

VMS Phone Utility Manual

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April 1988

This manual describes the VMS Phone Utility, which allows you to simulate a telephone conversation using your terminal.

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Software Version: VMS Version 5.0

**digital equipment corporation
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April 1988

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Preface

Intended Audience

The VMS Phone Utility Manual is intended for all users of the VMS operating system.

Document Structure

This manual consists of the following four sections:

- Description—Provides a full description of the Phone Utility (PHONE).
- Usage Summary—Outlines the following PHONE information:
 - Invoking the utility
 - Exiting from the utility
 - Directing output
 - Restrictions or privileges required
- Qualifiers—Describes PHONE qualifiers, including format, parameters, and examples.
- Commands—Describes PHONE commands, including format, parameters, and examples.

Associated Documents

You might want to become familiar with the Mail Utility, described in the *VMS Mail Utility Manual*. Like the Phone Utility, the Mail Utility allows you to communicate with other users. However, it does not require that other users be at their terminals when you initiate the communication nor does it force them to interrupt what they are doing to respond.

Conventions

Convention	Meaning
<code>RET</code>	In examples, a key name (usually abbreviated) shown within a box indicates that you press a key on the keyboard; in text, a key name is not enclosed in a box. In this example, the key is the RETURN key. (Note that the RETURN key is not usually shown in syntax statements or in all examples; however, assume that you must press the RETURN key after entering a command or responding to a prompt.)
CTRL/C	A key combination, shown in uppercase with a slash separating two key names, indicates that you hold down the first key while you press the second key. For example, the key combination CTRL/C indicates that you hold down the key labeled CTRL while you press the key labeled C. In examples, a key combination is enclosed in a box.
<code>\$ SHOW TIME</code> <code>05-JUN-1988 11:55:22</code>	In examples, system output (what the system displays) is shown in black. User input (what you enter) is shown in red.
<code>\$ TYPE MYFILE.DAT</code> . . .	In examples, a vertical series of periods, or ellipsis, means either that not all the data that the system would display in response to a command is shown or that not all the data a user would enter is shown.
input-file, . . .	In examples, a horizontal ellipsis indicates that additional parameters, values, or other information can be entered, that preceding items can be repeated one or more times, or that optional arguments in a statement have been omitted.
[logical-name]	Brackets indicate that the enclosed item is optional. (Brackets are not, however, optional in the syntax of a directory name in a file specification or in the syntax of a substring specification in an assignment statement.)
quotation marks apostrophes	The term quotation marks is used to refer to double quotation marks ("). The term apostrophe (') is used to refer to a single quotation mark.

New and Changed Features

There are no new or changed features. The Phone Utility for VMS Version 5.0 is essentially the same as it was for Version 4.0.

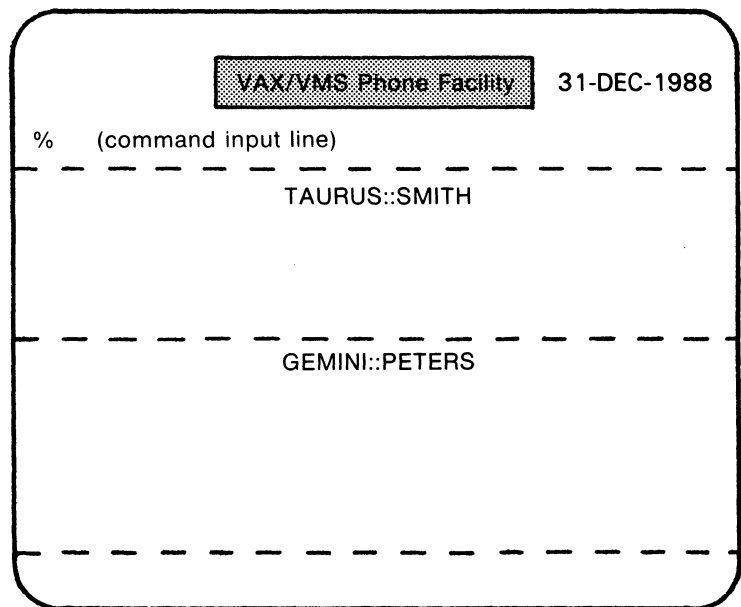


PHONE Description

The VMS Phone Utility (PHONE) allows you to communicate with other users on your system or with any other VAX system connected to your system by DECnet-VAX. PHONE is designed to simulate some of the features of actual telephone communications, such as the hold button, conference calls, and telephone directories.

To invoke the Phone Utility, type PHONE at the DCL prompt and press RETURN. You can specify the username of the person with whom you want to communicate before or after you enter the Phone Utility. When you invoke the Phone Utility, PHONE takes control of your terminal and displays the PHONE screen layout as shown in Figure PHONE-1.

Figure PHONE-1 PHONE Format



Note: The switch hook character is always displayed in column 1 of the command input line.

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You can obtain information about PHONE by invoking the HELP command at the DCL prompt as follows:

```
$ HELP
Topic? PHONE
```

You can also enter HELP from within the Phone Utility.

PHONE Description

1 Screen Layout

Each person engaged in the conversation has a viewport on the screen. PHONE can display as many as six viewports at a time.

The viewport contains information regarding the user's name, the text of the conversation, and various status indicators, such as who is on hold. Users you have on hold can be temporarily eliminated from the screen to make room for new participants.

2 Conversation Text

When you are engaged in a conversation, most of the characters that you type are considered part of that conversation and are sent to each participant. The exception is the switch-hook character (%), which signals that you want to enter a Phone Utility command. (You can enter any Phone Utility command in the midst of a conversation.)

All normal ASCII text characters are displayed in the viewport. Some ASCII control characters can be used for formatting (see the following list) while other control characters are ignored.

Control Key	Formatting Function
DELETE	Deletes the previous character
LINE FEED	Deletes the previous word
RETURN	Starts a new line in the viewport
TAB	Advances to the next tab stop
CTRL/G	Sounds the bell at both your terminal and the terminal of anyone linked to the current PHONE conversation
CTRL/L	Clears all text from the viewport
CTRL/Q	Allows normal receiving of characters. CTRL/Q also negates a CTRL/S
CTRL/S	Freezes the characters currently on screen
CTRL/U	Clears the current viewport line
CTRL/W	Refreshes the entire screen
CTRL/Z	Equivalent to the HANGUP command if used during a conversation; equivalent to the EXIT command if used when no conversation is in progress

3 Conference Calls

When setting up a conference call, one participant acts as the operator. The operator establishes the conference by calling the other participants in turn and waiting for an answer.

Only users currently participating in the conference call can bring in new participants with the DIAL or PHONE command. If you dial a person already participating in an ongoing conference call, you talk only to the participant you called.

PHONE Usage Summary

The Phone Utility (PHONE) allows you to communicate with other users by simulating some of the features of real telephone communications.

FORMAT	PHONE
---------------	--------------

PARAMETERS	<i>None.</i>
-------------------	--------------

usage summary

To invoke PHONE, enter the following DCL command in response to the DCL command level prompt:

```
$ PHONE[/qualifier(s)] [phone-command]
```

When PHONE is invoked, it formats the entire screen as shown in Figure PHONE-1.

To exit from PHONE, enter the EXIT command. PHONE returns you to the DCL command level. If you are in the Phone Utility but are not currently engaged in a conversation, you can press CTRL/Z to exit from PHONE.

The HANGUP command is used to hang up your own phone. It disconnects all current links but leaves you in the Phone Utility. Pressing CTRL/Z during a conversation is equivalent to entering the HANGUP command.

PHONE can be used only on video terminals with direct cursor positioning, such as the DIGITAL VT52-, VT100-, VT200-, and VT300-series terminals. The Phone Utility uses the SCOPE terminal characteristic to determine if it can support a terminal.

PHONE

PHONE Qualifiers

PHONE QUALIFIERS

When entering the DCL command PHONE, you can supply qualifiers that modify the characteristics of the simulated telephone.

/SCROLL

Determines how new lines of text are displayed on the screen when the viewport becomes full. If /NOSCROLL is specified, the text lines are wrapped and new text appears on the top line of the viewport. /NOSCROLL improves the response time for terminals operating at slow speeds.

If /SCROLL is specified, the text is scrolled up one line each time a new line of text is entered. The new line appears at the bottom of the viewport. /SCROLL is the default.

FORMAT **/SCROLL**
 /NOSCROLL

PARAMETERS *None.*

PHONE

/SWITCH_HOOK

/SWITCH_HOOK

Specifies the PHONE switch-hook character (%). The switch-hook character must be entered before each Phone Utility command that is entered during a conversation. PHONE commands are terminated by pressing RETURN or by entering the switch-hook character. Text typed without the switch-hook character is considered part of the conversation.

FORMAT	/SWITCH_HOOK="character"
---------------	---------------------------------

QUALIFIER	"character"
------------------	--------------------

VALUE	You can use any nonalphanumeric character as the switch-hook character. Enclose the character in quotation marks. The default switch-hook character is the percent sign (%).
--------------	--

/VIEWPORT_SIZE

Specifies the maximum number of lines in a viewport, including the heading line and the bottom line of dashes. Smaller viewports will improve the response time on terminals operating at slow speeds.

FORMAT	/VIEWPORT_SIZE=n
---------------	-------------------------

QUALIFIER VALUE	<i>n</i>
----------------------------	----------

n
Specifies the size of the viewport. The valid range is 3 to 10 lines. If there are two participants in the conversation, the default viewport size is 10. PHONE automatically reduces the default viewport size as more participants enter the conversation.

PHONE

PHONE Commands

PHONE COMMANDS

The following list shows all the PHONE commands available:

ANSWER
DIAL
DIRECTORY
EXIT
FACSIMILE
HANGUP
HELP
HOLD
MAIL
PHONE
REJECT
UNHOLD

To enter PHONE commands, you must first press the switch-hook character (%). If you are using the Phone Utility but are not currently engaged in a conversation, the switch-hook character is optional since there is no ambiguity between a command and conversation.

You can press CTRL/W at any time during your current conversation to refresh the screen.

The DIAL, DIRECTORY, MAIL, and PHONE commands accept logical names. To prevent PHONE from treating a parameter to these commands as a logical name, prefix the parameter with an underscore.

You cannot use node numbers to access someone on another node. However, DECnet access strings are acceptable.

ANSWER

Answers the phone when you receive a call. If the call comes when you are not currently in the Phone Utility, a message is broadcast to your terminal. If you want to answer the call, enter **PHONE** at the DCL prompt and then enter **ANSWER** at the switch-hook character.

If you are currently using **PHONE**, the message appears in **PHONE**'s standard message line, which is located under the command input line on your screen (see Figure **PHONE-1**).

FORMAT	ANSWER
---------------	---------------

PARAMETERS	<i>None.</i>
-------------------	--------------

QUALIFIERS	<i>None.</i>
-------------------	--------------

EXAMPLE

%ANSWER

The **ANSWER** command establishes a link with the caller.

PHONE

DIAL

DIAL

Places a call to another user. You must include the user name of the person to whom you are placing the call. The user name must be preceded by a DECnet-VAX node name if the person is on another node. A logical name can be substituted for the user-name parameter.

When you enter the DIAL command, PHONE broadcasts a message to the user's terminal to indicate that you are calling. This message flashes every 10 seconds until the user either answers the phone or rejects the call, or until you press any key on the keyboard (this action cancels the call).

If you enter a user name without a specific command, the DIAL command is assumed.

FORMAT **DIAL** *[node::]user-name*

PARAMETER *[node::]user-name*
Specifies the name of the user to be phoned and their node (if their node is not the same as your current node). Node numbers cannot be entered when you are calling someone on another node. DECnet access strings are allowed.

QUALIFIERS *None.*

EXAMPLE

```
%DIAL TAURUS::SMITH
```

The DIAL command places a call to Smith on node TAURUS.

DIRECTORY

Displays a list of those users with whom you can talk on your system or on any other system in the network. If you enter the **DIRECTORY** command without additional information, **PHONE** lists the users on your system. If you enter the **DIRECTORY** command with a node name, **PHONE** lists the users on that system. You can substitute a logical name for the node name in the command line.

The directory is displayed on your screen, line by line, until the entire list has been displayed or until you press any key on the keyboard. The process name, user name, terminal device name, and phone status is shown for each user.

FORMAT **DIRECTORY** *[node[::]]*

PARAMETER *node[::]*
When a node name is specified, **PHONE** lists the users on that system. The colons are optional.

QUALIFIERS *None.*

EXAMPLE

%**DIRECTORY** TAURUS

The **DIRECTORY** command lists all the users currently working on node TAURUS.

PHONE

EXIT

EXIT

Exits from the Phone Utility. When you enter this command, PHONE automatically executes the HANGUP command and returns you to the DCL command level. (You can also use CTRL/Z when there is no conversation.)

FORMAT **EXIT**

PARAMETERS *None.*

QUALIFIERS *None.*

EXAMPLE

```
%DIAL PETERS
.
.
.
% HANGUP
%DIAL FENTON
.
.
.
%EXIT
$
```

This example illustrates the difference between the two PHONE commands HANGUP and EXIT. At the first PHONE prompt, Peters is dialed. The phone connection to Peters is terminated with the HANGUP command, but the user is still in the Phone Utility. The phone connection to Fenton is terminated with the EXIT command, which causes an exit from PHONE and a return to DCL command level. (CTRL/Z could have been used instead of the HANGUP.)

FACSIMILE

Allows you to include the contents of a file in your conversation. FACSIMILE sends the contents of the specified file to the current participants in the call.

PHONE continues to send the file until it reaches the end of the file or until you press any key on the keyboard.

FORMAT **FACSIMILE** *filespec*

PARAMETER *filespec*
Specifies the name of the file to be included.

QUALIFIERS *None.*

EXAMPLE

`%FACSIMILE WORK.DAT`

The FACSIMILE command specifies that the contents of the file WORK.DAT be included in your current phone conversation.

PHONE

HANGUP

HANGUP

Hangs up your phone. This disconnects all current links — the current conversation, anyone you have on hold, and anyone who has you on hold. The HANGUP command does not cause an exit from the Phone Utility. (Compare this command with the EXIT command.)

Pressing CTRL/Z during a conversation is equivalent to entering the HANGUP command. (Pressing CTRL/Z when there is no conversation is equivalent to entering the EXIT command.)

FORMAT	HANGUP
---------------	---------------

PARAMETERS	<i>None.</i>
-------------------	--------------

QUALIFIERS	<i>None.</i>
-------------------	--------------

EXAMPLE

```
%DIAL PETERS
.
.
.
%HANGUP
%DIAL FENTON
.
.
.
%EXIT
$
```

This example illustrates the difference between HANGUP and EXIT commands. At the first PHONE prompt, Peters is dialed. The phone connection to Peters is terminated with the HANGUP command, but the user is still in the Phone Utility. The phone connection to Fenton is terminated with the EXIT command, which causes an exit from PHONE and a return to DCL command level. (Note that CTRL/Z could have been used instead of the HANGUP command.)

HELP

Enables you to obtain on-line information about the Phone Utility. To obtain general PHONE information, enter the HELP command at the switch-hook character.

To obtain specific information about individual PHONE commands or topics, type HELP followed by the command or topic name, for example HELP DIAL, and press RETURN.

The information you request is displayed on your screen until all information on the selected topic has been displayed or until you press any key on the keyboard. (Pressing any key causes an exit from the Phone Utility HELP.)

FORMAT **HELP** *[topic]*

PARAMETER *topic*
Denotes a specific topic on which to supply information.

QUALIFIERS *None.*

EXAMPLE

%HELP DIAL

The HELP command displays information on the DIAL command.

PHONE HOLD

HOLD

Enables you to put on hold other users who are currently participating in a conversation with you. When you enter the HOLD command, everyone who is currently on the phone with you (including anyone who has you on hold) is placed on hold. A message is sent to each terminal indicating that the user has been placed on hold.

You can make calls to other users while you have someone on hold.

FORMAT **HOLD**

PARAMETERS *None.*

QUALIFIERS *None.*

EXAMPLE

%HOLD

The HOLD command puts anyone with whom you are having a current PHONE conversation on hold.

MAIL

Allows you to send a short message to another person. For example, when you call someone who is not in, you can leave a message to call you back.

The MAIL command requires two parameters: (1) the user name of the person to whom the message is to be sent and (2) the message, which must be enclosed in quotation marks. A logical name can be substituted for the user-name parameter.

FORMAT **MAIL** *[node::]user-name "short message"*

PARAMETERS *[node::]user-name*
Specifies the name of the user to receive the mail. Include the node when the person you want to receive the message is not on your current node.

"short message"

Denotes the contents of the message to be sent. The message must be enclosed in quotation marks and cannot exceed a single line.

QUALIFIERS *None.*

EXAMPLE

%MAIL TAURUS::SMITH "THE MEETING IS AT ELEVEN."

The MAIL command sends the message to Smith on node Taurus.

PHONE

PHONE

PHONE

Is synonymous with the DIAL command. The two commands can be used interchangeably.

FORMAT **PHONE** *[node::]user-name*

PARAMETER *[node::]user-name*
Specifies the name of the user to be phoned and the user's node (if that node is not the same as your current node). Node numbers cannot be entered when you are calling someone on another node. DECnet access strings are allowed.

QUALIFIERS *None.*

REJECT

Allows you to reject a call from another user while you are using PHONE. A message indicating that the call has not been accepted is displayed on the caller's screen.

The REJECT command accepts the optional parameter EXIT. If this parameter is specified, PHONE performs an EXIT command following the rejection. This feature allows you to set up a personalized DCL command that can reject a call and return to DCL without your intervention. Such a personalized command might appear in your login command file as shown below:

```
$ REJECT := "PHONE REJECT EXIT"
```

FORMAT	REJECT <i>[EXIT]</i>
---------------	-----------------------------

PARAMETER	EXIT Enables you to reject a call and exit from PHONE with one command.
------------------	---

QUALIFIERS	<i>None.</i>
-------------------	--------------

EXAMPLE

%REJECT

The REJECT command rejects a phone call from another user but does not cause an exit from the Phone Utility.

PHONE

UNHOLD

UNHOLD

Reverses the most recently entered HOLD command. A user who was placed on hold by the previous HOLD command is removed from hold. A user who was placed on hold before the most recent HOLD command remains on hold.

FORMAT **UNHOLD**

PARAMETERS *None.*

QUALIFIERS *None.*

EXAMPLE

%UNHOLD

The UNHOLD command reverses the last HOLD command that was executed.

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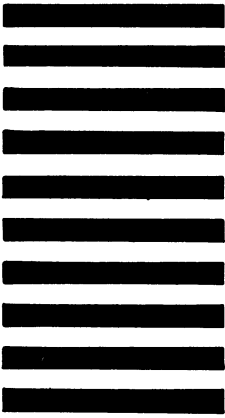


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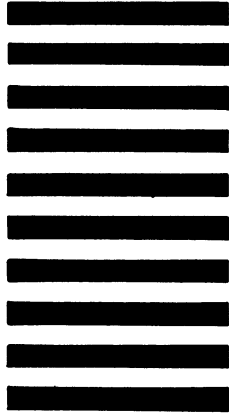
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