



LICENSE AGREEMENT
For
PC COM RemoTeleCom

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PCCOM RemoTele COM's Best Opportunity for RemoTele Serial Communication, via Internet by Stand Alone Program or browser through World Wide Web

RemoTele COM solution will enhance RS 232/422 serial communication through Internet by stand-alone program or by browser through the World Wide Web. Provides data or information to monitor and or control all the data and signals from the interacting devices or a single device over the Internet. Use an unsurpassed tool for RS-232/422 application, communication control and or analysis. There are two nodes...

- 1) Server – provides communication between standard Com 2 or PCCOM PCI Multi port Card and the client (if more than one port).

You need Port Local on Server Setup, Port Local must be the same in the client Port Local.

- 2) Client – monitors or controls available RS-232/422 serial port over Internet connection.

User may require knowing the TCP/IP address of the Server, in order to monitor or control available RS-232/422 serial port.

Note:

Application Program(Internet) - is an application that user need to install the software, in order to operate, monitor and control, Internet connection is required.



World Wide Web - a web site which the application is ready to load, a HTML file were function are the same with the application program. User my use where ever as long as there is a connection with the Internet browser (like Netscape and Internet Explorer)

Operating System

Windows 95 / 98 / NT environment

Specification

RemoteCOM OCX can use any windows programming that uses OCX like Visual Basic, Visual C++, Visual J++, etc...





Specification

- 1) UART Configuration - modify DTR and RTS, adjust
- 2) UART Monitored - Performs serial-to-parallel conversion of data received from a peripheral device and the parallel-to-serial conversion of data. Signals status like RTS(Request To Send), CTS(Clear To Send), DSR(Data Set Ready), CD(Carrier Detect), DTR(Data Terminal Ready), and RI(Ring Indicate). UART Compatibility – 16450, 16550, and 16650.
- 3) Transmit Data - transmit character/s to any remote client, by passing the transmit buffer.
- 4) Receive Data - acquire data from an open serial port of the remote server. puke
- 5) Programmer's Friendly - user can operate in less time.
- 6) Flow Control Selectable - is a signal system, were data can communicate right receiving device time. This will use RTS, RTSXonXoff, Xon/Xoff, and None
- 7) Bits Per Second Selectable - a baudrate chooses 110, 300, 600, 1200, 2400, 4800, 9600, 14400, 19200, 28800, 38400, 57600, and 115200
- 8) Data Bits Selectable - 4,5,6,7 and 8
- 9) Parity Selectable - Even, Odd, None, Mark and Space
- 10) Com Port Selectable - any available configured ports, from 1 to 4 ports.

Note: User Com Port more than one Com at the same time.





Introduction

RemoTeleCOM application software for Telecommunication via internet and World Wide Web under Windows 95, 98 and NT. The features of the application software can Send remote messages to “PAGER” (BB CALL) with the use of Client/Server function and Transmit remote “VOICE MAIL” to telephone or portable phone with the use of Client/Server function and Receive remote incoming phone call and play message with the use of Client/Server function and Detect remote DTMF (DUAL TONE MULTI-FREQUENCY) with the use of Client/server function and Transmit and receive remote message to FAX with the use of Client/Server. The RemoTeleCom can act as server or client. If the application software is set as a server. It can send local calls and messages. And if it acts as a client. Just connect to the server. Then the client can send calls and messages wherever the server maybe. (you must know the IP address of the server)

PCCOM RemoTeleCom is an OCX software accessory suitable for software engineer application under Microsoft Windows 95, 98 and NT environment using PC COM PCI bus Multi Port serial card (2, 4, 8 Ports) or Standard COM 2 to development special RS-232 Telecommunication software. It really makes computer and telecommunication application combine together. The PCCOM RemoTeleCom software kit supports eight major telecommunication functions, which can be used to :

1. Send message to “PAGER”(BB Call).
2. Send “VOICE MAIL” to telephone or portable phone.
3. Receive incoming phone call and play voice message.
4. DTMF detect. (DUAL TONE MULTI FREQUENCY).
5. Receive Email.



6. Receive Email, forward to fax.
7. Send message FAX Message.
8. Receive Fax message.

The application examples of PCCOM Remote TeleCom are:

1. Industrial automation systems alarm function.
2. Security services systems alarm function.
3. Hospital systems medical calling or paging function.
4. Any case who need communication calling and send message function.
5. World Wide Messaging.

This is the first time in the world in serial communication. Decision Computer Int'l Group is the only manufacturer who supports this telecommunication function for customer. Serial card manufacturer understands and familiar with RS-232 serial communication protocol and RS-232 device hardware that can make its function fit with engineering requirement.

The features of the PCCOM RemoTeleCom are:

- Provides software development kits for world wide telecommunication.
- Provides telecommunication through internet or WWW.
- Can send messages anywhere in the world without calling international calls.
- Provides OCX components for Windows 95, 98 and NT environment.
- It really makes computer and telecommunication application combine together.
- Supports PAGER, VOICE MAIL, E-MAIL, and FAX, and RECEIVE incoming phone call communication.



- Welcome OEM and special modification.
- Decision PCCOM Telecom PCI Multi Port Serial card is necessary.
- Provides Macomb application program to demonstrate the ability of PCCOM RemoTeleCom functions.

NOTE: OCX = Object Linking and Embedding Custom Control.

Software Requirement

1. Windows 95, 98 and NT.
2. Voice directory in drive C then place the wav files their (C:\Voice).
3. Fax directory in drive C.
(C:\faxfont and C:\images)

NOTE: The OCX refers to the indicated directories. If you remove one of the specified directories. The program will not work properly.

Hardware Requirement

1. Decision PCCOM Telecom Multi Port Serial Cards or Standard COM 2.
2. Modem (Fax & Voice modem).
3. Microphone and Earphone.
4. Sound card and speaker.
5. Internet Connection

NOTE:

PC COM Telecom Card is a PCI Bus Serial card available for RS232- 2 Port, 4 Port and 8 Port.





Software Installation

1. Install PCCOM RemoTelecom CD installer into Windows together with the device driver.
2. Reconfigure the device driver to use COM3 as the first COM.
3. Connect the PnP modem to the PCCOM Card, without cabling.
4. Reboot the PC. Windows detects the modem and installs the drivers from the accompanying CD-ROM with it.
5. Install the OCX sample programs (callmail, callpager, callfax callvoice and remotevoice, remotefax, remotepager).
6. Type the appropriate information in the program to send mail, fax, pager and voice.

NOTE: do not remove the folders created by the software.
(C:\voice, C:\faxfont C:\images)

NOTE: Please follow the instructions carefully so that the modem will be properly installed. The OCX will not work properly if the modem is not installed properly.





Remote Tele Pager OCX

BeServer

Sets the DecisionRemoteCom OCX to Server, which does not allow any configuration. It will set us default on the property described.

Syntax

Object.BeSever

The **BeServer** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks

You can set OCX to server directly, during this setting a follow up for **PortLocal** which require the user to input Server Setup Local Port. Terminal Type for server must define as a Server.

Warning

Make sure that the **PortLocal** is not use by other device, Port Local 1024 is a default for the RemoteCOM, you may see local port information for sure.

Sample Code

Call Object.BeServer 'define object has set to configure as Server





CliGetNumberOfPort

Get number of port, view available port from the server.

Syntax

Object.CliGetNumberOfPort

The **CliGetNumberOfPort** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks

To show or display the available port, user may use **GetNumberOfPort** to store and ready to display. **GetNumberOfPort**, a method that evaluate available port in the Server, then store to **CliGetNumberOfPort**.

Sample Code

Call Object.CliGetNumberOfPort 'define an object to store the available port from the server



CliGetvReturn

Get return of Pager functions

Syntax

object.CliGetvReturn

The **CliGetvReturn** property syntax has these parts:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Data Type

String

Sample Code

Call Object.CliGetvReturn 'object stores the value done by the
CliGetsuReturn

MyNumPort = Object.CliGetvReturn



Connect

Sets Port and Host IP function, to identify connection. It is a direct setup to configure the connection between the client and the server.

Syntax

Object.Connect

The **Connect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

During operation **PortRemote** and **HostRemote**(also know as IP address) is required, to allow and identify which Port to use and which Host computer to communicate. To view connection status, add status function.

Sample Code

Call Object.Connect ‘object has request to connect to the server.



ConnectStatus

Returns the state of the control, expressed as an enumerated type. Read-only and unavailable at design time. To view the current status of the operation between the client and server.

Syntax

Object.ConnectStatus

The **ConnectStatus** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Settings

The settings for the **ConnectStatus** property are:

#	Value	Description
0	Closed	Default. Closed is the status
1	Open	Open is the status
2	Listening	Listening is the status
3	Connection pending	Connection pending is the status
4	Resolving host	Resolving host is the status
5	Host resolved	Host resolved is the status
6	Connecting	Connecting is the status
7	Connected	Connected is the status
8	Peer is closing the connection	Peer is closing the connection is the status
9	Error	Error is the status

Return Value : Integer



Sample Code

Call `Object.ConnectStatus` 'object has request to show the status of the current operation.





DisConnect

Sets function to disconnect communication between the Server and the Client.

Syntax

object.DisConnect

The **DisConnect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

After setting up connection to client or to server, user can disconnect communication, data or information will no longer be attend.

Sample Code

Call Object.DisConnect 'object has set to disconnect communication

GetConnectionStatus





Get connection status

Syntax

Object.GetConnectionStatus

The **GetConnectionStatus** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Data Type

String

Sample Code

Call Object.GetConnectionStatus ‘object stores the value done
by GetConnectionStatus

MyNumPort = Object.GetConnectionStatus





GetNumberOfPort

A value or group of value which store all available remote communication port.

Syntax

Object.GetNumberOfPort

The **GetNumberOfPort** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Sample Code

Call Object.GetNumberOfPort ‘object get the available port
from the server



Identify the IP address for communication with server. An error occurs when the client has not properly connected with the remote server. Returns or sets the remote machine to which a control sends or receives data. You can either provide a host name, for example, "FTP://ftp.microsoft.com," or an IP address string in dotted format, such as "100.0.1.1".

Object.HostRemote

Part	Description
<i>Object</i>	An expression that evaluates to an object

When this property is specified, the **URL** property is updated to show the new value. Also, if the host portion of the URL is updated, this property is also updated to reflect the new value.

String

Call Object.HostRemote	'assign to object the IP address
to connect with the server.	

Name

Identify the OCX tag name

Syntax

Object.Name

The **Name** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.Name ‘assign the name to an object

PagerComPort(sCOMPort As String)

This function informs the OCX on which COM port the modem is connected.

Syntax

object.PagerCOMPort("Com Port")

The **PagerCOMPort** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Com Port	Specify what communication port

Sample Code

Call object.PagerCOMPort ("COM3")

PagerDataToSend(sDataToSend As String, lDelay As Long)

This function is used for specifying the Actual Data to be sent to the Pager.

Syntax

object.PagerDatatoSend(“Data to Send”,Delay)

The **PagerDatatoSend** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Data to Send	Specify what data to send
Delay	Delay between the Telephone Number and the Actual Data. The delay is in seconds.

Sample Code

Call object.PagerDatatoSend ("1111111", 4)

PagerDialCode(sCountryCode As String, sAreaCode As String, lDelay As Long)

This method is used for specifying the Country and Area Code to be used in calling the Pager.

Syntax

object.PagerDialCode("Country Code"," Area Code",Delay)

The **PagerDialCode** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Country Code	Specify country code
Area Code	Area code
Delay	Delay needed between Country and Area Code, the delay is in seconds

Sample Code

Call object.PagerDialCode ("63","2", 3);

PagerDialUsing(sToneOrPulse As String, lDelay As Long)

This function presets the OCX to use either “Tone” or “Pulse” signals during dialing.

Syntax

object.PagerDialUsing (“Tone or Pulse”,Delay)

The **PagerDialUsing** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Tone or Pulse	Tone or Pulse dialing
Delay	Specifies the Delay needed for each digit of the Phone Number. The delay is in seconds.

Sample Code

Call object.PagerDialUsing ("Pulse", 3)



PagerSend

This function initiates the actual calling and sending of data to the Pager. Be sure to process first the CallPagerCOMPort, CallPagerPassword, CallPagerTelNo and CallPagerDatatoSend methods, before issuing this method.

Syntax

object.PagerSend

The **PagerSend** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.PagerSend

Result Values

- 0-OK
- 1-No such COM Port
- 2-Not a DECISION COM Port
- 3-Wrong OCX Password
- 4- No Answer
- 6- No Dialtone
- 7- Busy



PagerTelNo(sTelephoneNumber As String, lDelay As Long)

This function is used for specifying the Telephone Number that would be dialed.

Syntax

object.PagerTelNo("Telephone Number",Delay)

The **PagerTelNo** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Telephone #	Specify telephone number
Delay	Specifies the Delay needed between Area Code and Telephone Number. The delay is in seconds.

Sample Code

Call object.PagerTelNo ("9221299", 3)

PortLocal

Returns or sets the Port Local number to specify certain communication.

Syntax

object.PortLocal = port

The **PortLocal** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Port	The port to connect to. The default value of this property is 1024

Remarks

The **PortLocal** property is set automatically to the appropriate default port for each protocol. Default port numbers are shown in the table below:

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.PortLocal = "1024" 'object set the port local to 1024

PortRemote

Returns or sets the Port Remote number for specific port

Syntax

object.PortRemote = port

The **PortRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Port	The port to connect to. The default value of this property is 1024

Remarks

The **PortRemote** property is set automatically to the appropriate default port for each protocol. Default port numbers are shown in the table below. Server and Client must have the same Port.

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.PortRemote = "1024" 'object set the port remote to 1024



SetConnect

For client use, sets connect to server who required the IP address and the PortRemote. During the operation server and the client must have same PortRemote and also client must know the IP address of the server.

Syntax

Object.SetConnect

The **SetConnect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.SetConnect 'set the object for connection



SetPropertyHostRemote(sIPAddress As String)

Returns or sets the remote machine to which a control sends or receives data. You can either provide a host name, for example, "FTP://ftp.microsoft.com," or an IP address string in dotted format, such as "100.0.1.1".

Syntax

object.SetPropertyHostRemote("IP Address")

The **SetPropertyHostRemote** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
IP Address	Specify IP address of the server

Sample Code

Call object.SetPropertyHostRemote("202.65.115.98")



SetPropertyPassword(sThePassWord As String)

A method that make the OCX use

Syntax

Object.SetPropertyPassword(sThePassword As String)

The **SetPropertyPassword** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
SthePassword As String	Declaration of the OCX password

Remarks

Decision Computer International Co., LTD. OCX password, trademark of the company. In order to run the application program, protection for any pirating act.



Default Password

Decision Computer

Data Type
String

Sample Code

Call Object.SetPropertyPassword(“Decision Computer”) ‘object
remcom has set OCX password

SetPropertyPortLocal(lPortLocal As Long)

Returns or sets the Port Local number to specify certain communication.

Syntax

object.SetPropertyPortLocal(lPortLocal As Long)

The **SetPropertyPortLocal** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object
LPortLocal As Long	The port to connect to. The default value is 1024

Remarks

Default port numbers are shown in the table below:

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.SetPropertyPortLocal(“1024”) ‘object set the port local to 1024



SetPropertyPortRemote(IPortRemote As Long)

A method that returns or set the Port Remote number for specific port

Syntax

object.SetPropertyPortRemote(lRemotePort As Long)

The **SetPropertyPortRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
LremotePort As Long	Specify the remote port to use

Remarks

Default port numbers are shown in the table below. Server and Client must have the same Port.

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.SetPropertyPortRemote("1024") 'object set the port remote to 1024



SetPropertyTerminalType(sTerminalType As String)

Specify the terminal type.

Syntax

Object.SetPropertyTerminalType(sTerminalType As String)

The **SetPropertyTerminalType** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
STerminalType As String	The type of terminal

Terminal Type

Part	Description
Client	Serve as a client
Server	Serve as a server

Sample Code

Call Object.SetPropertyTerminalType("Client") 'object has set terminal to client



SetServer

It is a form of a dialog which user can sets the DecisionRemoteCom OCX to Server, which does allow configuration like the PortLocal.

Syntax

Object.SetSever

The **SetServer** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

You can set OCX to server directly, during this setting a follow up for **PortLocal** which require the user to input Server Setup Local Port. Terminal Type for server must define as a Server.

Warning

Make sure that the **PortLocal** is not use by other device, Port Local 1024 is default for the RemoteCOM, and you may see local port information for sure.

Sample Code

Call Object.SetServer 'define object has set to configure as Server





TerminalType

A property identifies which terminal type.

Syntax

Object.TerminalType [= value]

The **TerminalType** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Value	Identify terminal Type

Terminal Type

Part	Description
Client	Serve as a client
Server	Serve as a server

Sample Code

Call Object.TerminalType = “Client” ‘object has set terminal to client





Remote Tele Fax OCX

BeServer

Sets the DecisionRemoteCom OCX to Server, which does not allow any configuration. It will set us default on the property described.

Syntax

Object.BeSever

The **BeServer** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

You can set OCX to server directly, during this setting a follow up for **PortLocal** which require the user to input Server Setup Local Port. Terminal Type for server must define as a Server.

Warning

Make sure that the **PortLocal** is not use by other device, Port Local 1024 is a default for the RemoteCOM, you may see local port information for sure.

Sample Code

Call Object.BeServer 'define object has set to configure as Server





CliGetNumberOfPort

Get number of port, view available port from the server.

Syntax

Object.CliGetNumberOfPort

The **CliGetNumberOfPort** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks

To show or display the available port, user may use **GetNumberOfPort** to store and ready to display. **GetNumberOfPort**, a method that evaluate available port in the Server, then store to **CliGetNumberOfPort**.

Sample Code

Call **Object.CliGetNumberOfPort** 'define an object to store the available port from the server



CliGetsConnectionStatus

Get connection status

Syntax

Object.GetConnectionStatus

The **GetConnectionStatus** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Data Type

String

Sample Code

Call Object.GetConnectionStatus ‘object stores the value done
by GetConnectionStatus

MyNumPort = Object.GetConnectionStatus



CliGetvReturn

Get return of Pager functions

Syntax

object.CliGetvReturn

The **CliGetvReturn** property syntax has these parts:

Part	Description
Object	An expression that evaluates to an object

Data Type

String

Sample Code

Call Object.CliGetvReturn ‘object stores the value done by the
CliGetsuReturn

MyNumPort = Object.CliGetvReturn





Connect

Sets Port and Host IP function, to identify connection. It is a direct setup to configure the connection between the client and the server.

Syntax

Object.Connect

The **Connect** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks

During operation **PortRemote** and **HostRemote**(also know as IP address) is required, to allow and identify which Port to use and which Host computer to communicate. To view connection status, add status function.

Sample Code

Call Object.Connect 'object has request to connect to the server.



ConnectStatus

Returns the state of the control, expressed as an enumerated type. Read-only and unavailable at design time. To view the current status of the operation between the client and server.

Syntax
Object.ConnectStatus

The **ConnectStatus** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Settings

The settings for the **ConnectStatus** property are:

#	Value	Description
0	Closed	Default. Closed is the status
1	Open	Open is the status
2	Listening	Listening is the status
3	Connection pending	Connection pending is the status
4	Resolving host	Resolving host is the status
5	Host resolved	Host resolved is the status
6	Connecting	Connecting is the status
7	Connected	Connected is the status
8	Peer is closing the connection	Peer is closing the connection is the status
9	Error	Error is the status

**Return Value**

Integer

Sample Code

Call `Object.ConnectStatus` 'object has request to show the status of the current operation.





DisConnect

Sets function to disconnect communication between the Server and the Client.

Syntax

object.DisConnect

The **DisConnect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

After setting up connection to client or to server, user can disconnect communication, data or information will no longer be attend.

Sample Code

Call Object.DisConnect 'object has set to disconnect
communication



FaxAcceptIncoming

This method is used to initialize the Modem for monitoring incoming fax calls. This method will activate the OCX event “RINGDetect” (this event is triggered upon the detection on an incoming fax call). Be sure to process first the CallFaxCOMPort, and CallFaxPassword methods, before issuing this method.

Syntax

object.FaxAcceptIncoming

The **FaxAcceptIncoming** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Data Type

Long

Sample Code

MyValue = Object.FaxAcceptIncomming ‘accept and process the fax message now

FaxCOMPort(sCOMPort As String)

This function informs the OCX on which COM port the modem is connected.

Syntax

object.FaxCOMPort("Com Port")

The **FaxCOMPort** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Com Port	Specify what communication port

Sample Code

Call object.FaxCOMPort ("COM3")



FaxImageToBMP

This method will translate the saved fax data file to monochrome bitmap file (BMP). The file shall be saved in the “c:\images” directory as “storedfxx.bmp”, the “xx” represents the page number. Example, the first received page will be named as “storedf1”, and the 2nd page as “storedf2”.

Syntax

object.FaxImageToBMP

The **FaxImageToBMP** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Data Type

Long

Sample Code

Call Object.FaxImageToBMP

‘send the Fax message now





FaxReceiveInit

This method is used to initialize the Modem for monitoring incoming fax calls. This method will activate the OCX event “RINGDetect” (this event is triggered upon the detection on an incoming fax call). Be sure to process first the CallFaxCOMPort, and CallFaxPassword methods, before issuing this method.

Syntax

object.FaxReceiveInit

The **FaxReceiveInit** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Data Type

Long

Sample Code

Call Object.FaxReceiveInit ‘initialize the modem to monitor incoming fax calls





FaxReleaseLine

This function serves the telephone line available, when user is not using or operation is done.

Syntax

object.FaxReleaseLine

The **FaxReleaseLine** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Data Type

Long

Sample Code

Call Object.FaxReleaseLine 'initialize the modem to monitor incoming fax calls





FaxSend

This method is the actual sending of Fax message. Be sure to process first the CallFaxCOMPort, CallFaxPassword, CallFaxSettings, CallFaxSendImage and or CallFaxSendText methods, before issuing this method.

Syntax

object.FaxSend

The **FaxSend** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.FaxSend



FaxSendImage(sImageFile As String, sPage As String)

This method is used for specifying the image file to be sent and at what page it should be printed. Page values are “SAME” and “NEXT”. The page value of “SAME” informs the OCX that the image will be printed on the current/default page, while the page value of “NEXT” informs the OCX to create a another page(which will become the current/default page) where the image will be printed. Only monochrome BMP files are allowed to be faxed. This image should be inside the “c:\images” directory. This method returns a value of type Long.

Syntax

object.FaxSendImage (“Image Filename”, ”Page”)

The **FaxSendImage** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
method	A method expression representing the communications to Open Port number.
Image Filename	Filename of Bitmap
Page	Size of page

Sample Code

Call object.FaxSendImage (“image1.bmp”, ”SAME”); //this image
will be printed on the 1st page

Call object.IFaxSendImage (“image2.bmp”, “NEXT”); //this image
will be printed on the 2nd page

Call object.IFaxSendImage (“image3.bmp”, ”SAME”); //this image
will be also printed on the 2nd page

FaxSendText(sText As String, sPage As String)

This method is used for specifying the text message to be sent and at what page it should be printed. Page values are “SAME” and “NEXT”. The page value of “SAME” informs the OCX that the text message will be printed on the current/default page, while the page value of “NEXT” informs the OCX to create a another page(which will become the current/default page) where the text message will be printed. Remember that there should be a “c:\faxfont” directory and it should have the “faxfont.dat” file in it. This method returns a value of type Long.

Syntax

object.FaxSendText (“Text Message”, ”Page”)

The **FaxSendText** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Text Message	Your Message
Page	Size of page



Sample Code

Call object.FaxSendText ("image1.bmp","SAME"); //this image
will be printed on the 1st page

Call object.lFaxSendText ("image2.bmp", "NEXT"); //this image
will be printed on the 2nd page

Call object.lFaxSendText ("image3.bmp","SAME"); //this image
will be also printed on the 2nd page



FaxTelNo(sDestinationNumber As String)

This method is used for specifying the telephone no. of the Fax machine to be called. Remember to invoke this method before the CallFax method.

Syntax

object.FaxTelNo("Destination")

The **FaxTelNo** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Destination	Fax number

Sample Code

Call object.FaxTelNo ("9221299")



GetNumberOfPort

A value or group of value which store all available remote communication port.

Syntax

Object.GetNumberOfPort

The **GetNumberOfPort** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Sample Code

Call Object.GetNumberOfPort ‘object get the available port
from the server





HostRemote

Identify the IP address for communication with server. An error occurs when the client has not properly connected with the remote server. Returns or sets the remote machine to which a control sends or receives data. You can either provide a host name, for example, "FTP://ftp.microsoft.com," or an IP address string in dotted format, such as "100.0.1.1".

Syntax

Object.HostRemote

The **HostRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

When this property is specified, the **URL** property is updated to show the new value. Also, if the host portion of the URL is updated, this property is also updated to reflect the new value.

Return Value

String

Sample Code

Call Object.HostRemote 'assign to object the IP address to connect with the server.



Name

Identify the OCX tag name

Syntax

Object.Name

The **Name** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.Name ‘assign the name to an object

Password

RemoteCOM password

Syntax

object.PassWord [= value]

The PassWord property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Value	Constant value – password

Remarks

Decision Computer International Co., LTD. OCX password, trademark of the company. In order to run the application program, protection for any pirating act.

Default Password

Decision Computer

Data Type

String

Sample Code

Call Object.Password = "Decision Computer" 'object remcom
has set OCX password



PortLocal

Returns or sets the Port Local number to specify certain communication.

Syntax

object.PortLocal = port

The **PortLocal** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Port	The port to connect to. The default value of this property is 1024

Remarks

The **PortLocal** property is set automatically to the appropriate default port for each protocol. Default port numbers are shown in the table below:

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.PortLocal = "1024" 'object set the port local to 1024



PortRemote

Returns or sets the Port Remote number for specific port

Syntax

object.PortRemote = port

The **PortRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Port	The port to connect to. The default value of this property is 1024

Remarks

The **PortRemote** property is set automatically to the appropriate default port for each protocol. Default port numbers are shown in the table below. Server and Client must have the same Port.

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.PortRemote = "1024" 'object set the port remote to 1024

RequestFile

Ready to request the file

Syntax

Object.RequestFile

The **RequestFile** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

During the process **RequestInfo** is required the information which includes the name of the file and the directory were file from.

Sample Code

Call Object.RequestFile ‘define to object that selected
Serial Communication are set request to receive.

RequestInfo(sTheFileName As String,sTheDirectory As String) As Boolean

Can use both client and server, request information to a remote file status.

Syntax

object.RequestInfo ("Image Filename", "Directory") As Boolean

The RequestInfo property syntax has these partsPart	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	A data filename
Directory	Filename location

Sample Code

Dim Return As Boolean

Return = object.RequestInfo ("Sam.wav","voice")



SetConnect

To server who required the IP address and the PortRemote. During the operation server and the client must have same PortRemote and also client must know the IP address of the server.

Syntax

Object.SetConnect

The **SetConnect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.SetConnect 'set the object for connection



SetPropertyHostRemote(sIPAddress As String)

Returns or sets the remote machine to which a control sends or receives data. You can either provide a host name, for example, "FTP://ftp.microsoft.com," or an IP address string in dotted format, such as "100.0.1.1".

Syntax

object.SetPropertyHostRemote("IP Address")

The **SetPropertyHostRemote** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
IP Address	Specify IP address of the server

Sample Code

Call object.SetPropertyHostRemote("202.65.115.98")

SetPropertyPassword(sThePassWord As String)

A method that make the OCX use

Syntax

Object.SetPropertyPassword(sThePassword As String)

The **SetPropertyPassword** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
SthePassword As String	Declaration of the OCX password

Remarks

Decision Computer International Co., LTD. OCX password, trademark of the company. In order to run the application program, protection for any pirating act.

Default Password

Decision Computer

Data Type

String

Sample Code

Call Object.SetPropertyPassword("Decision Computer") 'object remcom has set OCX password





SetPropertyPortLocal(lPortLocal As Long)

Returns or sets the Port Local number to specify certain communication.

Syntax

object.SetPropertyPortLocal(lPortLocal As Long)

The **SetPropertyPortLocal** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
LPortLocal As Long	The port to connect to. The default value is 1024

Remarks

Default port numbers are shown in the table below:

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.SetPropertyPortLocal("1024") 'object set the port local to 1024



SetPropertyPortRemote(IPortRemote As Long)

A method that returns or set the Port Remote number for specific port

Syntax

object.SetPropertyPortRemote(lRemotePort As Long)

The **SetPropertyPortRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
LremotePort As Long	Specify the remote port to use

Remarks

Default port numbers are shown in the table below. Server and Client must have the same Port.

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.SetPropertyPortRemote(“1024”) ‘object set the port remote to 1024



SetPropertyTerminalType(sTerminalType As String)

Specify the terminal type.

Syntax

Object.SetPropertyTerminalType(sTerminalType As String)

The **SetPropertyTerminalType** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
TerminalType As String	The type of terminal

Terminal Type

Part	Description
Client	Serve as a client
Server	Serve as a server

Sample Code

Call Object.SetPropertyTerminalType("Client") 'object has set terminal to client





SetServer

It is a form of a dialog which user can sets the DecisionRemoteCom OCX to Server, which does allow configuration like the PortLocal.

Syntax

Object.SetSever

The **SetServer** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

You can set OCX to server directly, during this setting a follow up for **PortLocal** which require the user to input Server Setup Local Port. Terminal Type for server must define as a Server.

Warning

Make sure that the **PortLocal** is not use by other device, Port Local 1024 is default for the RemoteCOM, and you may see local port information for sure.

Sample Code

Call Object.SetServer 'define object has set to configure as Server



TerminalType

A property identifies which terminal type.

Syntax

Object.TerminalType [= value]

The **TerminalType** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object
<i>Value</i>	Identify terminal Type

Terminal Type

Part	Description
Client	Serve as a client
Server	Serve as a server

Sample Code

Call Object.TerminalType = “Client” ‘object has set terminal to client

TransmitFile

Ready to transmit data

Syntax
Object.TransmitFile

The **TransmitFile** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks
During the process **TransmitInfo** is required the information which includes the name of the file and the directory were file from.

Sample Code
Object.Transmit ‘transmit data now

TransmitInfo(sNameOfFile As String, sDirectory As String) As Boolean

Information of the file were going to transmit.

Syntax

object.TransmitInfo ("Image Filename", "Directory") As Boolean

The **TransmitInfo** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	A data filename
Directory	Filename location

Sample Code

Dim Return As Boolean

Return = object.TransmitInfo ("Sam.wav","voice")



Remote Tele Voice Mail OCX

BeServer

Sets the Decision RemoteCom OCX to Server, which does not allow any configuration. It will set us default on the property described.

Syntax

Object.BeSever

The **BeServer** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

You can set OCX to server directly, during this setting a follow up for **PortLocal** which require the user to input Server Setup Local Port. Terminal Type for server must define as a Server.

Warning

Make sure that the **PortLocal** is not use by other device, Port Local 1024 is a default for the RemoteCOM, you may see local port information for sure.

Sample Code

Call Object.BeServer ‘define object has set to configure as
Server





CliGetNumberOfPort

Get number of port, view available port from the server.

Syntax

Object.CliGetNumberOfPort

The **CliGetNumberOfPort** property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks

To show or display the available port, user may use **GetNumberOfPort** to store and ready to display. **GetNumberOfPort**, a method that evaluate available port in the Server, then store to **CliGetNumberOfPort**.

Sample Code

Call Object.CliGetNumberOfPort ‘define an object to store the available port from the server



CliGetsConnectionStatus

Get connection status

Syntax

Object.GetConnectionStatus

The GetConnectionStatus property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Data Type

String

Sample Code

Call Object.GetConnectionStatus 'object stores the value done
by GetConnectionStatus

MyNumPort = Object.GetConnectionStatus

CliGetvReturn

Get return of Pager functions

Syntax

object.CliGetvReturn

The CliGetvReturn property syntax has these parts:

Part	Description
Object	An expression that evaluates to an object

Data Type

String

Sample Code

Call Object.CliGetvReturn 'object stores the value done by the
CliGetsuReturn

MyNumPort = Object.CliGetvReturn



Connect

Sets Port and Host IP function, to identify connection. It is a direct setup to configure the connection between the client and the server.

Syntax

Object.Connect

The Connect property syntax has this part:

Part	Description
<i>Object</i>	An expression that evaluates to an object

Remarks

During operation PortRemote and HostRemote(also know as IP address) is required, to allow and identify which Port to use and which Host computer to communicate. To view connection status, add status function.

Sample Code

Call Object.Connect 'object has request to connect to the server.





ConnectStatus

Returns the state of the control, expressed as an enumerated type. Read-only and unavailable at design time. To view the current status of the operation between the client and server.

Syntax

Object.ConnectStatus

The **ConnectStatus** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Settings

The settings for the **ConnectStatus** property are:

#	Value	Description
0	Closed	Default. Closed is the status
1	Open	Open is the status
2	Listening	Listening is the status
3	Connection pending	Connection pending is the status
4	Resolving host	Resolving host is the status
5	Host resolved	Host resolved is the status
6	Connecting	Connecting is the status
7	Connected	Connected is the status
8	Peer is closing the connection	Peer is closing the connection is the status
9	Error	Error is the status



**Return Value**

Integer

Sample Code

Call `Object.ConnectStatus` 'object has request to show the status of the current operation.





DisConnect

Sets function to disconnect communication between the Server and the Client.

Syntax

object.DisConnect

The **DisConnect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

After setting up connection to client or to server, user can disconnect communication, data or information will no longer be attend.

Sample Code

Call Object.DisConnect 'object has set to disconnect communication





GetNumberOfPort

A value or group of value which store all available remote communication port.

Syntax

Object.GetNumberOfPort

The **GetNumberOfPort** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.GetNumberOfPort 'object get the available port
from the server





HostRemote

Identify the IP address for communication with server. An error occurs when the client has not properly connected with the remote server. Returns or sets the remote machine to which a control sends or receives data. You can either provide a host name, for example, "FTP://ftp.microsoft.com," or an IP address string in dotted format, such as "100.0.1.1".

Syntax

Object.HostRemote

The **HostRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

When this property is specified, the **URL** property is updated to show the new value. Also, if the host portion of the URL is updated, this property is also updated to reflect the new value.

Return Value

String

Sample Code

Call Object.HostRemote 'assign to object the IP address to connect with the server.





Name

Identify the OCX tag name

Syntax

Object.Name

The **Name** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.Name 'assign the name to an object



Password

RemoteCOM password

Syntax

object.PassWord [= value]

The PassWord property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Value	Constant value – password

Remarks

Decision Computer International Co., LTD. OCX password, trademark of the company. In order to run the application program, protection for any pirating act.



Default Password

Decision Computer

Data Type

String

Sample Code

Call Object.Password = "Decision Computer"

'object remcom

has set OCX password





PortLocal

Returns or sets the Port Local number to specify certain communication.

Syntax

`object.PortLocal = port`

The **PortLocal** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Port	The port to connect to. The default value of this property is 1024

Remarks

The **PortLocal** property is set automatically to the appropriate default port for each protocol. Default port numbers are shown in the table below:

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call `Object.PortLocal = "1024"` 'object set the port local to 1024



PortRemote

Returns or sets the Port Remote number for specific port

Syntax

object.PortRemote = port

The **PortRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Port	The port to connect to. The default value of this property is 1024

Remarks

The **PortRemote** property is set automatically to the appropriate default port for each protocol. Default port numbers are shown in the table below. Server and Client must have the same Port.

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.PortRemote = "1024" 'object set the port remote to 1024



RequestFile

Ready to request the file

Syntax

Object.RequestFile

The **RequestFile** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

During the process **RequestInfo** is required the information which includes the name of the file and the directory were file from.

Sample Code

Call Object.RequestFile ‘define to object that selected
Serial Communication are set request to receive.



RequestInfo(sTheFileName As String, sTheDirectory As String) As Boolean

Can use both client and server, request information to a remote file status.

Syntax

object.RequestInfo ("Image Filename", "Directory") As Boolean

The **RequestInfo** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	A data filename
Directory	Filename location

Sample Code

```
Dim Return As Boolean
```

```
Return = object.RequestInfo ("Sam.wav","voice")
```



SetConnect

For client use, sets connect to server who required the IP address and the PortRemote. During the operation server and the client must have same PortRemote and also client must know the IP address of the server.

Syntax

Object.SetConnect

The **SetConnect** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Sample Code

Call Object.SetConnect 'set the object for connection



SetPropertyHostRemote(sIPAddress As String)

Returns or sets the remote machine to which a control sends or receives data. You can either provide a host name, for example, "FTP://ftp.microsoft.com," or an IP address string in dotted format, such as "100.0.1.1".

Syntax

object.SetPropertyHostRemote("IP Address")

The **SetPropertyHostRemote** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
IP Address	Specify IP address of the server

Sample Code

Call object.SetPropertyHostRemote("202.65.115.98")

SetPropertyPassword(sThePassWord As String)

A method that make the OCX use

Syntax

Object.SetPropertyPassword(sThePassWord As String)

The **SetPropertyPassword** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
SthePassWord As String	Declaration of the OCX password

Remarks

Decision Computer International Co., LTD. OCX password, trademark of the company. In order to run the application program, protection for any pirating act.

Default Password

Decision Computer

Data Type

String

Sample Code

Call Object.SetPropertyPassword("Decision Computer") 'object remcom has set OCX password

SetPropertyPortLocal(lPortLocal As Long)

Returns or sets the Port Local number to specify certain communication.

Syntax

object.SetPropertyPortLocal(lPortLocal As Long)

The **SetPropertyPortLocal** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
LPortLocal As Long	The port to connect to. The default value is 1024

Remarks

Default port numbers are shown in the table below:

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.SetPropertyPortLocal(“1024”) ‘object set the port local to 1024



SetPropertyPortRemote(lPortRemote As Long)

A method that returns or set the Port Remote number for specific port

Syntax

object.SetPropertyPortRemote(lRemotePort As Long)

The **SetPropertyPortRemote** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
LremotePort As Long	Specify the remote port to use

Remarks

Default port numbers are shown in the table below. Server and Client must have the same Port.

Port	Description
1024	Commonly used for World Wide Web connections of Decision Card.
21	FTP.

Sample Code

Call Object.SetPropertyPortRemote("1024") 'object set the port remote to 1024



SetPropertyTerminalType(sTerminalType As String)

Specify the terminal type.

Syntax

Object.SetPropertyTerminalType(sTerminalType As String)

The **SetPropertyTerminalType** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
SterminalType As String	The type of terminal

Terminal Type

Part	Description
Client	Serve as a client
Server	Serve as a server

Sample Code

Call Object.SetPropertyTerminalType(“Client”) ‘object has set terminal to client



SetServer

It is a form of a dialog which user can sets the DecisionRemoteCom OCX to Server, which does allow configuration like the PortLocal.

Syntax

Object.SetSever

The **SetServer** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

You can set OCX to server directly, during this setting a follow up for **PortLocal** which require the user to input Server Setup Local Port. Terminal Type for server must define as a Server.

Warning

Make sure that the **PortLocal** is not use by other device, Port Local 1024 is default for the RemoteCOM, and you may see local port information for sure.

Sample Code

Call Object.SetServer 'define object has set to configure as Server



TeleAcceptIncoming

This method will activate the modem to accept the incoming phone call. This method will activate on exit the OCX event “DTMF Detect” (this event is triggered upon the detection on any DTMF Key Code pressed by the called party).

Syntax

object.TeleAcceptIncoming

The **TeleAcceptIncoming** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.TeleAcceptIncoming



TeleCOMPort(sCOMPort As String)

This function informs the OCX on which COM port the modem is connected.

Syntax

object.TeleCOMPort("Com Port")

The **TeleCOMPort** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Com Port	Specify what communication port

Sample Code

Call object.TeleCOMPort ("COM3")



TeleDialCodes(sCountryCode As String, sAreaCode As String, lDelay As Long)

This method is used for specifying the Country and Area Code to be used in calling the Pager.

Syntax

object.TeleDialCodes("Country Code", "Area Code", Delay)

The **TeleDialCodes** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Country Code	Specify country code
Area Code	Area code
Delay	Delay needed between Country and Area Code, the delay is in seconds

Sample Code

Call object.TeleDialCodes ("63", "2", 3);

TeleDialDelay(1Delay As Long)

The parameter specifies the Delay needed for each digit of the Phone Number.

Syntax

object.TeleDialDelay(Delay)

The **TeleDialDelay** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Delay	Delay for each digit of the Phone Number

Sample Code

Call object.TeleDialDelay (1)

TeleDisconnect

This is the method used to hangup/terminate/disconnect the connection made by the CallTele function.

Syntax

object.TeleDisconnect

The **TeleDisconnect** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.TeleDisconnect



TeleGetDTMF

This this is the method used for getting the key pressed (DTMF) in the receiver/remote/peer side. The return value signifies the key pressed (DTMF), it is of type String.

Syntax

object.TeleGetDTMF

The **TeleGetDTMF** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.TeleGetDTMF



TelePlayback(sFileName As String)

This method is used for specifying the Filename that would be played back during reviewing purposes.

Syntax

object.TelePlayback("Filename")

The **TelePlayback** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	Wav filename

Sample Code

Call object.TelePlayback ("myvoice.wav")

Result Values:

0-OK

1-No such COM Port

2-Not a DECISION COM Port

3-Wrong OCX Password

TelePlaybackDestination(sDestination As String)

This method is used for specifying the Filename that would be played back during reviewing purposes.

Syntax

object.TelePlaybackDestination("Destination")

The **TelePlaybackDestination** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Destination	Output to speaker

Sample Code

Call object.TelePlaybackDestination ("SPKR")



TelePlayMessage(sFileName As String)

This is the method used for playing the message to the receiver/remote/peer side. This method requires that there is already a valid phone connection to the peer side.

Syntax

object.TelePlayMessage("Filename")

The **TelePlayMessage** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	Wav filename to play

Sample Code

Call object.TelePlayMessage ("myvoice.wav")



TeleReceiveInit

This method is used to initialize the Modem for monitoring incoming phone calls. This method will activate the OCX event “Ring Detect” (this event is triggered upon the detection on an incoming phone call). Be sure to process first the CallTeleCOMPort, and CallTelePassword methods, before issuing this method.

Syntax

object.TeleReceiveInit

The **TeleReceiveInit** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.TeleReceiveInit



TeleRecord(sFileName As String, lDuration As Long)

This method allows recording of voice to the assigned Filename for the specified Duration. It will display windows notifying the start and end of the recording process. This method returns a value of type Long.

Syntax

object.TeleRecord("Filename", "Duration")

The **TeleRecord** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	Specify Wav filename
Duration	Recording duration

Sample Code

Call object.TeleRecord ("milk.wav", 5)

TeleRecordMessage(sFileName As String)

This is the method used for recording the voice message from the receiver/remote/peer side until the “0” DTMF key is pressed by the receiver/remote/peer side. This method requires that there is already a valid phone connection to the peer side.

Syntax

object.TeleRecordMessage(“Filename”)

The **TeleRecordMessage** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	Wav filename to play

Sample Code

Call object.TeleRecordMessage ("myvoice.wav")

TeleRecordSource(sSource As String)

This this specifies the source input for Recording voice.

Syntax

object.TeleRecordSource("Source")

The **TeleRecordSource** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Source	Specify source input

Sample Code

Call object.TeleRecordSource ("MIC")



TeleRejectIncoming

This method will deactivate the modem to accept any incoming phone call and will HangUp any connection made by the CallTeleReceiveStart.

Syntax

object.TeleRejectIncoming

The **TeleRejectIncoming** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.TeleRejectIncoming



TeleSend

This method initiates the actual dialing of the phone Number. If a sound file was specified in the CallTeleFile method, it shall play the specified file after dialing until the specified DTMF Key Code has been pressed. This method will activate on exit the OCX event “DTMF Detect” (this event is triggered upon the detection on any DTMF Key Code pressed by the called party). Be sure to process first the CallTeleCOMPort, CallTelePassword, CallTeleTelNo and or CallTeleFile methods, before issuing this method.

Syntax

Object.TeleSend

The **TeleSend** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.

Sample Code

Call object.TeleSend

Result Values

- 0-OK
- 1-No such COM Port
- 2-Not a DECISION COM Port
- 3-Wrong OCX Password
- 4- No Answer
- 6- No Dialtone
- 7- Busy

TeleSpecifyFile(sFileName As String, sDTMFKeyCode As String)

This method is used for specifying which sound file will be played during the CallTele method and which DTMF Key Code to wait for, as a response. The CallTele method will keep on playing the sound file until the specified DTMF Key Code has been pressed by the answering party.

Syntax

object.TeleSpecifyFile("Filename", "Key")

The **TeleSpecifyFile** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	Specify Wav filename
Key	DTMF Key Code

Sample Code

Call object.TeleSpecifyFile ("milk.wav", "*")

TeleTelNo(sTelephoneNumber As String, lDelay As Long)

This function is used for specifying the Telephone Number that would be dialed.

Syntax

object.TeleTelNo("Telephone Number",Delay)

The **TeleTelNo** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Telephone #	Specify telephone number
Delay	Specifies the Delay needed between Area Code and Telephone Number. The delay is in seconds.

Sample Code

Call object.TeleTelNo ("9221299", 3)

TerminalType

A property identifies which terminal type.

Syntax

Object.TerminalType [= value]

The **TerminalType** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object
Value	Identify terminal Type

Terminal Type

Part	Description
Client	Serve as a client
Server	Serve as a server

Sample Code

Call Object.TerminalType = "Client" 'object has set terminal to client



TransmitFile

Ready to transmit data

Syntax

Object.TransmitFile

The **TransmitFile** property syntax has this part:

Part	Description
Object	An expression that evaluates to an object

Remarks

During the process **TransmitInfo** is required the information which includes the name of the file and the directory were file from.

Sample Code

Object.Transmit 'transmit data now



TransmitInfo(sNameOfFile As String, sDirectory As String) As Boolean

Information of the file were going to transmit.

Syntax

object.TransmitInfo ("Image Filename", "Directory") As Boolean

The **TransmitInfo** property syntax has these parts

Part	Description
Object	An expression that evaluates to an object.
Method	A method expression representing the communications to Open Port number.
Filename	A data filename
Directory	Filename location

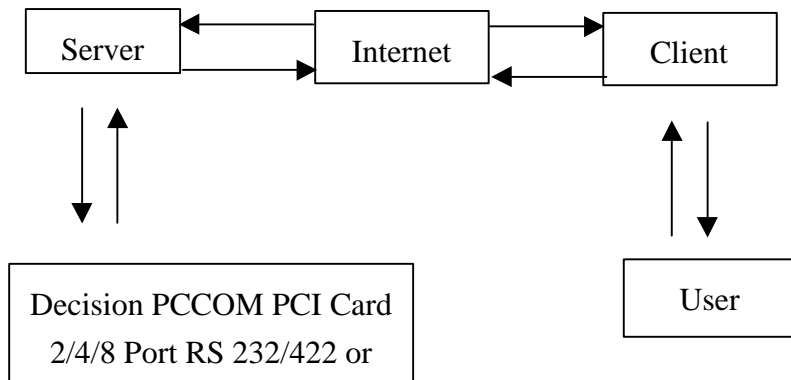
Sample Code

```
Dim Return As Boolean
```

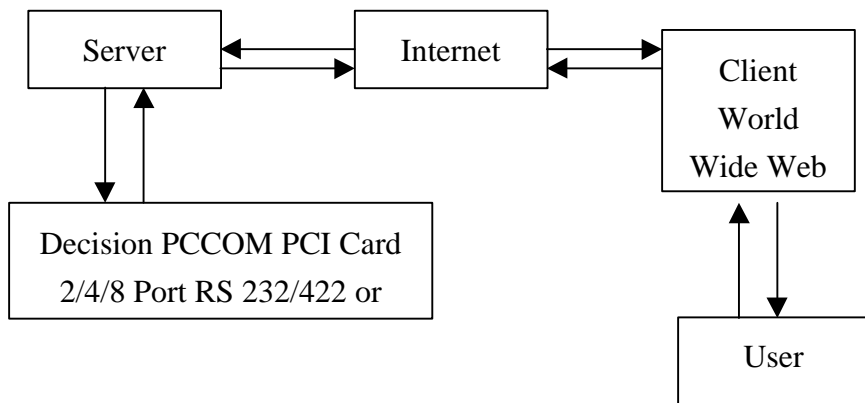
```
Return = object.TransmitInfo ("Sam.wav","voice")
```

BLOCK DIAGRAM

Application Program (Internet)



World Wide Web



Sample Source Code

Sample source code are provided in a separate directory which include Visual Basic and Visual C ++.



Install the Modem

- Go to the Control Panel by clicking the start button, select the settings and click the control panel.
- Open the modems.
- You are about to install the modem (if not yet installed). At the Installation of the modem click next button to detect the com port location of your modem.
- After detecting the location of com port where your modem is connected you have to verify it by clicking the next button other wise change it by clicking the change button.
- The wizard modem detection will inform you that the installation is already finish. Click the finish button.
- The Modem Properties will appear.
- At the Modem properties in the General tab Click the Dialing Properties
- At the Dialing Properties enter the complete data then click OK button

1. Creating Dial Up

- Go to the Dial-Up Network by clicking the Start button selecting the programs, accessories then the Dial-Up Network (on Windows 98 at Communications, Dial-Up Networking)
- Dial-Up Networking will display an information regarding the Dial-Up Networking. Click the next button.
- On Make New Connection enter your computer name and select a proper device then click the next button.
- Enter the phone number settings then click the next button.
- At the verification click the finish button





2. *Configuring the Dial-Up Connection*

- After creating the Dial-Up Connection go to the Dial-Up Network again at the accessories of the programs.
- At the Dial-Up Network select the Connection you make and configure its properties by clicking the File menu then selecting the properties.
- At the proprieties of your selected connection go to the Server Types tab and click (check) the TCP/IP settings.
- Specify all your settings specially the IP address and the DNS.
- For more information with this setting please contact your Internet provider.





How to Use PCCOM RemoTeleCom

Pager Function : This function sends pager messages locally (Server) or through Internet (Client).

Fax Function : This function sends and receive fax messages locally (Server) or through internet (Client).

Email Forward to Fax : This function receives Emails and has the option to send directly to fax locally (Server) or through internet (Client).

Voice Function : This function sends voice mail and receive incoming calls. The user can send voice mail locally (Server) or through internet (Client).

Select COM port: The user is required to select the COM port if the user is using a single port.

NOTE : This is important. Select the right port so the program will function well

Diagnosis : Enables the user to check if the modem is properly connected to the selected port configures the Modem and the Network.

OCX Help: Help file of the PCCOM OCX.

Help : Help file of the PCCOM RemoTeleCom Software Application.

Back : This Button enables the user to go back to the main menu if he/ she is finished sending message.





Exit : This function exits the PCCOM RemoTeleCom Software.

How To Use Pager Function

NOTE : If the user must select what port the modem is connected.

Select first what type of terminal (Server or Client). Then Fill up the telephone number and then message. The limit of the numeric message is 8 digits only. After filling up the telephone number and numeric message, press the SEND Button.

How To Use Fax Function

NOTE : If the user must select what port the modem is connected.

Select first what type of terminal (Server or Client).Type the message in the message text box and type the fax number on the fax number text box then press the Send button. if you want to send an image file.(Client) Type the filename on the Send text box and press send button, or (SERVER) Type the filename on the request text box then press the request button. Then click on the check box. Put the filename of the Send or Received File on the Filename Text box. then press Send.

Please make sure that the BMP file exist on the C:\image folder.





How To Use Email to Fax Function

NOTE : If the user must select what port the modem is connected.

Type the right information on the text boxes. The user must have a valid Email account in able to use the email function. type the valid user name, SMTP server and the correct password in the Text boxes and click on the Read mail button. If the user wishes to forward the received email on to fax. Type the Fax number and click on the check box then press the Read Mail.

How To Use Voice Mail Function

NOTE : If the user must select what port the modem is connected.

Select first what type of terminal (Server or Client). For Server, Type the filename of the WAV file on the Request File Text box then press Request Button. For Client Terminal, Type the filename of the WAV file on the Send Text Box, then press the Send Button. Make sure that the WAV file you want to send is in the C:\ VOICE folder.

Type the File name of the WAV file on the Filename Text box and the telephone number on the Telephone Number Text box then press the send button.

The user can record the right WAV format to be send on the SOUND CARD. After Recording on the SOUND CARD. save the WAV file to 8khz mono.



**APPENDIX A****TECHNICAL SUPPORT**

Decision customer can request to any modification of the program, or they may give their requirements includes functions to control PCCOM TeleCom.

We believe that customer report is the most valuable source for creating successful products. In case you need support using PCCOM TeleCom Software, or have suggestions about the future functionality, please feel free to contact our Local Distributor.

We continuously update and extend the PCCOM TeleCom Software with new functionality, for specific applications, to meet your specific needs, and provide supportive products around the PCCOM TeleCom Software.



**APPENDIX B****WARRANTY INFORMATION*****B.1 Copyright***

Copyright 1997, 1998 DECISION COMPUTER INTERNATIONAL CO., LTD. All rights reserved. No part of PCCOM TeleCom software and manual may be reproduced, transmitted, transcribed, or translated into any language or computer language, in any form or by any means, electronic, mechanical, magnetic, optical, chemical, manual, or otherwise, without the prior written permission of DECISION COMPUTER INTERNATIONAL CO., LTD.

Each piece of PCCOM TeleCom package permits user to use PCCOM TeleCom only on a single computer; a registered user may use the program on a different computer, but may not use the program on more than one computer at the same time.

Corporate licensing agreements allow duplication and distribution of specific number of copies within the licensed institution. Duplication of multiple copies is not allowed except through execution of a licensing agreement. Welcome call for details.

B.2 Warranty Information

DECISION warrants that for a period of one year from the date of purchase (unless otherwise specified in the warranty card) that the goods supplied will perform according to the specifications defined in the user manual. Furthermore that the PCCOM TeleCom product will be supplied free from defects in materials and workmanship and is fully functional under normal usage.

In the event of the failure of a PCCOM TeleCom product within the



specified warranty period, DECISION will, at its option, replace or repair the item at no additional charge. This limited warranty does not cover damage resulting from incorrect use, electrical interference, accident, or modification of the product.

All goods returned for warranty repair must have the serial number intact. Goods without serial numbers attached will not be covered by the warranty.

Transportation costs for goods returned must be paid by the purchaser. Repaired goods will be dispatched at the expense of PCCOM TeleCom.

To ensure that the warranty provisions cover your PCCOM TeleCom product, it is necessary that you return the Warranty card.

Under this Limited Warranty, DECISION's obligations will be limited to repair or replacement only, of goods found to be defective as specified above during the warranty period. DECISION is not liable to the purchaser for any damages or losses of any kind, through the use of, or inability to use, the PCCOM TeleCom product.

DECISION reserves the right to determine what constitutes warranty repair or replacement.

Return Authorization: It is necessary that any returned goods be clearly marked with a RA number that has been issued by DECISION. Goods returned without this authorization will not be attended to.