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### Handset calibration and location

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#### Abstract

A method that includes selecting a first handset from multiple handsets in a locality and instructing the first handset to generate a first ringtone is provided. The method also includes receiving a volume value of the first ringtone measured with a microphone, adjusting, in the first handset, a volume level for the first ringtone based on a desired volume level, and providing a notification to the first handset that the volume level of the first handset has been calibrated. A system and a non-transitory, computer-readable medium storing instructions to perform the above method are also included.

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## Background/Summary

### BACKGROUND

#### Field

(1) The present disclosure generally relates to call centers where multiple handsets are placed within a closed locality. More specifically, the present disclosure relates to calibrating and locating one or more handsets within a closed locality.

#### Description of the Related Art

(2) In today's call centers, there is the constant background noise of phones ringing indiscriminately and sometimes even simultaneously. In many instances, the ringing of one or more phones is particularly loud, creating confusion and discomfort amongst other users in the call center. Moreover, in many instances a technician walks through a room looking for a handset from multiple units to fix, remove, or place it in a proper location, which becomes difficult and time consuming when multiple handsets are lumped close to one another, including the one that is being searched for.

### SUMMARY

(3) In one embodiment of the present disclosure, a computer-implemented method is described that

includes selecting a first handset from multiple handsets in a locality and instructing the first handset to generate a first ringtone. The computer-implemented method also includes receiving a volume value of the first ringtone measured with a microphone, adjusting, in the first handset, a volume level for the first ringtone based on a desired volume level, and providing a notification to the first handset that the volume level of the first handset has been calibrated.

(4) According to one embodiment, a system is described that includes one or more processors and a memory coupled to the one or more processors, the memory including instructions that, when executed by the one or more processors, cause the one or more processors to select a first handset from multiple handsets in a locality. The one or more processors also execute instructions to instruct the first handset to generate a first ringtone, to receive a volume value of the first ringtone measured with a microphone, to adjust, in the first handset, a volume level for the first ringtone based on a desired volume level, and to provide a notification to the first handset that the volume level of the handset has been calibrated.

(5) In one embodiment of the present disclosure, a computer-implemented method is described that includes activating a microphone in a first handset within a locality comprising multiple handsets. The computer-implemented method also includes causing a client device to generate a first sound signal within the locality, receiving, from the first handset, an indication that the first sound signal is detected by the microphone, and a volume level measured for the first sound signal in the microphone, determining a distance between the client device and the first handset based on the volume level, and locating the first handset based on the distance between the client device and the first handset and on a position of the client device.

(6) According to one embodiment, a non-transitory, machine-readable medium is described that includes instructions, which when executed by one or more processors, cause a computer to perform a method including selecting a first handset from multiple handsets in a locality and instructing the first handset to generate a first ringtone. The method also includes receiving a volume value of the first ringtone measured with a microphone, adjusting, in the first handset, a volume level for the first ringtone based on a desired volume level, and providing a notification to the first handset that the volume level of the first handset has been calibrated.

(7) In yet another embodiment, a system is described that includes a means for storing commands and a means for executing the commands causing the system to perform a method including selecting a first handset from multiple handsets in a locality and instructing the first handset to generate a first ringtone. The method also includes receiving a volume value of the first ringtone measured with a microphone, adjusting, in the first handset, a volume level for the first ringtone based on a desired volume level, and providing a notification to the first handset that the volume level of the first handset has been calibrated.

(8) It is understood that other configurations of the subject technology will become readily apparent to those skilled in the art from the following detailed description, wherein various configurations of the subject technology are shown and described by way of illustration. As will be realized, the subject technology is capable of other and different configurations and its several details are capable of modification in various other respects, all without departing from the scope of the subject technology. Accordingly, the drawings and detailed description are to be regarded as illustrative in nature and not as restrictive.

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## Description

### BRIEF DESCRIPTION OF THE DRAWINGS

(1) The accompanying drawings, which are included to provide further understanding and are incorporated in and constitute a part of this specification, illustrate disclosed embodiments and, together with the description, serve to explain the principles of the disclosed embodiments. In the

drawings:

(2) FIG. 1 illustrates an example architecture suitable to provide a platform for handset location and calibration, according to some embodiments.

(3) FIG. 2 is a block diagram illustrating an example server and client from the architecture of FIG. 1, according to certain aspects of the disclosure.

(4) FIG. 3 illustrates a closed locality including multiple handsets for location and calibration, according to some embodiments.

(5) FIG. 4 illustrates a display in a mobile application for finding one or more handsets within a locality, according to some embodiments.

(6) FIG. 5 illustrates a block diagram and a sequence of actions in a system for handset location and calibration, according to some embodiments.

(7) FIG. 6 is a flowchart illustrating steps in a method for calibrating one or more handsets within a locality, according to some embodiments.

(8) FIG. 7 is a flowchart illustrating steps in a method for finding one or more handsets within a locality, according to some embodiments.

(9) FIG. 8 is a block diagram illustrating an example computer system with which the client and server of FIGS. 1 and 2, and the methods of FIGS. 6 and 7 can be implemented, according to some embodiments.

(10) In the figures, elements and steps denoted by the same or similar reference numerals are associated with the same or similar elements and steps, unless indicated otherwise.

#### DETAILED DESCRIPTION

(11) In the following detailed description, numerous specific details are set forth to provide a full understanding of the present disclosure. It will be apparent, however, to one ordinarily skilled in the art, that the embodiments of the present disclosure may be practiced without some of these specific details. In other instances, well-known structures and techniques have not been shown in detail so as not to obscure the disclosure.

#### (12) General Overview

(13) In a typical call center, phones ring indiscriminately and sometimes even simultaneously within audible distance of any of the users working therein. In many instances, the ringing of one or more phones is particularly loud, creating confusion and discomfort among other users in the call center. Moreover, in many instances a technician walks through a room in the call center looking for a selected handset from multiple units to fix, service, remove, replace, or place in a proper location, which becomes difficult and time consuming when multiple handsets are lumped close to one another, including the one that is being searched for.

(14) Embodiments as disclosed herein provide a solution to the above problem by a combination of hardware and voice-over internet protocol (VOIP) software. Accordingly, some embodiments provide an automated, centralized handset calibration and location system for a collection of handsets that are within audible range of each other. More specifically, embodiments as disclosed herein use the microphone on the handsets as an input to achieve calibration over multiple handsets in a call center. By having access to all the handsets within a locality, the system is able to turn all but a selected one of the handsets into a collective microphone. Then, the system adjusts the volume of the selected handset until it is within a desired volume range. The selected handset is reconfigured until the volume setting was appropriate for each of the remaining handsets, or at least a threshold number of handsets. Further, some embodiments repeat this procedure for one or more, or the entire group of handsets, one at a time, until all, or a desired number of them, are adjusted.

(15) The disclosed system addresses the problem specifically arising in the realm of computer network and call center technology by providing a solution also rooted in computer technology, namely, by combining technology to adjust volume and remotely controlling the volume of a handset, with the ability to detect the volume of a sound signal. In addition, embodiments as disclosed herein combine the ability to turn 'on' any desired number of microphones in a given

locality or call center to reconfigure the handset settings individually.

(16) Some embodiments include an application programming interface (API) for end users (e.g., call center technicians and administrators) to interact with. Some embodiments include a voice API used to reboot the handsets, initiate calls, and fetch event streams that would provide volume level information about calls to and from different handsets. Some embodiments include calibration APIs directed to adjusting and updating other settings in a handset. For example, some handsets have other noise suppression techniques that could be added as options to the system's user (e.g., a “sound fence”), and a centralized server may have access to modifying and adjusting these settings according to embodiments disclosed herein.

(17) While some embodiments include turning ‘on’ all handsets within a locality, some embodiments may turn them ‘on’ one at a time, to determine when a particular ringtone from a given handset is louder than others.

(18) In some embodiments, a centralized access to all the handsets in a call center may be used to find and locate precisely a selected handset within the call center. For instance, some embodiments turn ‘on’ the microphone and play a specific tone from a centralized server or a master mobile device. As the user walks around the call center, the selected handset transmits a signal to the master mobile device or centralized server which, after processing, indicates a relative distance between the master mobile device and the selected handset. Accordingly, some embodiments host an application installed in the master mobile device (e.g., used by a field technician) that would play a custom tone (preferably one that does not disturb people when used during business hours). The application is also configured to receive, from the server, an indication of the distance and location of the selected handset when the server receives a volume value and other sound data from the handset, associated to the sound signal produced by the master mobile device.

(19) Additionally, some embodiments may provide a call center mapping options for the multiple handsets therein by associating approximate distances to the volume of the tone that each handset measures when each other handset rings a tone or generates a sound signal. Some embodiments include an option to make a handset ring in a distinct tone when the microphone is obstructed or blocked for direct acoustic propagation from the source.

(20) Example System Architecture

(21) FIG. 1 illustrates an example architecture **100** suitable to provide a platform for handset location and calibration, according to some embodiments. Architecture **100** includes servers **130** and clients **110** connected over a network **150**. One of the many servers **130** is configured to host a memory including instructions which, when executed by a processor, cause server **130** to perform at least some of the steps in methods as disclosed herein. In some embodiments, the processor in server **130** is configured to host a device provisioning engine that a user may access through client device **110**. The user may be a technician servicing multiple handsets within a locality (e.g., a call center office, and the like). In some embodiments, the user may include one or more of the personnel working in the call center, and handling the handsets. Moreover, in some embodiments, the handsets themselves may be client devices **110** communicatively coupled with each other and servers **130** via network **150**, and having processor circuits and memory circuits to partially perform operations as disclosed herein. The device provisioning engine may allow the user to remotely access, modify, update, refresh, or remove some of the features and settings in the handsets. Further, in some embodiments, the processor in server **130** is configured to provide support for client devices **110** via network applications such as text messaging services and the like. Information related to, and instructions to handle the device provisioning engine may be stored in a database **152**, accessible through network **150**. For purposes of load balancing, multiple servers **130** can host memories including instructions to one or more processors and multiple servers **130** for hosting one or more presence detections as disclosed herein.

(22) Servers **130** may include any device having an appropriate processor, memory, and communications capability for hosting the documents and applications associated with the device

provisioning engine. The device provisioning engine may be accessible by multiple participants through various client devices **110** over the network **150**. Client devices **110** can be, for example, handsets, desktop computers (coupled with handsets, or standalone), mobile computers, tablet computers (e.g., including e-book readers), mobile devices (e.g., a smartphone or PDA), or any other devices having appropriate processor, memory, and communications capabilities for accessing the device provisioning engine on one of servers **130**. Network **150** can include, for example, any one or more of a local area network (LAN), a wide area network (WAN), the Internet, and the like. Further, network **150** can include, but is not limited to, any one or more of the following network topologies, including a bus network, a star network, a ring network, a mesh network, a star-bus network, tree or hierarchical network, and the like.

(23) FIG. **2** is a block diagram **200** illustrating an example server **130** and client device **110** in the architecture **100** of FIG. **1**, according to certain aspects of the disclosure. Client device **110** and server **130** are communicatively coupled over network **150** via respective communications modules **218-1** and **218-2** (hereinafter, collectively referred to as “communications modules **218**”).

Communications modules **218** are configured to interface with network **150** to send and receive information, such as data, requests, responses, and commands to other devices on the network. Communications modules **218** can be, for example, modems or Ethernet cards.

(24) Client device **110** may be any one of a desktop computer, a laptop, or a mobile computing device. Client device **110** may include a processor **212-1** and a memory **220-1**. Processor **212-1** is configured to execute instructions, such as instructions physically coded into processor **212-1**, instructions received from software in memory **220-1**, or a combination of both. An input device **214** and an output device **216** enable the user to interact with client device **110**. Examples of input device **214** and output device **216** may include a mouse, a keyboard, a display, a touch-interactive display, and the like. A user of client device **110** may use input device **214** to submit a document or a media file to device provisioning engine **236** via a user interface of application **222**. Application **222** may include displays and screenshots that enable the user of client device **110** to have access to and modify the settings of a handset in a call center, as disclosed herein.

(25) Server **130** includes a memory **220-2**, a processor **212-2**, and communications module **218-2**, and API layer **232**. Memory **220-2** includes a device provisioning engine **236**. Device provisioning engine **236** includes instructions which, when executed by processor **212-2**, cause server **130** to perform at least partially steps as disclosed herein. In some embodiments, device provisioning engine **236** includes instructions to communicate with application **222** to adjust, modify, update, replace, or remove a feature in the settings of client device **110** (e.g., a handset). API layer **232** handles the communications between server **130** and application **222** in client device **110**. Device provisioning engine **236** may also include a device settings tool **242**, a computation tool **244**, and a mapping tool **246**. Furthermore, in some embodiments, device provisioning engine **236** may include instructions to retrieve and provide to one or more users at least some of the data in database **252** associated with a given client device or handset. For example, device provisioning engine **236** may provide the status and location of a handset within an enclosed locality.

Hereinafter, processors **212-1** and **212-2** will be collectively referred to as “processors **220**,” and memories **220-1** and **220-2** will be collectively referred to as “memories **220**.”

(26) In some embodiments, application **222** is configured to run in the background, or on display at output device **216**. A user may desire to find out the presence and/or status of a handset, to install new software, or adjust a setting such as a volume level, and apply noise or interference reduction algorithms. Application **222**, running in one of client devices **110** (e.g., handsets) may provide to device provisioning engine **236** information related to the receipt and detection of an audio signal through a microphone (e.g., input device **214**). Moreover, application **222** may provide to device provisioning engine **236** a volume level of the audio signal. In some embodiments, application **222** may provide instructions to client device **110** to activate output device **216** (e.g., a speakerphone) at a given volume level, to generate the audio signal for testing and calibration.

(27) The user may access device provisioning engine **236** through application **222** installed in memory **220-1** of client device **110**. For example, a user may be a technician using application **222** installed in client device **110** (e.g., a mobile phone, notepad, and the like) to access the settings in multiple handsets for a call center. For example, the technician may want to locate a given handset, and then use output device **216** in client device **110** to generate an audio signal. The technician may then use application **222** to have the given handset listen to the audio signal (via communicating through device provisioning engine **236** in server **130**). The handset may also provide, to device provisioning engine **236**, and indication of a volume level of the received audio signal. Device provisioning engine **236** may then use device settings tool **242**, computation tool **244**, and mapping tool **246** to identify a location of the handset within the locality. In some embodiments, mapping tool **246** is configured to map the handsets within the locality based on a volume level of the first ringtone received from each of the handsets. Accordingly, server **130** may provide the location to the technician via application **222**, so that the technician may quickly locate the given handset. The user may also access device provisioning engine **236** via a web browser installed in client device **110**. Execution of application **222** may be controlled by processor **212-1** in client device **110**. In some embodiments, application **222** is downloaded and installed by the user into client device **110**, from server **130**. Memory **220-2** may also include a voice backend **248** to interface with input device **214** (e.g., a microphone) and output device **216** (e.g., a speaker) using voice data.

(28) FIG. 3 illustrates a closed locality **301** including multiple handsets **310-1**, **310-2**, **310-3**, **310-4**, **310-5**, **310-6**, and **310-7** (hereinafter, collectively referred to as “handsets **310**”) for location and calibration, according to some embodiments. A server **330** may be communicatively coupled with handsets **310** via a wired or wireless connection. Server **330** may access configuration settings in one or more, or all, of handsets **310**. In some embodiments, server **330** may be communicatively coupled with a master device **310m**, which is used by a technician or administrator servicing handsets **310**. In some embodiments, master device **310m** may be a mobile device or computer, a tablet computer, or a desktop computer.

(29) According to some embodiments, a calibration scheme executed by server **330** or by master device **310m** may include having a first handset **310-1** (hereinafter, the “selected handset **310**”) ring or generate a sound signal, while the other handsets **310-2** through **310-7** (hereinafter, collectively referred to as “listening handsets **310**”) have the microphones turned ‘on’ to detect the ringing or the sound signal from first handset **310-1**. Master device **310m** or server **330** then receives, from each of listening handsets **310**, a volume level indication of the perceived ring or sound signal from selected handset **310**. Based on the perceived volume signals received, server **330** or master device **310m** determines whether to reset or adjust the volume settings in selected handset **310**. When all listening handsets **310** report a volume level within desirable range (e.g., lower than a maximum volume level), the calibration procedure for selected handset **310** is completed. When at least one of listening devices **310** reports a volume level outside of a desirable range, server **330** or master device **310m** may access the settings of the selected handset and adjust the volume level (e.g., reduce it by a pre-selected amount). In some embodiments, the process is repeated until all, or a selected threshold number of listening handsets **310** reports a volume within the desirable range.

(30) FIG. 4 illustrates a display in a mobile application **422** (cf. application **222**) running in a mobile device **410** for finding one or more handsets within a locality, according to some embodiments. Mobile device **410** may be a master device used by a technician servicing multiple handsets in a call center or other locality (cf. master device **310m** and locality **301**).

(31) In screenshot **432**, the user selects a specific handset to find or locate. In screenshot **434**, application **422** displays a message indicating that the search process has started. Icon **424** indicates that the speaker in mobile device **410** is ringing or generating a sound signal, and icon **428** indicates that the microphone in the selected handset is active, listening. In some embodiments, an audible sound or ringing may be produced by mobile device **410**. In some embodiments, the ringtone or sound signal may be encoded so that the selected handset identifies it as a search signal

for that particular handset. In some embodiments, the sound signal may be an ultrasound signal that is inaudible to other users and people within the locality (in case the procedure takes place during regular business hours, and the like). In some embodiments, application **422** may have an option for the user to select an audible ringtone or an inaudible sound signal. In screenshot **436**, mobile device **410** has located the selected handset and displays an icon **445** illustrating a successful action. In some embodiments, screenshot **436** may further include an indication **447** of a relative distance between the selected handset and mobile device **410**. Screenshot **436** may also include an icon **449** prompting the user to start the search over, in case a new search is desired, or the previous search was unsuccessful. In some embodiments, screenshot **436** may include a map of the locality indicating a route (e.g., the shortest route) between mobile device **410** and the selected handset.

(32) FIG. 5 illustrates a block diagram **500** and a sequence of actions in a system for handset location and calibration, according to some embodiments. A user has a client device **510** communicatively coupled with a server having a first API **532-1**, a device provisioning engine **536**, a second API **532-2**, and a voice backend **548** (cf. API layer **232**, device provisioning engine **236**, and voice backend **248**).

(33) In step **511**, the user identifies a group of handsets to auto adjust, and a group of listener devices picks a maximum volume acceptable for the handsets. In step **512**, API **532-1** checks that all handsets are online and ready for test, and generates a job database. In step **513**, the user confirms the settings for the handsets and starts the calibration.

(34) In step **514**, API **532-1** establishes listener to volume events from handsets. In step **515a**, API **532-2** returns event listener stream to voice backend **548**. In step **515b**, API **532-1** calls API **532-2** to off hook all handsets (except one), and to start ringing the excepted handset. In step **516**, API **532-2** receives the call from API **532-1** and sends a command to handsets to get off hook (e.g., turn microphone ‘on’), and sends a test call to the handsets to verify that they are off hook. Turning ‘on’ all the handsets isn't really necessary; we could opt to turn them on one at a time. This could also be used to determine if a particular ringtone is louder than others.

(35) In step **517**, API **532-1** determines whether all handsets are reporting a ringtone volume lower than the maximum selected volume (e.g., when the desired volume level is a “maximum” volume level). When at least one handset reports a ringtone volume higher than the maximum selected volume, API **532-1** stops the target handset from ringing in step **518a**, and API **532-2** sends a command to terminate the call to voice backend **548** in step **519**. In step **521**, API **532-1** adjusts the ringing volume in the target handset (e.g., lowering the volume by a pre-selected amount), and device provisioning engine **536** reconfigures the handset configuration settings of the selected handset in step **522a**. API **532-1** then reboots the selected handset in step **522b** and initiates a new call from the selected handset in step **525**, repeating steps **517** through **522b** until the answer in step **517** is “yes.” In step **524**, API **532-2** sends a check configuration command to voice backend **548** for the target peer (e.g., the selected handset). In step **526a**, API **532-2** instructs voice backend **548** to send a command to the selected handset to start ringing, or generating a sound signal.

(36) When all handsets report a ringtone volume lower than the selected maximum volume, API **532-1** records the volume level in the selected handset that is confirmed to meet the desired volume level, and marks the selected handset as “calibrated” in step **518b**. In step **520**, API **532-1** stops the call and stops other handsets from listening (e.g., turning the microphones ‘off’). In step **523**, API **532-1** determines whether all targeted handsets have been calibrated. When at least one handset is not yet calibrated, API **532-1** moves to a next selected handset for calibration in step **527a**, repeating steps **515b** onwards, until the answer in step **523** is “yes,” and then the calibration process terminates (step **527b**).

(37) FIG. 6 is a flowchart illustrating steps in a method **600** calibrating one or more handsets within a locality, according to some embodiments. Method **600** may be performed at least partially by any one of the network servers hosting a device provisioning engine (e.g., device provisioning engine **236**), while communicating with any one of a plurality of client devices (e.g., servers **130** and



clients **110**). To perform at least some of the steps in method **600**, the device provisioning engine may access a device settings tool, a computation tool, and a mapping tool, as disclosed herein (e.g., device settings tool **242**, computation tool **244**, and mapping tool **246**). At least some of the steps in method **600** may be performed by a computer having a processor executing commands stored in a memory of the computer (e.g., processors **212** and memories **220**). For example, at least some of the commands may be included in an application installed in a client device accessible by a user, and hosted via an API layer in the network server (e.g., application **222**, API layer **232**). Further, steps as disclosed in method **600** may include retrieving, editing, and/or storing files in a database that is part of, or is communicably coupled to, the computer (e.g., database **252**). Methods consistent with the present disclosure may include at least some, but not all, of the steps illustrated in method **600**, performed in a different sequence. Furthermore, methods consistent with the present disclosure may include at least two or more steps as in method **600** performed overlapping in time, or almost simultaneously. Step **602** includes selecting a first handset from multiple handsets in a locality. Step **604** includes instructing the first handset to generate a first ringtone. Step **606** includes receiving a volume value of the first ringtone measured with a microphone. In some embodiments, the microphone is a microphone of a second handset in the locality, and step **606** includes adjusting the volume level based on a measurement of the volume value of the first ringtone in each handset in the locality. In some embodiments, the microphone is in a client device, and step **606** further includes identifying a relative location between the client device and the first handset. In some embodiments, the microphone is a microphone of a second handset in the locality, and step **606** includes detecting an undesirable sound source from the microphone and providing a filter to the second handset to remove the undesirable sound source. In some embodiments, the microphone is in a second handset, and step **606** includes identifying that the second handset is not within the locality based on the volume value of the first ringtone. In some embodiments, step **606** includes receiving a volume value of the first ringtone and comprises receiving a sound quality measurement from the first ringtone and adjusting a setting in the first handset to improve the sound quality measurement. Step **608** includes adjusting, in the first handset, a volume level for the first ringtone based on a desired volume level. In some embodiments, step **608** includes identifying a location of the first handset within the locality based on the volume value of the first ringtone. In some embodiments, step **608** includes mapping the handsets within the locality based on a volume level of the first ringtone received from each of the handsets. In some embodiments, step **608** includes instructing a second handset to generate a second ringtone overlapping with the first ringtone. In some embodiments, step **608** includes identifying with the microphone, an interference between the first ringtone and a second ringtone from a second handset, and adjusting a setting in the first handset or the second handset to eliminate the interference. Step **610** includes providing a notification to the first handset that the volume level of the first handset has been calibrated.

(38) FIG. 7 is a flowchart illustrating steps in a method **700** for finding one or more handsets within a locality, according to some embodiments. Method **700** may be performed at least partially by any one of the network servers hosting a device provisioning engine (e.g., device provisioning engine **236**), while communicating with any one of a plurality of client devices (e.g., servers **130** and clients **110**). To perform at least some of the steps in method **700**, the device provisioning engine may access a device settings tool, a computation tool, and a mapping tool, as disclosed herein (e.g., device settings tool **242**, computation tool **244**, and mapping tool **246**). At least some of the steps in method **700** may be performed by a computer having a processor executing commands stored in a memory of the computer (e.g., processors **212** and memories **220**). For example, at least some of the commands may be included in an application installed in a client device accessible by a user, and hosted via an API layer in the network server (e.g., application **222**, API layer **232**). Further, steps as disclosed in method **700** may include retrieving, editing, and/or storing files in a database that is part of, or is communicably coupled to, the computer (e.g., database **252**). Methods consistent with the present disclosure may include at least some, but not all, of the steps illustrated

in method **700**, performed in a different sequence. Furthermore, methods consistent with the present disclosure may include at least two or more steps as in method **700** performed overlapping in time, or almost simultaneously. Step **702** includes activating a microphone in a first handset within a locality comprising multiple handsets. Step **704** includes causing a client device to generate a first sound signal within the locality. In some embodiments, step **704** includes causing the client device to generate an audible ringtone. In some embodiments, step **704** includes causing the client device to generate an ultrasound signal inaudible to a human. Step **706** includes receiving, from the first handset, an indication that the first sound signal is detected by the microphone, and a volume level is measured for the first sound signal in the microphone. Step **708** includes determining a distance between the client device and the first handset based on the volume level. Step **710** includes locating the first handset based on the distance between the client device and the first handset, and on a position of the client device. In some embodiments, the first sound signal encodes a first clock signal from the client device when sending the first sound signal, further comprising receiving a second clock signal from the client device when the first handset has received the first sound signal, and determining a distance between the client device and the first handset includes comparing the first clock signal with the second clock signal. In some embodiments, step **710** further includes causing the client device to generate a second sound signal from a different position, and locating the first handset based on the volume level of the first sound signal and the second sound signal.

#### Hardware Overview

(39) FIG. **8** is a block diagram illustrating an exemplary computer system **800** with which the client device **110** and server **130** of FIGS. **1** and **2**, and the methods of FIGS. **6** and **7** can be implemented. In certain aspects, the computer system **800** may be implemented using hardware or a combination of software and hardware, either in a dedicated server, or integrated into another entity, or distributed across multiple entities.

(40) Computer system **800** (e.g., client device **110** and server **130**) includes a bus **808** or other communication mechanism for communicating information, and a processor **802** (e.g., processors **212**) coupled with bus **808** for processing information. By way of example, the computer system **800** may be implemented with one or more processors **802**. Processor **802** may be a general-purpose microprocessor, a microcontroller, a Digital Signal Processor (DSP), an Application Specific Integrated Circuit (ASIC), a Field Programmable Gate Array (FPGA), a Programmable Logic Device (PLD), a controller, a state machine, gated logic, discrete hardware components, or any other suitable entity that can perform calculations or other manipulations of information.

(41) Computer system **800** can include, in addition to hardware, a code that creates an execution environment for the computer program in question, e.g., code that constitutes processor firmware, a protocol stack, a database management system, an operating system, or a combination of one or more of them stored in an included memory **804** (e.g., memories **220**), such as a Random Access Memory (RAM), a flash memory, a Read-Only Memory (ROM), a Programmable Read-Only Memory (PROM), an Erasable PROM (EPROM), registers, a hard disk, a removable disk, a CD-ROM, a DVD, or any other suitable storage device, coupled to bus **808** for storing information and instructions to be executed by processor **802**. The processor **802** and the memory **804** can be supplemented by, or incorporated in, a special purpose logic circuitry.

(42) The instructions may be stored in the memory **804** and implemented in one or more computer program products, i.e., one or more modules of computer program instructions encoded on a computer-readable medium for execution by, or to control the operation of, the computer system **800**, and according to any method well known to those skilled in the art, including, but not limited to, computer languages such as data-oriented languages (e.g., SQL, dBase), system languages (e.g., C, Objective-C, C++, Assembly), architectural languages (e.g., Java, .NET), and application languages (e.g., PHP, Ruby, Perl, Python). Instructions may also be implemented in computer languages such as array languages, aspect-oriented languages, assembly languages, authoring

languages, command line interface languages, compiled languages, concurrent languages, curly-bracket languages, dataflow languages, data-structured languages, declarative languages, esoteric languages, extension languages, fourth-generation languages, functional languages, interactive mode languages, interpreted languages, iterative languages, list-based languages, little languages, logic-based languages, machine languages, macro languages, metaprogramming languages, multiparadigm languages, numerical analysis, non-English-based languages, object-oriented class-based languages, object-oriented prototype-based languages, off-side rule languages, procedural languages, reflective languages, rule-based languages, scripting languages, stack-based languages, synchronous languages, syntax handling languages, visual languages, wirth languages, and xml-based languages. Memory **804** may also be used for storing temporary variable or other intermediate information during execution of instructions to be executed by processor **802**.

(43) A computer program as discussed herein does not necessarily correspond to a file in a file system. A program can be stored in a portion of a file that holds other programs or data (e.g., one or more scripts stored in a markup language document), in a single file dedicated to the program in question, or in multiple coordinated files (e.g., files that store one or more modules, subprograms, or portions of code). A computer program can be deployed to be executed on one computer or on multiple computers that are located at one site or distributed across multiple sites and interconnected by a communication network. The processes and logic flows described in this specification can be performed by one or more programmable processors executing one or more computer programs to perform functions by operating on input data and generating output.

(44) Computer system **800** further includes a data storage device **806** such as a magnetic disk or optical disk, coupled to bus **808** for storing information and instructions. Computer system **800** may be coupled via input/output module **810** to various devices. Input/output module **810** can be any input/output module. Exemplary input/output modules **810** include data ports such as USB ports. The input/output module **810** is configured to connect to a communications module **812**. Exemplary communications modules **812** (e.g., communications modules **218**) include networking interface cards, such as Ethernet cards and modems. In certain aspects, input/output module **810** is configured to connect to a plurality of devices, such as an input device **814** (e.g., input device **214**) and/or an output device **816** (e.g., output device **216**). Exemplary input devices **814** include a keyboard and a pointing device, e.g., a mouse or a trackball, by which a user can provide input to the computer system **800**. Other kinds of input devices **814** can be used to provide for interaction with a user as well, such as a tactile input device, visual input device, audio input device, or brain-computer interface device. For example, feedback provided to the user can be any form of sensory feedback, e.g., visual feedback, auditory feedback, or tactile feedback; and input from the user can be received in any form, including acoustic, speech, tactile, or brain wave input. Exemplary output devices **816** include display devices, such as an LCD (liquid crystal display) monitor, for displaying information to the user.

(45) According to one aspect of the present disclosure, the client device **110** and server **130** can be implemented using a computer system **800** in response to processor **802** executing one or more sequences of one or more instructions contained in memory **804**. Such instructions may be read into memory **804** from another machine-readable medium, such as data storage device **806**.

Execution of the sequences of instructions contained in main memory **804** causes processor **802** to perform the process steps described herein. One or more processors in a multi-processing arrangement may also be employed to execute the sequences of instructions contained in memory **804**. In alternative aspects, hard-wired circuitry may be used in place of or in combination with software instructions to implement various aspects of the present disclosure. Thus, aspects of the present disclosure are not limited to any specific combination of hardware circuitry and software.

(46) Various aspects of the subject matter described in this specification can be implemented in a computing system that includes a back-end component, e.g., as a data server, or that includes a middleware component, e.g., an application server, or that includes a front-end component, e.g., a

client computer having a graphical user interface or a Web browser through which a user can interact with an implementation of the subject matter described in this specification, or any combination of one or more such back-end, middleware, or front-end components. The components of the system can be interconnected by any form or medium of digital data communication, e.g., a communication network. The communication network (e.g., network **150**) can include, for example, any one or more of a LAN, a WAN, the Internet, and the like. Further, the communication network can include, but is not limited to, for example, any one or more of the following network topologies, including a bus network, a star network, a ring network, a mesh network, a star-bus network, tree or hierarchical network, or the like. The communications modules can be, for example, modems or Ethernet cards.

(47) Computer system **800** can include clients and servers. A client and server are generally remote from each other and typically interact through a communication network. The relationship of client and server arises by virtue of computer programs running on the respective computers and having a client-server relationship with each other. Computer system **800** can be, for example, and without limitation, a desktop computer, laptop computer, or tablet computer. Computer system **800** can also be embedded in another device, for example, and without limitation, a mobile telephone, a PDA, a mobile audio player, a Global Positioning System (GPS) receiver, a video game console, and/or a television set top box.

(48) The term “machine-readable storage medium” or “computer-readable medium” as used herein refers to any medium or media that participates in providing instructions to processor **802** for execution. Such a medium may take many forms, including, but not limited to, non-volatile media, volatile media, and transmission media. Non-volatile media include, for example, optical or magnetic disks, such as data storage device **806**. Volatile media include dynamic memory, such as memory **804**. Transmission media include coaxial cables, copper wire, and fiber optics, including the wires that include bus **808**. Common forms of machine-readable media include, for example, floppy disk, flexible disk, hard disk, magnetic tape, any other magnetic medium, CD-ROM, DVD, any other optical medium, punch cards, paper tape, any other physical medium with patterns of holes, a RAM, a PROM, an EPROM, a FLASH EPROM, any other memory chip or cartridge, or any other medium from which a computer can read. The machine-readable storage medium can be a machine-readable storage device, a machine-readable storage substrate, a memory device, a composition of matter effecting a machine-readable propagated signal, or a combination of one or more of them.

(49) As used herein, the phrase “at least one of” preceding a series of items, with the terms “and” or “or” to separate any of the items, modifies the list as a whole, rather than each member of the list (i.e., each item). The phrase “at least one of” does not require selection of at least one item; rather, the phrase allows a meaning that includes at least one of any one of the items, and/or at least one of any combination of the items, and/or at least one of each of the items. By way of example, the phrases “at least one of A, B, and C” or “at least one of A, B, or C” each refer to only A, only B, or only C; any combination of A, B, and C; and/or at least one of each of A, B, and C.

(50) To the extent that the term “include,” “have,” or the like is used in the description or the claims, such term is intended to be inclusive in a manner similar to the term “comprise” as “comprise” is interpreted when employed as a transitional word in a claim. The word “exemplary” is used herein to mean “serving as an example, instance, or illustration.” Any embodiment described herein as “exemplary” is not necessarily to be construed as preferred or advantageous over other embodiments.

(51) A reference to an element in the singular is not intended to mean “one and only one” unless specifically stated, but rather “one or more.” All structural and functional equivalents to the elements of the various configurations described throughout this disclosure that are known or later come to be known to those of ordinary skill in the art are expressly incorporated herein by reference and intended to be encompassed by the subject technology. Moreover, nothing disclosed

herein is intended to be dedicated to the public regardless of whether such disclosure is explicitly recited in the above description.

(52) While this specification contains many specifics, these should not be construed as limitations on the scope of what may be claimed, but rather as descriptions of particular implementations of the subject matter. Certain features that are described in this specification in the context of separate embodiments can also be implemented in combination in a single embodiment. Conversely, various features that are described in the context of a single embodiment can also be implemented in multiple embodiments separately or in any suitable subcombination. Moreover, although features may be described above as acting in certain combinations and even initially claimed as such, one or more features from a claimed combination can in some cases be excised from the combination, and the claimed combination may be directed to a subcombination or variation of a subcombination.

(53) The subject matter of this specification has been described in terms of particular aspects, but other aspects can be implemented and are within the scope of the following claims. For example, while operations are depicted in the drawings in a particular order, this should not be understood as requiring that such operations be performed in the particular order shown or in sequential order, or that all illustrated operations be performed, to achieve desirable results. The actions recited in the claims can be performed in a different order and still achieve desirable results. As one example, the processes depicted in the accompanying figures do not necessarily require the particular order shown, or sequential order, to achieve desirable results. In certain circumstances, multitasking and parallel processing may be advantageous. Moreover, the separation of various system components in the aspects described above should not be understood as requiring such separation in all aspects, and it should be understood that the described program components and systems can generally be integrated together in a single software product or packaged into multiple software products. Other variations are within the scope of the following claims.

## Claims

1. A computer-implemented method comprising: selecting a first handset, from multiple handsets in a locality; instructing the first handset to generate a first ringtone; receiving a volume value of the first ringtone measured using a microphone located in the locality at a distance from the first handset; adjusting, in the first handset and in response to the volume value of the first ringtone as received via the microphone, a volume level for the first ringtone based on a desired volume level; and providing a notification to the first handset that the volume level of the first handset has been calibrated.
2. The computer-implemented method of claim 1, further including causing, from a central location, each of the multiple handsets to off hook except the first handset, wherein while being off hook the first handset is instructed to generate the first ringtone, wherein the microphone is a microphone of a second handset in the locality, and the adjusting the volume level in the first handset includes adjusting the volume level based on a measurement of the volume value of the first ringtone in each handset in the locality.
3. The computer-implemented method of claim 1, wherein the microphone is in a client device, the method further including: identifying a relative location between the client device and the first handset; and repeating said steps of selecting, of instructing, of receiving, and adjusting, for another of the multiple handsets in place of the first handset.
4. The computer-implemented method of claim 1, wherein the microphone is a microphone of a second handset in the locality, further comprising detecting an undesirable sound source from the microphone and providing a filter to the second handset to remove the undesirable sound source.
5. The computer-implemented method of claim 1, wherein the microphone is in a second handset, further comprising identifying that the second handset is not within the locality based on the volume value of the first ringtone.

6. The computer-implemented method of claim 1, wherein receiving a volume value of the first ringtone comprises receiving a sound quality measurement from the first ringtone and adjusting a setting in the first handset to improve the sound quality measurement.
7. The computer-implemented method of claim 1, further comprising identifying a location of the first handset within the locality based on the volume value of the first ringtone.
8. The computer-implemented method of claim 1, further comprising mapping the handsets, based on respective distances to a certain location, within the locality based on a volume level of the first ringtone received from each of the handsets.
9. The computer-implemented method of claim 1, further comprising instructing a second handset to generate a second ringtone overlapping with the first ringtone.
10. The computer-implemented method of claim 1, further comprising identifying with the microphone, an interference between the first ringtone and a second ringtone from a second handset, and adjusting a setting in the first handset or the second handset to eliminate the interference.
11. A system, comprising: a memory storing instructions; and one or more processors configured to execute the instructions to cause the system to: select a first handset from multiple handsets in a locality; instruct the first handset to generate a first ringtone; receive a volume value of the first ringtone measured using a microphone; adjust, in the first handset and in response to the volume value of the first ringtone as received via the microphone, a volume level for the first ringtone based on a desired volume level; and provide a notification to the first handset that the volume level of the handset has been calibrated.
12. The system of claim 11, wherein the microphone is a microphone of a second handset in the locality, and to adjust the volume level in the first handset the one or more processors execute instructions to adjust the volume level based on a measurement of the volume value of the first ringtone in each handset in the locality.
13. The system of claim 11, wherein the microphone is in a client device, and the one or more processors further execute instructions to identify a relative location between the client device and the first handset.
14. The system of claim 11, wherein the microphone is a microphone of a second handset in the locality, and the one or more processors further execute instructions to detect an undesirable sound source from the microphone and providing a filter to the second handset to remove the undesirable sound source.
15. The system of claim 11, wherein to receive a volume value of the first ringtone the one or more processors execute instructions to receive a sound quality measurement from the first ringtone and adjusting a setting in the first handset to improve the sound quality measurement.
16. A computer-implemented method, comprising: activating a microphone in a first handset within a locality comprising multiple handsets; causing a client device, that is enabled to operate independent from the first handset at a distance from the first handset and that includes a speaker, to generate a first sound signal within the locality; receiving, from the first handset, an indication that the first sound signal is detected by the microphone, and a volume level measured for the first sound signal using the microphone; determining a distance between the client device and the first handset based on the volume level; and locating the first handset based on the distance between the client device and the first handset and on a position of the client device.
17. The computer-implemented method of claim 16, wherein causing the client device to generate the first sound signal comprises causing the client device to generate an audible ringtone.
18. The computer-implemented method of claim 16, wherein causing the client device to generate the first sound signal comprises causing the client device to generate an ultrasound signal inaudible to a human.
19. The computer-implemented method of claim 16, wherein the first sound signal encodes a first clock signal from the client device when sending the first sound signal, further comprising

receiving a second clock signal from the client device when the first handset has received the first sound signal, and determining a distance between the client device and the first handset includes comparing the first clock signal with the second clock signal.

20. The computer-implemented method of claim 16, further comprising causing the client device to generate a second sound signal from a different position, and locating the first handset based on the volume level of the first sound signal and the second sound signal.

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