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## DIALPHONE

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### INTRODUCTION

DIALPHONE is a simple computer-controlled telephone dialer. It requires a modem connected to the RS-232 port. It should work with a wide variety of modems since it makes no assumption about any return codes from the modem. It lets you dial your phone by typing (or selecting) a number from the computer's keyboard. A history list of recently dialed numbers is maintained. It knows how to deal with differences between dialing local extensions, outside calls, and long distance. It also translates phone numbers containing letters back into numbers.

### OPERATION

Load DIALPHONE.LCOM from your local LispUsers directory and call (DIALPHONE). The program will ask you for your own phone number. This is used within Xerox for billing long distance calls. If you just enter a CR, the program will not append any number at the "quick-quick-quick-slow" tone when dialing long distance. Next, it will try to attach a menu with a telephone icon to an AddressBook window (if you have the LispUsers package AddressBook loaded), since it makes a useful complement to AddressBook. If you do not have AddressBook loaded, it will prompt you to click in some window where you would like the Dial icon attached. If you click in an area of background, a stand-alone menu will be created. Before dialing a number, check the various parameters described below.

To dial a number, click on the phone icon with the left mouse button. You will see the prompt "Number please:" in the prompt window. You may now either type in a number or shift-select it out of another window. To abort the operation, type a CR without a number. If you select the icon with the middle button, you will get a menu of the last 10 numbers dialed. Listen to the number being dialed over the modem's speaker, then pick up the receiver. The program will make the modem hang up automatically shortly after the number is dialed.

The program converts any letters in the number you give it into numbers. The program is designed for use on a PBX-style system (although it is easy to modify if desired). Numbers less than six digits long are assumed to be internal extensions and are dialed exactly as given. Numbers of 7 or 8 digits are assumed to be local outside calls; the program prefixes a "9" to them. Numbers longer than 8 digits are assumed to be long distance; the program appends your extension to them for billing. Xerox Intelnet numbers should be typed in their usual form, starting with "8\*". Area codes and exchanges should be separated with dashes, e.g. "716-555-1212".

You can also call the program directly, e.g. (DIALPHONE "555-1212"). It will return the number dialed. If you try to dial a number while the modem port is already in use, the program will print an error message in the Prompt Window and return without dialing.

DIALHISTSIZ

[Variable]

This controls how many numbers will appear in the menu you get when you select the phone icon with the middle button. Default = 10.

DIALPREFIX [Variable]

The modem command your modem needs to initiate dialing. Default = "ATDT". Change this to "ATDP" if you do not have touch-tone service.

DIALSUFFIX [Variable]

The modem command your modem needs to terminate a command. Default = <CR> (ASCII 13).

LASTNUMBERDIALED [Variable]

The last number you dialed. initially NIL.

PHONEBILLNUMBER [Variable]

The number the program should use to append to long-distance numbers. Initially "" (null string).