

**ZVT**

**COLLABORATORS**

	<i>TITLE :</i> ZVT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 24, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>ZVT</b>	<b>1</b>
1.1	Main . . . . .	1
1.2	Startup . . . . .	1
1.3	ZyXELVoiceTool . . . . .	2
1.4	Main window . . . . .	2
1.5	Temp options . . . . .	2
1.6	Call options . . . . .	3
1.7	Call sequence . . . . .	3
1.8	Record options . . . . .	4
1.9	Other windows . . . . .	4
1.10	Status line . . . . .	4
1.11	Call receiver... . . . .	4
1.12	Call list . . . . .	5
1.13	List options . . . . .	5
1.14	File names . . . . .	5
1.15	Setup... . . . .	6
1.16	Modem . . . . .	6
1.17	Remote operation . . . . .	7
1.18	Functions... . . . .	7
1.19	Number pad . . . . .	8
1.20	Batch files . . . . .	8
1.21	Voice settings . . . . .	9
1.22	Callback . . . . .	10
1.23	Group . . . . .	10
1.24	Speichern/Laden . . . . .	10
1.25	Progress... . . . .	10
1.26	Menus . . . . .	10
1.27	current file . . . . .	11
1.28	Bugs . . . . .	11
1.29	ARexx Commands . . . . .	11

---

---

1.30 MUI ARexx commands . . . . .	13
1.31 Requirements . . . . .	14
1.32 What is MUI? . . . . .	15
1.33 What is ZVT? . . . . .	15
1.34 Why ZVT? . . . . .	16
1.35 Author . . . . .	16
1.36 Thanks go to... . . . . .	17
1.37 Copyright . . . . .	17
1.38 BBS ads . . . . .	18
1.39 Shareware . . . . .	19
1.40 Registration form . . . . .	19
1.41 BugReport . . . . .	21
1.42 Disclaimer . . . . .	23
1.43 Online . . . . .	23
1.44 History . . . . .	23

---

# Chapter 1

## ZVT

### 1.1 Main

Documentation for ZVT 1.5

Choose a topic using your mouse or the [TAB] and [RETURN] key.

What is ZVT?  
Why ZVT?  
Copyright  
Shareware  
System Requirements  
Startup  
Using the GUI  
ARexx Commands  
  Online help  
Bugs...  
  History  
Disclaimer  
Author...  
Thanks to...

### 1.2 Startup

The program may be started either from CLI or from WorkBench

---

The CLI parameters are

```
CO=CONFIG/K,SI=SLEEPICON/K,TASKPRI/K/N
```

where CONFIG represents the name of the configuration file (defaults to PROGDIR:ZVT.Settings) and SLEEPICON the name of the icon file (without .info) for the 'sleeping' image. (defaults to ZVTSleep)

The ToolType parameters CONFIG and SLEEPICON are also used for the configuration file and the sleeping image when started from workbench, but the difference is that the sleeping image defaults to the program icon.

TASKPRI is used to set the task priority. Suitable for heavily loaded systems.

### 1.3 ZyXELVoiceTool

```
Menus
Main window
Call receiver...
Setup...
Progress...
```

### 1.4 Main window

This window contains all mostly used gadgets.

```
Temp options
Call options
Record options
Other windows
```

### 1.5 Temp options

This sub panel has got the following gadgets (from top to bottom):  
The settings used for playing and recording are set by the gadgets right to it and in the setup window.

\* Play  
Plays the selected temporary file (see below this gadget)

---

- \* Record
  - Records the selected temporary file.
  - Does the file already exist, a requester pops up asking about the permission to overwrite it.
- \* String gadget
  - Sets the name used by the two gadgets above. The button right to it opens an ASL file requester.

## 1.6 Call options

Contains all call options, these are (from top to bottom):

- \* Record call
  - Records the call in progress and inserts an entry in the log list
- \* Answer call
  - Immediately starts the
    - Call sequence
      - \* Answer fax
  - Starts the ARExx-script for a fax call (if allowed)
- \* Answer data
  - Answers a data call (if allowed)

## 1.7 Call sequence

A call sequence proceeds as follows:

After picking the phone the outgoing message will be played and checked for DTMF keys and Fax tone.

If nothing happens, the signal will be played and the call recorded.  
 If there is no noise received ("Silence without voice data" recognized)  
 ZVT assumes a remote modem and tries a modem connection.

While playing and recording following signals have got this meaning:

- 1) DTMF key described under "Data DTMF key"
  - Starts the data call sequence (look there)
- 2) Fax tone
  - Starts fax receiving
- 3) Any other DTMF key
  - Starts (if allowed) the
    - Remote operation
      - When entering remote operation ZVT first asks for the password.

Is it correct, the user hears a long signal beep and the first call will be played.

---

An incorrect password will be acknowledged with three short signal beeps (generally an error signal) and a hangup.

## 1.8 Record options

Sets the options for recording/playing and the compression.

\* Output device/Input device  
Self explanatory. Isn't it?

\* Compression  
Sets the compression the modem uses when recording.

ATTENTION: The CELP compression is only usable with 'plus' models and the ADPCM3 compression works sometimes incorrectly, corrupting the voice file.

## 1.9 Other windows

These buttons are for opening other windows for settings and the call receiver.

The check mark below switches the call receiver itself on and off.

Setup...

Call receiver...

## 1.10 Status line

Used for status messages.

## 1.11 Call receiver...

This window consists of three parts:

Call list

List options

---



## 1.12 Call list

This is a list of the incoming calls.

From left to right the columns have got the following meaning:

Date and time: Point of time when the call is received or has been recorded.

Type : 'V' - Normal voice call  
'F' - Received fax  
'D' - Data call  
'X' - Empty call

Length : Duration of call in seconds

## 1.13 List options

This group contains all operations being performed on the call list left to it.

\* Play call  
Plays the selected call.

This function is also used when double clicking an entry in the list.

\* Archive call  
Deletes the selected list entries, but does not delete the associated files.

\* Delete call  
Deletes the selected list entries and the associated VOICE(!) files.

\* Archive all  
Deletes the complete list but not the files.

\* Delete all  
Deletes the complete list and all associated Voice files.

Files associated to type 'F' and type 'D' calls remain untouched.

## 1.14 File names

Used to set file names like

\* Log file  
Sets the file where the log list is saved.

\* Incoming file prefix  
Sets the prefix (and the path) of the file names of the incoming files.  
Be aware that ZVT uses twelve characters to uniquely identify the

---

incoming call and the DOS supports file names up to a length of thirty characters.

The means, the file name part must not be longer than eighteen characters.

#### \* Outgoing files

Use this list to set the file names of outgoing files. Everytime your ZyXEL is called, ZVT will choose one file out of them randomly.

You can put the same file twice or more in the list, raising the chance of this file being played.

To add a file, place the name into the string gadget and click "Add".

To delete a file, select it in the file list and click "Del".

To record a file, press 'Record'.

## 1.15 Setup...

The pages mentioned below are used to view/change general settings ←

.

The settings are normally loaded from the file PROGDIR:ZVT.Settings when no other file is specified at startup.

Modem

Remote operation

Batch files

Voice settings

Callback

File names

Save/Load

## 1.16 Modem

#### \* DTMF key

When this DTMF key is recognized, the call receiver switches into data mode.

#### \* Toll option

When enabled, the call receiver waits four rings before answering the first incoming call and two rings before answering all other incoming calls.

#### \* Call notify

Whenever a call is recorded in the log list, the power LED of your computer starts to blink to indicate an incoming call.

To stop it, press the button 'Play call' in the receiver section.

\* # of rings

If the 'toll option' is disabled, this slider sets the number of rings to wait for before the receiver answers the call.

\* Device name

Used to set the device name the modem is connected to.  
Defaults to 'serial.device'.

A change of this parameter and the unit number will be only recognized when saving the file, exiting and restarting the program.

\* Unit

Normally zero, used to set the unit number to be used when opening the serial device (may be used for multiseriial cards ect.)  
When in doubt about this and the above parameter, check out the manual for your serial I/O card.

## 1.17 Remote operation

Sets the remote options.

\* Remote operation

Main switch for the remote operation.

\* Password

Sets the password for the remote operation

IMPORTANT: Don't use passwords with equal digits directly following. These are filtered out of the input stream to make the typing of the password less difficult when using a ZyXEL with an older ROM version.

When there is no key recognized withing five seconds, the program assumes a hangup and stops the remote operation.  
After recognizing a key you should hear a short beep as an acknowledge.

\* Functions

The number pad and the gadgets left to it are used to set which remote operation is put on which DTMF key.

Functions...

Number pad

## 1.18 Functions...

---

The text gadget below shows which key is used for the currently selected operation.

Using the number pad right to it, you can change the settings.

- 1) Replay call  
Plays the last played call once more.
- 2) Next call  
Plays the next call in row. If there are no more calls you will hear the three short beeps.
- 3) Previous call  
Like 2), but this time the previous call.
- 4) Delete call  
Deletes the last played call.

## 1.19 Number pad

Use this number pad to set the DTMF key for the currently selected function.

Watch out that you don't use a key for two functions or the first function will be used.

## 1.20 Batch files

This group is used to set the ARexx scripts this program uses and whether the function in question is enabled or disabled.

A released button and a 'ghosted' string gadget means that the specified function is disabled.

The functions are as follows:

\* Fax ARexx

Means the ARexx script called when this program detected a fax call.

At startup of the script the phone line is already opened, but the modem didn't start with the fax carrier negotiation.

The fax program should start at that point where it should start when the phone is ringing and the serial device MUST be opened in SHARED mode.

\* ViewFax ARexx

Sets the ARexx script used when you try to view a fax with using the "Play call" button in the receiver section.

\* Data ARexx

Started when a data call is received.

---

This script will be started when (and only when) a CONNECT is established. That means, the script does not care about the phone answering and can start with the login for the user.

\* Call ARexx

If selected, the procedure described in the Arexx script will replace the standard call procedure completely.

The modem will go off-hook as soon as a file is played or recorded. Use this option to implement complete voice mailboxes ect.

\* Baud rate

This gadget sets the baud rate used for the carrier negotiation.

The program used in the ARexx script to handle the serial device must be set to EXACTLY the same baud rate and must open the serial device in SHARED mode.

## 1.21 Voice settings

These slider gadgets are used to set some parameters concerning the voice file recording.

\* Duration

Sets the duration of the call in seconds.

The duration of the call relates to the size of the file like following:

CELP : size = secs\*1200

ADPCM-2: size = secs\*2400

ADPCM-3: size = secs\*3600

It may be important when calculating the used HD space.

\* Silence level

Sets the silence sensitivity in tenth of dB.

The higher the value, the less sensitive the modem is to noise.

A too high value may result in an end of recording because a normal speech volume would be counted as 'silence'

\* Silence duration

Sets the minimum duration of the silence interval in tenth of seconds.

Setting this to zero would turn off the silence detection, which is NOT recommended, because recordings would be done over the maximum length and data calls would only be recognized if the remote modem sends the DTMF key.

Setting this to a low value a normal halting in speech would result in an end of recording.

\* Signal tone frequency

Sets the pitch of the signal tone in Hz.

---

#### \* Fixed volume level

When this checkmark is enabled, a fixed scaling will be used when converting from ADPCM to IFF.

When disabled, a first scan will be used to determine the volume level of the voice file and scale up or down for a best fit.

The disadvantage is that the conversion would take twice as long as with a fixed level.

## 1.22 Callback

To enable this function you must set the phone number and the file name. When this is done, ZVT calls the given phone number whenever a voice call has been recorded.

The modem will replay the given voice file and engages the remote operation, if enabled.

Use this function to get notified if a call is received.

## 1.23 Group

Used to set the name of the configuration file saved and loaded with these two gadgets below.

## 1.24 Speichern/Laden

According to the pressed button the configuration file named in the string gadget above will be loaded or saved.

## 1.25 Progress...

This window only appears when a voice file is played or recorded via modem.

There is a "STOP" gadget rendered, but a mouse click ANYWHERE will result in the operation aborted.

I've done it because the checking of the gadget is too time consuming (at least on an Amiga 2000 :-( )

## 1.26 Menus

\* Project

\* Info

Opens up a requester with a short remark.

\* Quit

Self explanatory

---

### \* Conversion

#### \* ADPCM -> IFF

Converts the  
                  current file  
                  from ADPCM into  
an IFF-8SVX file to be chosen by a requester.

#### \* IFF -> ADPCM2

Converts the  
                  current file  
                  from an IFF file  
- chosen by a requester - into ADPCM-2

#### \* IFF -> ADPCM3

Converts the  
                  current file  
                  from an IFF file  
- chosen by a requester - into ADPCM-3

## 1.27 current file

In the main window it means the temporary file, in the call receiver window it means the currently highlighted call.

## 1.28 Bugs

Pressing the DATA/VOICE key on the modem may screw up the program. When accepting a data connection, press "Answer data" instead.

When playing using the amiga speaker, some parts of the played file swaps positions. Haven't been able to track down this bug..

Report problems with filling out the bug report  
                  form  
                  and send it to  
                  me  
                  .

## 1.29 ARexx Commands

Additional to the ever-present  
MUI ARexx commands  
there are the following commands:

Following commands are equivalent to the pressing of the similar gadget and are operational when the program is waiting.

---

- \* answercall  
Starts the Answer sequence
- \* recordcall  
Starts the call recording
- \* answer fax  
Transfers control to the fax script
- \* answerdata  
Starts the data call sequence
- \* receiveron  
Switches on the call receiver
- \* receiveroff  
Switches off the call receiver
- \* playtemp  
Plays the temporary file
- \* recordtemp  
Records the temporary file.  
Does the file exist, a requester pops up asking for the permission to overwrite the file.

Following commands are used for transferring parameters to and from the program. 'setxxx' sets the parameter and 'getxxx' puts the parameter into the RESULT variable.

- \* setlength/getlength  
Sets/gets the duration of the call in seconds
- \* setname/getname  
Sets/gets the name of the file associated to the call.
- \* settype/gettype  
Sets/gets the type of the file, where the letters have got the following meaning:
  - 'V' - voice file,
  - 'D' - data call,
  - 'F' - fax call,
  - 'X' - empty call. The caller seems to hung up as he heard the outgoing text.
- \* settname/gettname  
Sets/gets the name of the temporary file.

The following commands may be used in an Arexx script just like the one for the call procedure.

- \* readlkey  
Waits five seconds for a DTMF tone and places it into RESULT.
  - \* readnkeys NUMKEYS/A/N  
Reads the given number of keys just like reading the remote password.
-



and places it into RESULT.

\* playfile NAME/A IGNORE/A/N

Plays the file NAME. With IGNORE set to zero, the replay will break if there is a DTMF tone detected, which is places into RESULT.

\* recordfile NAME/A SECS/A/N IGNORE/A/N

Records the file NAME from the Telco line with a maximum length of SECS seconds. DTMF tone handling is as given in 'playfile'.

\*sendbeep TENTHS/A/N

Sends a beep having a duration of TENTHS tenths of seconds.

\* hangup

Hangs up the modem

\* showstatus LINE/A

Shows the given line in the status line of the main window.

### 1.30 MUI ARexx commands

Every MUI application is able to receive commands via the built-in ARexx port. Here are some default commands which are understood by every program:

- QUIT

Ends the application.

- HIDE

Hides (iconifies) the application

- SHOW

Shows (pops up) an iconified application.

- INFO ITEM/A

According to the given parameter the result string is filled with the following contents:

- "title" Title of the application

- "author" Author of the application

- "copyright" Copyright message

- "description" Short description

- "version" Version string

- "base" Name of the ARexx port

---

- "screen"           Name of the public screen

- HELP FILE/A

A list of all ARexx commands available for the application is written into the given file. In addition to the default commands an MUI application can (and of course should) support many application specific commands. The help list will contain these commands as well.

In case of an error, MUI returns the following values to the rexx script:

- -1

Wrong command definition in host program. Should never happen.

- -2

Out of memory.

- -3

Unknown ARexx command.

- -4

Syntax error.

Some example scripts can be found in the 'Rexx' drawer on the main directory of the distribution.

## 1.31 Requirements

This program needs

\* An Amiga computer :-)

\* OS 2.0 or higher  
(use of different languages needs at least 2.1)

\* MUI 2.3 or higher

MUI? What's that?

\* A ZyXEL-Modem with at least 5.02 ROMs  
(Use of CELP compression requires a 'plus' model)

\* Around 2 MB free RAM

This is the extreme case, because the voice data are put in RAM first.

---

## 1.32 What is MUI?

( Excerpt from the ReadMe file for MUI )

-----

MUI - MagicUserInterface

Version 2.3

(c) Copyright 1993/94 by Stefan Stuntz

- ShareWare -

-----

MUI is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary.

On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.

This distribution is interesting for both, users and programmers. Please have a look at the supplied demo programs and at the documentation to see what MUI has to offer.

-----

## 1.33 What is ZVT?

ZVT is short for "ZyXELVoiceTool", a program to use the voice mode ↔  
of your

ZyXEL modem.

Is is a call receiver providing an interface for fax or data calls.

To read how a call is processed, look for

Call sequence

.

The use of the "

Magic User Interface

" makes the program easy

to use and the GUI freely configurable ad offers an ARexx port.

ZVT has got the following features:

- \* Graphic User Interface (MUI)
-

- \* Iconifying (and freely selecting the iconify icon)
- \* Different languages (English and German so far)
- \* Remote operation
- \* Freely settable remote operation keys
- \* Acknowledge for every recognized key when entering the remote operation password
- \* Transferring control to a fax program if a fax is detected
- \* Transferring control to a BBS program or such things if a data call is detected
- \* Convert ADPCM files to IFF and vice versa
- \* Recording from phone line or external microphone
- \* Playing to phone line, Amiga speaker or modem speaker
- \* Toll option
- \* Incoming calls logged. Double clicking an entry plays a call or shows a fax
- \* ARexx commands for the most important functions
- \* Multiple outgoing files
- \* Possibility to control the complete call progress using Arexx

### 1.34 Why ZVT?

Up to this time I know only two programs usable as a call receiver for my ZyXEL modem, but both of them didn't fit my needs.

When a feature is implemented in the first program, it lacked in another, and one of them had a bug when recording voice data, while the other needed a DTMF key for a data connect, meaning for the caller to adapt the dial string. :-)

The only way to change the situation is to writ a program from the scratch, and ZVT is the result of my effort.  
I hope it will satisfy YOUR needs, too.

### 1.35 Author

Comments, bug reports hello's, flames (huh?) to:

---

sneaker@surprise.rhein-ruhr.de (preferred)

or

Carsten\_Pluntke@ouzonix.bo.open.de

or post per snail mail, cookies, letterbombs, women :-), 68040-cards or just a postcard to:

Carsten Pluntke  
Buerer Str. 20  
45899 Gelsenkirchen  
Germany

Bank account for shareware payments or out-of-order money donations :-)

Kto. 2686079  
Stadtsparkasse Gladbeck  
BLZ 424 500 40

PGP-Users may be interested in my PGP public key:

-----BEGIN PGP PUBLIC KEY BLOCK-----  
Version: 2.3a.5

```
mQCNAi6oOe0AAAEEM/locnCHkNMkfUOqVrgEphn0RzPiq2nu7I25eMrTR9OfsQQ
8RT/Y4xupkA4PvbS+9co9uAVPSreiI3uJhPc51k7q6RWJe4jqr2LSeIHSKB5S0RL
88k8J5ciMWEmIFyx9TW9EDKPnamwKZCHzq43WMGQ5XAbbMxwdizX/qpcziGxAAUR
tDRDYXJzdGVuIFBsdW50a2UgPENhcnN0ZW5fUGx1bnRrZUBvdXpvbml4LmJvLm9w
ZW4uZGU+tDBDYXJzdGVuIFBsdW50a2UgPHNuZWFrZXJAc3VychJpc2Uucmhlaw4t
cnVoci5kZT60K0NhcN0ZW4gUGx1bnRrZSA8Y2Fyc3R1bkBra2Iuc2V2ZW4uc3Vi
Lm9yZz4=
=RBZG
```

-----END PGP PUBLIC KEY BLOCK-----

PGP fingerprint = 9B EB 4D E3 1D A8 54 AA  
CF 44 22 01 73 39 93 48

## 1.36 Thanks go to...

Mainly to my friend Rene Wangert, testing the option "Data call" repeatedly...

## 1.37 Copyright

© 1994-995 by Carsten Pluntke,  
all rights reserved.

That means, I'm ruling the distribution and usage as follows:

---

- This program is  
    SHAREWARE  
    , that means that you can test it for 30  
    (in words: thirty) days. After this period you either have to register  
    yourself or stop using it.
- The archive containing the unregistered version may be redistributed  
    via BBSes, on disks or other ways you can imagine (I want you to do  
    it!), but for REASONABLE media costs. (\$5 for a disk are too much)
- Inclusion in commercial programs requires the expressed written  
    consent by the author.
- Spreading through PD series is allowed only if the price of the sold  
    media (mostly disks) doesn't exceed REASONABLE costs and/or the vendor  
    doesn't get any real income by selling it.
- The registered version of this program is exclusively for the  
    personal use by the person who registered it and is NOT to be  
    redistributed.
- In this distribution no file has to be changed, omitted and/or added.  
    ! This includes the BBS ads most BBSes add to the archives passing  
    ! through. The SysOp is responsible for deleting these files  
    ! being automatically added.  
    But I want to be fair and I'm allowing one (1) BBS advertising  
    in this archive because really good BBS software has to be able to  
    delete alien BBS ads before adding the own.  
    If this happen to me to find an archive with more than one BBS  
    ad, the SysOps of the systems having added the second, third... ad  
    will be held liable for that.  
    THESE ARE NO EMPTY WORDS!
- Executables must not be disassembled, resourced or re-engineered in  
    any other way imaginable. Furthermore, these must not be patched,  
    either on the storage media, before starting or while running.

## 1.38 BBS ads

Okay, now it's not as bad as it was, but frequently I see archives with  
five or more BBS ads in it.

It is simply annoying if the advertisements are placed in the same  
directory together with the program, and

- I generally don't read this junk because even PD (!) programs seem  
    to pass through those (what a joke) "ELITE-BBSes", which don't reveal  
    their numbers, leaving only crap in these files.
  - the names are garbled with shitloads of control characters, so that you  
    can't type the name correctly and risk with a 'delete foo#?' the  
    deletion of important (I mean program files) files.
  - they are often disguised as a 'ReadMe' or 'Important' ASCII file  
    overwriting the REAL 'ReadMe'-File on extraction
-

- they use storage space - even when archived.
- they aren't only ASCII files, sometimes I saw an IFF-ILBM picture or even an executable (whoopsy - maybe i caught a virus?).

As a program author I want to protect my potential users. BBS advertisements may be found in other archives more than enough. First every change of the archive may damage it (yes, it happened...) and second I've put enough work into my program to be REALLY annoyed when some BBS SysOps use it for cost-free advertising and maybe even getting PAYING users... :-(

### 1.39 Shareware

I've put enough work in it and maybe I'll do in in future - enough ↔  
work

that this program is too elaborated to put it in the Public Domain, so I decided to want a shareware fee of 20.- DM per registration.

The difference between the registrated and unregistrated version th that the latter doesn't record more than two calls in the log list - the third call won't be answered.

If you want to register yourself, send me the

Form

per EMail (or per snail mail) and the money enclosed in the letter ↔  
or place

it on my

Bank account

.

Normally you'll receive a disk with the last version of the program but you may receive it PGP encrypted via EMail, if you want to.

Posting of disks into foreign countries require an additive postage of 3.- DM.

If there is an Update available, you can send me the old program disk along with 3.- DM (if this is a minor update, requesting no update fee) and you'll get the new version sent back.

If you received the program PGP encrypted via EMail, I will do it again and don't expect a fee.

But this is only valid if there is no patch added in this archive changing the old program to the new one.

### 1.40 Registration form

ZVT x.x registration form

-----

---

Fill out this form and send it (along with the money) to:

Carsten Pluntke  
 Buerer Str. 20  
 45899 Gelsenkirchen-Horst  
 Germany

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

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

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

Where did you get the current version: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

The registration fee of 20.- DM or equivalent in another solid currency is...

Cash, enclosed in the letter

To be found on your account in the next two weeks

-----  
 I've read the licence and distribution details and agree.

\_\_\_\_\_  
 (Date)

\_\_\_\_\_  
 (Signature)

-----  
 Additional information: (not necessary, but recommended)

Amiga:  500  500+  600  1000  1200

2000  3000  4000  CDTV  CD32

Other: \_\_\_\_\_

Kickstart/OS-Version:  1.x  2.x  3.x



CPU: 680\_\_0

Frequency: \_\_\_\_\_ MHz

FPU \_\_\_\_\_  MMU

Memory: \_\_\_\_\_ MB Chip mem \_\_\_\_\_ MB Fast mem

Harddisk:  SCSI  AT \_\_\_\_\_ MB Controller: \_\_\_\_\_

Other Hardware:

680\_\_0 Turbo-Board \_\_\_\_\_ MHz

FPU \_\_\_\_\_

---



---



---



---



---



---



---



---

### 1.41 BugReport

=====

ZVT Bug report

Please fill out this form as best of your knowledge.

Thanks,

-Carsten Pluntke

=====

Configuration

- A500       A1000       A1200       CDTV       CD32
- A600       A2000       A3000       A4000       Sonst.

CPU: 680\_\_0 mit \_\_\_\_\_ MHz

KS version \_\_\_\_\_ HD \_\_\_\_\_

WB version \_\_\_\_\_

=====  
Please describe your problem as exactly as possible:

Commodore's CLI/Shell

Other Shell: \_\_\_\_\_

WorkBench

Problemart:  Full lockup

GURU, Number: \_\_\_\_\_  
\_\_\_\_\_

Different crashes

Crash without guru

Interference with other programs

Cosmetic (Ugly but harmless)

Steps to see the problem: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Additional information: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

If the problem involves script files and/or programs, please send them to

\_\_\_\_\_

me if possible.

## 1.42 Disclaimer

Disclaimer  
=====

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

To be short: It works on my machine. Don't know about yours.

## 1.43 Online

When running the program, pressing the HELP key opens a document page for the gadget the mouse points to.  
But the problem is that the help file is always named 'ZVT.guide', so that you should rename the document for your favourite language to that name.

## 1.44 History

V1.5 (15.07.95)

- \* Removed nasty bug occurred since 1.4:  
It prevents the window from being opened if the builtin (english) language is used.
- \* Added version check when opening MUI-Library.
- \* Little cosmetic corrections

V1.4 (07.07.95)

---

- \* Call arexx script implemented
- \* additional arexx commands
- \* multiple outgoing files
- \* some cosmetic corrections
- \* parameter TASKPRI implemented

### V1.3

- \* Changed config file format  
Every settable variable is now preceded by a token so that future expansions may be easily done. From the second line down to the bottom the sort order of the lines doesn't care anymore. Lines with unknown tokens will be ignored, missing variables stay set to their old values.
- \* Fixed file name bug.  
When converting to/from IFF the directory name of the IFF file was ignored.
- \* Removed bug when calling with no option file and no modem connected to the serial device.  
I really thought I fixed this in 1.2 -- sorry for the trouble..

### V1.2 (11-03-95)

- \* Removed modem type checking -- it introduced more problems than solving it.
- \* Removed some small bugs.
- \* Implemented call back option

### V1.1 (22-02-95)

- \* Bug fix:  
The program failed to work if some program used the command ATE0 to switch off the command echo.
- \* Found (and fixed :-)) a nasty bug that would have deleted the last voice call if somebody tries to receive a fax or data call directly using the buttons.
- \* Added 'X' as a call type.
- \* The log list is now sorted correctly -- most recent call first.
- \* Modem type and ROM version checking included.

### V1.0 (29-01-95)

First public release

---