

LICENSE AGREEMENT

For

RemoteTele Voice

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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
<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 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
<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 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
<i>Object</i>	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

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 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
<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 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
<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 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
<i>Object</i>	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

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 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
<i>Object</i>	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
<i>Object</i>	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
<i>Object</i>	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
<i>Object</i>	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
<i>Object</i>	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
<i>Object</i>	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 where 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
<i>Object</i>	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
<i>Object</i>	An expression that evaluates to an object
<i>sThePassword As String</i>	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(IPortLocal As Long)

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

Syntax

object.SetPropertyPortLocal(IPortLocal 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 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
<i>Object</i>	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
<i>Object</i>	An expression that evaluates to an object
<i>sTerminalType As String</i>	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
<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 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

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 Program

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 Program

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 Program

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

TeleDialDelay(IDelay 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 Program

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 Program

Call object.TeleDisconnect

TeleGetDTMF

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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 Program

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
<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 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
<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 where 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")