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For

RemoteTele Fax

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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 Program
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
Object	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 Program

```
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
Object	An expression that evaluates to an object

Data Type
String

Sample Program

```
Call Object.GetConnectionStatus      'object stores the value done by
                                     GetConnectionStatus
MyNumPort  =  Object.GetConnectionStatus
```

CliGetvReturn
Get return of Pager functions

Syntax
objec*t.CliGetvReturn*

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

Part	Description
Object	An expression that evaluates to an object

Data Type
String

Sample Program

```
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 Program
```
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 Program
```
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 Program

```
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 Program
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 Program
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 Program

```
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 Program

```
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 Program
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 Program

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 Program

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

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

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

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 Program

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 Program
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**
Object	An expression that evaluates to an object

Sample Program

```
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 Program
```
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 Program

```
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 Program

```
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 Program
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 Program
```
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 Program

```
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 Program
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 Program

```
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 Program
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 Program
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 Program
```
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 Program
```
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 Program
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 Program
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 Program
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 Program
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 Program
Dim Return As Boolean
Return = object.TransmitInfo (“Sam.wav”,”voice”)