

PopPhone Documentation

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

PopPhone Documentation

1.1 Welcome to PopPhone

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by

Jon Rocatis

What is PopPhone?

What is it all about?

Requirements

Which computers can PopPhone run on?

Tool Types

How to configure PopPhone...

Menus

What's in the menu?

Legal stuff

Some words on distribution

Disclaimer

Warranty? No warranty.

Contacting Author

How to reach author if you got something to say

Catalogs

Some notes about making your own catalogs

Technical stuff

Techno babble..

Thanks...

The author wishes to thank...

Program History

Description of each release

1.2 PopPhone.guide/What is PopPhone?

What is PopPhone?

~~~~~

PopPhone is a program to help you keep track of names, addresses, E-mail accounts and telephone numbers.

Not much more to say about this program, really - it's all very simple. Play around with it and you'll find out how it works. You can customize PopPhone to suit your own taste by using tool types

.

PopPhone features OnLine AmigaGuide help, so just press <HELP> and you'll get help on the window currently active - try it!

It's probably not the most advanced program in it's field - but it isn't supposed to be. It's just a small program doing what it does, without having a 1000 features. It works for me :)

If you use the program please tell me about it! It's nice getting mail from users :)

PS: Sorry for the dull icon... I'm a programmer, not an artist :-)  
If you make a nice icon for PopPhone, please send it to me, and I will include it in the next version. You will of course be credited!

## 1.3 PopPhone.guide/Requirements

Requirements

~~~~~

You'll need KickStart 2.0 or better and

MUI

v2.3 installed. If you want the program to be able dial the phone numbers for you, you'll also need a modem :-)

To utilize the localization feature, you must have KS2.1 or better.

1.4 PopPhone.guide/MUI

MUI - Magic User Interface

~~~~~

PopPhone uses MUI to create the graphical user interface (GUI). Use the MUI-prefs program to set things up the way you want it. You can specify the hotkey for PopPhone there too.. Check it out..

MUI is available on Aminet and probably many other places. Get the package called something like mui23usr.lha.

## 1.5 PopPhone.guide/Tool Types

You can configure PopPhone by using the tool types described below. You cannot configure anything if you start PopPhone from a shell, so I suggest you always start it from Workbench :)

Each of these tool types are optional. PopPhone can run fine without any of them used.

Tool Types

~~~~~

TITLE=YES

Puts a title in the listview (name,city,telephone)

TITLEATTR=BOLD|ITALICS|UNDERLINE

You can specify the text attributes of the listview title. It's okay to mix the attributes. Ie. you can have the title in italics AND bold or just in bold etc.. If you don't specify TITLEATTR the title will be in plain text.

NAMESPACE=<n>

Space in pixels between "Name" and "City" in listview title

CITYSPACE=<n>

Space in pixels between "City" and "Telephone" in listview title

DOUBLECLICK=EDIT|DIAL|NOACTION

Defines what happens when you doubleclick on an entry in the listview:

- EDIT: Opens the edit-window (if not already open)
- DIAL: Dials the phone number
- NOACTION: Nothing happens! :-)

DEVICE=<device>

Defines which device PopPhone uses when dialing via the modem.
Default is "serial.device"

DEVUNIT=<n>

Unit number on the device chosen. Default is 0.

HANGUP=<n>

Defines how long PopPhone waits before sending an ATH to the modem,

when dialing a phone number. The time is in 1/50 secs. Default is 200.
(Corresspond to 4 seconds)

PANEL=YES|NO

Hides the control buttons below the listview gadget.
Default is YES (Buttons visible)

LOG=YES|NO

Logs calls. Default is NO

DIALHOTKEY=<hotkey>

Defines a special hotkey that, when pressed, will do exactly the same as if you pressed the Dial-button. This one is handy if you're running with no control panel, and then want to phone somebody.

The hotkey string is in "commodity hotkey" format. You can read more about this in your Workbench User's guide. PopPhone allows a string of up to 30 characters.

LOGFILE=<filename>

Defines the location and name of the logfile. The default filename is..

PROGDIR:PopPhone.log

..which will put the logfile in the same place as the PopPhone executable. The filename can be up to 50 characters.

1.6 PopPhone.guide/Legal Stuff

Legal stuff

~~~~~

PopPhone is FreeWare. The program and files in this distribution are freely distributable, but are also Copyright (c) Jon Rocatis.

The archive may be freely distributed as long as no more than a nominal fee is charged to cover time and copying costs.

## 1.7 PopPhone.guide/Disclaimer

Disclaimer

~~~~~

No warranty, either express or implied, is made with respect to the fitness or merchantability of PopPhone.

Jon Rocatis (referred to as "the author"), reserves the right to not develop any future versions of PopPhone.

The author will try to make a good faith attempt at correcting any problems if any are discovered, but is in no way required, nor bound to correct them.

The author neither assumes nor accepts any responsibility for the use or misuse of these programs. He will also not be held liable for damages due to loss of profit or any other damages arising out of the use, or inability to use this program.

The author will not be liable for any damage arising from the failure of this program to perform as described, or any destruction of other programs or data residing on a system attempting to run the programs. The user of this program uses it at his or her own risk.

1.8 PopPhone.guide/Author

Author

~~~~~

If you have any comments, criticism or bug reports, don't hesitate to contact me by E-mail..

Jon Rocatis - SideFX / Software Development

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E-mail: jon@funcom.com

## 1.9 PopPhone.guide/Catalogs

Catalogs

~~~~~

I have included the files necessary to create new catalogs. If you create a new one, you are more than welcome to send it to me, and I will include it in the next distribution. You will of course be credited :)

If you don't want to/need to make any new catalogs you can delete the PopPhone/Locale directory. It is not needed by PopPhone, but only for people who would like to translate it.

Notes for translators

~~~~~

You can find the .cd and .ct files in the Locale/ directory.

If you don't know how to compile these files to get a catalog file, you can e-mail me the .ct file, and I will compile it for you.

The first char in the menu-strings is the hotkey.

Texts for buttons have their hotkey underscored. Like "\_Dial".

Make sure you don't mess things up by having the same hotkey for several buttons/menus!

## 1.10 PopPhone.guide/Technical Stuff

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Technical stuff

~~~~~

PopPhone was developed in C++ using SAS/C v6.51 on an Amiga 4000/040. (And yes, it takes ages to compile...)

It has been tested with Enforcer, and it should hit-free by now :-)

1.11 PopPhone.guide/Thanks

Thanks

~~~~~

Thanks to Stefan Stuntz for creating the very cool MUI system, and to Finn Kettner and Simon Holm for doing some betatesting. Thanks also goes to Kasper B. Graversen for finding some severe bugs in the earlier versions..

I also want to thank all the Amiga SW/PD programmers out there, for making great software for the #1 computer. Amiga!

Enjoy!

## 1.12 PopPhone.guide/Main window

Main window

~~~~~

This window is where you'll be spending most of your time :-) The buttons at the bottom of the window more or less explains themselves, but here we go anyway:

- New · Opens the
 Edit window
 . Use this one
 to create a new entry in the phonebook.
 - Edit · Edits the currently selected entry, and opens the
 Edit window
 If the phonebook is empty, nothing happens.
 - Delete · Deletes the currently selected entry. You cannot undo this
 operation, so be careful.
 - Toggle · In the
 Edit window
 you can specify two
 telephone numbers. Only one of these are displayed in the
 listview gadget. This button will toggle between the two
 sets.
 - Dial · Dials the telephone number of the currently selected entry.
 Use the toggle button to change between #1 and #2.
-

The layout and other things can be configured by
tool types

.

All of these buttons can be hidden by using the Control Panel feature
in the

Setup menu

1.13 PopPhone.guide/Edit window

Edit window

~~~~~

This window is used for creating a new entry, or editing an existing one.  
Take a look at the window's titlebar to see which "mode" you're in.

You can use TAB and SHIFT-TAB to move between the different fields. Pressing  
<RETURN> will move to the next field.

Press the OKAY button to store the entry, or CANCEL to discard it.  
If you have made changes and don't press the OKAY button but instead  
selects another entry in the main window, your changes will be lost!

The entry is inserted alphabetically in the phonebook. (Sorted by name)

This window can be open together with the main window. When you select a  
new entry in the main window, the edit window will be updated.

Closing the window by hitting the close gadget has the same effect  
as hitting the CANCEL button.

## 1.14 PopPhone.guide/Menu

Project Menu

~~~~~

Save · Saves the phone book to disk. The saved file is
placed in the same directory where PopPhone itself
is located.

The file is called PopPhone.data. It's in
plain ASCII format.

Copy · The selected entry's name, address, zip code and
city fields are copied to the clipboard. This makes
it easy to grab names and addresses from PopPhone and
using it in ex. a wordprocessor.

Help... · Opens the help system. You can still operate PopPhone
while the help window is open.

Iconify · Closes all PopPhone's windows and places an appicon
on the Workbench screen. Double click this icon to

get PopPhone going again.

About... · Displays some information about PopPhone. Version number, author info and how much memory the phone book uses.

Quit... · Quits PopPhone. If you have made any changes to the phone book, you'll get a chance to save them.

Setup Menu

~~~~~

Control Panel · Hides and unhides the buttons below the listview  
This can also be controlled by

Tool Types

Log · Logs calls. When you make a call it will be registered  
in the specified log file ←

## 1.15 PopPhone.guide/Program history

Program history - a description of each release. Note: I use C='s definition of version numbers. Ex. 1.10 is newer than 1.5!

v1.0

~~~~

First release

v1.1

~~~~

Put "... " on "New" and "Edit" buttons.

Made the iconify hotkey easier to "reach" :)

v1.2

~~~~

Fixed crash-problems when starting PopPhone without MUI installed

Fixed crash-problems when starting PopPhone without locale.library installed

Removed unused menu-items

Added "Help..." item in menu

v1.3

~~~~

Pops up a requester if MUI v2.2 isn't installed on your system, instead of exiting quietly

v1.31

~~~~~

Pops up with an error-requester if attempting to dial and modem isn't ready. Made an extra entry in the catalog to deal with this!

v1.35

~~~~~

MSG\_WINEDIT\_FAX added in catalogs (was hardcoded earlier)

Nicer layout in edit-window

v1.40

~~~~~

Changed layout of catalog files to work better with the new version of MUI.

Used some new MUI-macros which saved some bytes off the executable

v1.70

~~~~~

Clipboard support

v2.0

~~~~~

Control buttons can now be hidden if you want it.

Fixed bug when dialing long phone numbers

Log mode. Calls can be logged. Tooltype available to specify filename

Tooltype to specify special dial hotkey

Serial device wasn't closed if the modem didn't answer

When device failed to open, PopPhone always said "Can't open serial.device", even when you used a different device.
