

# XtreemMachine®

The professional  
telecommunications software  
for Windows



### Information on the use of this manual

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To help index

Print

Help function

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## 1 Preface

XtreemMachine® is a truly high-powered telecommunications software program. If you have any questions or suggestions about the program or the manual, please do not hesitate to contact us:

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BBS: +44-1189 4444-15 (V.34 modem)

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### 2 General Information

This manual is designed to give you a quick introduction to XtreamMachine®. However, it only describes the most important XtreamMachine® functions so that you can start working with the program as quickly as possible.

This manual makes use of certain conventions. All menu items are represented by italics and an arrowhead sign, e.g. *File*→*Exit*. All texts related to dialog menu windows, including buttons, check boxes and entry fields, are printed in italics, e.g. *Cancel*. Names of dialogs, such as Answering Machine Settings, are also identified typographically. References to icons, such as the Help icon shown on the left, are printed in boldface type.



The complete function set, as well as a great deal of background information on XtreamMachine® and telecommunications, can be obtained by calling the Online Help function.

XtreamMachine® offers you every option currently available in the telecommunications field. It allows you to use your computer as a universal answering machine, fax machine, BBS (Bulletin Board System) and as an Internet gateway. It also provides a wide array of functions far beyond the capacity of most equipment commercially available today.

Because of its versatility, XtreamMachine® is an ideal application program for both business and private use.

#### **Basic terms**

Before you run the installation program we would like to present some information from the world of telecommunications that may prove useful to beginners.

#### **Modem**

A "modem" (modulator/demodulator) is a piece of equipment that transmits data between computer systems via a telephone line. In addition, modern modems can also be used as answering machines (for voice data) or as fax machines. To ensure smooth operations, XtreamMachine® has to know what modem you are using. It will then automatically recognize your modem during the Setup process and configure XtreamMachine® to suit your exact needs.

#### **Telephone connection**

A modem is connected either directly to a telephone subscriber line or to a PABX (private automatic branch exchange) extension. The Setup program will automatically check which option you have chosen. When connected to a PABX extension, you





must prefix the phone number with a special digit in order to obtain an outside line. The Setup program will check this for you, too.

By "dialling method" we mean the way a telephone (and, of course, a modem) sets up a connection with another party. There are two basic methods of dialling: pulse dialling and tone dialling, or DTMF (Dual Tone Multiple Frequency). Pulse dialling, which until a few years ago was the only dialling method used in Germany, can be recognized by its relatively loud series of clicks. It works in virtually all local telephone networks. Tone dialling is more powerful and is expected to replace pulse dialling altogether. You can recognize it by the high-pitched beeps you hear in the receiver when you enter a number on a push-button telephone. When installing a system for the first time, try tone dialling first. If you can not establish a connection, switch to pulse dialling. The dialling method you need will be determined and installed by the Setup program.

### *Dialling method*

Every faxing device has a unique identification code, or fax ID. Normally, this is the phone number of the fax connection, written in standard international format. For the United States, for example, you first enter +1 for the country code, followed by the three-digit area code and then the telephone number. A typical American fax number thus looks as follows:

### *Fax ID*

**+44-1189 4444-01**

XtreemMachine® gives you the additional option of adding letters to the fax ID. Thus, Diamond's fax number in Germany might look something like this:

**Diamond Multimedia, Germany - +49-8151-266-200**





## 3 Installation

### 3.1 Hardware and Software Requirements

Before installing your system you should make sure that your computer meets the following hardware and software requirements:

**Minimum requirements**

Processor	80386DX/40 MHz or higher
Disk storage	at least 10 MB
RAM	at least 4 MB
Voice modem	Diamond SupraExpress 336e Sp Diamond SupraExpress 336e eV+ Diamond SupraExpress 56e
Operating system	MS-DOS 3.3 and higher
Windows version	MS Windows 3.1, 3.11, Windows 95, WindowsNT 4.0

These figures are minimum requirements. XtremMachine® works much faster on more powerful computers.

The disk storage requirement refers to the amount of space actually occupied by the program on your hard disk. You should have a few extra megabytes of free space available for voice messages, which take up quite a lot of space.



To make XtremMachine especially convenient and easy-to-use, we recommend inserting a Windows-compatible sound card such as Soundblaster or similar models.

### 3.2 The Setup Program



First, insert the CD into your CD-ROM drive. Then start the Setup program by selecting *File* → *Run* from the menu of the Windows program manager and entering the following line:

```
a:\setup (if you are using drive A)
or
f:\setup (if you are using drive F)
```



## 3 Installation



3

The Setup program will now start and you will see the following screen:



## XtremMachine 2.0

If you want to proceed with the installation, select the Continue button. During installation you will have to enter the following information:

your name

your fax ID



When installation is complete, the Setup program will have configured XtremMachine in the best possible way for your computer. XtremMachine is now completely ready to operate. During installation, you will be asked whether you want to install the fax driver. If you don't do this, you will not be able to send faxes directly from other Windows applications.





## 4 Getting Started

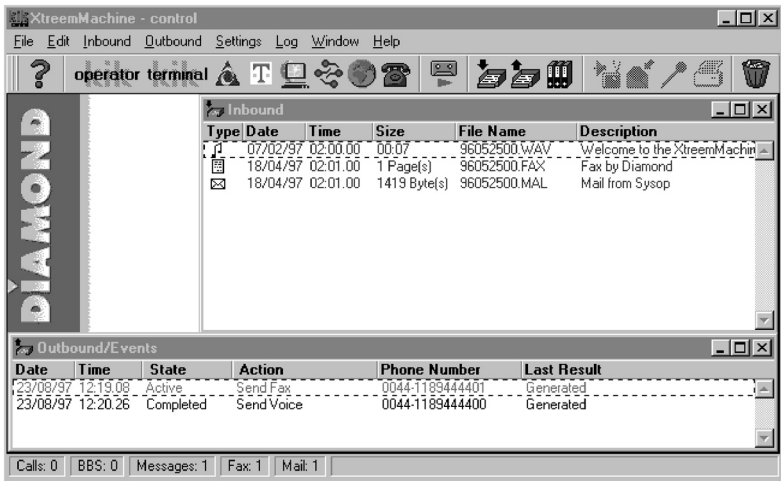
### 4.1 Running the Program for the First Time



When installation is complete, select the kik control icon from the "XtremMachine" program group and give it a double-click with the mouse. This starts the main XtremMachine® program.

Once the program has started, the following screen will appear:

Getting started



The XtremMachine® welcome window has three built-in sample objects identified by special symbols.

	BBS message
	fax document
	voice message













Inbound Window symbols





Special icons have been provided so that you can bypass the menus to reach the most important functions directly. To work even faster, you can activate the icons by pressing combinations of keys. For example, CTRL+H means that you should hold down the CTRL key and then press the H key.

*Special icons*

-  Open Online Help service (F1)
-  Start operator (CTRL+H)
-  Start terminal (CTRL+T)
-  Access America Online (AOL)
-  Access T-Online
-  Access CompuServe
-  Access Internet
-  Start own program (CTRL+R)
-  Call (F5)
-  Play all new messages (F2)
-  No new messages received (F2)
-  Open Inbound window (F2)
-  Open Outbound/Events window
-  Open Archive window (F3)





View fax or mail or play voice file



Send fax or voice file (CTRL+S)



Record voice file (CTRL+A)



Print fax (CTRL+D)



Delete mail, fax or voice message (DEL key)



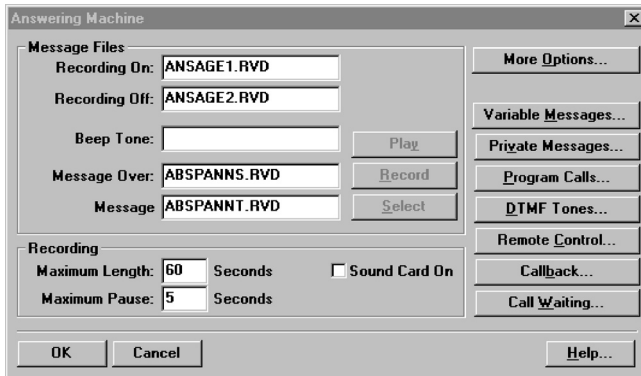
For quick information on the meaning of an icon, move the mouse arrow to the icon and leave it there for a moment. A small window will appear explaining the icon's function.

## 4.2 The Answering Machine

### 4.2.1 Playing the Sample Greeting Announcement

If you want to hear the sample greeting announcement message, select the *Settings* → *Answering Machine menu*. The dialog menu window for the answering machine will appear:

*Playing the Sample Greeting Announcement*







Now click the Play button to hear the sample message.

### 4.2.2 Recording New Greeting and Sign-off Announcements

The sample basic announcements are contained in entry fields of the dialog menu window for the answering machine, e.g.:

Recording On                      ANSAGE1.RVD

To change these announcements, select the corresponding entry field and enter the file name for your announcement. Then confirm your entry by pressing the Record button.

XtreemMachine® now goes into record mode and opens the VoiceRecorder window:

*Recording your own announcements*



Once again, select the Record button in the dialog menu window shown above. You may now speak your announcement into whatever recording medium you have available, e.g. a sound card microphone or a microphone built into your loudspeaker.

*Checking your announcement*

Having done this, you should play back your announcement to check its volume and intelligibility by clicking the Play button. Repeat this procedure until you are satisfied with the results. Then click the Save button to save your text to hard disk.



The volume regulator only raises the playback volume on the sound card. It has no effect on the sensitivity of the microphone. This also applies to the use of the modem loudspeaker.





**Message Over (Sign-off) Announcement** The procedure described above for recording your own greeting announcement applies to all basic announcements. Unlike many mechanical answering machines, sign-off announcements are not mandatory.


**Beep tone** The beep tone is a special case. If you leave this entry field blank, the standard beep will be played to prompt the caller to leave a message. Use this entry field to enter a sound of your choice instead of the standard beep.

Various standard announcements are used, depending on how you configured your system:

<b>Standard announcements</b>	<b>Recording On</b>	Greeting announcement requesting caller to leave a message.
	<b>Recording Off</b>	Greeting announcement presenting information only.
	<b>Beep Tone</b>	Standard beep since no entry exists.
	<b>Message Over</b>	Sign-off announcement played back after a lengthy pause.
	<b>Message Timeout</b>	Recording time has expired.

The dialog menu window also displays the maximum recording length per call and the maximum length of the pauses. If a caller stops talking for longer than the time specified, XtremMachine® will assume that the call is over and will hang up.

<b>Maximum Length</b>	Maximum length of recording in seconds.
<b>Maximum Pause</b>	Maximum length of speech pause in seconds.

 These defaults are mean values that have proved their worth. However, you may raise or lower them as you see fit.

### 4.2.3 Deleting announcements

To delete standard announcements, select the Messages window in the *Outbound* → *Voice Messages menu*:





Type	Date	Time	Size	File Name	Description
🔊	04/08/97	02:01.00	00:01	ABSPANNNS.RVD	Closing message, silence detected
🔊	04/08/97	02:01.00	00:03	ABSPANNT.RVD	Closing message, timeout
🔊	04/08/97	02:01.00	00:12	ANSAGE1.RVD	Message1, recording enabled
🔊	04/08/97	02:01.00	00:12	ANSAGE2.RVD	Message2, recording disabled
🔊	04/08/97	02:01.00	00:04	FANOTHER.RVD	"more documents?"
🔊	04/08/97	02:01.00	00:06	FDIRORCA.RVD	"send direct or callback!"
🔊	04/08/97	02:01.00	00:02	FDCCINO.RVD	"document number invalid"
🔊	04/08/97	02:01.00	00:01	FDCCIPAS.RVD	"document code invalid"
🔊	04/08/97	02:01.00	00:02	FDCCNO.RVD	"dial in document number"
🔊	04/08/97	02:01.00	00:02	FDCCPASS.RVD	"dial in document code"
🔊	04/08/97	02:01.00	00:03	FHLP.RVD	Help message Fax-on-Demand



Then select the announcement you want to delete and click the *Delete* icon.



Do not delete the standard announcements as the XtreamMachine must always be able to default to them if no other messages are defined.



If you want your PC to be able to take calls you have to start the operator. It works completely independently of the other program units, which means that it remains ready to receive even after exiting the XtreamMachine®. You can start it either in the Windows program manager or by clicking the XtreamMachine® operator icon. The operator manages all the call processing facilities of your modem completely by itself (see also the "Operator" section of this manual).

### 4.2.4 Composing Greeting Announcements

When you create your greeting announcement, be friendly to your callers, but do not forget to give them a few basic items of information:



Tell them that your answering machine is switched on. XtreamMachine's quality of reproduction is so high that some people will think you're actually on the phone! State your name, or at least your phone number, so that your callers will know that they have reached the right number.  
Make your greeting as friendly as possible. Encourage your callers to leave a message. Indicate whether it is possible to leave a message. Avoid long pause.

### 4.2.5 Listening to Inbound Calls

XtreamMachine® enters inbound calls in the Inbound window. You can call them up at any time by clicking the Play New Messages icon. If you only want to listen to one call from the list, mark it with the mouse and then click the Play/View icon.





## 4.2.6 Selecting Different Greeting and Sign-off Announcements



Sometimes you may need different greeting or sign-off announcements for different situations. For example, you might want to say " You can reach me under the number ..... "). If so, simply repeat the recording procedure until you have all the announcements you need.

### Selecting Announcements

When you do this, make sure that the files have different file names. To enter a new announcement, place the cursor on the item you want to change in the *Answering Machine* dialog menu window and click the *Select* button:

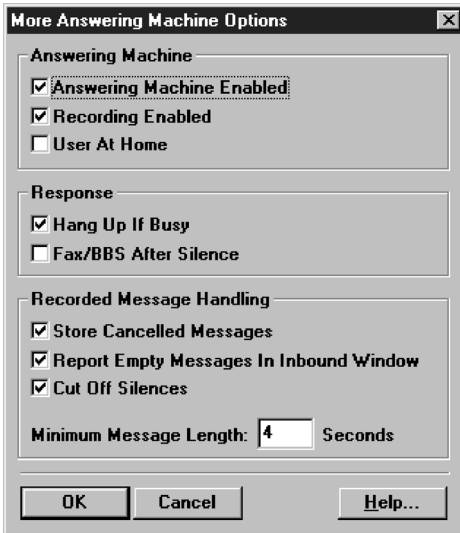


Now select the desired announcement from the list and confirm it by clicking *OK*. If you want, of course, you can always enter the name of the file directly.

## 4.2.7 Toggling the Record Facility

You have the option of switching (" toggling ") whether or not the caller is allowed to leave a message. XtreamMachine<sup>®</sup> will automatically switch to the right greeting announcement. Toggling takes place in the dialog menu window marked *More Options*, located in the *Answering Machine* dialog menu window:





#### 4.2.8 Toggling the Answering Machine

To switch off the answering machine, cancel the *Answering Machine Enabled* check box in the *More Options* dialog menu window. The mark will disappear, and your answering machine is programmed as being switched off. To reactivate your answering machine, select the check box again.

For the moment, your answering machine is only programmed as being switched off. This means that no fax calls or mail can be received. However, it is possible to reactivate your machine by remote control (see the "Remote Control" section).

#### 4.2.9 Setting the Number of Rings

Another option is the number of times the answering machine will ring before answering the call. To set this number, select Answer Options in the Settings menu. This will open the Answer Options menu window:





Place the cursor on the items you want to change and enter the new values. Two settings are especially important at first. Normally a call will be answered when the number of rings defined in the Answer After entry has been reached. If new inbound messages have been received, XtreamMachine® will use the value defined under New Messages Present. The other settings are explained in the sections below.



It is always a good idea to make the ring setting in the Answer After entry larger than the New Messages Present setting. This will enable you to determine by remote control whether any new messages for you have arrived, but without having to pay telephone fees. If your answering machine does not answer your call after the number of rings specified under New Messages Present, there are no new messages and you can hang up.

## 4.3 Fax

### 4.3.1 Sending a Fax

Once XtreamMachine® has been installed it is fully ready for operation. If you want to send a fax immediately, write your text with a Windows application (e.g. MS Windows Write). To send the text, select the *File*→*Print* menu in the application and choose XtreamMachine as the printer. Now start the print process as you would normally do. This opens the dialog menu window for sending faxes:





kik  
fax

**XtreamMachine - faxprinter**

**Fax Number**

Recipient:

Fax Number:   Internal

**Date/Time**

Date:

Time:

**Retries**

Attempts:

Intervals:  Minutes

Enter the number of the fax you want to dial in the *Fax Number* entry field, or click the *Phone Book* button to select a number from the list of entries there.

The *Attempts* and *Intervals* entries are used to enter the number of attempted calls to be made and the period of time between attempts. Once you have entered the fax number and confirmed it by clicking the *Send* button, the fax will be sent.

After installation, the phone book contains a single default entry. This is followed by nine empty group entries which you can use to enter as many new numbers as you want for the group fax function.

**Phone Book**

Name	Fax
Diamond Multimedia	0044-1189444401
[Group1]	
[Group2]	
[Group3]	
[Group4]	
[Group5]	
[Group6]	
[Group7]	
[Group8]	
[Group9]	

If you want to add new numbers, click the *New* button and enter the name, phone and fax number you want to add:





**New Entry** [X]

Name:

**Phone Numbers**

Phone:   Internal

Fax:   Internal

BBS:   Internal

Protocol:

Login Script:

Save Cancel Help...

Confirm your entries by clicking the *Save* button. The same method is used to *Modify* or *Delete* entries.

Activate the *Internal* box when the phone, fax or BBS number you want to save is an extension in your own in-house telephone system. XtreamMachine® will then automatically know which dial prefix to use.

To assign the specified new party to a group for the group fax function, here is what you do:

**Phone Book** [X]

Name	Fax
Diamond Multimedia	0044-1189444401
[Group1]	
[Group2]	
[Group3]	
[Group4]	
[Group5]	
[Group6]	
[Group7]	
[Group8]	
[Group9]	

New  
Modify  
Delete

OK Cancel Help...

First, mark the group you want the newly specified number to be assigned to. Then click *Modify*. The following window will appear:







The window on the left, *Not In Group*, contains a list of all previously specified fax numbers. Now mark the number (or numbers) you want to assign to the group and click > for each separate number, or >> for all the numbers you marked.

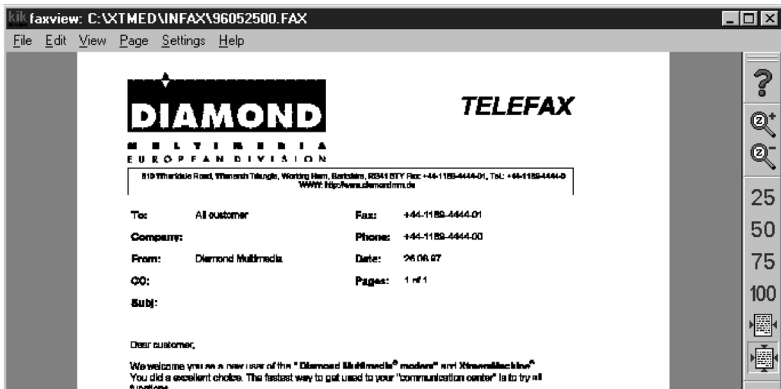


If you did not install the fax driver during XtreamMachine installation, proceed as described in the *Installing the Fax Printer Driver* help text and install the driver.

### 4.3.2 Receiving a Fax



When a fax arrives, an entry is made for it in the Inbound window. Mark the fax you want by selecting it with the mouse. Now start the FaxViewer by clicking the Play/View icon or double-clicking the entry with the mouse. The FaxViewer window will appear:





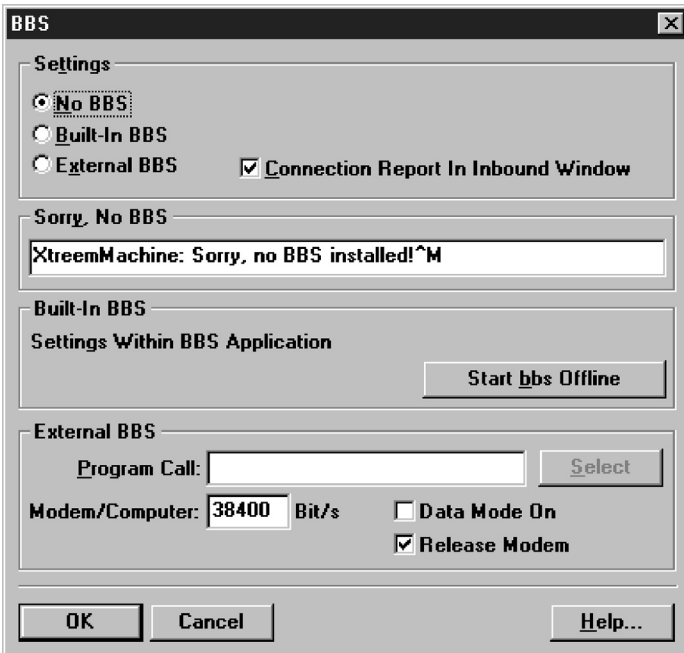
The icons in the FaxViewer enable you to change the screen display of a page or to scroll forward or backward in the fax document. They also allow you to print or delete the document. For more detailed information see the "FaxViewer" section.

## 4.4 The BBS (Bulletin Board System)

### 4.4.1 Changing the „SYSOP“ User Password



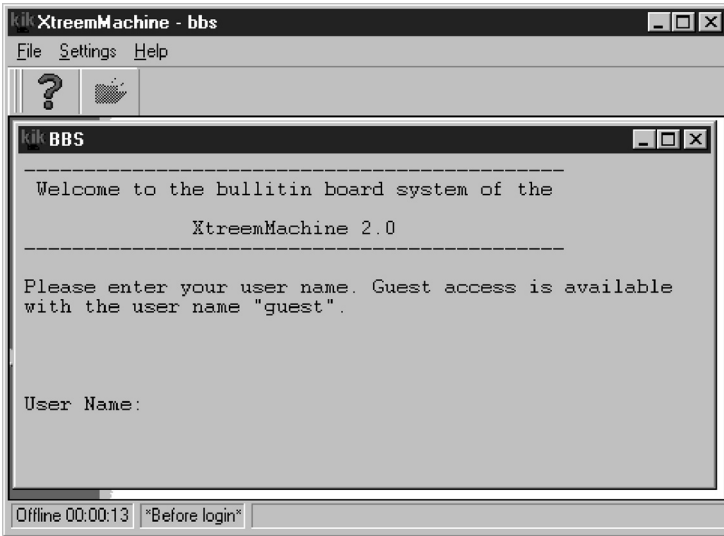
Once you have installed XtreamMachine® it is advisable to change the password of the SYSOP user. SYSOP is a default user equipped with all rights and privileges. By changing the SYSOP password you prevent unauthorized users from damaging your BBS. Proceed as follows: First, open the *BBS* item in the pull-down *control* menu. The following window will appear:



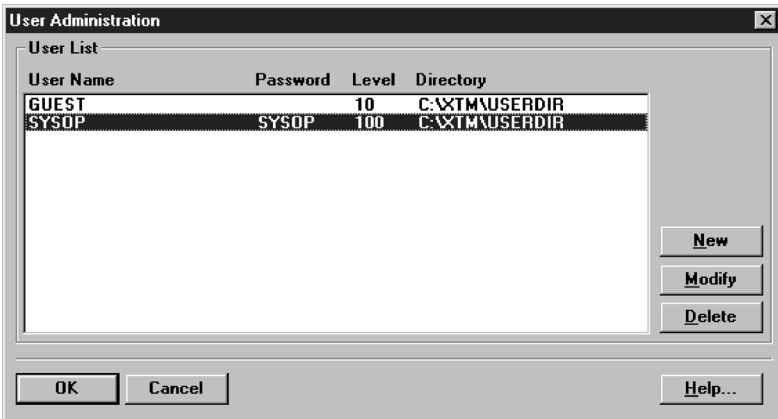
Now click *Start BBS Offline*. This opens the *kik XtreamMachine - bbs* window.

...



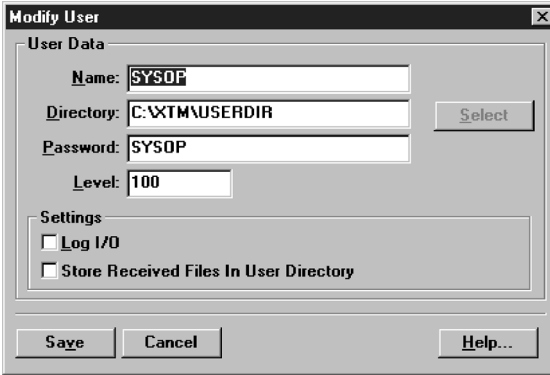


Select the *Settings*→ *Users* menu. The User Administration window will appear:



Click the *Modify* button. Another window will appear. Place the cursor in the Password entry field and enter your password:



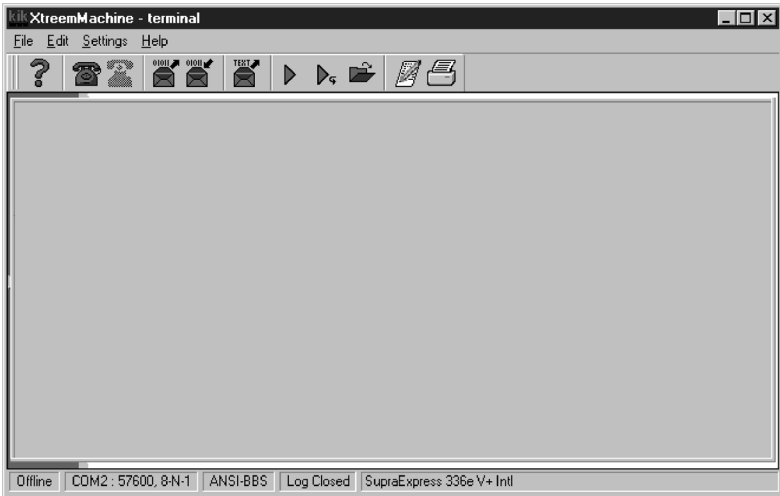


## 4.5 Terminal

**terminal**

The terminal program allows you to set up data connections, for example, to other XtremMachine® users or BBS mailboxes. Start the program by clicking the corresponding icon:

**kik**  
terminal



The program will set up a data connection to a remote party and display the received data on your screen. Until the connection is established, your screen will be empty.





## 4.5.1 Setting up a Data Connection



To set up a data connection, click the *Dial* icon. The Dial window will now ask you to enter the name of the party you want to call and the phone number you want to dial:

The 'Dial' dialog box contains the following elements:

- Called Party** section:
  - Name:** [Text input field] **Phone Book** button
  - Phone No.:** [Text input field]  **Intern** **Add** button
  - Protocol:** [Dropdown menu]
- Bottom buttons: **Dial**, **Cancel**, **Help...**

Start dialling by clicking the *Dial* button:

The 'Dialing' dialog box displays the following information:

- Name:** Diamond Multimedia
- Phone:** 0044-1189444415
- Action:** Dialing... **Attempt:** 1
- Timeout In:** 86 **Seconds**
- Last Result:** Dialing started
- Bottom buttons: **Cancel**, **Next Attempt**, **Help...**

Once the connection is set up, a message to that effect will appear on your screen and you can start exchanging data with the BBS you have dialed.

## 4.5.2 Sending and Receiving Files



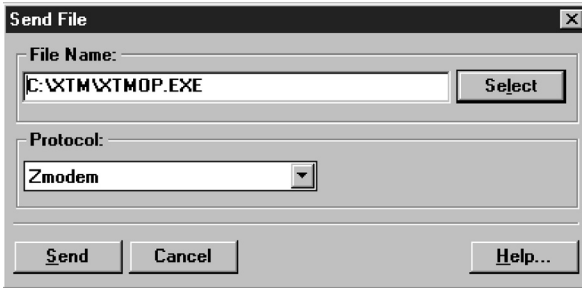
The terminal program enables you to transmit files from your computer or to receive them from other systems. Transmission protocols such as XModem or ZModem are used to ensure that the files are transmitted properly.

To send a file wait until you are prompted to send the file by the answering party.





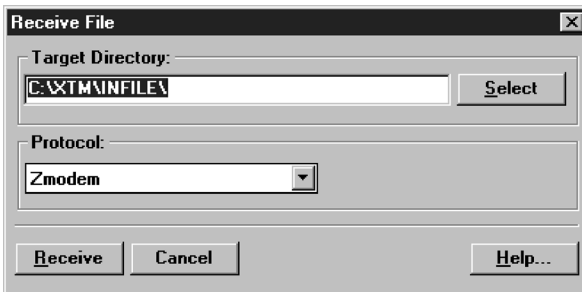
Then click the *Send File* icon. The Send File window will appear:



Enter the name of the file you want to send, making sure to select the right transmission protocol, i.e. the one used by the answering party (usually ZModem). The transmission process will start when you click the *Send* button.



To receive files from other systems, select the files in that system and wait for the answering party to request that you start your transmission procedure. Now click the *Receive File* icon:



Once you have selected the right transmission protocol, click the *Receive* button. The file will now be transmitted.

### 4.5.3 Clearing Down a Data Connection



To clear down a data connection at the end of a session, select the Hang Up icon. Your modem will hang up, terminating the connection.



## 4 Getting Started



4

When you have familiarized yourself with the functions in this section, the basic XtreamMachine® functions will have been adapted to suit your user environment.

### 4.5.4 Script Function

A detailed description and explanation of the script function can be found in Online Help.





## 5 Structure and Operation

### 5.1 The Structure of XtreamMachine®

XtreamMachine® consists of five program units. The task areas of each of these units is outlined in the sections below.

#### 5.1.1 „Control“ - the Main Program



One of the tasks of the main program is to list all inbound messages (voice messages, faxes and mail) and to process them further. For playing voice messages it may, optionally, make use of the sound card or your modem's loudspeaker. For displaying and printing fax documents or mail, it starts the FaxViewer or a text editor. Another important task is to issue jobs to the operator, e.g. ordering it to send a voice message or to call another telephone subscriber. Finally, the main program manages the configuration of the entire system, including the settings for the modem, answering machine and the fax or BBS facility.

#### 5.1.2 The Operator



The operator takes charge of controlling the modem for both inbound and outbound calls. It is also capable of running several default settings very quickly. With its small main window and low RAM requirements, it is ideally suited for continuous background monitoring of the telephone line without impairing your work in progress or system operations.

#### 5.1.3 The Built-in BBS



The operator starts the built-in BBS whenever it recognizes an inbound BBS call. The BBS allows callers to leave messages or to send files. It can also be called offline, i.e. without a modem connection. This mode is useful if you want to test your settings.

#### 5.1.4 The Terminal Program



You need to use the terminal program if you want to set up connections to mailboxes (e.g. the XtreamMachine® built-in BBS) from your computer. This program sets up a data connection, displays all received characters on the screen and sends your key-







board input to the answering party. To ensure error-free file transmission, it provides you with the file transmission protocols mentioned above.

## 5.1.5 The FaxViewer



The FaxViewer is responsible for displaying and printing inbound fax documents. It is also capable of converting fax documents into graphics files, allowing them to be edited further.

## 5.1.6 The Fax Printer Driver



*Fax printer*

The fax printer driver enables you to fax a document from any application by means of a simple print operation. You can also use it to create documents on fax polling or fax-on-demand.

## 5.2 Operation

In operation, XtreamMachine® behaves like any other Windows program. In creating the menu toolbars, care was taken to place items in their customary positions.

### 5.2.1 Window Types

*Inbound window*

In the main window XtreamMachine® displays three different types of sub-windows. List windows contain entries, voice messages, fax documents and mail. The Welcome Message window and Inbound window look as follows:

Type	Date	Time	Size	File Name	Description
	07/02/97	02:00.00	00:07	96052500.WAV	Welcome to The XtreamMachine
	18/04/97	02:01.00	1 Page(s)	96052500.FAX	Fax by Diamond
	18/04/97	02:01.00	1419 Byte(s)	96052500.MAL	Mail from Sysop



The color of the entry tells you whether the file is new or old, i.e. whether you have already heard or seen it. New files appear in red lettering, old entries in black.





**Outbound/Events window**

Entries in the Outbound/Events window are timed events such as the sending of a fax document. You can open the window via the *Outbound* → *Outbound/Events* menu item:

Date	Time	State	Action	Phone Number	Last Result
23/08/97	14:05:44	Completed	Send Fax	0044-1189444401	Generated
23/08/97	15:06:21	Active	Send Voice	0044-1189444401	Generated

Further information on processing events in Outbound windows can be found in the "Events" section.

**Archive window**

The Archive window is opened via the *Inbound* → *Archive* menu item:

Date	Time	Source	Type	Report
23/08/97	11:48:04	XTMCTRL	Info	Program started.
23/08/97	11:49:52	XTMBox	Info	Built-in BBS started
23/08/97	11:49:52	XTMBox	Info	+ BBS window open
23/08/97	11:54:16	XTMBox	Info	Built-in BBS ended

It lists messages and information on program execution, letting you know which operation XtreamMachine® performed at any given time. Further information can be found in the "General Settings" section.

## 5.2.2 Editing Messages, Fax Documents and Mail

**Editing entries**



To process voice, fax or mail files, select the entry of the file you want to process in one of the list windows (e.g. Inbound, Outbound/Events or Archive). Then perform the desired operation (e.g. deletion) by selecting the corresponding menu item (*File* → *Delete*) or by pressing a key or combination of keys (in this case the DEL key). You can also click the icon assigned to the operation, i.e., in our example, the Delete icon.

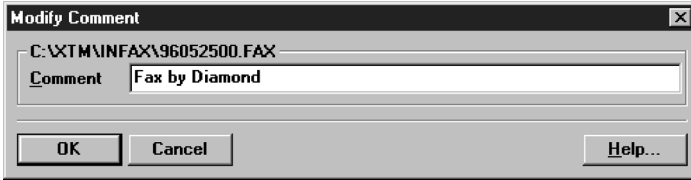


## 5.2.3 Changing a Description

**Editing comments**

Every voice message, fax document or item of mail has a description. This description is displayed in one of the list windows at the end of the entry concerned. XtreamMachine® generates the text automatically whenever a file is created. The text provides information on what led to the file being created. If you want to change this text, mark the entry and select the *Edit* → *Comment* menu item:





Now enter the new text and close your entry by clicking the *OK* button.

## 5.2.4 Archiving Files

**Archive** XtreamMachine® administers an archive. You can open this archive by selecting the *Inbound* → *Archive* menu item and use it for storing voice messages, fax documents and mail.

If you want to archive a file, mark the entry for that file and select the *Edit* → *Send To Archive* menu command. The entry will disappear. The file is now in the archive.

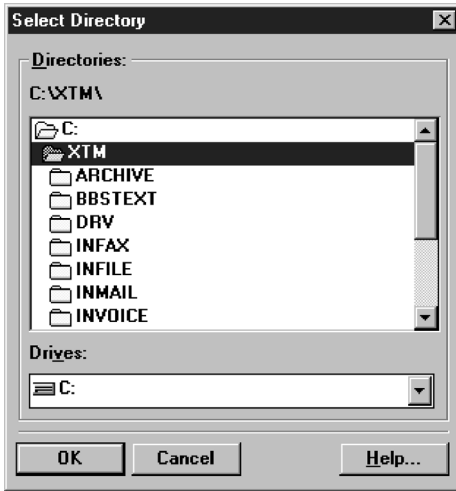
## 5.2.5 Changing the Old/New Mark

If you want to change the "old" or "new" status of a voice message, fax document or item of mail, select the *Edit* → *Toggle New/Old* menu item. This will change a new file to an old one, or vice versa.

## 5.2.6 Viewing Directory Contents

**Listing directories** To view the contents of a directory as quickly as possible in the XtreamMachine window format, select the *File* → *FileViewer* menu item:





Now select the directory you want. Its contents will be listed on the screen, and you can edit the entries in the display window with the usual commands (e.g. Delete, Play/View).

### 5.2.7 Starting the Internet

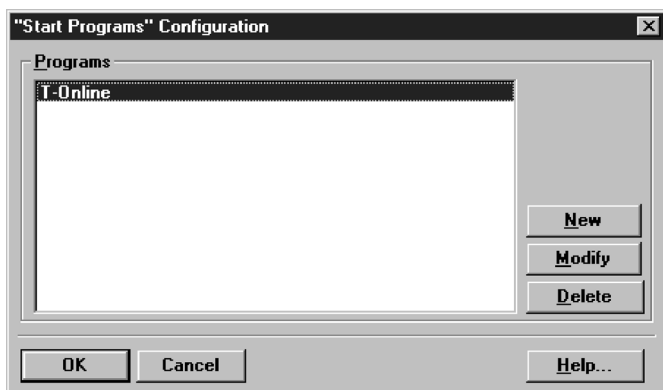
A click on this item will start either the Microsoft Internet Explorer or the Netscape Navigator. If you are not connected to a network, an Internet service provider can help you set up an Internet gateway via a telecommunications network.

### 5.2.8 Starting a Program



The Start Program icon (or *File* → *Start Program* menu item) enables you to run any program both from the main program and from the operator:





This has the advantage that when you enter the program you can tell Xtream-Machine® that the program needs to use the modem. The operator will then release the modem automatically before the program is run, thereby making it available to the other application.

You can enter programs in the System Settings dialog window, which is selected via the *Settings* → *System Settings* menu. Further information can be found in the "General Settings" section.





## 6 The Answering Machine

In the "Getting Started" section, you already learned how to change and use the basic answering machine functions. There are two standard messages which are played back depending on whether the caller is or is not allowed to leave a recorded message.

But there is more to the XtreamMachine® answering machine than that. This section tells you how you can give a caller the opportunity to query messages and to control your answering machine or computer. It also tells you how to employ different announcements at different times.

**Remote control** Many settings can be changed over the telephone. Further information can be found in the „Remote Control“ section.

### 6.1 Answering a Call

XtreamMachine® has different ways of answering inbound calls. You can configure the method you want in the Answer Options dialog menu window, which is reached via the *Settings* → *Answer Options* menu.



The start of the answering machine is set by default. Note that fax or BBS calls will also be answered in this setting. Even in answer call mode, XtreamMachine® is capable of switching automatically.

By setting Fax or BBS/Fax you can have calls answered directly as fax or BBS calls. It is





also possible to link a caller directly with the fax-on-demand system without involving the answering machine. For further information on this subject, see the "Fax-On-Demand" section.

In order to solve possible problems or to distinguish more quickly between voice, fax and BBS calls, you can activate the DataSwitcher before starting the answering machine or the fax-on-demand system.

## 6.2 DataSwitcher



Normally it is not necessary to use the DataSwitcher to answer and classify calls. The answering machine's detection mechanism is sufficient for most purposes.

The XtremMachine® DataSwitcher is a very special function that can be activated for the purpose of handling data calls from older fax machines or modems.

The way the DataSwitcher works will become clear if we take a closer look at what happens when a call arrives. When a call is received, the answering machine starts up after a certain number of rings. If the inbound call is a voice call, the caller leaves his or her message after the welcome message has been played. If it is a data call, the calling device sends a specially defined tone, letting XtremMachine® know how to respond. In such cases, there is no need to activate the DataSwitcher.

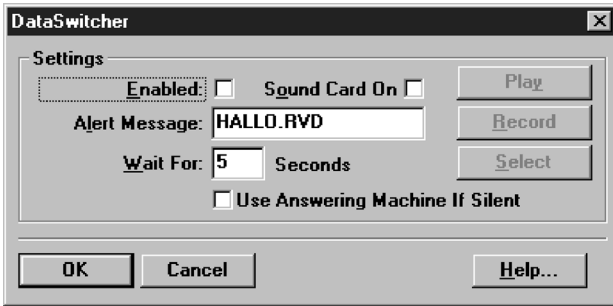
**Data  
or voice call?**

However, there are instances where the calling device does not identify itself with a tone. In such cases, the call cannot be immediately and unambiguously classified. The program assumes that it is a voice call, and responds accordingly.

The DataSwitcher (*Settings*→ *Answer Options*; see above) solves such problems by playing a short message to provoke a response from a human caller. For example, a human caller will usually say something in response to an inquisitive „Hello?“ (default message), thereby revealing that the inbound call is a voice call. If there is no response, XtremMachine® will assume that a data call has arrived without a preceding signal tone. Some very old fax machines - and practically all non-certified modems - lack the feature of sending an initial beep for identification purposes.

To change the DataSwitcher announcement, select the *Settings*→ *DataSwitcher* menu. The following window will appear:





Here you can change the message as usual by clicking the *Record* or *Select* button and either recording a new announcement or selecting an existing one from the list. You can also change the detection period under *Wait For*, but this should only be done in exceptional circumstances.

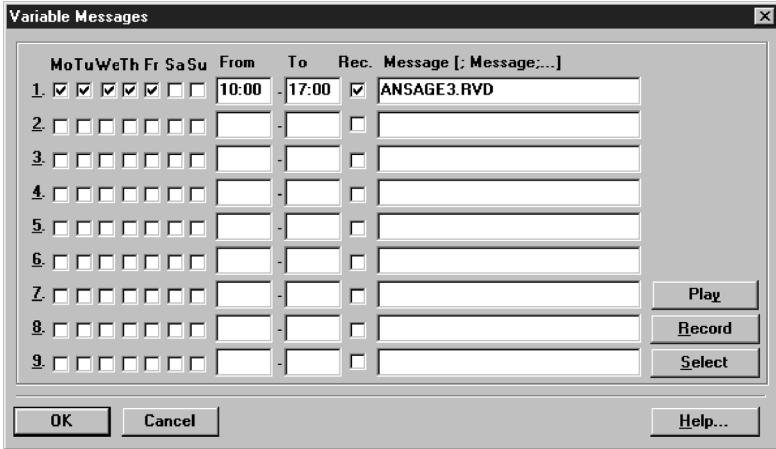
### 6.3 Variable Announcements

By "variable announcements" we mean the option of having the answering machine play different prerecorded announcements at different times. For example, your announcement from Monday to Thursday between 8:00 am and 1:00 pm might read "You can reach me under the number ..." and at all other times "You can leave a message after the beep." You can also record two or more announcements to be selected at random for playback.

To make these entries, click the *Variable Messages* button in the Answering Machine dialog menu window. The following menu window will appear:







Select the weekday or weekdays on which you want the announcement to be played. Then enter the time of day (note the predefined format). Continue by selecting an announcement, either by clicking the *Select* button or by entering a file name. You can now record a new announcement. If you want to enter two or more announcements, specify them here, separated by semicolons.

By clicking the *Record* check box you can define whether the caller is allowed to leave a message or whether the system should only play back the prerecorded announcement.

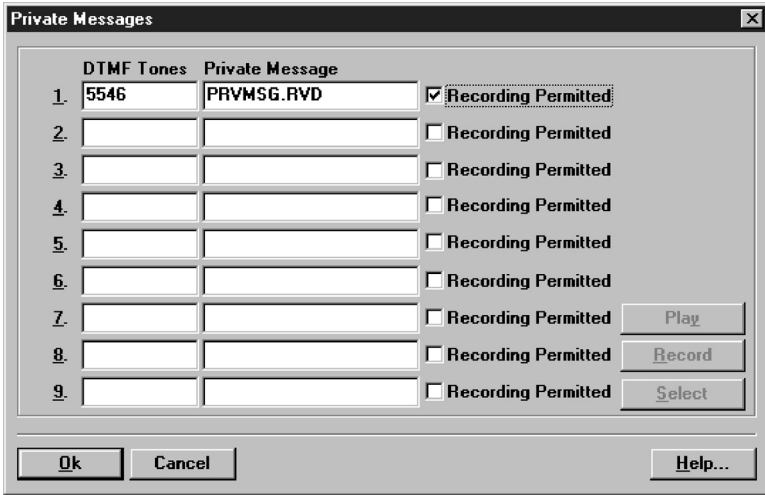
### 6.4 Preparing Private Messages

#### *Messages for particular callers*

The XtreamMachine® *Private Messages* function makes it possible for a caller to hear a message especially meant for him or her. It can, of course, also be used to present messages of general interest.

Enter the message in the *Answering Machine* menu window by clicking the *Private Messages* button and either selecting an existing text or recording a new one:





Now, using the *DTMF Tones* entry field, assign a DTMF code number to the private message you have selected. (Further information on DTMF tones can be found in the Online Help service under "DTMF.") The code number may be up to ten digits long.



Choose a longer code number if the message is meant to be private, and send the number to the person for whom the message is intended. If the message is meant for all callers, the code number should be as short as possible. Moreover, the normal message should contain a remark to the effect that further information is obtainable.

If the caller wants to hear this message, he or she has to enter the DTMF code number during the message or speaking period, using a DTMF transmitter (e.g. a remote control transmitter on a normal answering machine) or a touch-tone telephone. Once this is done, the message will be played. The *Recording Permitted* check box lets you give the caller an opportunity to leave a message even if the record message facility has been switched off in the More Answering Machine Options menu window.



## 6.5 Delaying the Start of the Answering Machine



If you happen to be at home but not in the immediate vicinity of your computer, it is sometimes useful to delay the start of the answering machine. For this purpose XtreamMachine® offers the *User At Home* function (see the More Answering Machine



Options menu window). You can quickly toggle this function by clicking the *User At Home* button in the operator. This raises the number of rings before the call is answered (see Answer Options menu window), after which the *Paging* function is started.

## 6.6 Paging

*A call is waiting  
for your  
response*

The Paging function enables callers to tell you that they urgently want to speak to you. When a call arrives while User At Home is on, paging is activated automatically. Otherwise, the only way to start the function is for the caller to enter a DTMF code number while the greeting announcement is being played or while his or her message is being recorded.

After paging has been started, the Welcome message will tell the caller that the program is trying to reach you. At the same time, XtremMachine® will let you know through the *Local Message* beep that a call has arrived and that you can answer it:

**kik**  
operator

**Somebody wants to talk to you.  
To answer the call, pick up the receiver  
and press the "Off-Hook" button.**

**Off-hook**

Meanwhile, the caller hears the *On Hold* message. If you fail to answer the call during the maximum hold period, an *Apology* will be played and the answering machine restarted.

To change the texts and the hold time, click the *Call Waiting* button in the *Answering Machine* menu window:

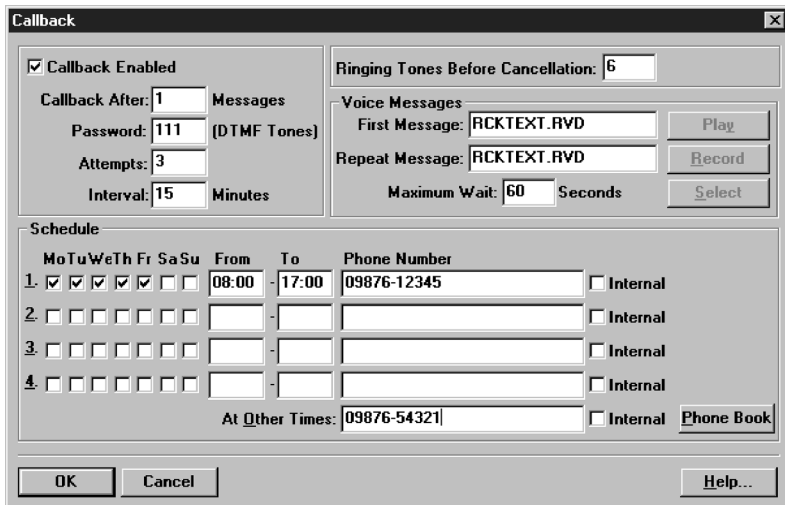




## 6.7 Forwarding Inbound Calls

### Enabling callback

You can have XtreamMachine® forward inbound calls. In this case, it will dial the numbers you specify and play you the messages recorded on your answering machine. To activate this function, click the *Callback* button in the Answering Machine menu window:



Using the relevant entry fields in the timetable, enter the days and times when you want callback to be activated. Now specify (or select from a telephone list) the *Phone Numbers* to which you want your calls to be forwarded (see also the "Remote





Control" section). Inbound calls will now be forwarded to the telephone where you happen to be at the given time. If you don't want to make use of the time control feature, enter a generally applicable phone number in the At Other entry field.

It is also possible to specify a *Callback Password* making you the only person allowed to take these messages. After dialling, you will have to enter this password (via a DTMF transmitter) to hear the messages. If you decide not to define a password, playback will begin immediately after dialling.



If the *Ringling Tones Before Cancellation* is reached during a callback operation, XtreamMachine® will terminate the attempt. This process is repeated until the predefined number of attempts is reached.



This function can be toggled by marking the *Callback Enabled* check box. However, it is faster to use the *Toggle Callback* button in the Operator.

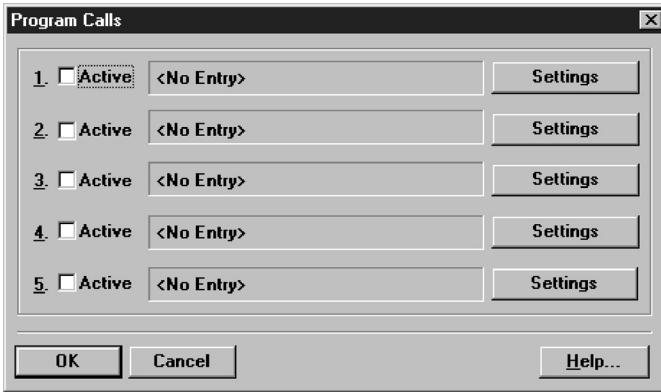
## 6.8 Running Programs on the PC

XtreamMachine® gives you the option of running programs by remote control (see also the "Remote Control" section).

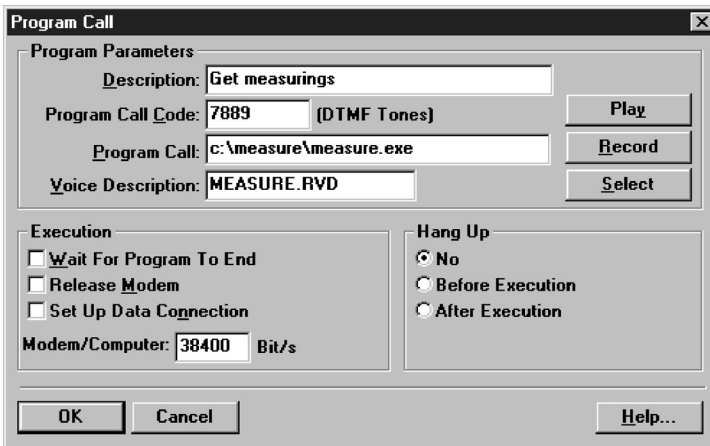
This function can be useful, for example, for collecting measurement data from a PC-supported long-term experiment. To check your data on the weekend, all you need is a program that will fax your measurement data to XtreamMachine®. You can then start the program by remote control and collect your data (see also "Fax-On-Demand" section).

The program call-up settings are made in the Program Calls menu window, which is reached by clicking the *Program Calls* button in the *Answering Machine* menu window:





This window can be used to define up to five different program calls. By marking the *Active* check box you can quickly select or clear each program without deleting the settings. You can call-up a program only if the entry has been activated. To make the other settings, click the *Settings* button for the program you want: If the *Program Call Code* entry field is empty, the program can only be run by remote



control. The *Program Call* entry field must contain the name of the program you want to run, including a complete path description, if necessary.

The *Voice Description* entry field should contain a recorded message identifying the program to be run by remote control. This file is recorded in the usual way.





You have the option of defining how XtreamMachine® will behave when it starts a program. You can make XtreamMachine® wait until program execution is completed. In this case, the main program will stop and will not resume until the remote program has finished. It is also possible to release the modem.

You can also have a data connection set up before the program is run. The speed of the modem/computer can be set. After the program is called up, the caller must switch his or her modem over to the telephone line, otherwise there will be no way to set up the data connection.

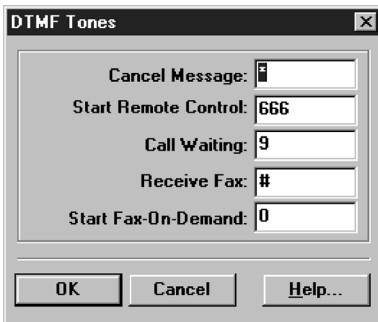
You can also specify whether XtreamMachine® should hang up before the program is called up, after it is called up, or never. If the latter, the session will continue. This function enables you to run two or more programs in a single call, if desired.



Please read the detailed discussion of this subject in the Online Help service. You can call it by clicking the *Help* button in the dialog menu window.

## 6.9 Other Answering Machine Functions

In addition to private messages and program calls, there are other functions that can be run by entering DTMF tones. You can find the settings of the DTMF sequences in the *DTMF Tones* dialog menu window, which is reached by clicking the *DTMF Tones* button in the Answering Machine Settings menu window:





The most important DTMF tones for remote control are:

<i>Cancel Message</i>	Terminates playback of the answering machine's greeting announcement message and jumps directly to record message facility.
<i>Start Remote Control</i>	Starts interrogation by remote control (the relevant functions are explained in the "Remote Control" section).
<i>Call Waiting</i>	Starts the paging function (see above).
<i>Receive Fax</i>	Introduces manual fax reception. Useful for devices that have to place a normal call before a fax can be sent by pressing the machine's start key.
<i>Start Fax-On-Demand</i>	Starts fax-on-demand, i.e. the polling of prepared fax documents (further information can be found in the "Fax-On-Demand" section).



Some of the DTMF tone settings (e.g. remote control and fax-on-demand) may also be entered in other dialog menu windowes.

## 6.10 Overview of DTMF Tone Settings

To obtain an overview of the current DTMF tone settings, select the *Settings* → *Generate DTMF Tones Report* menu item. XtreamMachine® will then generate an item of mail in which the current settings are listed. This mail item is displayed in the Inbound window, where you can read it in the usual way.







## 7 Voice Functions

XtreamMachine® offers several voice functions not directly related to the answering machine.

### 7.1 Calling by Phone



If you want to reach a party by phone, you can leave the dialling to XtreamMachine®. Not only will it dial the phone number, it will also determine whether the party called has answered. If no one answers or the line is busy, the call will be retried later.

To make a phone call, select the *Outbound* → *Call* menu item. This opens the Call dialog menu window:

The screenshot shows a 'Call' dialog box with the following fields and controls:

- Call Data:**
  - Name: Paul Newman (with a 'Phone Book' button)
  - Number: 09876-654321 (with an 'Internal' checkbox and an 'Add' button)
  - Subject: The new movie
- Date/Time:**
  - Date: 23.08.1997
  - Time: 12:34.21
- Retries:**
  - Attempts: 3
  - Interval: 1 Minutes
- Buttons: OK, Cancel, Help

*Time-scheduled calls*

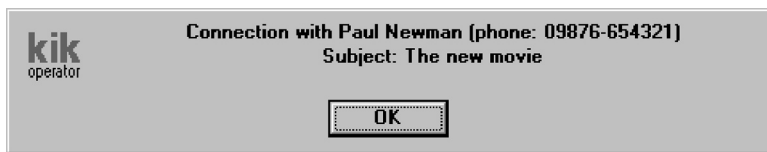
Here you can specify the *Name* of the party, the telephone *Number* and the *Subject* of your call. If applicable, you can also take the name and number from the Phone Book. Moreover, you can also define the *Date and Time* when the call should be made, the number of *Retries*, and the *Interval* between attempts.

It goes without saying that two or more such call attempts can be activated at the same time. XtreamMachine® will then display a message telling you which party you



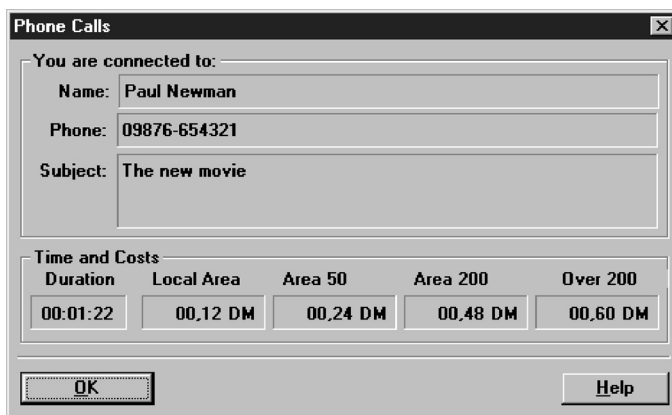


are connected with:



During this period the caller first hears the *Welcome* message (set as described below), followed by the *On Hold* message. If the maximum wait period elapses, XtreamMachine® will hang up and no further attempts will be made.

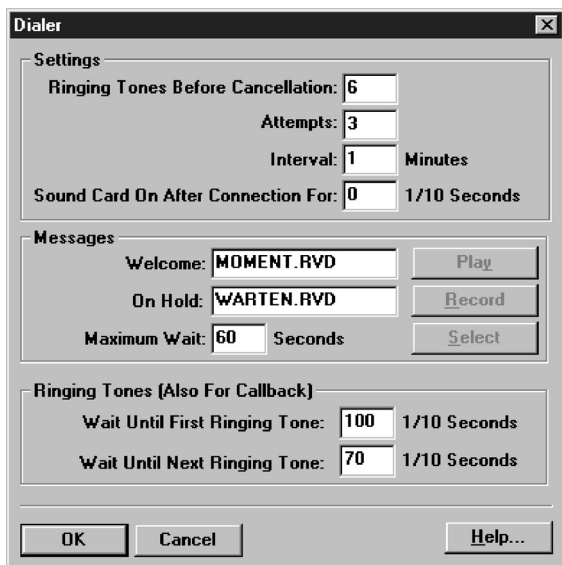
If you want to talk to the party, lift the receiver of your telephone and press the *OK* button. The modem will then clear the line and you can talk on the telephone. A dialog menu window appears with information on the current connection parameters:



For this function to work properly your modem must be correctly connected to the telephone line. You have to be able to talk on this line as soon as your modem hangs up.

The necessary parameters can be specified in the Dialer menu window (*Settings*→*Dialer*):





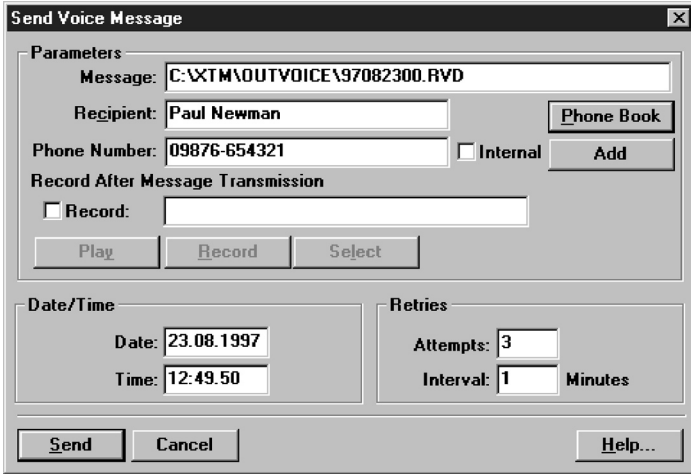
## 7.2 Sending Voice Messages

XtreemMachine® is capable of sending a recorded voice message to one or more parties. To do so, it dials the desired phone number, waits for a connection to be set up and then plays the message. The called party also has an opportunity to leave a message with you.



If you want to send a voice message, select the entry for that message in a window (e.g. the Inbound window) and click the Send icon or the *File* → *Send* menu item. If the voice message has not yet been recorded, you should likewise click the *Send* button. A window will appear, giving you an opportunity to record your message:





The dialog box is titled "Send Voice Message" and contains the following fields and controls:

- Parameters**
  - Message: C:\XTM\OUTVOICE\97082300.RVD
  - Recipient: Paul Newman (with a "Phone Book" button)
  - Phone Number: 09876-654321 (with an "Internal" checkbox and an "Add" button)
  - Record After Message Transmission
    - Record: [empty field]
  - Buttons: Play, Record, Select
- Date/Time**
  - Date: 23.08.1997
  - Time: 12:49.50
- Retries**
  - Attempts: 3
  - Interval: 1 Minutes
- Buttons: Send, Cancel, Help...

*Time-scheduled transmission* You can also define the *Time of Transmission*, the *Maximum Number of Attempts* and the *Interval Between Attempts*. Here too, of course, you have the option of choosing the telephone number from the Phone Book.





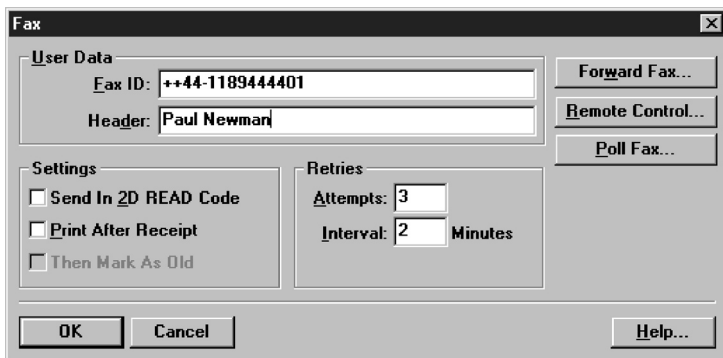
## 8 The Fax Machine

### 8.1 Basic Settings

The basic fax mode settings include, among other things, the *Fax ID* and the *Header* for the documents you fax.

The *Fax ID* is a unique code identifying your fax connection. Normally, it consists of the phone number of your fax connection.

The *Header* is sent automatically at the top of every fax page. It contains the date and time of day when the fax was sent, the fax ID, a freely selectable text, the current page number and total number of pages in the document. Both parameters, Fax ID and Header, can be specified via the *Settings* → *Fax* menu in the *Fax* dialog menu window:



Another basic setting enables you to *print documents automatically* upon receipt. The number of *Retries*, number of *Attempts* and the *Interval* between attempts may also be specified here.

### 8.2 Sending a Fax

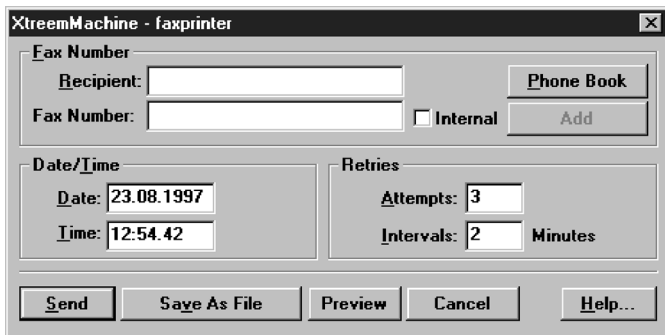
In the "Getting Started" section we already told you how to send a fax from any Windows application by simply running the print function. Here is a quick summary as





a reminder:

First, create the document with any Windows application. To send the document, print it with XtreamMachine® as printer. When the print operation starts, a dialog menu window will appear in which you can specify the fax number you want:

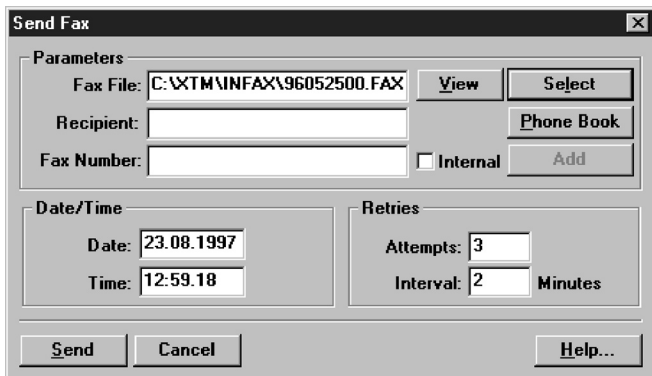


*Time-scheduled transmission*

By entering a starting time in the Date/Time area you open up the possibilities of time-scheduled transmission. You can also define the number of Retries. When you have finished, click the Send button, and your job will be carried out.



Transmitted documents are not lost forever; they are stored in the outbound fax directory (*Outbound* → *Outbound Fax* menu), giving you the possibility of transmitting the documents again. You can also send them and other existing fax documents (e.g. received faxes) directly to another fax connection. To do so, select the entry for the document and click the Send button. This will open the Send Fax dialog menu window:





The name of the Fax File you want to send will appear in the display. You can now specify the fax number or, as always, select it from the Phone Book.

*Time-scheduled transmission*

In addition, you can also arrange for time-scheduled transmission by specifying a starting time in the Date/Time area. The default values for Retries can be adapted as necessary.

### 8.3. Receiving a Fax

Normally, when XtreamMachine® takes a call it automatically recognizes when it is dealing with a fax transmission. For additional support, the DataSwitcher can be employed as described in the "Answering Machine" section. By specifying Fax in the Answer Options dialog menu window (Settings > Answer Options menu), you can switch off the answering machine or DataSwitcher and answer every call as a fax call.

### 8.4 Automatic Forwarding of Inbound Faxes

*Forwarding faxes at predefined times*

If you want XtreamMachine® to forward inbound faxes automatically to particular fax numbers, select the *Settings* → *Fax* menu item. The Fax dialog menu window will appear. Now click the *Forward Fax* button:

	Mo	Tu	We	Th	Fr	Sa	Su	From	To	Fax Number	Internal
1.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		-		<input type="checkbox"/>
2.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		-		<input type="checkbox"/>
3.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		-		<input type="checkbox"/>
4.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		-		<input type="checkbox"/>

At Other Times:   Internal



As with the callback settings described above for the answering machine, this window allows you to enter settings that define the *Day* and *Time* when the fax is to be forwarded, and the *Fax Number* to which it should be sent (see also "Remote Control" section). The *At Other Times* entry field can be used to enter an alternative fax number to be called when there is no answer for entries 1 to 4.



The fax forwarding facility is toggled in the above dialog menu window using the Enable Fax Forwarding check box. This can be done more quickly with the corresponding button in the operator.



## 8.5 Remote Fax Interrogation

By "remote fax interrogation" we mean the option of sending all newly received fax documents to another fax number by activating a remote control function. Unlike automatic fax forwarding, this does not take place automatically, but only after a command has been issued by remote control. You can determine the necessary settings by clicking the *Remote Control* button in the Fax dialog menu window:



The dialog box titled "Manual Fax Forwarding" contains the following fields and buttons:

- Forward To** section:
  - Fax Number:** 09876 54321 (with a **Phone Book** button to the right)
  - Attempts:** 3
  - Interval:** 15 **Minutes**
- OK**, **Cancel**, and **Help...** buttons at the bottom.

Normally you enter the fax number by remote control. The "Remote Control" section explains how to start and run remote fax interrogation.

## 8.6 Fax Polling

One special fax function is fax polling, i.e. asking a remote fax system to send a fax document to the calling machine. Normally, a fax machine sends a fax to the number it has called itself. With fax polling, it calls another number, but receives a document from that number.







Many large airports allow weather reports and flight information to be polled from their fax machines as a special service. The charge for the phone call is, of course, borne by you as the caller.

**!** "Fax polling" should not be confused with "fax-on-demand". With fax polling, the caller dials the remote station with his fax machine, having switched it to polling, and immediately receives a fax in return. A fax-on-demand system is dialed with a normal telephone. The caller enters DTMF tones to select one or more documents from a list and receives the documents immediately thereafter. For further information, see the "Fax-On-Demand" section.

### 8.6.1 How to Poll Faxes

To poll faxes from another fax number, select the *Outbound* → *Poll Fax* menu. The Poll Fax dialog menu window will appear:

**Poll Fax**

Name:  Phone Book

Fax Number:   Internal Add

File Name:  Select

Print Automatically

**Date/Time**

Date:

Time:

**Retries**

Attempts:

Interval:  Minutes

OK Cancel Help...

Enter the phone number of the fax connection you want to poll in the Fax Number entry field, or select an entry from the Phone Book. XtreamMachine® will suggest a file name for storing the document, but you can specify a different file name if you wish. Click OK to confirm your entry, and XtreamMachine® will try to set up the connection and poll documents from the source device.

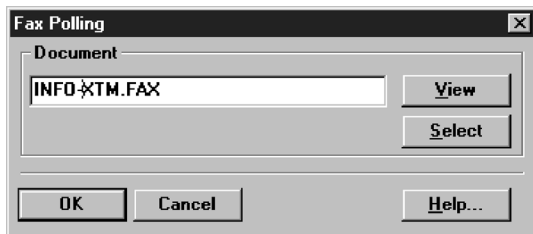
### 8.6.2 Preparing a Fax for Polling

You can also offer the fax polling service the other way around and present a fax





document to other people. To do this, select the *Settings* → *Fax* menu and click the Poll Fax button in the Fax dialog menu window:



Enter the name of the fax you want to send in the Document entry field, or click the *Select* button to choose a fax from the existing list. The fax document you want to send must exist in file form. Click the *OK* button, and your fax is ready for polling.

Tips on how to create these documents can be found at the end of the next section.





## 9 The Fax-On-Demand System

*Polling faxes by DTMF transmitter*

Unlike fax polling, where there is a single document to be picked up automatically, a fax-on-demand caller is able to select faxes from a list by remote control. These documents are then faxed to him.

### 9.1 Basic Features

#### 9.1.1 Document Identification, Index List

*Identifying documents*

Every document you prepare for fax-on-demand is given a three-digit number which allows it to be selected by a caller. The system automatically creates an index list of these numbers so that the caller will know which document is stored under which number. This index list is made available as a document with the number 0. During the greeting announcement, you should tell your caller that he or she can query a list of available documents under the number 0.

*Index list*

#### 9.1.2 Caller Requirements

It is essential that a caller is equipped to generate multiple frequency tones (MVF or DTMF tones) with his or her telephone or remote control transmitter. Without them, it is impossible to operate the fax-on-demand system.

If you decide to use direct transmission, callers will have to switch their fax machines following the system prompt to the line on which they placed their call.

### 9.2 Conceptual Preliminaries

Before you present a list of documents to a caller, you should give some thought to exactly what tasks you want the system to perform.

*Pure fax-on-demand system*

Do you want the system to function as an accessory to the answering machine (i.e. do you want the caller to start the system from the answering machine by entering a sequence of DTMF tones), or do you want it to start the moment the call arrives?

In this case, XtreamMachine® functions as a pure fax-on-demand system with the





additional option of answering fax and BBS calls. However, the answering machine and remote control facilities are switched off.

**User administration** Do you want to employ user administration (i.e. a caller must first identify himself with an ID and password before being granted access), or do you want every caller to be granted access to the system? The advantage of the former is that access to the documents can be precisely controlled. The drawback is that a caller first has to log on with a user ID and password before he or she can gain access. Moreover, you have to make this data known to the caller.

Another option is mixed mode. Here you employ user IDs, but give users without ID and password an opportunity, say, to leave a voice message on the answering machine.

**Selecting two or more documents** You should also define whether a caller has the right to select more than one document.

**Send direct or callback** Finally, you should consider whether callers are permitted to send documents at your expense to a number they specify, or whether they can only obtain the documents directly on the existing connection.



Remember, when you use callback every polling operation will be charged to you.

### 9.3 Setting Up the Fax-On-Demand System

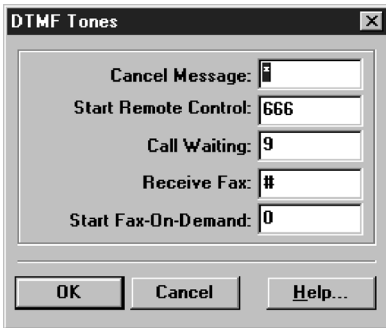
#### 9.3.1 Starting the System

You can decide whether the fax-on-demand system should be started on its own (i.e. XtreamMachine® will immediately answer a call as fax-on-demand), or whether the answering machine should be started first. This decision is made in the Answer Options dialog menu window:





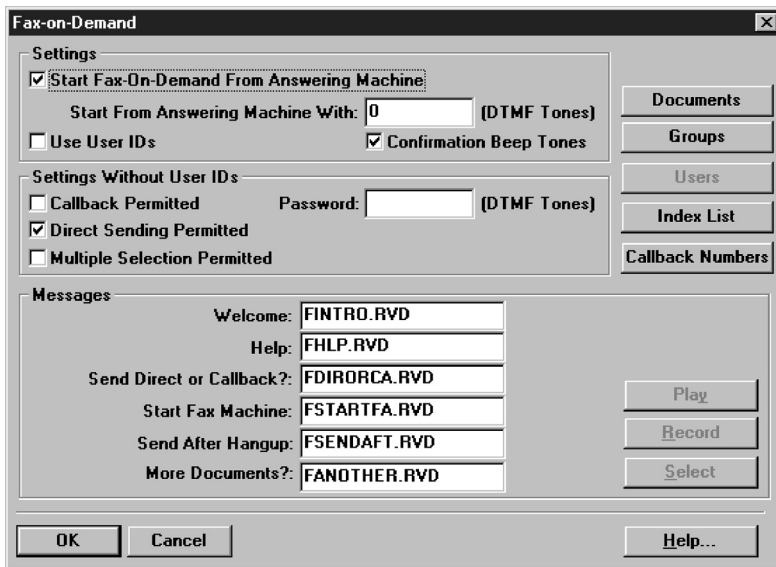
To have the system start on the answering machine, you can set the necessary DTMF tone sequence either in the main dialog menu window for fax-on-demand settings or in the *DTMF Tones* dialog menu window. This latter menu window is reached by clicking the *DTMF Tones* button in the *Settings*→ *Answering Machine* menu:



### 9.3.2 Basic Settings

The fax-on-demand system is configured via the *Settings* > *Fax-On-Demand* menu item, which causes the following dialog menu window to appear:





Here you can define which DTMF tones can be used to start the fax-on-demand system from the answering machine. If you want to switch it off altogether, leave this box blank, and the system will be unable to start.

### 9.3.2.1 Configuration Without User IDs

*No user ID required*

The Use User IDs check box allows you to toggle whether or not you want to require user IDs. If you decide to work without them, you will be unable to click the User button. Instead, the Settings Without User IDs will be available. The operating mode grants access to the fax-on-demand system to every caller, i.e. any caller can access the documents of all groups (see below) unless they have been assigned passwords.

*Send direct or callback?*

The Callback Permitted check box lets you enable a caller to leave his or her telephone number. The selected documents will then be sent to this number when the caller hangs up. Note that this involves telephone charges for you. The Callback Numbers button allows you to prohibit the entry and use of certain phone numbers (see below).

Unlike callback, the Direct Sending check box prompts the caller to prepare for direct transmission once the documents have been selected. The system will then ask the caller to start his fax machine.





If you set the system to *Direct Sending*, the caller must be capable of switching his fax machine onto the same line and receiving faxes on that line. This is often the case with combined phone/fax machines.

**Two or more documents**

You must mark at least one of the two check boxes, *Callback Permitted* or *Direct Sending*. If both are activated, callers will be given a choice of which type of transmission they want to use. If you mark the *Multiple Selection Permitted* check box, callers will be able to fetch more than one document. Every time the caller selects a document he is asked whether he wants to select more.

**Password protection**

Finally, you can also assign a *Password* for operation without user IDs. This password protects your system from unauthorized access. It is queried the moment the system is started. If you do not want to use a password, leave this box blank.

The last task handled through this dialog window is to configure some of the message files used in the fax-on-demand system. The announcements are always configured in the subdialog menu window according to the related topic. Announcements relating to document selection, for example, are found in the dialog menu window for document settings. The main dialog menu window contains the announcements for general use. These include:

Message	Meaning
<i>Welcome</i>	Played when the fax-on-demand system starts up.
<i>Help</i>	Can be heard by the caller at any time in the session by pressing the * key.
<i>Send Direct or Callback?</i>	Asks the caller whether he or she wants to receive the fax documents directly or via callback.
<i>Start Fax Machine</i>	Asks the caller to start his or her fax machine.
<i>Send After Hangup</i>	Tells the caller that the documents will be sent after he or she hangs up.
<i>More Documents?</i>	Asks the caller whether he or she wants to select further documents.



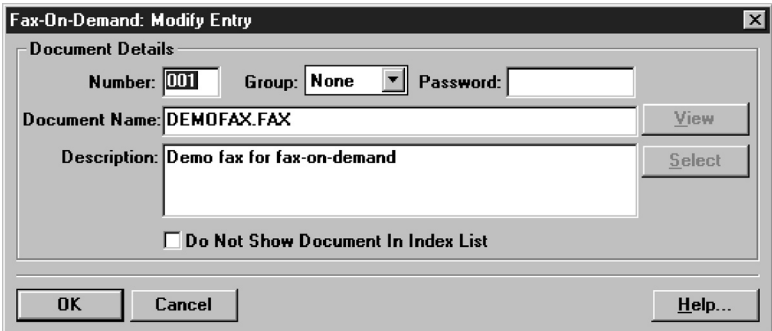


### 9.3.3 Documents

If you click the Documents button in the Fax-On-Demand dialog menu window (*Settings*→ *Fax-On-Demand*) you will reach the dialog menu window that lets you specify which documents you want to make available:



You are shown the list of currently available documents. The *New*, *Modify*, *View* and *Delete* buttons allow you to edit the entries:







**Identification by number**

Each document is assigned a number from 1 to 999. If you want to arrange them by topic, you can put the documents into a *Group*. See below for further information on the use of groups.

**Password**

Each document may be assigned a password up to ten characters long. This enables you to protect documents from unauthorized access. When the caller selects a password-protected document, the system will ask him to enter a password. The caller is allowed three attempts to enter the correct password.

**Describe document contents**

The *Document Name* entry field is used to enter the name of the fax file you want to make available as a document. By clicking the *Select* button, you can also search for this name in the list of currently stored documents. The document must be stored in the directory for outbound fax files. Tips on creating documents can be found in the like-named section of this chapter.

The *Description* entry field is used to write a description of the document contents. This description will later appear in the index list. If you want the document to be made available but not to appear in the index list, mark the check box *Do Not Show Document in Index List*.

Once a document has been processed, the dialog menu window will reappear with the list of available documents:

Gr. No.	Document	Password	Description
001	DEMOFAX.FAX		Demo fax for fax-on-dema...

**Cover Page**  
 Cover Page File Name:  View Select

**Messages**

Enter Document Number:  Select

Invalid Number:

Enter Document Password:  Play

Invalid Password:  Record

OK Cancel Help...





The *Preview* button enables you to display the current index list and to change its appearance.

**Cover page**

If you want to have one or more pages of information prefixed to the documents you choose to send, enter the relevant fax document in the *Cover Page* box.

The dialog menu window then configures four messages which the system announces to the caller for document selection purposes:

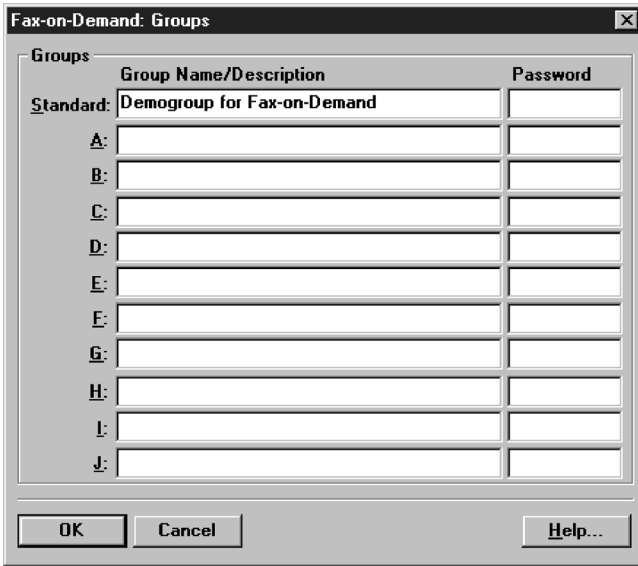
Message	Meaning
<i>Enter Document Number</i>	Asks caller to enter the number of the document.
<i>Invalid Number</i>	Tells the caller that the number he or she entered is invalid or that he or she is not authorized to access the document.
<i>Enter Document Password</i>	Asks the caller to enter the password of the document.
<i>Invalid Password</i>	Tells the caller that the password he or she entered is invalid.

### 9.3.4 Groups

You have the option of putting documents into groups. Not only does this make the index list easier to read, it also becomes possible to prevent certain users from accessing a group of documents, or to assign a password to a list of documents. Any changes made to group settings affect all the documents within that group.

If you click the *Group* button in the fax-on-demand system's *Settings* menu window (*Settings* → *Fax-On-Demand*) you will reach the dialog menu window that controls group definition:





### Classifying documents

You are shown ten entries for groups A to J, as well as the entry for the *Standard* group. Documents not located in groups A to J will automatically be assigned to the standard group. This group always contains the index list supplied by the system under the number 0, but does not display the list itself.

### Group title

You can add a description to any group. This description will appear in the index list in front of the list of documents located in that group.

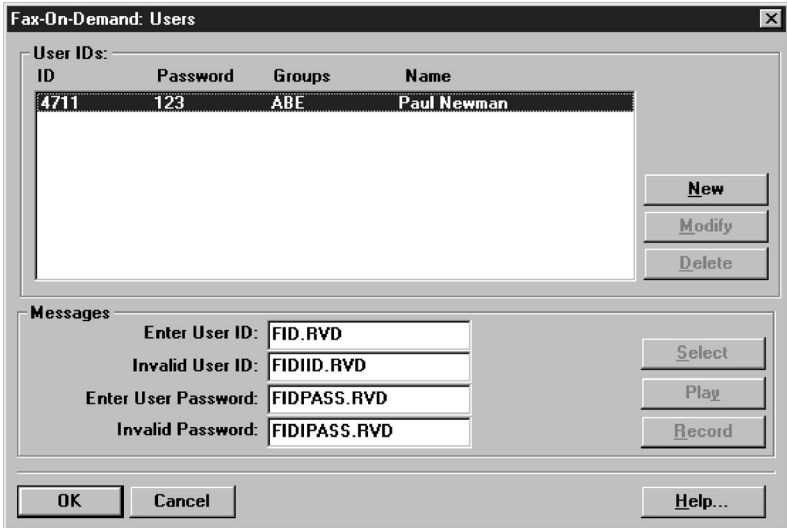
### Password protection for group documents

Each group can be assigned a password up to ten characters long. Once you have defined a group password, all documents in that group are protected by the same password. If a document in a password-protected group already has a password of its own, the document password takes precedence, and the system will only query that password during an access attempt.

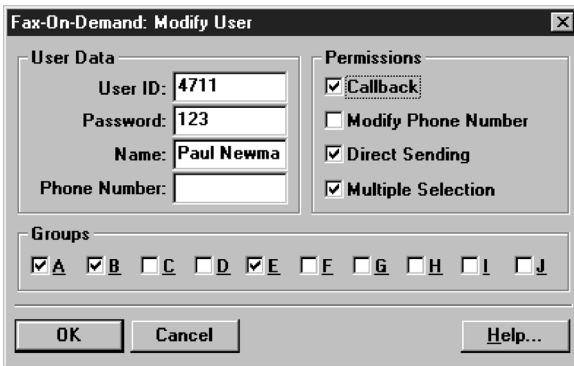
## 9.3.5 Users

If you have decided to employ user IDs (by clicking the *Use User IDs* check box in the fax-on-demand system's *Basic Settings* dialog), you can reach the *User Manager* by clicking the *Users* button in the *Settings* → *Fax-On-Demand* menu:





Here you are shown the list of specified users. You can change these entries with the *New*, *Modify* and *Delete* buttons:



**User ID and password**

Every user is identified by a User ID up to ten characters in length. Further, every user ID has a *Password*, which can also be up to ten characters long. If you are working in user ID mode, both of these entries will be queried at the beginning of a session.

**User name**

You can also assign a *Name* to each user. Upon request, this name will appear in the log file of the fax-on-demand system. This gives you a quick overview of which users





are assigned to which IDs, or which users have called which documents.

### *No IDs or passwords*

The ID and password may also be left blank. In this case, a caller must press the # key when asked to present his or her user ID. If a user's password entry is blank, he or she will not be asked to present a password before using the system. In other words, the # key obviates the need to enter a password.

### *User privileges*

Each user is assigned various privileges. The *Callback*, *Direct Sending* and *Multiple Selection* settings have exactly the same meanings as the like-named settings in user ID mode (see the "Configuration Without User IDs" section).

### *Changing the callback number*

The *Phone Number* check box enables users to change their telephone numbers. You can use this menu window to set up access for a user with callback privilege but with no authorization to enter or change his or her phone number. In this case, the system will use the phone number currently specified.

If the *Phone Number* box is left blank, the *Modify Phone Number* check box must be switched on, and either *Callback* or *Direct Sending* must be activated. If both are activated, the system will ask the caller which type of transmission he or she wants to use.

### *Assigning groups to users*

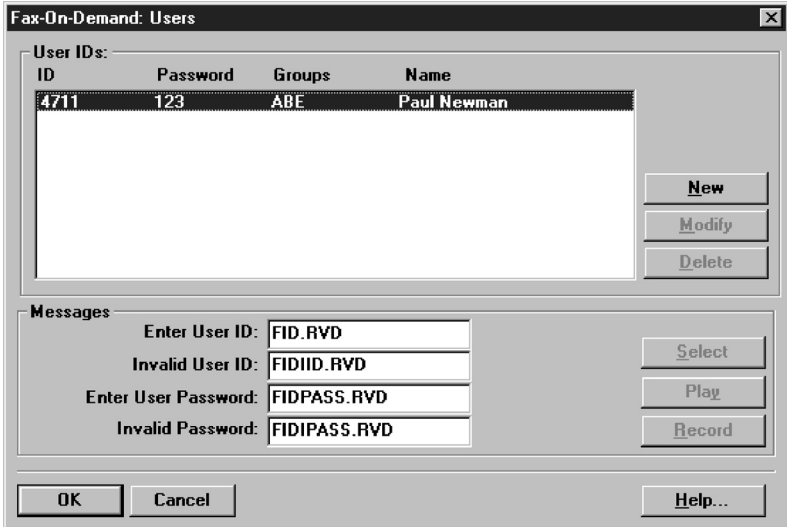
You can also assign groups to a user. The user is then authorized to access these groups. Every user is allowed to access the standard group. The check boxes for each group allow you to permit access to an unlimited number of groups for each user.



When users query an index list, they are only shown the groups they are authorized to access.

Once the user has been specified, the *Fax-On-Demand: User* dialog menu window will reappear:





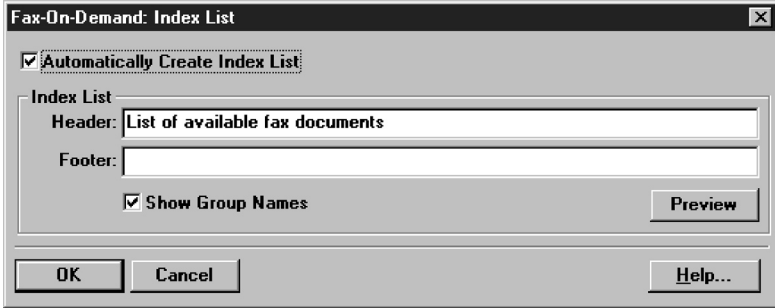
Here you will find the announcements the system plays for user identification purposes. These include:

Message	Meaning
<i>Enter User ID</i>	Asks the user to enter his or her user ID.
<i>Invalid User ID</i>	Tells the caller that his or her user ID is invalid.
<i>Enter User Password</i>	Asks the caller to enter his or her password.
<i>Invalid Password</i>	Tells the caller that the password he or she entered is invalid.

### 9.3.6 Index List

If you click the *Index List* button in the fax-on-demand system's *Settings* menu window (*Settings* → *Fax-On-Demand* menu), you will reach the dialog box used to define the format of the index list:





**Index list headers and footers**

You can enter the title of the index list in the Header entry field. This text will then appear at the top of every page of the index list. Moreover, there is also a setting for a Footer to appear at the bottom of every page in the list.

**Displaying the group name**

The *Show Group Name* check box enables you to define whether the names of the document groups should be displayed, and hence whether or not the documents in the index list should or should not be arranged into groups.

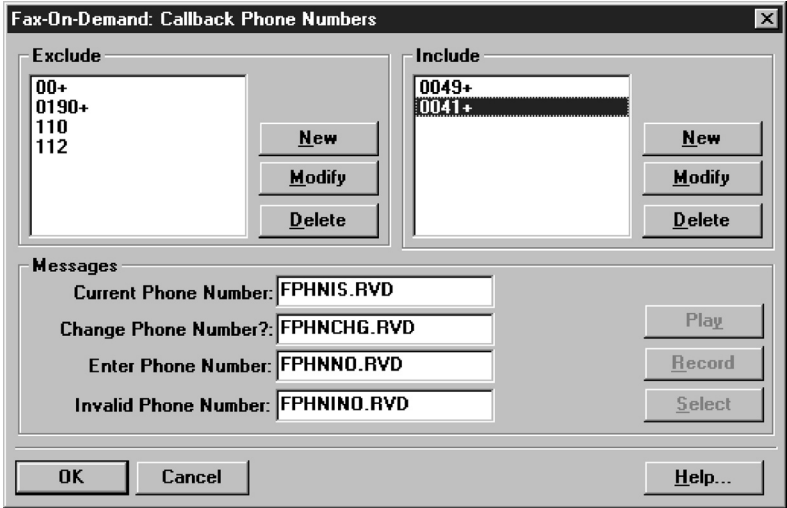
You can check the current appearance of the index list by clicking the *Preview* button.

### 9.3.7 Callback Numbers

**Protection against misuse**

To avoid misuse of the system, e.g. to prevent callers from specifying numbers from foreign countries, certain numbers can be enabled or disabled. To reach the dialog menu window where this is done, click the *Callback Numbers* button in the fax-on-demand system's Settings menu window (*Settings* → *Fax-On-Demand*):



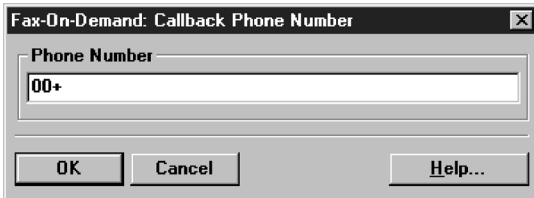


### Enabling and disabling phone numbers

Two lists of telephone numbers appear. Any phone number entered by a caller is, at first, valid and permissible. The system now checks whether it matches any of the numbers (or groups of numbers) in the Exclude list. If it does, the number is made invalid. Nevertheless, you can have certain specific numbers declared valid by entering them in the Include list.

### Example:

Suppose the caller enters the number 0041-12345. Because it matches the „00+“ entry in the Exclude list (the „+“ stands for any arbitrary digit or digits), the number will be declared invalid. From the „0041+“ entry in the second list, however, the system discovers that transmission to Switzerland is permitted, and the number is then enabled. You can change the entries in either list by clicking the *New*, *Modify* or *Delete* buttons:







## Wild cards for groups of digits

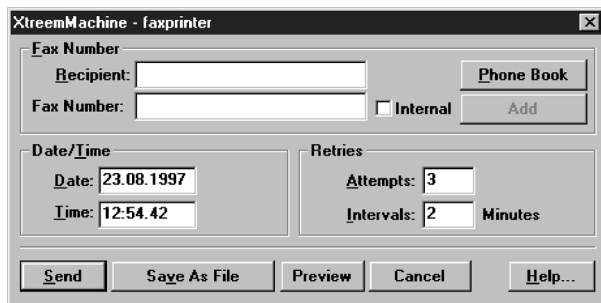
Enter the desired sequence of digits in this entry field. You may use the plus sign "+" as a dummy, or "wild card", for any arbitrary sequence of digits, and the question mark "?" as a dummy for a single digit. Further examples can be found in the *Online Help* service.

Finally, the *Fax-On-Demand: Callback Phone Numbers* menu window configures the announcements the system uses for entering telephone numbers. These include:

Message	Meaning
<i>Current Phone Number</i>	Tells the caller that his or her current telephone number is being read.
<i>Change Phone Number?</i>	Asks the caller whether the telephone number is correct or should be changed.
<i>Enter Phone Number</i>	Asks the caller to enter his or her telephone number.
<i>Invalid Phone Number</i>	Tells the caller that he or she has entered an invalid telephone number.

## 9.4 Tips on Creating Documents

Documents to be readied for fax-on-demand (or for fax polling) must exist in the form of a file. Such documents can easily be created with the fax printer driver. First, write your document in a Windows application, e.g. a word processor, and print it out on the XtremMachine Fax Printer Driver (see the "Sending a Fax" section in this same chapter):



## 9 The Fax-On-Demand System



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In this case, however, rather than selecting a fax number (the document is not supposed to be sent directly), click the *Save As File* button.

You will be asked to give the file a name. After entering the name, the document will be stored under this name on your hard disk.





## 10 BBS Operation

Normally, XtreamMachine® recognizes when a call is a BBS (mailbox) call. The *DataSwitcher* may be used to support this feature. Furthermore, the *Answer Options* menu window in the *Settings*→ *Answer Options* menu item allows you to answer BBS calls exclusively.

### 10.1 External, Built-in or No BBS

You can grant a BBS caller access both to XtreamMachine's built-in BBS and to an external BBS from another manufacturer. Alternatively, you can deactivate the BBS function altogether. The settings described below are found in the *BBS* dialog menu window, which can be reached via the *Settings*→ *BBS* menu:

**BBS**

**Settings**

No BBS  
 Built-In BBS  
 External BBS

Connection Report In Inbound Window

**Sorry, No BBS**

XtreamMachine: Sorry, no BBS installed!^M

**Built-In BBS**

Settings Within BBS Application

Start bbs Offline

**External BBS**

Program Call:

Modem/Computer: 38400 Bit/s  Data Mode On  
 Release Modem

OK Cancel Help...





## 10.2 No BBS

When you mark *No BBS*, XtreamMachine® will send the text given in *Sorry, No BBS* to the remote station every time it receives a BBS call. Then it will hang up.

## 10.3 External BBS

The dialog menu window shown above presets XtreamMachine® to call an external BBS under the name EXT\_BBS.EXE. When a BBS call arrives, a modem/computer speed of 38400 bits/sec is set and Data Mode is activated, i.e. a modem connection is established. Only then does the external BBS start up. It must be set to accept the existing connection. The user's guide to your BBS software explains how to do this for the program you have chosen.

## 10.4 Built-in BBS

The built-in BBS system enables callers to send files to and from your system and to write messages to you. You can set up various user privileges and thereby grant different privileges to different users. The built-in BBS is not as comprehensive in its functions as powerful external BBS systems. However, its DOS-like user interface makes it refreshingly easy to operate for novices. It is also sufficient to handle the remote maintenance of your system.

### 10.4.1 How the BBS Works

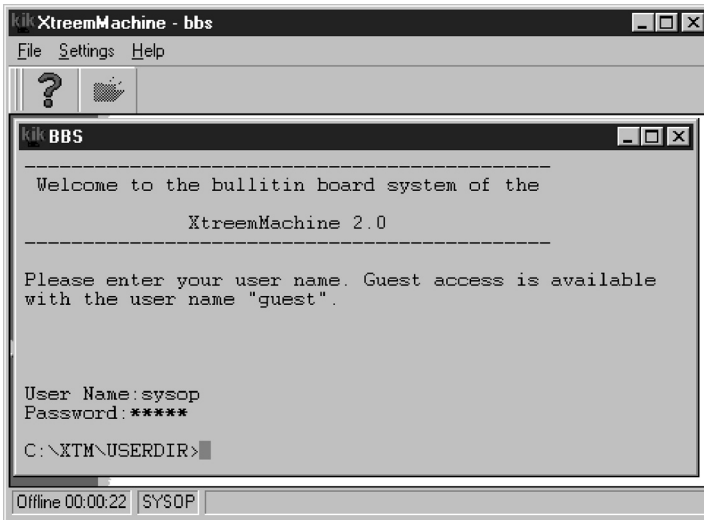
When BBS callers reach the built-in BBS, they are first asked to enter their user name. If the name is entered incorrectly three times in a row, or if the system does not recognize the name, the caller is sent automatically to the BBS's message editor, where he or she can leave a message. Then the system hangs up. If it recognizes the name, the system then queries the user's password. If this is entered incorrectly three times in a row, the caller's only option is, again, to leave a message.

When the password has been correctly entered, the caller is transferred to the command level. Here, using DOS-like commands, he or she can view directories, transfer files, leave a message or perform similar operations:





kik  
BBS



By assigning individual user privileges, you can allow or forbid each caller to use particular functions or to view particular directories. Inbound messages are displayed in the Inbound window as mail.

### 10.4.2 Built-in BBS Commands

The following commands are permitted on the command level of the built-in BBS:

<i>DIR</i>	Displays the contents of the currently active directory.
<i>TYPE</i>	Displays the contents of a file (meaningful for text files only).
<i>REN</i>	Renames an existing file.
<i>CHDIR</i>	Changes the current directory.
<i>MKDIR</i>	Creates a new subdirectory.
<i>RMDIR</i>	Deletes an empty subdirectory.
<i>RUN</i>	Runs a program.
<i>UPLOAD</i>	Sends one or more files using the ZModem protocol.
<i>DOWNLOAD</i>	Receives one or more files using the ZModem protocol.
<i>MAIL</i>	Leaves a message for the BBS operator.
<i>EXIT,BYE,END</i>	Terminates the BBS and clears the connection.





### 10.4.3 Adapting BBS Messages

The inbound, outbound and help messages of the built-in BBS can be designed at your own discretion. To do so, start the BBS by clicking the *BBS* icon. Then select the *Settings* → *BBS* menu. The BBS Settings dialog menu window will now appear:

**BBS Settings** [X]

**Text Files Shown**

Help: C:\XTM\BBSTEXT\XTMBOX.INF

Login: C:\XTM\BBSTEXT\BOX.IN

Logout: C:\XTM\BBSTEXT\BOX.OUT

**Directories**

Mail: C:\XTM\MAIL

Files: C:\XTM\FILE

User: C:\XTM\USERDIR

**User Levels**

DIR: 10	UL: 100	COPY: 100	RMDIR: 100
TYPE: 100	DL: 100	DEL: 100	MKDIR: 100
MAIL: 10	CD: 100	REN: 100	RUN: 100
			up-dir: 100

**Zmodem**

Allow Overwriting  Allow Auto-Recovery

Place the cursor on the *Help*, *Login* or *Logout* entry field and click the *Modify* button. This starts the editor with the current text for that particular box. Change the text as desired, being sure to save your work before closing.

### 10.4.4 Command Execute Privileges

For each command, you can specify the minimum user level at which users are allowed to execute the command. If a BBS caller has a lower user level than required for a particular command, he or she will not be able to execute that command.

The up-dir entry is an exception to this rule. It is not a command, but permission to switch to a higher directory than the one currently open. In conjunction with the option of assigning a start directory to a user, this allows you to control access to particular areas of your hard disk.

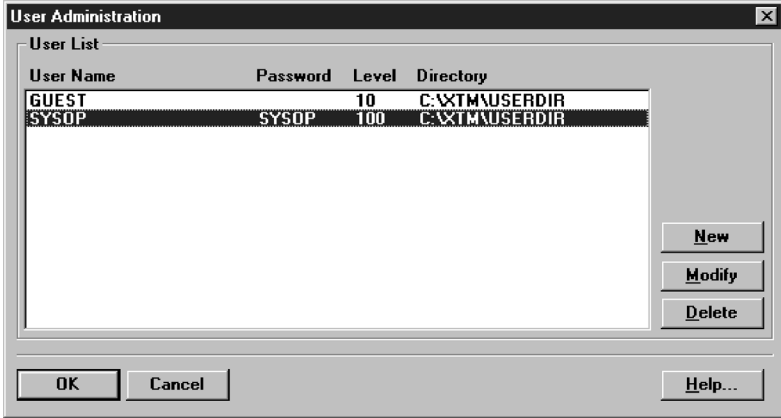




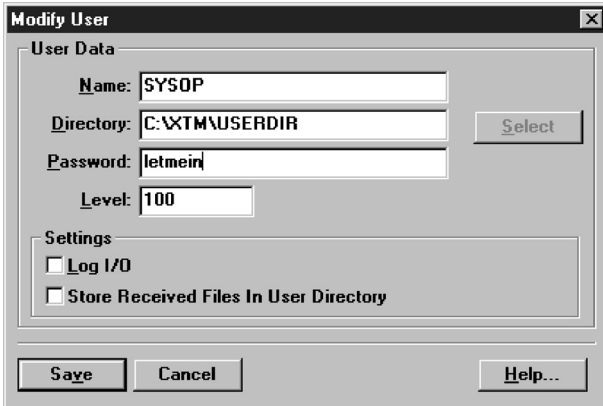
## 10.4.5 User Administration

*New BBS users*

If you want more users to have access to your BBS, select the Settings' Users menu in the BBS. This will take you to the User Administration dialog menu window:



To add another user, click the *New* button. This opens the *Modify User* dialog menu window:



*Execute privileges*

Place the cursor on the *Name* entry field and enter the user name. You can now define a *Directory* on your hard disk where the user should be placed when his or her call arrives. Then assign the *Password* and *Level*.





The *Log I/O* check box causes all user input in the BBS to be saved. This enables you to retrace the activities of individual users, even at a later date.

Together with the entries you made in the command entry fields of the *BBS Settings* dialog menu window, the *Level* allows the user to use some commands and prevents him or her from using others. Thus, outside users should never be granted authority to use the functions for deletion (DEL, RMDIR), renaming (REN) and directory creation (MKDIR), as this might cause severe damage to your system (see also the *Online Help* service).

**Outside access**

Since you have the option of leaving a user entry's Password entry field blank, you may also, if you wish, set up a GUEST user. In this case, XtreamMachine® will not query the password when a user name is entered, but will immediately send the caller to the command level.



Whatever you do, make sure that such users have no authority to delete files or directories.

In either dialog box, the user level you enter may not be more than four digits long.

### 10.4.6 Testing the Built-in BBS

The built-in BBS can be started even when there is no connection to the modem. In this case, it will accept input from the local keyboard as if it came from a caller. This enables you to test the functions and settings of your mailbox. File transfer, of course, is impossible, but the function is simulated when you enter the UPLOAD command.







## 11 Remote Control

XtreemMachine® can be operated by remote control. All you need is a DTMF (Dual Tone Multiple Frequency) transmitter or a telephone equipped to handle MVF dialling.



The XtreemMachine® remote control features are far more powerful than those of ordinary answering machines. Unlike normal remote control, users are not only able to query or delete inbound messages but can alter the settings in a wide variety of ways. The spectrum extends from recording new greeting announcements or private messages and running programs to changing settings and stored phone numbers. Even the remote control access code can be changed by remote control.

A DTMF transmitter is the device that accompanies every normal answering machine with a remote control feature. It can also be bought separately in any electronics accessories store.



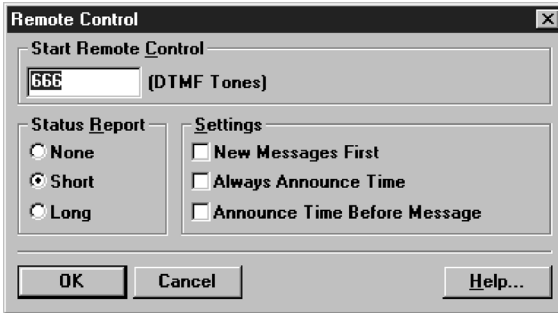
Unfortunately, the tones generated by most DTMF transmitters are often unrecognizable to a modem. Conversely, more recent telephone sets are very well-suited for remote interrogation. Nevertheless, we will continue in this manual to refer to DTMF transmitters in the generation of tones.

The DTMF transmitter generates tones at the touch of a key. Each of these tones corresponds to a digit. The modem assigns them to the corresponding digits and reports the results to XtreemMachine®. When we speak of entering a DTMF tone or a digit below, we mean the transmission of these significant tones using a DTMF transmitter or telephone.

### 11.1 Setting Up the Remote Control

To prevent unauthorized persons from accessing your system by DTMF transmitter, you should click the *Remote Control* button in the *Answering Machine* dialog menu window. The following dialog menu window will appear:





Here you should enter your personal code number (up to 10 digits) in the *Start Remote Control* entry field. This will later allow you to access XtreamMachine®.

In the dialog menu window shown above, you can also see the status report settings. From the moment remote control is activated you will receive various items of pre-recorded information. The scope of this information can be set to any of three different levels:

<i>None</i>	Caller hears only the announcement that remote control has been activated.
<i>Short</i>	Caller hears message with number of inbound calls, new messages and new fax documents.
<i>Long</i>	Caller hears message with number of inbound calls, new messages and their duration, total number of all existing messages (including those already heard) and their durations, and number of new fax documents.

You can also define the order in which new messages are to be replayed and whether the time the messages were received should be announced.

## 11.2 Starting Remote Control

To start operation by remote control, you have to send XtreamMachine® the personal code number you entered in the remote control dialog menu window. This is done either while the announcement is playing or during the message recording period. The system will acknowledge the code number with a beep and play the status report. The remote control functions are now at your disposal.





## 11.3 Remote Control Functions

Due to their large number, the remote control functions are divided into two groups. The first of these is normal functions that control the replay of inbound messages. XtreamMachine® is set to this mode as soon as you start remote control.

### *Switching between extended and normal functions*

If you press the asterisk key \* in normal mode, you switch to the extended functions. Here, too, the system will inform you that this has happened by playing an announcement. Press the key again and you return to normal mode. Again, the system will announce this in a message.

Once an extended function has been performed or aborted, XtreamMachine® always returns to normal mode.

### *Help during remote control*

If eight seconds pass without input, a message will be played explaining the assignment of keys to commands. If eight seconds again pass without input, remote control will switch off automatically. An overview of remote control functions can be found in Appendix A.

### 11.3.1 Normal Functions

The normal functions deal with the querying of inbound messages. The list below describes the signals you need to send if you want to execute the corresponding functions:

Key	Function
1	Play all new messages.
2	Play all messages, including old ones already heard.
3	Delete current message.
4	Go back one message.
5	Start replay of current message.
6	Go forward one message.
7	Start scan back, i.e. each message, beginning with the current one, is sampled for about 3 seconds, after which the system skips back to the preceding message, samples it for about 3 seconds, and so on.
8	Stop.
9	Start scan forward, i.e. each message, beginning with the current one, is sampled for about three seconds, after which the system skips to the next message, samples it for about 3 seconds, and so on.





0	Stop.
*	Switch to extended functions.
#	Exit remote control.

## 11.3.2 Extended Functions

The extended functions allow you to record new prerecorded announcements, to change telephone numbers and other settings, and to run programs. They also let you switch off the operator by remote control and query inbound faxes.

### *Voice prompting*

All these functions are voice-prompted, i.e. you are always told which actions or steps you can take next. The exact operation of each function is explained in *Online Help* under „Remote Control“. You will discover that the functions are very easy to operate. For that reason, we have decided not to describe their operation in detail here.

Any function can be aborted at any time by entering the digit zero. This, of course, does not apply when the zero is entered as part of a telephone number. In this case you must first terminate the digit entry.

### 11.3.2.1 Replay Settings („1“ Key)

The current settings are announced by prerecorded message, including:

- The answering machine is logically switched on/off.
- User At Home is switched on/off.
- Recording is switched on/off.
- DataSwitcher is switched on/off.
- Callback is switched on/off (with announcement of current callback number).
- Fax forwarding is switched on/off (with announcement of current fax forwarding number).
- Call codes for private messages, including sample from each message.
- Call codes for program calls.





## 11.3.2.2 Change Prerecorded Messages ("2" Key)

This function enables you to make new recordings of the basic announcements (with or without the option of leaving a message) as well as private messages.

## 11.3.2.3 Delete All New Messages ("3" Key)

This function deletes all new messages. It does not affect older messages already heard, but only those messages received since the last remote control operation.

## 11.3.2.4 Change Phone Numbers ("4" Key)

This function enables you to change the telephone numbers for callback, automatic fax forwarding and remote fax interrogation.

## 11.3.2.5 Remote Fax Interrogation ("5" Key)

If new fax documents have arrived, you can have them sent to you. One way of doing this is by dialling the preset remote fax interrogation number. This number can also be changed by remote control (see function 4, "Changing Phone Numbers"). Transmission occurs after remote interrogation has been terminated. Another way is by direct transmission, i.e. over the current telephone connection. To do this, you must have the capability of switching a fax machine to the open telephone line and starting it after the user prompt.

## 11.3.2.6 Terminate Operator ("6" Key)

This function terminates the operator after asking whether you really want to do so. Unlike the *Switch Off Answering Machine* function, there is no way to reactivate the operator, since as soon as it is switched off it no longer has control of the modem.

## 11.3.2.7 Change Settings ("7" Key)

This function allows you to change the following settings:

- The answering machine is switched on/off.
- The user is (not) at home.
- The caller's option of leaving a message is switched on/off.





- The DataSwitcher is switched on/off.
- Callback is switched on/off
- Automatic fax forwarding is switched on/off.

### 11.3.2.8 Change DTMF Code ("8" Key)

This function enables you to change the DTMF tones used for starting remote interrogation, playing private messages, calling programs or serving as callback passwords.

### 11.3.2.9 Run Programs ("9" Key)

This function enables you to start a program. In this case, the program is not selected by its call code but by the position at which it was entered (Program Calls dialog menu). This also makes it possible to run programs that do not have a call code and therefore cannot be started during answering machine operations.

### 11.3.2.10 Normal Functions ("\*" Key)

Entering an asterisk restores remote interrogation to normal functioning.

### 1.3.2.11 Exit Remote Interrogation ("#" Key)

This key is used to terminate remote interrogation.

## 11.4 Remote Activation

If your answering machine is turned off (e.g. via remote control function 7), inbound calls are not answered at first. However, if the number of incoming rings exceeds the *Turned Off* setting in the Answer Options dialog menu window (*Settings* → *Answer Options* menu), the call will be answered after all:





This does not start the answering machine, however. Instead, after playing a user prompt, XtreamMachine® waits for the remote control password to be entered. If the password is correct, the answering machine is reactivated and remote control starts so that you can check the settings immediately. If you don't want to change any of them, exit remote interrogation by pressing the "#" key or simply hanging up. Remote control will then terminate automatically.



## 12 Events

XtreamMachine® is very flexible in the way it handles timed events (jobs). This enables you to time-schedule your faxes, send voice messages at particular times of the day, or even to run as many programs as you want at a predetermined time.

### 12.1 Basic Information

Events are usually produced by the main "control" program, for example when you want to call someone or send a fax. Some events are generated by the operator. These include the callback event when a new message arrives.

#### 12.1.1 Executing Events



Event execution is always performed by the operator. In other words, no event can be started if the operator is not functioning.

#### 12.1.2 Parameters

*Run time*

Each event contains a run time, i.e. a precise specification of the date and time of day when it should be run. It also contains a setting for how many attempts should be made to perform it and how long the interval between attempts should be. If the maximum number of attempts is exceeded, the event will terminate. It will also terminate, of course, when it is successfully carried out.

*Attempts and interval*

Besides the type of event involved (e.g. send fax) and the requisite parameters (e.g. phone numbers or file names), an event also contains a retry option. Here you can specify whether a terminated event should be retried on a particular day of the week or after a particular period of time has elapsed.

*Retries*

#### 12.1.3 Types of Events

XtreamMachine® can performed the following events:







- Send fax
- Poll fax
- Callback
- Call
- Send voice message
- Automatic fax forwarding
- Remote fax interrogation
- Run program
- Change ring
- Change call answer mode
- Toggle modem
- Toggle answering machine
- Toggle user at home
- Toggle record message mode
- Toggle callback
- Toggle fax forwarding
- Toggle operator
- Exit operator
- Exit Windows

## 12.2 Generating and Processing Events

### 12.2.1 Automatic Event Generation

In most cases, events are generated automatically. For example, if you print a fax with the fax printer driver for transmission purposes, the printer driver will automatically generate the correct event and activate the operator. The operator will then start processing the event when the start time has been reached.

### 12.2.2 Manual Event Generation

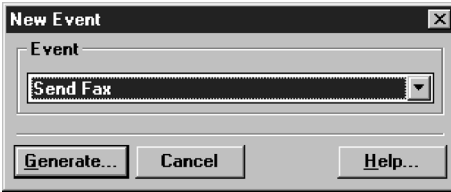
If you want to generate an event yourself, open the *Outbound/Events* window by selecting the *Outbound* → *Outbound/Events* menu item:



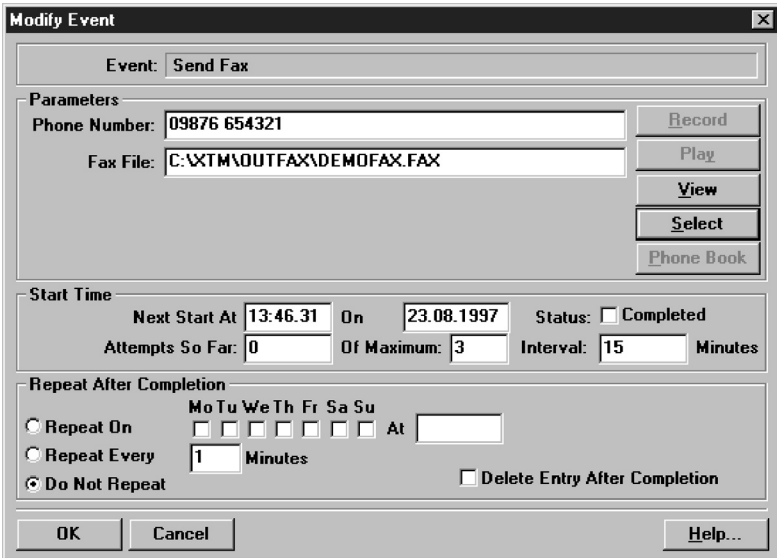


Date	Time	State	Action	Phone Number	Last Result
23/08/97	14:05:44	Completed	Send Fax	0044-1189444401	Generated
23/08/97	15:06:21	Active	Send Voice	0044-1189444400	Generated

Now select the *File* → *New* menu item. You will see a dialog menu window asking you to select the type of new event you want:



Select the type of event and click the *Generate* button. This opens a dialog menu window where you can enter further information on the new event:



**Event:** Send Fax

**Parameters**

Phone Number: 09876 654321 Record

Fax File: C:\XTM\OUTFAX\DEMOFAX.FAX Play

View

Select

Phone Book

**Start Time**

Next Start At 13:46:31 On 23.08.1997 Status:  Completed

Attempts So Far: 0 Of Maximum: 3 Interval: 15 Minutes

**Repeat After Completion**

Repeat On Mo Tu We Th Fr Sa Su At

Repeat Every 1 Minutes  Delete Entry After Completion

Do Not Repeat

OK Cancel Help...

Enter the parameters needed for the event in the Parameters menu window. Which parameters you need depends on the type of event involved. In the above example,





you need to enter the phone numbers and the name of a fax file you want to send.

The *Start Time* area lets you specify when the event should start, how many attempts should be made to start it, and how large the interval between attempts should be.

The settings in *Repeat After Completion* allow you to define whether the event should be repeated after it has finished processing. The following options may be set:

<i>Repeat On</i>	Enter the days of the week and a time of day. The event will be repeated on the day of the week following the most recent run, and at the specified time of day.
<i>Repeat Every</i>	Enter a number of minutes. The event will be repeated when the predefined time span has elapsed after the most recent event termination.
<i>Do Not Repeat</i>	The event will not be repeated.



Repeats will continue at regular intervals. In other words, repeating is continuous rather than unique.

The *Delete Entry After Completion* check box is used when you want to delete the entry for the event once it has been run. In this case, an entry with Finished status will not be shown.

### 12.2.3 Processing an Existing Event

Select an event for processing from the entries in the Outbound/Events window: Double-click the selected entry or press the *Enter* key. This opens the Modify Event menu window, and you can now process the event as described above.

Date	Time	State	Action	Phone Number	Last Result
23/08/97	14:05:44	Completed	Send Fax	0044-1189444401	Generated
23/08/97	15:06:21	Active	Send Voice	0044-1189444400	Generated



You cannot modify events currently being executed by the operator.





## 12.2.4 Event Status

The *State* box in the *Outbound/Events* window tells you whether an event has been executed. Events currently being processed are identified by the Processing status. These entries are indicated by red type. Active events waiting for execution are listed with the *Active* status and are printed in green type. Events that have *Finished* are printed in black.



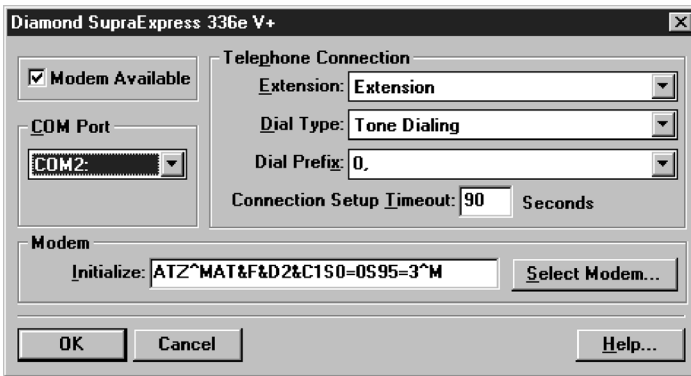


## 13 General Settings

These settings include specifications regarding the input/output devices and modem you are using and the way XtreamMachine® should behave in certain situations.

### 13.1 Modem

The *Modem Settings* menu window affects the model of the modem you are using as well as its ports and initialization. It also contains information on the modem's dialling method and the telephone connection. You can call it via the *Settings*→ *Modem* menu item:



Some of these settings were already made by the Setup program. Changes in this dialog menu window are rarely necessary. Be cautious in the changes you make, for they can considerably impair XtreamMachine's performance. In the worst case, you will have to reinstall the XtreamMachine program.

The ComPort entry lets you define which modem port will be used. If you want to operate XtreamMachine® without a modem, deactivate the Modem Installed check box.

Similarly, you can also change the data of your *Telephone Connection*, including the type of *Connection* (Main Subscriber or PABX Extension), *Dialling Type* and, if necessary, a *Dial Prefix* for operating a private automatic branch exchange (PABX).



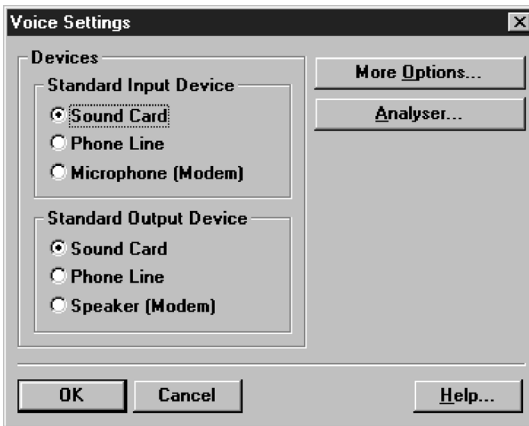


Further information can be found in your PABX manual.

## 13.2 Voice Settings

### 13.2.1 Default Equipment Settings

You can define which equipment should ordinarily be used to record or playback voice files. Select the *Settings* → *Voice Settings* menu item:



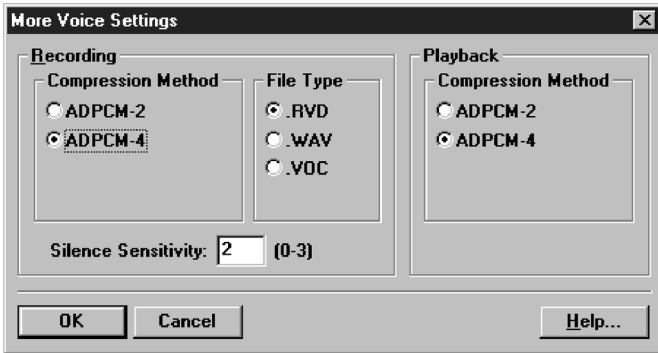
For recording purposes you can make use of the sound card (assuming one is installed in your system), the telephone line and the built-in microphone on your modem.

For playback purposes you can choose between the sound card or telephone line and the loudspeaker on your modem. The kik modem package includes an external loudspeaker/microphone attachment.

### 13.2.2 Recording and Playback Specifications

To specify the file formats to be used for recording and playback, click the *Further Settings* button in the *Voice Settings* dialog menu window:



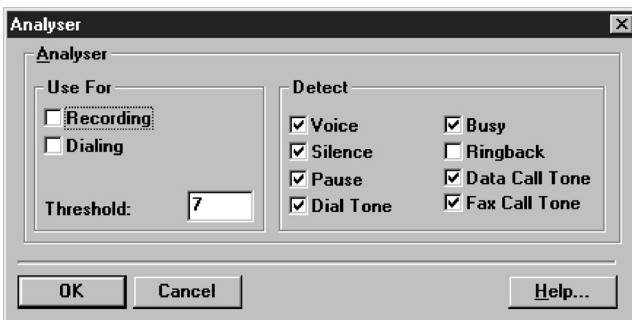


Further information on these settings can be found in the *Online Help* service.

### 13.2.3 Analyser

The analyser is an XtreamMachine® program unit that enables improved distinction between voice, fax and mail messages and offsets shortcomings in the voice mode of your modem. At the time this manual went to print, XtreamMachine® was the only commercially available program with this capability.

In the factory configuration the analyser is switched off. To configure it, click the Analyser button in the Voice Settings dialog menu window:



The "Analyser" entry in the *Online Help* service explains how it actually works, whether you should use it, and how you can configure it.





## 13.3 System Settings

The system settings fall into three categories: main program settings, operator settings and program definitions.

### 13.3.1 Main Program Settings

To reach these settings, select the *Settings* → *System Settings* menu item:



This is what the entries mean:

### Settings

<i>Confirm Deletion/Overwriting</i>	Before a file is deleted or overwritten you are asked whether the operation should be carried out.
<i>Save Desktop On Exit</i>	When XtremMachine® terminates it automatically saves the layout of the open window. This layout is automatically loaded when you restart the program.
<i>Always Announce Time</i>	When you have new messages played back with the Play New Messages†function, the time of day is announced with each message. Otherwise this will only happen for calls where the caller hangs up without leaving a message.







*List New Messages First* Defines the order in which the files are listed.

*List New Events First* Defines the order in which the events are listed in the Outbound/Events window.

## Log Window

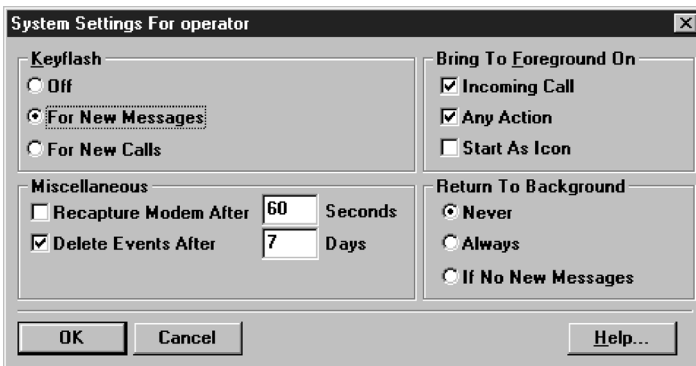
Here you can arrange for the contents of the log window to be saved. They are saved in the XTM.LOG file in the XtremMachine® main program. The amount of information in the log window can be specified as Low, Medium or High.

## Editor

This is where you specify a text editor to be used for viewing mail. The default value is MS-Windows Notepad.

### 13.3.2 Operator Settings

After clicking the Operator icon in the system settings dialog, you will be able to modify the system settings of the operator:



## Keyflash

The operator indicates that new messages or calls have arrived by flashing the scroll lock LED on the keyboard:





<i>Off</i>	Keyflash is switched off.
<i>For New Messages</i>	If new messages have arrived, the scroll lock LED on the keyboard will flash. The length of the flashing period depends on the number of messages received.
<i>For New Calls</i>	If calls have arrived, the scroll lock LED on the keyboard will flash. The length of the flashing period depends on the number of calls received.

### Bring to Foreground On...

<i>Incoming Call</i>	The operator window will be switched to the foreground as soon as a call arrives.
<i>Any Action</i>	The operator window will be switched to the foreground for every action.
<i>Start As Icon</i>	Once an action has finished, the operator window will switch to the background.

### Return to Background

<i>Never</i>	The operator will not switch to the background.
<i>Always</i>	Once an action has finished, the operator window will always switch to the background.  If No New Messages Once an action has finished, the operator window will switch to the background provided there are no new messages.

### Miscellaneous

<i>Recapture Modem After</i>	If the modem was released in the operator, the operator will try to recapture control of the modem after the interval specified here (see also "Operator" chapter).
<i>Delete Events After</i>	Here you can specify whether finished events should be deleted, and if, so, after how long a period.

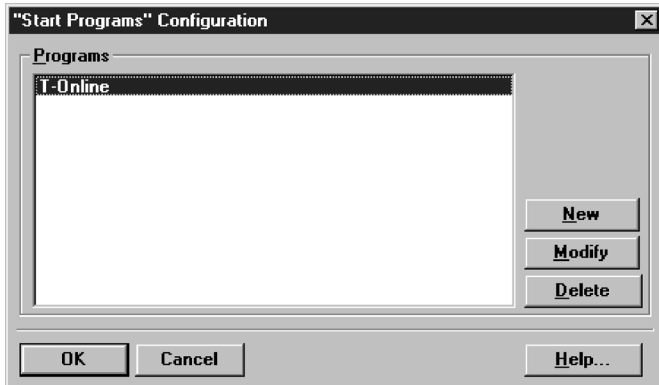




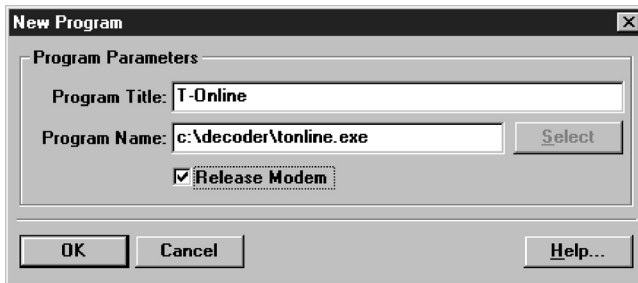
### 13.3.3 Starting Programs



If you want to set up programs to be started by XtreamMachine® or the operator, select the Start Programs button from the System Settings window:



By clicking the *New* button, you can enter a program in the list so that you can reach it later via the *Start Programs* icon:



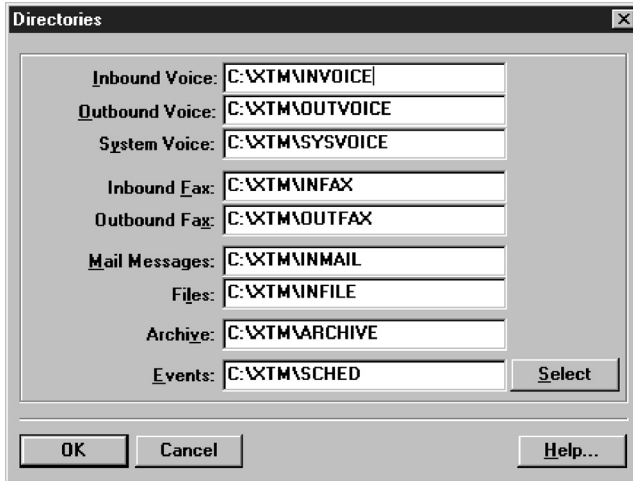
Enter the *Program Title* of the program you want to start and select the associated *Program Name*. By clicking the *Select* button, you can have a directory list displayed in order to help you find the file more easily. The *Release Modem* check box tells the system that the program you called needs to access the modem.





## 13.4 Directories

Using the *Settings* → *Directories* menu item, you can define the directories where XtreamMachine® should search for or store particular files:



The titles of the input lines tell you which files will be stored in which directories.





## 14 The Operator



The XtreamMachine® operator is the heart of the program package. It is responsible for executing all actions, including making, receiving and processing calls, sending faxes, and sending voice messages.

### 14.1 The Operator Concept

#### *Control panel*

Besides handling all modem activities, the operator functions as a sort of control panel. Settings that frequently have to be changed (e.g. *Release Modem*, *User At Home*) can be quickly toggled via a toolbar. Moreover, it can be used to call the main program and to play all new messages. Not only does it display all inbound calls, it also tells you whether any new messages have arrived.

#### *Information*

The operator window has deliberately been kept small. We had to strike a compromise: it has to give you a quick overview of important information, but oversized windows are a nuisance when you are working with other Windows applications and the operator is waiting for a call in the background. Moreover, we wanted to make it fast and simple to operate.

#### *Working in the background*

The operator is waiting for a call in the background. Moreover, we wanted to make it fast and simple to operate.

#### *Low memory requirements*

Since the main program lists inbound messages and carries out all configuration assignments, the operator needs very little RAM.

### 14.2 Running the Operator

The operator can be started from the MS-Windows program manager. Just click the *Operator* icon in the XtreamMachine program group.

It can also be activated via the *Operator* button in the main program.



Like the main program itself, the operator cannot run more than once at any given time. If you try to call it again after it has already been started, you will only activate the operator that has already been loaded.

**operator**





## 14.3 Operator Screen Format

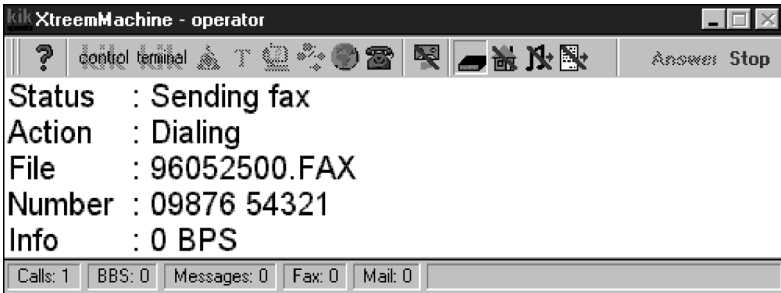
Once you have started the operator the following display will appear:

kik  
operator



You are shown the present status of the system, in this case " Modem released" . The lower edge of the window has counters for the inbound calls and BBS connections as well as new messages, subdivided into voice, fax and mail.

When a call or any other action is carried out, the five-line entry field tells you what sort of operation is involved and gives you its current status. For example, when you send a fax, the entry field might look as follows:



This shows you which messages have been played or tells you the status of the fax transmission operation. Once an action has finished, the operator will return to the above screen format.












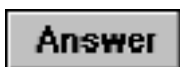
## 14.4 Using the Operator

### *Operator icons*

The operator can be handled either via the toolbar or the keyboard. The list below shows you which icons are available, followed by a brief description and a key combination for keyboard operations:

-  Open Help (F1)
-  Start main program (CTRL+V)
-  Start terminal program (CTRL+T)
-  Access America Online (AOL)
-  Access T-Online
-  Access CompuServe
-  Start Internet Explorer
-  Start a program
-  Call (F5)
-  Play new calls (F2)
-  Release/Occupy modem (CTRL+O)
-  Toggle „User At Home“ (CTRL+W)
-  Toggle callback (CTRL+R)
-  Toggle fax forwarding (CTRL+F)





Take an inbound call (F9)



Cancel a current action (ESC)

These instructions can be classified into two groups:

## 14.4.1 Commands



The commands include Start Help and Call Main Program.



All new calls can be played back directly via the operator.



Other commands are Call Terminal Program and Start Program.



To allow the operator to function as a switchboard, it is also possible to make a call by clicking an icon.

**Answer**

The Answer icon allows you to answer an inbound call manually. This function can be used when a call arrives and you want to respond before the specified number of rings has been reached.



If there is no inbound call, manual answering via the Answer icon will not function. Regulations regarding the use of modems prohibit them from keeping a telephone line engaged when there is no call.



The Stop icon lets you abort any current operator activity. The operator responds to this instruction immediately. All the same, with some operations it may take a while before they are actually aborted. This is necessary, for example, in the case of fax forwarding so that the connection can be cleared down properly.

## 14.4.2 Toggle Icons

Six settings can be easily toggled from the operator. Five of them are also reachable from the main program. The sixth one determines whether the operator has control of the modem.







The operator allows you to toggle the following parameters:

- Release or occupy modem
- Toggle the "User At Home/Not At Home" status
- Toggle callback mechanism
- Toggle automatic fax forwarding



Because you have the option of taking control of the modem away from the operator, and thereby releasing the modem, you can use other telecommunications programs that need to access the modem. It need hardly be mentioned that a modem can only be available to one program at any given time. But you do not have to exit the operator if you want to use other programs.

Once you have finished working with the other program, return control of the modem to the operator.



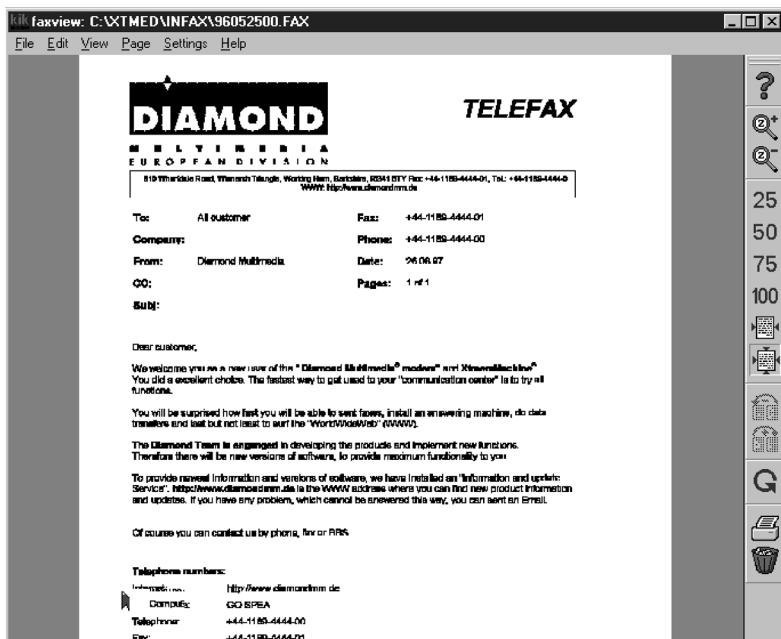


## 15 The FaxViewer

### 15.1 Starting the FaxViewer

Once you have started the FaxViewer, the following screen will appear:

kik  
faxview



It automatically begins by displaying a document if a fax document has been selected in the main program and you have issued the faxview command. The title bar shows you the file name of the displayed document.

### 15.2 Operating the FaxViewer

#### 15.2.1 Changing the Display Format

There are several different ways of changing the display format of a fax document. You can do this either by clicking the icons in the right-hand toolbar or by selecting



entries in the *View* menu.

Here are the icons and key combinations of the FaxViewer:



Expands the format of the displayed document ("+" key)



Reduces the format of the displayed document ("- " key)



Displays the document at 25% of its original size.



Displays the document at 50% of its original size.



Displays the document at 75% of its original size.



Displays the document at its original size.



Displays the document using the full width of the window.



The entire page of the fax document is displayed.



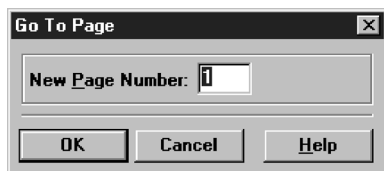
Rotates the document display 180 degrees (CTRL+R).

### 15.2.2 Page Breaks



A fax document may consist of more than one page. The Previous Page or Next Page icons enable you to display a different page.

To specify the number of the page you want to have displayed, use the *Page* → *Go To Page* menu command:

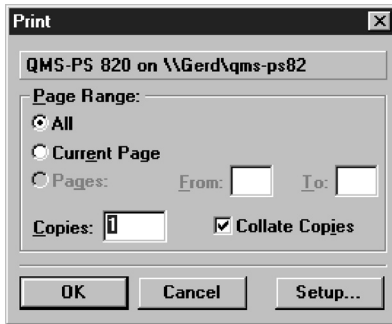




These commands, of course, cannot be executed if the fax document consists of a single page.

### 15.2.3 Printouts

To print the displayed fax, select the *File* → *Print* menu command or click the *Print* icon. A dialog menu window will open, and you can specify the pages you want to have printed:



The following options are allowed when printing a fax document:

<i>All</i>	All pages in the document are printed.
<i>Current Page</i>	Only the page currently on display is printed.
<i>Pages From ... To ...</i>	The specified pages are printed.

In addition, you can also specify the number of Copies you want and whether these copies should or should not be sorted.



### 15.2.4 Exporting Fax Pages in Graphic Format

To process received fax documents further using other Windows applications, export them as fax pages.



#### 15.2.4.1 File Export

Select the *File* → *Export* menu item. A dialog menu window will open, and you can





enter the name of the file where you want the page on display to be saved. In addition, you can also select the type of file you want. The choice is between Microsoft Bitmap and ZSoft PCX format.



The exported page is always the one currently displayed, and always in its current screen format. This enables you to define the size of the exported graphics.

### 15.2.4.2 Copying to the Windows Clipboard

The *Edit*→ *Copy* menu item allows you to save the currently displayed page to a Windows clipboard. As a rule, other Windows applications provide a menu item *Edit*→ *Insert* allowing you to insert the clipboard contents in the data you are editing.



The page copied to the clipboard is always the one currently displayed, and always in its current screen format. This enables you to define the size of the exported graphics.

### 15.2.5 Deleting Fax Documents



The *File*→ *Delete* and *File*→ *Delete & Exit* menu items can be used to delete a document. The latter, and the Delete&Exit icon, not only delete the file but terminate the FaxViewer as well.





## 16 The Terminal Program

### 16.1 What is a Terminal Program?

A terminal program enables you to set up a data connection to another computer or BBS system. The terminal program then takes on the task of transmitting characters from your computer to the remote station and displaying received characters on your screen. It also ensures secure file transmission.

#### 16.1.1 Display Format

*Color information*

If received characters were to be displayed without their format, color and original placement, the result would be completely chaotic and virtually impossible to read. That is why particular characters or groups of characters - so-called "control characters" - are used to transmit this information. They ensure that the remote station can transmit color information and is able to control the placement of each character on your local screen.

*Supported terminal emulators*

Terminals differ in the way they define control characters. As so often happens, there are several standards currently in use. The XtreamMachine® terminal program is able to emulate *TTY Terminals*, *ANSI-BBS Terminals* (a subgroup of VT-100 sequences) and *Avatar Terminals*.



Wherever possible, always use the ANSI-BBS terminal emulation.

#### 16.1.2 File Transfer

*How are file transfer errors avoided?*

The second major task of a terminal program is to ensure that files are transferred correctly. It has to be able to recognize and correct errors resulting during a file transfer operation, or, failing that, to retransmit the files correctly.

File transfer protocols are employed to ensure that this happens. The sender breaks down the transmitted data into smaller units called "blocks", calculates a checksum for each unit and sends the block together with its checksum to the remote station. The receiver receives the block, calculates the checksum on its own and compares the results with the one it has received. If the two values are identical, the unit was transmitted without errors and the receiver stores the block. If not, the receiver reports this fact to the sender. The latter then retransmits the unit until the transmission process





is complete without errors.

**!** If errors are reported during a protocol transmission, this does not mean that the received data is corrupt. As already mentioned, errored blocks are retransmitted. The error indicator merely registers the number of retransmitted blocks.

*XModem  
YModem  
ZModem*

There are various transmission protocols currently in use. The terminal program has XModem, XModem1K, YModem and ZModem at its command.

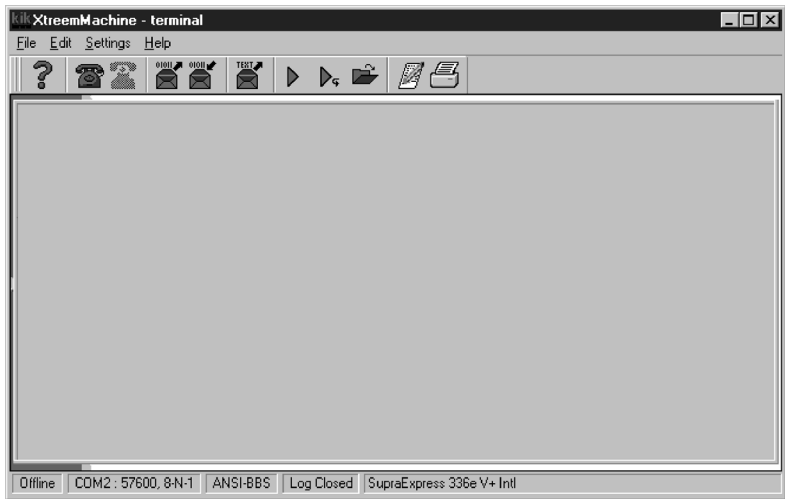
Further information on the differences between the various protocols can be found in the Online Help service under „Protocols“.

**!** Wherever possible, use the ZModem protocol.

## 16.2 Starting the Terminal Program



The terminal program can be started from the main program, the operator or the Windows program manager:



At first, the window remains empty until a connection is set up. The lower edge of the windows tells you whether you are connected with a remote station, and if so,
















**Connection status** for how long. It also tells you which interface parameters are currently in effect (in the above case ComPort 2, 8 data bits, no parity and 1 stop bit) and which terminal emulation you happen to be using. At the far right you can see the results when the name of the modem was interrogated (in our example "AC/V34"). This information allows you to recognize which modem you are currently using.

### 16.3 Operating the Terminal Program

The terminal program is operated in the same way as all other program units, i.e. either directly via the keyboard, via the menu bar, or via the toolbar. Here is a brief description of the icons:

-  Open Online Help for the terminal program (F1)
-  Start setting up a connection (ALT+A)
-  Clear down a connection (ALT+A)
-  Send file (PgUp key)
-  Receive file (PgDn key)
-  Send text file (ALT+T)
-  Run script file (Alt+F)
-  Debug script file (ALT+U)
-  Create/edit script file (ALT+E)
-  Open/close active file (Alt+L)
-  Print screen (Alt+P)





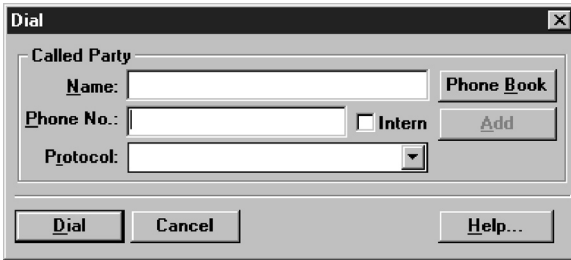


## 16.4 Setting Up and Clearing Down Data Connections

### 16.4.1 Setting Up a Data Connection



To set up a data connection, select the *File* → *Dial* menu item or click the *Dial* icon. A dialog menu window will appear. Enter the phone number of the called party in this box under *Called Party*.

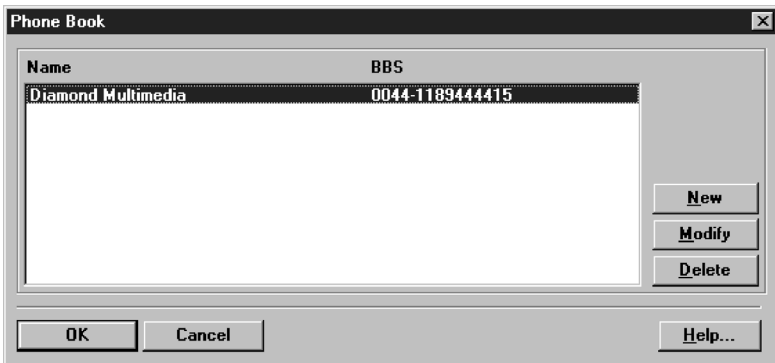


#### *Automatic dial prefix*

If your modem is connected to an extension, you do not have to prefix the digits necessary to receive an outside line. The terminal program will do this for you automatically. If you want to make an internal call on the telephone, activate the Internal check box by clicking it with the mouse. The terminal program will then suppress the dial prefix.

#### *Phone Book*

You can, of course, always take the phone number from the Phone Book:



As soon as you press the Dial button in the Dial menu window, connection setup will begin:





A counter starts running. If no connection is set up during the 90 seconds displayed by the counter, dialling will be aborted with an error message. Otherwise, the status dialog terminates and you can start communicating with the called party.



The lower left edge of the terminal window shows you how long you have been connected with a called party.

## 16.4.2 Clearing Down a Data Connection



Data connections are cleared down by simply selecting the *File* → *Hang Up* menu item or clicking the *Hangup* icon in the toolbar. After a warning, the modem will hang up and the connection is terminated.

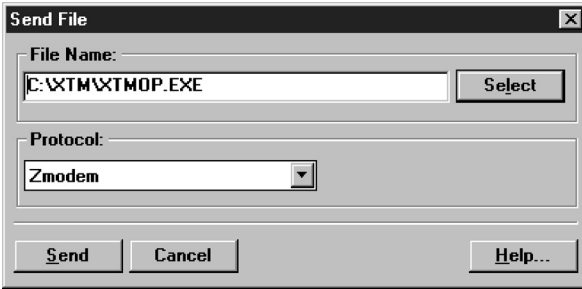
## 16.5 File Transmission

### 16.5.1 Sending Files

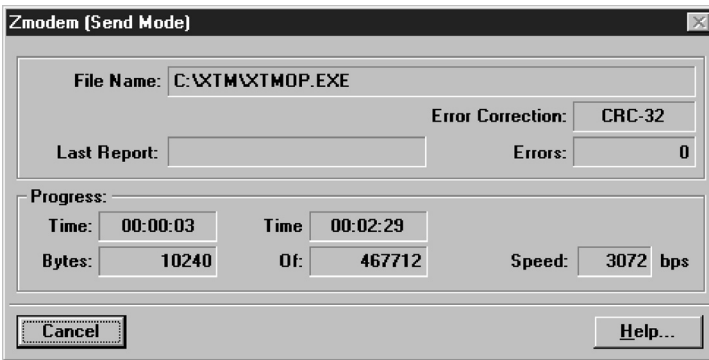


If you want to send a file, prompt the BBS system you are connected with until it asks you to start transmission. The way this happens depends on which mailbox system is being used. As transmission protocol, choose either XModem, YModem or ZModem. Following the prompt from the called party, select the *File* → *Send File* menu item or click the *Send File* icon:





Now specify the name of the file you want to send or press the *Select* button to obtain a list of file names. Make sure that you have set the correct protocol. Now click the *Send* button to start the transmission:

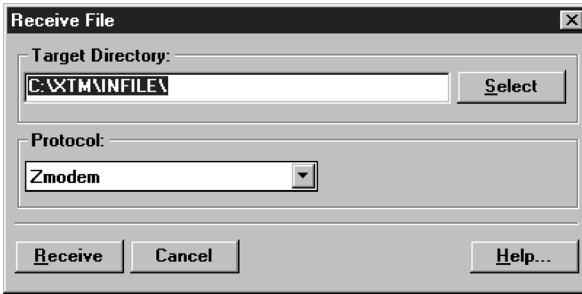


## 16.5.2 Receiving Files

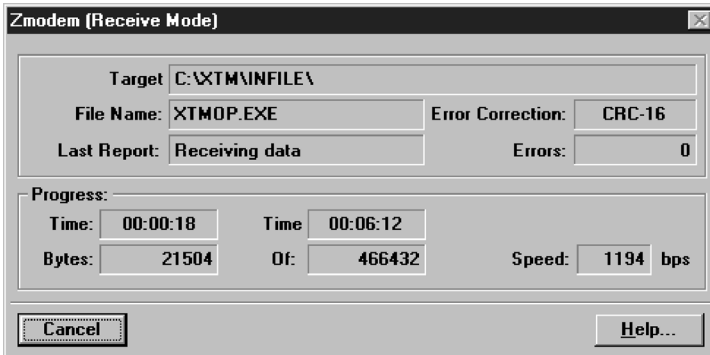


To receive a file, select the file you want to receive from the called party. The system will then ask you to start the transmission process. If you have selected the ZModem protocol and activated the automatic receiving function (see below), transmission will start automatically. If not, you have to start the procedure manually by selecting *File* → *Receive File* in the menu or clicking the *Receive File* icon:





After making sure that you have selected the correct protocol, start the transmission process by clicking the *Receive* button:



The directory for inbound files in the internal BBS will be suggested as a target directory.

## 16.6 Transmitting Texts

Many BBS systems give you an opportunity to write messages to other users. To save telephone charges, you can write these messages before setting up the connection and send your ready-made text while the connection is active. Generally, BBS systems provide an editor for the input of messages. In most cases this editor is unable to receive messages via a transmission protocol. However, the terminal program offers you the possibility of sending a text character by character to the called party. To the receiving party, it looks as though you were typing the text very quickly by hand. In

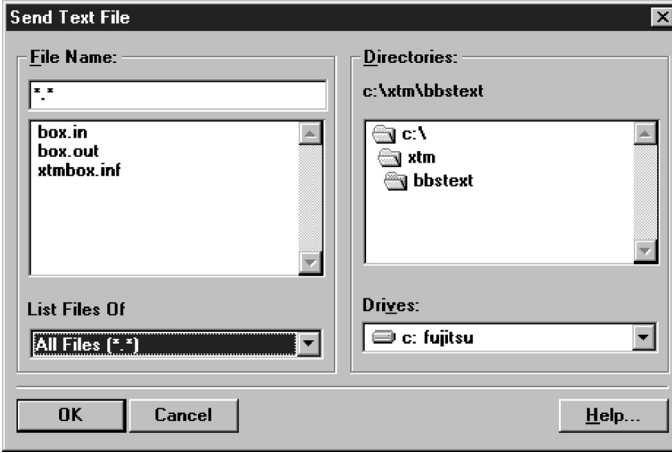




fact, the characters are transmitted directly from the ready-made file.



To transmit a text, select the *File*→ *Send Text File* item from the menu or click the *Send Text File* icon:



Select the correct file in the dialog menu window that now appears, and click the OK button. The text will now be sent to the called party:

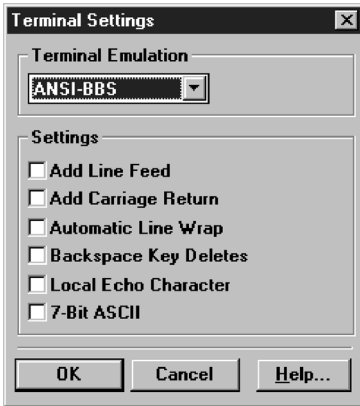


## 16.7 Terminal Program Settings

### 16.7.1 Setting the Terminal Emulation

To set the terminal emulation you want to use or the characteristics of the emulation currently in use, select the *Settings*→ *Terminal* menu item:

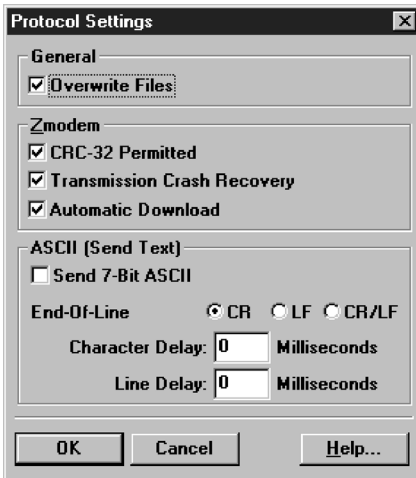




Besides the list of *Terminal Emulations* (TTY, ANSI-BBS and Avatar), there are also further settings at your disposal. The *Online Help* service will tell you the effect of each of these settings.

### 16.7.2 Setting the File Transfer Protocol

To change the default settings for file transfer, select the *Settings* → *Protocols* menu item:





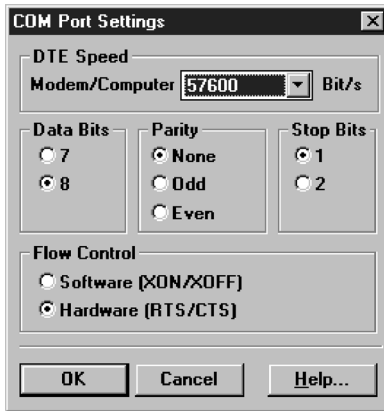
If the file you are receiving is already stored in your system, it will be overwritten when a new file arrives. This default setting can be changed by toggling the *Overwrite Files* switch. The inbound files will then be stored in a different file.

With the *ZModem protocol*, you can choose whether to use enhanced error correction (CRC 32 Permitted), whether to resume an aborted transmission (Transmission Crash Recovery) and whether to activate *Automatic Download*, i.e. the terminal will start protocol transmission automatically as soon as it recognizes that a transmission is underway.

For sending text files, you can define whether to Send *7-Bit ASCII* only, which End-Of-Line control character to use (CR, LF or both), and whether there should be a *Delay* after a character or line is sent.

### 16.7.3 Setting the COM Port

To change the parameters used to address the serial interface, select the *Settings*→*COM Port* menu item:



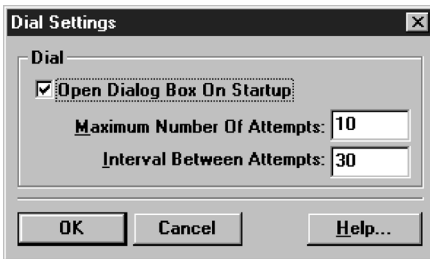
Besides the settings for *DTE Speed*, you can also vary the number of *Data Bits*, the type of *Parity* used and the number of *Stopbits*. These last three settings indicate which data format the modem is to process. The setting "8-N-1" means that eight data bits are sent, there is no parity bit, and a stop bit is sent after every eight data bits. This is a default setting suitable for virtually all BBS systems.





You can also use this dialog menu window to specify the *Flow Control*, i.e. the way the modem tells the computer that it cannot receive data at the moment. The default setting is hardware flow control via the RTS and CTS control lines.

You should always set the interface rate to a higher value than the maximum line speed (modem-to-modem; connection speed) since data compression may entail the need for higher transmission rates (modem-to-PC).



## 16.8 Script Function

A description of the script function with examples can be found in the Online Help service.







## Appendix

### A Overview of Remote Control Functions

Normal functions:

Key	Function
1	Play new messages
2	Play all messages
3	Delete current message
4	Go back one message
5	Start playback
6	Go forward one message
7	Start scan back
8	Stop playback
9	Start scan forward
0	Stop playback
*	Switch to extended functions
#	Exit remote control

Extended functions:

Key	Function
1	Play status
2	Change prerecorded messages
3	Delete new messages
4	Change numbers
5	Start remote control
6	Exit operator
7	Settings
8	Change DTMF codes
9	Program calls
0	Normal functions
*	Normal functions
#	Exit remote control





### B Deinstalling XtreamMachine®



Before you start deinstalling XtreamMachine, make sure that you will not delete any important messages, fax documents or mail. If necessary, save these items before you start. To deinstall XtreamMachine from your system, proceed as follows:

1. Exit MS-Windows.
2. Delete all files located in the XtreamMachine main directory or in the subdirectories beneath the main directory. Then remove the subdirectories themselves. Finally, remove the XtreamMachine main directory.
3. After installing the fax printer drivers, delete the files XTMPRN.DRV, XTMPRN.HLP and XMFAX.DLL from the MS-Windows system directory (SYSTEM).
4. Now edit the WIN.INI file of MS-Windows by deleting the following entries:
  - the line XtreamMachine=xtmprn,COMx:,15,45 in the [PrinterPorts] section
  - the line XtreamMachine=xtmprn,COMx: in the [devices] section
  - the entries Paper, FineResolution and XTMPath in the [XtreamMachine] section
  - if the [Windows] section contains the entry device=XtreamMachine ,xtmprn ,COMx: delete this entry as well. In this case, you will have to install a new default printer in the MS-Windows system controller.
5. If RHSICOMM.DRV was installed under Windows 3.1 or 3.11, change the comm.drv=rhsicomm.drv entry in the [boot] section of the SYSTEM-INI file to comm.drv=comm.drv.
6. If RHSICOMM.DRV was installed under Windows 3.1, delete the RHSICOMM.DRV file from the MS-Windows system directory (SYSTEM).



Caution: Make sure that you have carried out item 5.

7. Start MS-Windows.

XtreamMachine® has now been completely removed from your hard disk.





### C Support

We offer a comprehensive service and support package, including a bulletin board where you will find continuously updated drivers, interesting information, and tips and tricks for XtreamMachine®. You can also ask questions there and swap information with other XtreamMachine users.



To avoid possible misuse, we can only grant access to our support services to our own customers.

If you want to take advantage of our support services, please specify your serial number or keep it ready to show on request. You will find your serial number on the label of the first installation diskette or on the CD.

Written questions can be sent to:

Diamond Multimedia  
610 Wharfedale Road, Winnersh Triangle  
Wokingham, Berkshire, RG41 5TY, UK

Support: +44-1189 4444-44 (Tech Support)

Fax: +44-1189 4444-01

BBS: +44-1189 4444-15 (V.34 modem)

Internet: <http://www.diamondmm.de>  
<ftp://ftp.diamondmm.de>

