

**Subject:** Application 20 - Voice Personals  
Touch Tone Version

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## **Technical Memorandum**

### **1 Introduction**

Voice Personals is an application (20), that AudioSaver will run. It is used to allow people to call in, enter certain information pertaining to their age, location, interests, etc., and find them a suitable match.

### **2 Perspective**

#### **2.1 Voice Personals from the Callers Perspective**

Two Separate Mailboxes will be accessed by the callers. One being for male callers, and the other for female. Once a caller enters their respective mailbox they will be presented with three options, place an ad, hear ads, or retrieve their messages. All functions to be carried out by voice personals are handled by touch tone in this version. The caller will be presented with all options, and options will be repeated should the caller fail to hear these options, or enter an invalid selection.

#### **2.2 Voice Personals from the Administrators Perspective**

In addition to the two previously mentioned mailboxes, a third mailbox must be created for the system administrators. This mailbox will allow the administrator to validate ads that have been left by callers, to ensure quality. This procedure is also totally controlled by touch tone. This is the only form of maintenance that the administrator must provide for voice personals. All other operations that are required are handled by the system itself. Each of the three previously mentioned mailboxes require specific settings which will be discussed later in this document.

### 3 Grunt Setup

Our demonstration version of Voice Personals utilizes 5 separate grunt tables. You may wish to modify these grunts to better suit your specific application, but it is recommended that you fully understand the application before you attempt this.

The following are the grunt tables, and their functions:

- grunt - Gateway to voice personals. Allows caller to choose from the three basic options of leave ad, hear ads, or retrieve messages.
- grunt1 - Leave ad grunt. This grunt is used to retrieve a callers information, and record their voice personals ad.
- grunt2 - Hear ads grunt. This grunt will retrieve a callers information, use it to match the caller with other callers, and play these voice personals ads to the caller.
- grunt3 - Retrieve messages grunt. This grunt will prompt the caller for their 4 digit passcode which they received when left their voice personals ad. This grunt will then search for messages which have been left for this caller. Should the caller have messages, they will be played to the caller.
- grunt9 - Editor grunt. This is the grunt which will allow the system administrator to dial into the system and validate or delete the ads which have been left by callers.

All of these grunt tables must be placed in the same subdirectory. This subdirectory will be the grunt directory which is specified in the

**Grunt, Gateway** (Type "GRUNT <enter>", and enter the following data.)

Step	Opening	Grunt	NStep	P1	Ngrunt	NStep	P2
1	NULL	TR?TT	2	1	TR?TT	2	1
2	TTFC1	TR?09	4	1	TR?09	4	1
3	INSTR	D???1	4	0	D???1	4	0
4	TTMM1	TR?09	9	3	TR?09	9	3
5	NULL	GJ??1	0	1	GJ??1	0	1
6	NULL	GJ??2	0	1	GJ??2	0	1
7	NULL	GJ??3	0	1	GJ??3	0	1
8	SILEN	SILEN	0	0	SILEN	0	0
9	NOSEL	SILEN	4	0	SILEN	4	0

**Grunt1, Leave Ad (Type "GRUNT GRUNT1 <enter>", and enter the following data.)**

Step	Opening	Grunt	NStep	P1	Ngrunt	NStep	P2
1	LAIN	TR?S1	2	0	TR?S1	2	0
2	NULL	NULL	4	0	NULL	4	0
3			0	0		0	0
4	TTAG1	TR?09	9	4	TR?09	9	4
5	AGE1	TR?01	10	1	TR?01	10	1
6	AGE2	TR?01	10	2	TR?01	10	2
7	AGE3	TR?01	10	3	TR?01	10	3
8	AGE4	TR?01	10	4	TR?01	10	4
9	NOSEL	SILEN	4	0	SILEN	4	0
10	TTLO1	TR?09	15	4	TR?09	15	4
11	LOCA1	TR?11	19	1	TR?11	19	1
12	LOCA2	TR?11	19	2	TR?11	19	2
13	LOCA3	TR?11	19	3	TR?11	19	3
14	LOCA4	TR?11	19	4	TR?11	19	4
15	NOSEL	SILEN	10	0	SILEN	10	0
16	NULL	NULL	10	0	NULL	10	0
17	NULL	NULL	10	0	NULL	10	0
18	NULL	NULL	10	0	NULL	10	0
19	SILEN	TR?F1	20	0	TR?F1	20	0
20	TRRR1	NULL	21	6	SILEN	21	6
21	TTRO1	TR?09	21	3	TR?09	21	3
22	REVEW	TR?P1	21	0	TR?P1	21	0
23	CHANG	NULL	20	0	NULL	20	0
24	SAVE	TR?V1	25	6	TR?V1	25	6
25	PCOUT	SILEN	26	0	SILEN	26	0
26	SILEN	TR?C1	26	27	TR?C1	26	27
27	PCOUT	SILEN	28	0	SILEN	28	0
28	SILEN	TR?C1	28	33	TR?C1	28	33
29			0	0		0	0
30	RFAIL	NULL	0	0	NULL	0	0
31	NOMBS	NULL	0	0	NULL	0	0
32			0	0		0	0
33	TTLE1	TR?09	36	1	TR?09	36	1
34	NULL	GJ??0	0	1	GJ??0	0	1
35			0	0		0	0
36	EXIT	NULL	0	0	NULL	0	0

Grunt2, Hear Ads (Type "GRUNT GRUNT2 <enter>", and enter the following data.)

Step	Opening	Grunt	NStep	P1	Ngrunt	NStep	P2
1	HAINI	NULL	2	0	NULL	2	0
2	TTAG1	TR?09	26	4	TR?09	26	4
3	AGE1	TR?02	7	1	TR?02	7	1
4	AGE2	TR?02	7	2	TR?02	7	2
5	AGE3	TR?02	7	3	TR?02	7	3
6	AGE4	TR?02	7	4	TR?02	7	4
7	TTLO1	TR?09	27	4	TR?09	27	4
8	LOCA1	TR?12	12	1	TR?12	12	1
9	LOCA2	TR?12	12	2	TR?12	12	2
10	LOCA3	TR?12	12	3	TR?12	12	3
11	LOCA4	TR?12	12	4	TR?12	12	4
12	SERCH	TR?F2	13	30	TR?F2	13	30
13	CONGR	NULL	17	0	NULL	17	0
14	TTAR1	TR?09	14	2	TR?09	14	2
15	TRRR2	SILEN	18	6	NULL	18	6
16	NULL	TR?N2	17	31	TR?N2	17	31
17	SILEN	TR?A2	14	0	TR?A2	14	0
18	TTRO1	TR?09	18	3	TR?09	18	3
19	REVRE	TR?P1	18	0	TR?P1	18	0
20	CHGRE	NULL	15	0	NULL	15	0
21	SAVRE	TR?V1	12	0	TR?V1	12	0
22			0	0		0	0
23			0	0		0	0
24			0	0		0	0
25			0	0		0	0
26	NOSEL	NULL	2	0	NULL	2	0
27	NOSEL	NULL	7	0	NULL	7	0
28			0	0		0	0
29			0	0		0	0
30	NOMAT	NULL	33	0	NULL	33	0
31	LSTAD	NULL	33	0	NULL	33	0
32			0	0		0	0
33	TTHE1	TR?09	36	1	TR?09	36	1
34	NULL	GJ??0	0	1	GJ??0	0	1
35			0	0		0	0
36	EXIT	NULL	0	0	NULL	0	0

**Grunt3, Get Messages** (Type “GRUNT GRUNT3 <enter>”, and enter the following data.)

Needs to be redone

**Grunt9, Editor** (Type “GRUNT GRUNT9 <enter>”, and enter the following data.)

Needs to be redone

The following tables list the functions specific to application #20 (Voice Personals).

Function Name	Purpose	Can be Omitted	P1/P2 Effect
TR?S1	Gets unused mailbox for caller	No	None
TR?01	Holds P1/P2 value as data 1 for ROMBILL output. Also will be position 5 in recorded filename	No	Value to be kept for this field
TR?11	Holds P1/P2 value as data 2 for ROMBILL output. Also will be position 6 in recorded filename	No	Value to be kept for this field
TR?21	Holds P1/P2 value as data 3 for ROMBILL output. Also will be position 7 in recorded filename	No	Value to be kept for this field
TR?31	Holds P1/P2 value as data 4 for ROMBILL output. Also will be position 8 in recorded filename	No	Value to be kept for this field
TR?41	Holds P1/P2 value as data 5 for ROMBILL output. Also will be position 9 in recorded filename	No	Value to be kept for this field
TR?51	Holds P1/P2 value as data 6 for ROMBILL output. Also will be position 10 in recorded filename	No	Value to be kept for this field
TR?F1	Creates filename to be recorded using data from TR?01-TR?51	No	None
TRRR1	Records caller's ad.	No	* 10 = Max secs for recording 6 = 60secs
TR?P1	Plays back recording.	Yes	None

TR?V1	Saves recording	No	None
TR?C1	Plays out passcode Uses files: PASSxx	No	Step to go after passcode played

Calling Function	Purpose	Can be Omitted	P1/P2 Effect
TR?02	Holds P1/P2 value as data for match up.	No	Value to be kept for this field.
TR?12	Holds P1/P2 value as data for match up.	No	Value to be kept for this field.
TR?22	Holds P1/P2 value as data for match up.	Yes	Value to be kept for this field.
TR?32	Holds P1/P2 value as data for match up.	Yes	Value to be kept for this field.
TR?42	Holds P1/P2 value as data for match up.	Yes	Value to be kept for this field.
TR?52	Holds P1/P2 value as data for match up.	Yes	
TR?F2	Creates file name for recording and gets matching files (ADS)	No	Step to go if no matches found
TR?A2	Plays out files (ADS)	No	None
TRRR2	Records response to file (AD)	No	* 10 = Max secs for recording 6 = 60secs
TR?P2	Plays back recording	Yes	None
TR?V2	Deletes recording to record again	Yes	None
TR?N2	Gets next file (AD)	No	Step to go if no more messages exists

Calling Function	Purpose	Can be Omitted	P1/P2 Effect
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TR?D3	Returns file corresponding to passcode position Uses files: DIGxx	Yes	None
TR?03	Holds P1/P2 value for passcode	No	Value to match Opening prompt
TRR03	Accepts 4 digits for passcode in Touch Tone mode only	Yes	None
TR?13	Returns passcode digit according to value from TR?03 call. Uses files: PASSxx	No	None
TR?V3	Grunt side = increases passcode position and checks if all digits have been received	No	Step to go if all digits received
TR?V3	Ngrunt side = decreases passcode position for retry of digit	No	Step to start grunt numbers
TR?P3	Each call returns one digit from passcode Uses files: PASSxx	Yes	Step to go if all digits played
TR?23	If caller says passcode incorrect plays digit position file Uses files: DIGxx	Yes	Step to go if all digits played
TR?W3	Marks position in passcode for correction	Yes	None
TR?X3	Checks to see if all 4 digits have been entered and no selection	Yes	Step if no selection made & have all digits
TR?C3	Checks passcode	No	Step to go if invalid passcode
TR?N3	Plays out number of messages	Yes	None
TR?G3	Plays out message	No	Step to go if no messages
TR?R3	Deletes message just heard and sets up next message	No	Step to go if last message

TR?I3	I valid passcode entered in touch tone, goes to P1 step IPC;;	No	Step to go if invalid TT entered
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Calling Function	Purpose	Can be Omitted	P1/P2 Effect
TRR04	Accepts 4 digit passcode	No	None
TR?14	Compares passcode to ACTUAL mailbox dialed passcode	No	Step to go if invalid passcode
TR?24	Plays out New AD	No	Step to go if no more ads
TRR44	Accepts 1 digit 3 = delete ad 5 = save ad	No	None
TR?34	If digit = 3 - deletes ad and goes to P1 step. Digit = 5 saves ad goes to P1 +1 step.	No	Step for ad deleted prompt

Calling Function	Purpose	Can be Omitted	P1/P2 Effect
TRR05	Detects the number 2 to set up for touch Tone capability	Yes	None
TR?15	Checks digit, if = 2 sets up Touch Tone	Yes	Step to go if digit 2 detected

#### 4 Recordings

The following files should be recorded, and placed in the subdirectory containing the grunt tables for voice personals.

## 5 Running the Game

The following directories must be created off of the directory where you store your grunt and prompt files. (The following names are assuming you are using c:\vp for your grunt files.)

C:\VP\MSG1\  
C:\VP\MSG2\  
C:\VP\AD1\  
C:\VP\AD2\

Three mailboxes must now be created in AudioSaver. They should follow the following guidelines.

The first mailbox will be used for male callers. It should have the following settings:

TimeZone: A  
Duration: 30  
Box Type: R  
Grunt Dir: c:\vp (or whichever dir you store you grunt and prompt files in.)  
Sign: 1  
G-Offset: 0  
Except: 0  
Gtimeout: 2

The second mailbox will be used for female callers. It should have the following settings:

TimeZone: A  
Duration: 30  
Box Type: R  
Grunt Dir: c:\vp (or whichever dir you store you grunt and prompt files in.)  
Sign: 2  
G-Offset: 0  
Except: 0  
Gtimeout: 2

The third mailbox will be used for the editor. It should have the following settings:

TimeZone: A  
Duration: 30  
Box Type: R  
Grunt Dir: c:\vp (or whichever dir you store you grunt and prompt files in.)  
Sign: 3  
G-Offset: 0

Except: 0  
Gtimeout: 2  
GNumber = 0

A text file must be created in the PEC directory containing only the following line:

c:\vp

Assuming you used c:\vp for your subdirectory, otherwise use the directory you have chosen. This file should be saved as COUNTRY.DAT, and stored in the C:\PEC directory.

The recorded ad files will be placed in the c:\vp\msg<x>\ directory, where <x> is either a 1 or a 2 determined by the sex of the caller. The files will be saved in the following format:

mmmmxxxx.xxy

mmmm = four digit mailbox number  
xxxx.xx = six digit code for matching  
y = 9 if not validated, 0 if validated by editor

xxxx.xx is set by functions TR?01 through TR?51. TR?01 is the first x, and TR?51 is the last. Other functions fill in the middle x's respectively. The x will become the P value that was passed when the function was called by a grunt table. When a caller chooses to hear ads, AudioSaver will only play back those files that match the data chosen by the current caller. The sample grunt tables provided use two of these functions to match callers by age group and the area they live in. Additional matching will require modification of the grunt tables.

In order to enable recording in grunt tables you must modify the file PARM.DAT. You can use any editor such as Q.EXE (included) to do this. You must add the following line:

PPP71 = 1

You should add this after the PPP parameter closest, but lower than 71 that exists in this file. All PPP settings must be in consecutive order.

- e. Protocol: This is where you will set the protocol which your paging company uses. Either TAP or TNPP.
- f. Connections: This field is used to define the type of connection you have to the paging company. It is normally set to DSU unless your leased line is down.
- g. Baging Port: Normally the first available port is used for paging, which is uslally comm port 3.

### **3.2 VoiceMail Systems Menu**

There are two selections under the VoiceMail Systems Menu.

#### **3.2.1 Communications Settings**

There are four settings under Communications Settings.

- a. Baudrate Baud rate at which voicemail systems are connected to the concentrator. This is normally set to 1200.
- b. Parity The parity field should be set to None.
- c. Databits The Databits field should be set to 8.
- d. Stopbits The Stopbits field should be set to 1.

#### **3.2.2 Manual Paging**

Manual Paging is used to test pagers directly from the interface.

- a. MailBox Number: This should be set to 0000.
- b. Beeper Number : This the capcode of the beeper to be tested.
- c. ANI: This is the callers id number, which will be displayed by the beeper.