorded.
- o Fixed a bug that would cause problems while retrieving messages remotely.
- o Made the default length of recording for Record Conversation 500 seconds.
- o Fixed answervoice in that, if there are no introductory files, it's ok. This allows us to not have any introductory files at all.
- o Fixed stdfax and stddata to give voice instructions before starting up BBS or fax reception. If those voice instruction files don't exist, it's ok. They're not required.

AVM Programmer

- o Made strings larger (especially for the comment in playnode and presentmenunode). Also made string larger for actions (useful when you want to do an ARexx action).

AVM Server

- o Zeroed ringCount after detecting a signal (OwnDevUnit or ARexx) and did a showRingNameNumber. This is so that, if you manually click on any button (abort, answervoice, answerfax, answerdata, etc.), the AVM Server won't eventually do a Silent Answer.

V1.9

ARexx Scripts

- o Fixed stdtail (stdfax) to put stuff in the anonymous mailbox.
- o Fixed record.avm (bug in loadiff). Changed loadiff to load from the file 'save.iff'
- o Fixed abort.avm. When recording with the external mic option, abort.avm used to not send the abort correctly. It does now. Of course, the AVM Player sends an abort message correctly now too, so this probably won't ever get called again (at least by any of the programs that use playercfg

h).

- o Made beep in processmailbox longer (so it can be heard). Also lengthened beeps when recording messages and when playing them back for retrieval.
- o Shortened a lot of the scripts by being smarter with what gets included.
- o Added AVMAnswerPriority for those people who want to receive faxes auto. but their modems don't support it.

AVM Server

- o Decided to make the AVM Server more resilient to changes in ROMS. When a new DLE escape sequence is introduced (and the modem sends it to us), we don't automatically quit recording or playing. Instead, we continue.
- o Fixed dial number. Now doesn't wait for a really long time if the modem returns something (BUSY, etc.).
- o Fixed problem with recording short files using LineLink modem. I forgot to flush my mini-buffer :)
- o Made LineLink modems respond really fast (when someone presses a key, it will stop playing the voice file almost immediately). This is quite nice.
- o Fixed problem with recording that caused an "echo" :) LineLink modems affected
- o Just changed the task priority to be user-settable by using setenv. (AVMSERVERPRI)
- o Fixed problem of receiving DLE sequences while playing a voice. This used to stop the server and return immediately. Now, it only does that if it is a key, busy, fax, data, timedout, user abort, or error.

## AVM Player

- o Clicking on Abort is now much faster
- o I couldn't make the time delay between clicking on record and the modem actually recording shorter because I still had to negotiate for using the server and stuff like that. Plus, depending on the modem and rom settings, I may have to send between 1 and 5 commands to the modem before it actually starts recording. So, the best way to tell when to start speaking is to watch the blinking lights :)
- o Just changed the task priority to be user-settable by using setenv. (AVMPLAYERPRI)
- o Fixed Abort problem with the external mic option

## AVM ServerMan

- o Made the task priority user-settable by using setenv. (AVMSERVERMANPRI)

## AVM ServerConfig

- o Added SPC9600 and SPC8000. The decoder is much faster. I don't have a very good encoder though, which means that you're pretty much limited to recording your samples using the telephone line option. Note that this compression mode will use the serial port a lot more. So, try it out on your machine. If you get serial port errors, then don't use this. The major advantage is that it's easier to decode and can be played using AmigaDirect with a lesser CPU. BTW -- this is for the LineLink modem.

## ADPCM2IFF

- o Sped up CVSD to IFF. This still is not fast enough on my 030/25 though, to play direct to the amiga speakers. But it's very close. You will hear a very small pause because the conversion didn't catch up to the playing.
- o Added a new environment variable called AVMSCALEADJUST for CVSD decoding. If you set AVMSCALEADJUST to -1 (via a setenv AVMSCALEADJUST -1 in the CLI), it will double the translated output. If you set it to -2, it will quadruple the output. I think -1 and -2 are the only sane inputs here (and 0, of course).

## AVM Logger

- o Environment variable AVMLOGFILE can point to a different file where the logger can save the output.

## Misc

- o It is now possible to display status information (ARexx scripts need to be modified to do this) in the Player and anything that uses playercfg.h.

## V1.10

## ARexx scripts

- o Fixed playtime to play the correct time now.
- o Fixed playamigadirect to use the new calling format for adpcm2iff
- o Fixed stdfax and stddata so that you can press \* to abort them (when they are playing instructions on how to start the fax or how to start the terminal).
- o Fixed abort.avm so that it can abort a conversion in progress
- o Fixed playamiga.avm so that if a conversion is aborted, it will not play. Also, added an option to cause adpcm2iff to play the voice file while it is converting it.
- o Added a check in playamiga.avm to see if the filename to be played has been pre-converted to an iff file already (the filename plus an 'i' exists). In this case, it will play that file instead of converting.
- o Added a new ARexx environment setting so that it pre-converts

## ADPCM2IFF

- o Made it possible to both play and save to a file at the same time. This may not work on your system (too slow?), but is good way to "preview"

the voice file so you don't have to convert the whole thing.

- o Added some parameters to make a GUI not show up (but this makes it not abortable at all). This also puts it in the background. This will eventually be used to pre-convert incoming voice files into IFF.
- o Added the slow, more accurate method of converting CVSD voice files to IFF. This is significantly slower, but comes out with nicer sounding files.

s.

Programmer

- o Made the windows a lot smaller. It still needs at least a 640x400 screen though.

ServerConfig

- o Made windows smaller

MailboxConfig

- o Made windows smaller
- o Removed auto inform
- o Changed the names of the options to make them more intuitive (hopefully)
- o Made all of the "automatic" things have scripts that you can change
- o Now, only valid characters are allowed in some of the string fields. For example, you cannot enter a space anymore into the password field.

CallNotifier

- o Made windows smaller
- o Hid some of the buttons (that should not be used often)
- o Made it possible to give "aliases" for each of the mailboxes. These aliases can now have spaces in them (the names of the mailbox directories still cannot).

LogView

- o Made windows smaller
- o Rearranged some of the buttons.

V1.11

ARexx Scripts

- o Fixed processmailbox so that recording of intro messages goes into the correct directory.
- o Added a new way of alerting you that there are messages. It will now play an iff file called "avm:havelmessage.iff" or "avm:havemessages.iff".

AVM Server

- o Added two flags for making the detection of fax tones and data tones be less sensitive. I now require reception of two data tones or two fax tones (with the appropriate flag set -- and it is enabled by default) before the server interprets it as a data or fax call. This is because the ZyXEL doesn't seem to be too reliable in detecting these tones -- it seems to be too sensitive. The flags are called Needs2FaxTones and Needs2DataTones. Both can be changed in the Advanced Flags section of ServerConfig.
- o With the appropriate flag set (RetryAfterPortUsedError), the server will try to gain access to the serial port after a minute. If someone is listening on the serial port, then there will be no problem since I always try to set some serial parameters, and this will fail if there is somebody using the serial port. However, if we got into this error because of some bad timeout (or you turned off your modem), then we will be ok after a minute. This flag is also available in the Advanced Flags section of ServerConfig. Note that we will \*not\* retry to access the port if we were forced into Unlisten mode by an external ARexx command.
- o When OwnDevUnit requests the port, we say so. Also, we go into CommandMo

e.

- o Removed a lot of the status updates which seemed to be wrong in main() -- showRingNameNumber

- o Now, we're a little bit smarter when starting up from UnknownMode. We try different things to get the modem's attention. This is just in case we were in a bad state and the modem is not responding. So, we try different techniques (like sending an XON, turning off record mode, play mode, doing a +++, followed by an ATH, etc.). We also try a variety of baud rates.
- o Fixed ringScript activation to not call ringScript if we're about to answer the phone.
- o Added flag "GrabModem", which tries different things to get the modem's attention when we get a Port Used error.
- o Added flag "ResyncModem", which resyns the modem every 10 minutes (approx).

This is good to do -- it will cause the modem to go into command mode and back into the mode where it waits for rings. This is useful especially

if you tend to turn on and off the modem. The only problem with this is that you may miss 1 or 2 rings. This doesn't mean you will miss the call. All it means is that the modem will not answer immediately. This will only happen IF someone calls at the exact moment that we are testing the modem.

#### ADPCM2IFF

- o Fixed a bug which caused enforcer hits when trying to play a voice file that was zero in length.

#### V1.11a

Released to Aminet!

#### AVM server

- o Fixed scanForDLESequences so that it strips the DLE stuff (problem in zyxel that dle sequences may appear between things like CONNECT, etc.) from the string.

#### Default Servers

- o Removed all the E0 (turn off echo) from the setup string. This seems to make the zyxels a little less reliable. People have noticed lockups and I think this is the main cause.

#### V1.12

Added Scheduler, Programmer, SchedulerView, and Programmer source files to release. They are now keyfile protected.

#### CallNotifier

- o Made the shut up button a checkbox gadget instead. Also, made it have some "automatic" behaviour (when you open a mailbox, it automatically shuts up; when you get new messages, it automatically un-shuts up).

#### ADPCM2IFF

- o Added old zyxel conversion routines. See StandardConfig.

#### IFF2ADPCM

- o Added old zyxel conversion routines. See StandardConfig.

#### V1.13

#### Scheduler

- o Fixed problem of saying that "That's weird, I thought..."

#### ARexx Scripts

- o Changed silentanswer.avmsrc - when you press 2 or 5, you get the fax and data tones right away -- no more instructions.
- o Changed logfunctions.avm - now it tells you when a mailbox doesn't exist when you try to save or load an entry.

#### AVM Server

- o Fixed it so that it answers the phone now. Stupid bug.

#### V1.14

#### AVM Server

- o Fixed the fix in 1.13

## V1.15

## ARexx Scripts

- o Fixed a problem in playamiga.avm (thanks Stefan!)
- o Made 0 = play menu again instead of starting up.
- o Changed answerfax to handlefax
- o Changed answerdata to handledata
- o Added answerfax and answerdata (these are usable in the ServerConfig program)

## All Binaries except Programmer

- o Everything is now keyboard accessible

## Programmer

- o Fixed problem in low memory conditions. When we run out of memory, we now exit cleanly rather than guru.
- o Fixed problem where you click on the close gadget in one of the programmer windows and it doesn't actually close the window.

## Server

- o Added some more debugging information. I will be able to tell from the trace when the server was started (so I know if I got a complete trace).
- o Added a way of doing some sort of distinctive ring even though the modem cannot distinguish them. I can only distinguish between the normal ring, a ring-ring (2 sub-rings) ring, and a ring-ring-ring (3 sub-rings). For the distinctive ring with 3 sub-rings, there are two possibilities. I do not distinguish between them.

## V1.16

## ARexx scripts

- o Fixed scripts (send, reply, and addentry), which didn't work in 1.15 because I added debugging functions but forgot to include debugfunctions.avm :(
- o Added support for calling a pager. ARexx script that actually does call the pager isn't there, but some pagers can be called using the defaultSender ARexx script.

## ServerMan

- o Added Quit No Kill. This is equivalent to clicking on the window close gadget. Quit will kill all the servers it knows about.

## Server

- o Fixed the distinctive ring feature I added. Why must enhancements introduce bugs?

## V1.17

## ARexx scripts

- o Fixed autoforward and autopage so that they don't autoforward or autopage if the "ondemand" passwords are non-null.
- o Fixed silentanswer (it wouldn't activate fax or data mode properly ever since I separated handlefax and answerfax, handledata and answerdata.
- o Added User Beep

## AVM Server

- o Added "NO CARRIER" as a string to look out for when dialing.
- o Added extra debugging information when dialing.

## General Binaries

- o Added underline for listview headers

## V1.17a

- o Fixed avm.doc
  - o Added some flags to zyxel6.10 and zyxel6.01 server config files.
-

## V1.18

## Player

- o Fixed the window title so that it shows up in the MUI Prefs program.

## Server

- o Added initial Rockwell support. Tested with the Zoom modem.

## ServerConfig

- o Added support for the Rockwell based modems.

## V1.19

## CallNotifier

- o When shutup is true, I also do the toll saver option (it will not pretend that there are no messages).

## iff2adpcm

- o Added support for converting \*any\* rate iff file to the supported voice files. This will now allow me to release 9600 s/s voice files in IFF format and have the user convert them into the necessary voice files.

## V1.19a

Added H0 to LineLink144e default server -- this fixes the problem of the modem going to neverneverland after sending out voice messages.

## V1.19b

## AVM Server

- o Fixed something related to the distinctive ring handling. I counted rings correctly, but didn't dispatch the right ARexx script.

## ADPCM2IFF

- o Recompiled it with optimization on

## IFF2ADPCM

- o Added encoder for MTD Dolphin -- it looks like it works but I won't know for sure until someone with this modem tries it out.

## ARexx scripts (and sources)

- o Added TrapFax support to play.avm
- o Added TrapFax support to handlefax.avm
- o Added TrapFax support to defaultsender.avm

## StandardConfig

- o Added AVMFaxProgram (for gpfax or trapfax)

-----  
As of this point, I started counting releases and didn't update version numbers of programs which were not touched.  
-----

## Release 1.20

## ServerMan 1.20

- o Changed Quit No Kill to Quit; changed Quit to Quit All

## SchedulerView 1.20

- o When user presses return on filename string gadget, I check if it's a fax file or not. I adjust the type accordingly. Also, if he chooses a file using the file requester, I do the same thing. Now, the user doesn't have to worry about selecting the type anymore.
- o No more choice of save or quit. Changed to a "Done" gadget.

## LogView 1.20

- o Can now multi-select (to delete, archive, reply, and play)
- o Added Stop All gadget to stop playing a multi-selected play

## ARexx Scripts 1.20

- o Modified play.avm and abort.avm to support multi-play

## Release 1.21

## IFF2ADPCM 1.21



- o Now loads stuff a chunk at a time. Minimal memory needed.
- LogView 1.21
- o Added Select All
  - o Fixed Stop and Stop All so that they have the same width

## Release 1.22

## ADPCM2IFF 1.20

- o Plays to both speakers now.

## Release 1.23

- o Added startALL script, which starts the Logger program and also runs startAVMAndGPFax.
- o Changed silentanswer.avm so that it puts 'Silent' as the type in the listview.
- o Added some debugging information to handlefax and handledata.
- o Added time elapsed to handlefax and handledata
- o Added log entry when BBS is started or attempted (similar to what I do with fax reception).

## LogView 1.22

- o Added check for invariant failure. If something is selected but using MUIM\_List\_NextSelected failed to show it, I print something out.

## ADPCM2IFF 1.21

- o Added code to ignore ctrl-c and ctrl-d

## IFF2ADPCM 1.23

- o Added code to ignore ctrl-c and ctrl-d
- o Fixed Zyxel adpcm stuff. There was a bug in the conversion routine that was preventing me from decoding the entire -128-127 range. Thanks to Thomas Lewandowski for making me look at this more closely. One of the side effects of fixing this bug is that files converted from iff to adpcm2/3 are \*much\* cleaner and louder.
- o Fixed bug in resampling that was causing it to not work correctly on really long files.

## Programmer 1.20

- o Made it so that it says what the rexx filename is (not the source it was generated from).

## AVM Server 1.20

- o Fixed it so that it doesn't create a blank file when we use AVMTemp for playing if the original file didn't exist.

## Release 1.24

- o Added new icons
- o Fixed installer script which didn't account for a filenames.cfg not existing (in case they weren't upgrading from an older version).
- o Added AVMDataAfterSilence to StandardConfig. This says whether we should try data mode if we recorded just silence. This only works for modems which can detect silence (not just quiet).
- o Changed broadcast.avm to be more general in terms of arexx port names.
- o Changed processmailbox.avmsrc so that it uses the new -1SECOND in adpcm2iff. This minimizes memory consumption when doing the preconvert feature.

## IFF2ADPCM 1.24

- o Now I correctly handle odd chunk sizes
  - o Removed version number from window name
-

- o Added filter for LineLink (hopefully things are clearer now)
  - o Added support for zyxel 6.12 roms
- ADPCM2IFF 1.22
- o If converted bytes is odd, I pad the iff file correctly
  - o Removed version number from window name
  - o Changed LineLink decompression so that it doesn't pay attention to AVMSCALEADJUST and AVMSLOWCVSD anymore. Nobody used them.
  - o Went back to old way of doing LineLink conversion. Should have a smaller executable now.
  - o Added support for zyxel 6.12 roms
- ADPCM2IFF 1.23
- o Changed allocate of chip memory to be dependent on whether we actually play something. Plus, allocation is done at run-time.
  - o Added support for doubling the size of the iff file (higher sampling rate) when converting a LineLink CVSD voice file. This is probably the best I can do in terms of quality. This is disabled by default. AVMDOUBLERATE does this.
  - o Added support to scale the output (not just for LineLinks anymore). AVMSCALEADJUST does this. Output is multiplied by AVMSCALEADJUST value and divided by 128.
  - o Added -1SECOND, -2SECONDS, -3SECONDS, -4SECONDS. This changes the length that we decompress before playing or saving. This also tells adpcm2iff how much memory to allocate (1 second is the least amount of memory and 4 seconds is the most).
- AVM Server 1.21
- o Fixed linelink to return QuietDetected. It used to return SilenceDetected in SimpleRecordVoice. LineLink doesn't do Silence Detection (only Quiet detection).
  - o Added debugging information to tell me whether SilentAnswer() was called or AnswerCall() was used. For some reason, some of my faxes end up in the Silent mailbox.
- LogView 1.23
- o Added arexx commands to "selectall" and "play"
  - o Made it so that you can only open one logview per mailbox. Also, the arexx port it opens is now called "AVMLOGVIEW.mailboxdir". This helps tremendously in automating the playing of messages from an arexx script.
  - o When this program is double started, it uniconifies the other application and brings it to the front.
  - o Removed version number from window name
- ServerMan 1.21
- o When this program is double started, it uniconifies the other application and brings it to the front.
  - o Removed version number from window name
- CallNotifier 1.20
- o When this program is double started, it uniconifies the other application and brings it to the front.
  - o Removed version number from window name
- Logger 1.20
- o When this program is double started, it uniconifies the other application and brings it to the front.
  - o Removed version number from window name
- Player 1.20
- o When this program is double started, it uniconifies the other application and brings it to the front.
  - o Removed version number from window name
-

## ServerConfig 1.20

- o When this program is double started, it uniconifies the other application and brings it to the front.
- o Removed version number from window name

## Programmer 1.21

- o When this program is double started, it uniconifies the other application and brings it to the front.
- o Removed version number from window name

## Scheduler 1.20

- o Removed version number from window name

## SchedulerView 1.2

- o Removed version number from window name

## Release 1.25

## AVM Server 1.22

- o Added LocalHandset support for Zoom and other Rockwell based modems
- o Also added a flag called MonitorWithSpeaker which allows Rockwell based modems to play what's being recorded when someone calls.
- o ExternalMic now records from an external mic if one is connected to your Rockwell based modem. This no longer records from the LocalHandset (that's what the new option is for).

## ADPCM2IFF 1.24

- o Fixed the DoubleRate thing. I got things upside down :(

## LogView 1.24

- o Added LocalHandset

## Player 1.21

- o Added LocalHandset

## SchedulerView

- o Added LocalHandset

## Misc

- o Added playall.rexx script as an example on how to play all messages in a mailbox from an arexx script. To run this script, you should open up a shell and type in:

```
rx playall anonymous
```

You can also open up other mailboxes as in:

```
rx playall mailbox1
rx playall mailbox2
```

- o Added tozyxel612.rexx script. This allows you to convert \*all\* the voice files in avm:voices from the old compression into the new compression. This only works for ADPCM2. For some reason, I didn't have to run this for the old voice files to work on my E+. However, on the E, it is different. It sounds really weird when you play something that was converted by the IFF2ADPCM program on the E running 6.12 roms.

To run this script, you should open up a Shell (CLI), then type in:

```
rx tozyxel612
```

- o Added LocalHandset to play.avm

## Release 1.26

## AVM Scheduler 1.21

- o Modified so that it doesn't schedule an event if there is no phone number.
- o Added Send Manual button.

## AVM Server 1.23

- o Added code for NoVoice option so fax code is usable even though you don't have a voice modem.
- o Moved the code that checks to see if there are messages (this supports the Toll Saver option) to a place so that it's only executed once, when somebody actually calls, rather than every 8 seconds like it used to.

## ServerConfig 1.21

- o Added necessary stuff for fax.

## ARexx Scripts

- o DefaultSender.avm -- added EFax support.
- o play.avm -- added EFax support.
- o createfax.avm -- creates a log entry when someone prints to our printer driver
- o efaxview.avm -- simple program to view fax files created by efax. Currently uses fax2iff and Mostra.

## LogView 1.25

- o Entries are now sorted by time.

## EFax 1.00

## Release 1.26b

## AVM Server 1.24

- o When grabbing modem's attention, first thing to do is to close the serial port (in the hope to drop DTR). It will stay in that loop trying to reopen the serial port every second until it does.

## EFax 1.01

- o Removed guru when startALL was started from the workbench. This had to do with the fact that efax was writing to stderr (or setting vbuf) but there was no stderr. Also had problems with not allocating enough stack space.

## Release 1.27

## AVM Server 1.25

- o Removed RAD\_BOOGIE flag when switching between No Handshaking and Handshaking serial parameters. Maybe this was causing some problems.
- o When there is a serial port error, we now ignore it instead of causing a hangup.

## Default Servers

- o Added &D2 to all the servers

## Release 1.28

## AVM Server 1.26

- o TurnOffVoiceMode now does not bring us up to ConnectedMode if we were previously in UnknownMode or CommandMode. It only brings us \*down\* to ConnectedMode if we were above ConnectedMode. After bringing us down to ConnectedMode, that's when it actually turns off voice mode. Therefore, if the rexx command 'turnoffvoicemode' is executed and the server is in CommandMode or UnknownMode, nothing should happen (this is intentional and desirable).
- o Put a kludge in PlayVoice so that if the modem returns printable characters while playing, it collects them and forms a string. If

that string is an "OK", then we assume that we fell into ConnectedMode even though we weren't supposed to. This should make stuff a little more robust.

- o Added a flag called UseDTMFControl (LineLink only). When enabled, I use a new way of turning off the playing of the voice file after a DTMF key is pressed. I think this is more robust than the other one and is hence enabled by default.

#### ARexx scripts

- o Handlefax.avmsrc now does not do a separate RequireMode(ConnectedMode). This is done by 'turnoffvoicemode'. Also modified the forwarding part. Had to make the filename a full path to the actual fax file. It worked correctly with GPFax since the fax filenames were always to a directory in GPFax:. But, with (EFax), incoming faxes go into the mailbox directory. Maybe we should actually make a copy in the Outgoing directory...
- o Handledata.avmsrc now does not do a separate RequireMode(ConnectedMode). This is done by 'turnoffvoicemode'
- o Abort.avm now handles aborting the fax program if necessary
- o Defaultsender.avmsrc has been fixed so that it doesn't try to open 999 files before sending a fax using EFax. Oops :)
- o Added print.avm
- o Added printfile.avm
- o Changed efaxview.avm to use my fax viewer

#### EFax 1.02

- o Incorporated Ed Casas' changes to bring it to his efax v 0.6a
- o Added stuff so that dialing and answering are abortable

#### ServerMan 1.22

- o Added aborting of the fax program

#### playercfg.h

- o All programs using playercfg.h will abort the fax program now.

#### LogView 1.26

- o Added Print Fax gadget. This prints out faxes.

#### SchedulerView 1.23

- o Added Print Fax gadget. This prints out faxes.

#### AVMFaxPrint 1.00

- o Fax print program. Without the keyfile, you will only get the first half page of output.

#### AVMFaxView 1.00

- o Fax view program. Keyboard driven only. Doesn't do magnifications yet. But it prints out using AVMFaxPrint.

#### Release 1.29

##### AVM Server 1.27

- o If we fail to reopen the serial port after closing it (to drop DTR), we will go into the normal closeSerial function which will wait for an OPENSERIAL or QUIT on the ARexx port. We won't keep trying to reopen it anymore.
- o When in unlisten or closeserial, either an openserial or listen will wake them up.

##### AVM FaxPrint 1.01

- o Fixed it so that it always prints black on white by using my own ColorMap instead of the screen's ColorMap (which may be arbitrary).

##### AVM FaxView 1.01

- o Fixed it so that it doubles standard size faxes (for aspect)
- o Fixed so you can stretch it horizontally \*and\* vertically

#### ARexx scripts

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- o handlefax.avmsrc - Added changes for TrapFax to receive more than 10 pages
  - o efaxview.avm - fixed so that you can view multiple fax files
  - o printfile.avm - fixed
- GNU/fax2iff
- o fixed so that it doesn't have enforcer hits if it couldn't open the destination file.
- GNU/efax 1.03/0.6b
- o fixed stuff for class 1

#### Release 1.30

##### AVM Server 1.28

- o showCID.avm has two variables: 'cidName' and 'cidNumber'. These are set before this script executed. If the cidName or cidNumber contains a quote '"', it will be converted to a single quote. This sends stuff to the CID Logger.

##### CID Logger 1.00

- o OK, I was 'coerced' into writing this program :) Any contributions are gladly accepted.

##### ARexx scripts

- o Fixed silentanswer.avmsrc so that it stores CID information in any logs it creates.
- o Added rexxsupport.library everywhere needed.
- o Modified alertring.avm
- o Added showcid.avm
- o Added stuff sent by Carl Wernhart to better support TFax. Thanks again Carl! I hope I got it right.

##### AVM-install

- o Added options to backup rexx, source, and icons

##### SchedulerView 1.24

- o When playing a personalized intro file, it used to look at 'origMailbox' rather than the current mailbox. This is now fixed.

#### Release 1.30a

##### AVM Server 1.29

- o Fixed caller id stuff.

#### Release 1.30b

##### AVM FaxPrinter 1.01

- o Added hack to make FCII rel 1 print. This has the unwanted side effect of printing some garbage to the \*actual\* printer. I suggest that you redirect output to PAR: using the AmigaDOS CMD command. To enable printing using this hack, do a "setenv AVMFCCIIREL1HACK yes" from the shell. Or, you can put this in your StandardConfig file.

#### Release 1.31

##### AVM Server 1.30

- o Added new key for fax only users.

##### AVM Programmer 1.22

- o If you put a double-quote in front of a WriteLine's Line string, the rest of the line won't appear in single quotes. This allows you to put variables there and not just literal strings.

##### ARexx Scripts

- o Changed handledata.avmsrc so that it puts the length of the

connection in log.length and not just as a comment.

#### AXsh stuff

- o Found a bad bug. Apparently, AXsh doesn't set its own stack. So, if you happen to run it with a low stack, it may crash your machine. Or, it may put it in a bad state. So, now, instead of calling AXsh directly, I execute an AmigaDOS script that sets the stack first.

#### AVM FaxView 1.02

- o Should print now using '\*'

#### Release 1.32

##### Scheduler 1.22

- o Added double-start semantics
- o Only one scheduler per mailbox allowed now (similar to LogView)

##### AVM Server 1.31

- o Fixed so that if there is a serial port error, it should not cause a crash. I'm not sure if io\_Actual is set correctly by the serial device if io\_Error is non-zero.
- o Increased the length of debugging info from readLine
- o A 'Q' is returned if there was an error reading from the serial device for the 'initial 1 character' read.
- o Extra checks were put in plus more debugging info was added in cases where there were serial port errors.

##### EFax 1.04

- o Fixed so that if there is a serial port error, it should not cause a crash. I'm not sure if io\_Actual is set correctly by the serial device if io\_Error is non-zero.
- o A 'Q' is returned if there was an error reading from the serial device for the 'initial 1 character' read.
- o Extra checks were put in plus more debugging info was added in cases where there were serial port errors.

Fixed avm-install script for using the old icons stuff. It \*was\* working, it just wasn't asking the right question :)

Merged startAVMAndGPFax, startALL, and startAVM. You should always start AVM using the startAVM icon or startAVM script. You can configure which programs get started automatically by editing your StandardConfig file.

#### Release 1.33

##### AVM Server 1.32

- o When in Unlistened or Closed Serial mode, Abort will get it out.
- o Server now looks at Command Pause in the fax parms setup. Increasing this number increases the wait time before writing out AT strings by 100 milliseconds. This may help if your modem doesn't accept AT strings in quick succession.

##### AVM FaxPrinterD

- o Now you can use your own font and font size. Just edit StandardConfig.

## 1.200 Wish List

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5/26/94

- o Add Send Manual to Scheduler, which should cause it to send the file using ATD (no telephone number). This is usual for doing faxes where you have to manually call them up before clicking on Send.

4/18/94

- o Make iff2adpcm load stuff a chunk at a time.

4/17/94

- o Reduce memory requirements for programmer
- o Add forward to logview
- o In schedulerview, if the user selects an iff file, we should go ahead and convert it for him.

4/15/94

- o In schedulerview, we should probably have another type (Unknown or Unrecorded) to alert the user that the file that has been selected is not a valid thing to send. After recording, then we can adjust the type accordingly.
- o In the scheduler, when you click on the file gadget or hit return on the string gadget specifying a file, try to find out if it's a fax file or not and automatically set the 'type'. If it's not a fax file, then assume it's a voice file that's to be recorded.
- o Print out the compression type that's being decoded or encoded in adpcm2iff or iff2adpcm
- o Multiple delete/play/archive in logview
- o Quit All in ServerMan to kill every avm program that's running

3/23/94

- o Add a restart servers to serverconfig. Better yet, add a way to tell the AVM server to re-read the config file.

2/26/94

- o At certain times, the rings to be expected may change. Need to add an ARexx command in the servers to change the number of rings.
- o When playing to Amiga (not AmigaDirect), add an option to play the file while it's being converted. Although it won't be real time (the voice file will not be continuous), at least you will get to hear parts of it to see if it's worth the wait.

2/25/94

- o Maybe blink the power led when the answering machine is on. But, we need to blink it differently than our flashpower program does.

2/24/94

- o If port is in use, try every 5 minutes to get the port. Maybe try different things to get the port to listen.
- o Add Quit & Kill Servers to serverman to quit serverman and to kill all the active servers.
- o Add a name field for mailboxes (in mailbox config) and use that to show what's in the call notifier (not just the directory name).
- o Pre-convert voice files while machine is idle (in other words, do a low priority conversion routine when voice files are created).

2/21/94

---



- o Add play all to the logview
- o Add delete all to the logview
- o Add "serverconfig" to the server manager (opens up a serverconfig program).

2/10/94

- o Make a special answer voice to do simple answering machine stuff
- o Clean up ServerMan to hide the Close, Open, Unlisten, Listen, Start, and Kill server gadgets.

2/9/94

- o Allow disabling of busy detect for ROM versions which are faulty
- o Use user-defined filenames for saveiff or loadiff
- o Allow Player/Recorder to play/record user defined files
- o Phonebook that's integrated with the logview (so you can show the names of the people with a particular phone number)
- o Add better error reporting (like when audio.device is being used)

2/8/94

- o Make the anonymous mailbox accessible from the other mailboxes
- o Finish the Scheduler and SchedulerView scripts
- o Document Scheduler/SchedulerView
- o Document Programmer
- o Make a "copy" template for each of the Programmer constructs so that, when a construct is instantiated, the new construct copies stuff from this template. Template should be persistent.
- o Secretary feature for calling people (integrated with the phonebook -- click on somebody to dial out until connected, play some file, and beep)
- o Localize the program (binaries and ARexx scripts -- this includes localizing the concatenations of numbers)
- o Add a button to the Call Notifier to shut up until the next call comes in.
- o Support Rockwell chipset voice modems
- o Pre-load most of the shorter ARexx scripts (such as delete, broadcast, etc.). This should speed things up quite a bit
- o Add options so that we can easily customize the ARexx scripts without having to maintain several versions for different users. Probably do this through the getclip and setclip ARexx functions. Can't do this with environment variables since they are not easily accessible from ARexx.
- o Use MUI better -- make everything controllable from the keyboard
- o Have multiple (random, day, or time driven) greetings
- o Fix up string gadgets which accept input to \*not\* allow spaces to be typed in
- o Add some flags to the AVM server to filter out debugging information (so we don't have to see it all)

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-

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## 1.203 Common Problems

o AVM doesn't seem to play a file that I selected using the file requester.

AVM \*cannot\* play filenames with spaces in them. For example, the file "Ram Disk:dialtone" cannot be played. You need to use "ram:dialtone". Sorry, but I just don't have the time to go through all the ARexx scripts and fix this. This was one of those "compromises" I made when I started this project. I didn't want to have to muck around with quoting conventions.

- o AVM reports that the serial device either couldn't be opened when working with GPFax.

You should make sure that the shared mode flag in GPFax is enabled.

---

- o When answering a fax call, the modem picks the line up, drops it, then picks it up again.

This is caused by an "&F" in the Modem Init string of GPFax. You should remove this.

- o I have trouble receiving and sending faxes with the LineLink modem.

You need to make sure the Modem Init string is the same as the init string mentioned in step number 8 of

#### Setting up

. Also, the LineLink modem cannot detect a fax automatically. You will need to instruct people who may send faxes to you that they have to follow instructions (like pressing 2) on how to start up fax reception.

- o AVM doesn't handle data calls properly. Why?

You need to make sure that AXsh is set up properly. Here is what I needed to do in my s:user-startup

```
;BEGIN AXSH
assign axsh: pd:axsh.installed
path axsh:bin
mount axaux: from axsh:etc/mountlist.axsh
;END AXSH
```

In addition to making sure that AXsh is set up properly, you need to make sure that "answerdata" is in the

#### Data Call

field. The ARexx script "answerdata.avm" sets up the modem, performs an ATA, then calls the script "startbbs.avm" if there is a modem connection. If you are not using AXsh, the script "startbbs.avm" is where you should start tinkering.

- o I get very short files when recording; sometimes, they're truncated. Sometimes, there's too much silence.

When you press

Record

, there is a short delay before

the modem actually starts recording. This is due to two things: First, I need to send commands to the modem to actually start recording. This takes a finite amount of time. Second, I need to tell the server to tell the modem to start recording. To do this, I use ARexx to communicate between the user interface and the AVM Server. Again, this takes some processing time. So, to be sure that what you say gets recorded, you should press

Record

, then watch

the modem until some light starts flashing continuously (this indicates a recording process). Then you can start speaking.

When stopping the recording, there is also a short delay between the time you press

Stop  
and the time the recording actually stops.

These short delays will take some getting used to, but when you're used to them, they will turn into a minor annoyance. These delays may decrease in future versions.

- o How do I save window positions and sizes and icon positions?

Go to a CLI, cd to env:mui, look for the names of the AVM programs (AVMLOGVIEW, AVMCALLNOTIFIER, AVMLOGGER, AVMPLOYREC, etc.), and copy their .wini files to envarc:mui. For icon positions, you need to use the MUI Prefs program. Then copy over the .prefs files to envarc:mui.

- o How do I put all the windows on a different screen?

Use the MUI Prefs program to create a public screen and tell MUI to open up the windows on that public screen.

- o How do I make the windows open up in iconified form?

Use the MUI Prefs program.

- o Do I need a registered version of MUI?

No, you do not. But, you will be able to customize all the AVM programs if you do register MUI. I really encourage you to do so. Stefan Stuntz has done a very good job with MUI, so please support him.

- o When I try to edit something in the programmer, no window opens and the programmer hangs.

You need to have a screen size of at least 640x400. MUI will not open a window if it is too large to fit in the screen.

- o When using the programmer, sometimes it just exits.

You probably don't have enough memory. The Programmer uses a lot of memory because of the large windows it uses and the fact that it loads an entire file into memory. Try closing other applications when using the Programmer.

- o Sometimes, AVM misses keys pressed by a caller.

This is not AVM's fault. It is the fault of the modem. I have nothing to do with detection of DTMF keys. It just reports them to me. If you have a ZyXEL with a ROM less than 6.11a, I really recommend that you upgrade your ROMS.

- o After 10 minutes, the AVM server dies for some unknown reason.

The UNREGISTERED version will not work properly unless its "annoying" window opens up on the WorkBench. Therefore, do not use a public screen manager to "shanghai" its window to another screen. Also, do \*not\* use an external program to close the window or resize the window. Your computer may crash. I am not responsible for crashes

---

due to tampering with the "annoying" window.

- o AVM doesn't want to record anything.

Perhaps you didn't set things up correctly. You need to make sure that the Drawer "AVM:voices" exists. From the WB, create a drawer called "voices" in the AVMSuite Drawer. Or, from the CLI, type in "mkdir avm:voices".

- o AVM only records silence or a dial tone when I'm using the TelephoneLine option.

For all modems \*not\* based on the Rockwell chipset, the telephone should \*not\* be hooked up to the back of the modem. You should hook up the telephone and modem using a splitter of some sort.

- o AVM hangs up while you are accessing some of the voice menus (when calling). Or, it just hangs up on you.

Make sure that you record all the messages in the Player program. If you did record all the messages, then run the Logger program, play around with the system until it hangs up unexpectedly. Then, click on the Save button in the Logger window, and send me the file called "avm:logger.save". That will help me tremendously in finding out what is wrong.

- o Recording doesn't seem to work too well. It seems to terminate early.

Try running the program called Logger. When recording, if it says there's a serial port error, then your machine cannot handle the speed at which the modem is transmitting data at. Maybe you have a program running in the background that's taking up so much CPU time that it takes too long to process the serial port interrupt. The first thing to try is to enable the "Use AVMTemp: for Recording" button in the Server Config program and restart the AVM Suite. If that still doesn't work, try opening up a public screen with a low resolution. Then, switch to that screen and try AVM again. If that still doesn't work, you may need one of those high speed serial ports which handle high speeds more easily.

- o On the LineLink modem, AVM seems to hang up when playing to the modem.

Maybe you enabled the "UsesHardwareHandshaking" flag in the Advanced Flags section. Disable that and try it again. Please don't play with things that aren't documented.

- o How can I speed up playback of my incoming messages through the Amiga?

You can turn on the PreConvert feature. See  
Pre-Converting

- o I'm using a LineLink modem and playback through the Amiga is very soft.
-

Try adjusting the AVMSCALEADJUST environment variable. See

Scaling output

.

- o Why does AVM not release the serial device when I quit all the AVM programs?

Remember that there is a "server" that's running in the background. If you have an unregistered version of AVM, you would see the window. If you have a registered version, you probably wouldn't even know it was running.

As of V1.17, you now have a Quit button and a Quit No Kill button. If you Quit, you take all the servers with you. With the other button, you don't.

- o Do I need a digitizer to make my own messages?

No, you can use the TelephoneLine option to record any outgoing messages.

- o How can I customize the way dates and times are played back through the modem? It seems like it's too "American".

Read the manual. See  
Date Format  
and  
Time Format

.

- o How can I customize the way AVM displays dates in the Scheduler, LogView, SchedulerView, etc.?

Read the manual. See  
Time and Date Specification

.

- o Can I distribute keyfiles?

Absolutely not. You can only distribute AVM as it comes in its .lha form. You cannot create a new archive or add to the archive that's available for download.

- o Why should I register?

Because it would encourage me to keep supporting AVM. I don't think I charge too much for what this software is capable of.

Even if you do not register, I would appreciate a postcard from you saying that you use AVM.

- o On a ZyXEL, when sending out voice files using the scheduler, it seems to be playing the voice files even though the called party hasn't picked up the phone. Why?

The ZyXELs cannot seem to determine reliably when the called

party has actually picked up the phone. I can't figure out what the problem is. Probably a bug in the ROMs. Don't worry, outgoing messages are repeated multiple times.

- o How do I change the icons when the program is iconified?

Use some icon editor and edit the icons in avm:icons.

## 1.204 New Voice Files

Execute the script called "avm:renamevoicefiles". I renamed stuff like one, two, ... to number1, number2, ... to facilitate in sorting stuff in the Player program. Note that this script is executed automatically if you used the Install script.

Execute the script called "avm:deletevfiles". This will delete all the obsolete voice files. Note that it won't delete voice files that are still usable. Only the minimal number of voice files will be deleted. If you run the installer script, I ask before doing this. However, I highly recommend that you do this and just re-record everything that the Player program tells you to record.

## 1.205 Caller ID and Distinctive Ring

If you have a ZyXEL, the way to activate Caller ID is to put an S40.2=1 in your Voice Setup String. LineLink owners cannot make use of the Caller ID feature. I have it on good authority that the hardware cannot physically support Caller ID. Remember that although the ROMS say they support Caller ID, if the modem doesn't have enough "stuff" in it to pick up Caller ID information, then the modem cannot support Caller ID.

To activate the Distinctive Ring feature in your ZyXEL, you need to put an S40.3=1S40.4=1S40.5=1S40.6=1 in your Voice Setup String. If you have any other modem, you don't need to do anything. Try it out and see if AVM can distinguish between the different distinctive rings that you have subscribed to your phone company for.

## 1.206 Programmer

I cannot describe everything that the Programmer can do at this time. Sorry. But, I will tell you how to add new mailboxes.

The first thing to do is to add a mailbox using the Call Notifier program. When you add a mailbox, don't include spaces in the mailbox name. Note that I distinguish between a mailbox name and a mailbox alias. The mailbox alias is what you see in the Call Notifier listview. Sometimes, the alias is the same

as the name.

Anyway, the next thing to do is to run the Programmer. Double-click on the file called startup.avmsrc. Double-click on the line which says level0. This is a menu to which you can add mailboxes. Look at how mailbox1 and mailbox2 are done. You will see how easy it is to use the Programmer. Really!

Once you're done editing stuff, Save your changes, then click on Compile. Then, test out your new system. If it fails for some unknown reason, try Compiling again. This has something to do with "include" dependencies that I'd rather not get into. Note that I've never needed to Compile twice -- I just thought I should mention it just in case.

## 1.207 Faxing without a Voice Modem

Since you're reading this, you probably don't have a voice capable modem. Too bad :( Anyway, you can still use AVM and the fax program and utilities it comes with for sending and receiving faxes. To install AVM, follow the instructions 0, 1, 2, 3, 4, 5, 7, 9, 10, and 13. If you use the AVM-Install script, just do 0, 1, double click on the AVM-Install icon, do 9, 10, then 13.

Read the instructions in  
    Faxing  
    to see how to send and  
receive faxes.

If you want to free up some disk space, you can do the ff.  
from a Shell:

```
delete avm:AGMS#?  
delete avm:source all  
delete avm:contrib all  
delete avm:voices/#?  
delete avm:filenames.cfg  
delete avm:player#?  
delete avm:programmer#?  
delete avm:iff2adpcm#?  
delete avm:adpcm2iff#?  
delete avm:anonymous/pickup.iff  
delete avm:mailbox1/pickup.iff  
delete avm:mailbox2/pickup.iff  
delete avm:rexx/silentanswer.avm  
delete avm:rexx/recordconversation.avm  
delete avm:rexx/secretary.avm  
delete avm:rexx/answervoice.avm
```

There are probably some more things you can delete, but these I'm sure you won't need if you don't have a voice-capable modem.

---



## 1.208 Faxing

EFax is now included with AVM. It is a class 1 or class 2 fax program. To view received faxes, you just use the LogView program. It will convert the fax into an iff file and will then invoke AVMFaxView which allows you to view it.

To send a fax, double click on printHigh or printLow. Alternatively, you can, from a Shell:

```
execute avm:printHigh
or,
execute avm:printLow
```

printHigh should be used if you want to use Fine mode when creating your fax file. printLow should be used when Standard mode is used.

Once you do the above, a program called FaxPrinterD should appear. If it does not, something is wrong and any printing to the faxprinter device driver will not work properly. Try running FaxPrinterD from a Shell to see why it failed to run. Most likely, it couldn't find a font used to render text printouts. You should edit StandardConfig to use a font that you have.

Then, print using any Amiga program. When done printing, a SchedulerView will open up to allow you to enter the telephone number. After entering it, click on Done. Then, press the Send button in the Scheduler. This will send it now. If you scheduled it for a later time, it will go out at that time (assuming you registered the AVM Scheduler).

Note that when printing out to a fax file, you should ensure that there is an adequate margin on the left and right sides. When printing from a word processor, try to make sure that there is at least 1 inch on both sides of the page. When printing in text mode, try to make sure that there are 10 spaces to the left and right of all your text. If you don't ensure these margin settings, your fax may not be completely readable at the other end (the left and/or right part of the fax may be chopped off a little -- that's why you should ensure that those parts don't contain anything useful).

After printing using your Amiga program, double click or execute printPrinter. This will use the previous Printer and PrinterGfx preferences settings (which will allow you to print stuff to your printer).

The FaxPrinterD (printer daemon) has only 1 option. When this option is enabled, the printer daemon will start a new page if the program sends a "Close Render" message to the printer driver. When it is disabled, even if the program sends a "Close Render" message, it will continue to print to the same page. Only a FormFeed will cause the printer daemon to start a new page. In general, I think you should have this option enabled. But,

for ProWrite users, you should disable this. For some reason, ProWrite prints in small strips. Therefore, if you had this option enabled, you would get lots of little pages.

If you use GhostScript, you should enable this option. Otherwise, you will get one very long page even if you are printing multiple pages.

You can also use the asc2fax program to convert ascii files into fax files. I added an extra option (-l) which selects low resolution (Standard resolution in fax terminology). Basically, when you enable low resolution, asc2fax will render the font of the height you selected and will then read every other line and convert it into the fax compression (note that this is the same thing that the FaxPrinterD does when you select low resolution). The side effect of this is that if your font has horizontal lines of 1 pixel, they may disappear completely from the fax file. You should always choose a font that has horizontal lines that are greater than 1 pixel. Just to be sure, you should create a document with all the characters you will use, convert it into a fax file, and view it to make sure that all the characters look ok. Another strategy (not implemented) would have been to render the font with half the size that you chose. This may be added at a later time. If you don't want to bother with this problem, use Fine mode instead (or use the printer driver and print in graphics mode).

Note that you cannot schedule faxes for a later time if you do not register for the Scheduler. Also note that with the Scheduler, you will be able to automatically forward faxes received to another number.