LightWav 5.7
User Documentation

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1.   Introduction

LightWav is a wav/mp3/ogg/mwa ringtone manager and callerID blocking for the Treo600/650. You can assign any sound to Known, Unknown callers, assign sound to notification events such as SMS, MMS, Voicemail, Phone Disconnect, Busy Line, Contact Group, when the external SD/MCC card is ejected, assign individual sound to anyone in the Contact database. Add custom JPG, GIF, GIF Animation or Live! video as callerID.

For advanced users you can block out any caller with callerID, block SMS message, launch any application with SMS message filtering.

LightWav supports sound files in RAM and has support for ringtone when the external card is ejected.

LightWav requires PocketTunes™ v2.1 and higher from www.normsoft.com for MP3/OGG/WMA files or AeroPlayer 5.0 and higher for mp3/ogg/aac ringtones.

2.   System Requirement

- Treo® 600/650
- 300K of free memory for full install
- Optional PocketTunes™ 2.1 and higher for WAV/MP3/OGG/WMA
- Optional AeroPlayer 5.0 and higher for MP3/OGG/AAC
- External SD/MMC card optional

2.1   Compatibility

- All version of Treo® 600/650 GSM/CDMA eg: Sprint, AT&T, T-Mo, Orange, Rogers, Bell
- Treo® Contact application
- PocketTunes™ 2.1 and higher
- AeroPlayer 5.0 and higher
- Live! application
- Treo 650 Camcorder movies for video callerID

3.   Installation

To install LightWav™ drag and drop all the files onto InstallTools window and then press the HotSync®
button on the cradle. The HotSync® manager will install the files on to your Palm.

- LightWav.prc   - Main Program (required)
- wavPlayer.PRC   - Wav player. (Required if PocketTunes is not installed)
- MPEG4PlugIn.prc   - 3GP movie player supports for Treo650 Camcorder
- lwav_AreaCode.pdb   - North America city names and area codes. (optional)
- gifAnim.prc   - For GIF callerID (optional)
- KoolAlarms.prc   - Setup custom sounds for Alarms (optional)
- SysZLibARM.prc   - Compression library for Live! video callerID (optional)

4.   Launching LightWav™

To launch LightWav ™ look for the icon LightWav in the Launcher and tap on it.

5.   User Interface
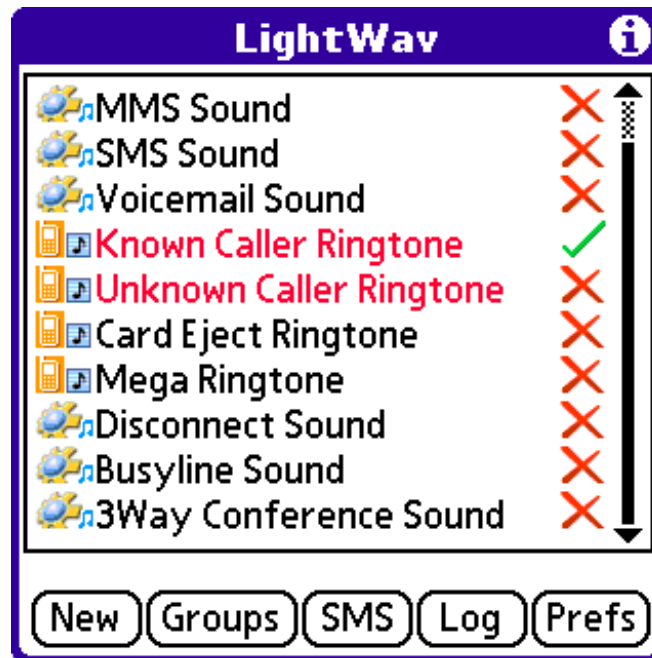
Icons

- This ringer is a System ringer. You can only edit it and can not delete it.

- This is a custom ringer. It has a ringer assigned to a contact or a group.

- This is a custom filter ringer. This filters out the call eg: block or pickup + hangup

- This ringer is enabled. Ringer must be enabled to hear the custom sound.

- This ringer is disabled. The Known CallerID Ringtone will be used.

5.1   System Ringers

The first 11 ringers are System ringers. They can not be deleted and you can only edit them and change the sound and disable/enable properties.

5.2   Unknown and Known Ringers

5.2.2   Lightwav Method

Unknown ringer is defined as no callerID or blocked callerID. LightWav will play the ringtone assigned for **Unknown Caller Ringtone** if is enabled. If it's disabled then LightWav will use the **Known Caller Ringtone**.

Known ringer is defined as the caller having callerID information such as their phone number. LightWav will search for all custom defined ringers first. If it does not find it then it will use the **Known Caller Ringtone**.

5.2.3   Phone Application Method

If you want Lightwav to work the same way as the Treo Phone application where:

Unknown Callers – Is not in the Contacts database
Known Callers – Is in your Contacts database

Then you need to check ☑ Use same rules as Phone ringtone in the General Preferences.

5.3 Phone Notification Event Sounds

LightWav allows you to assign different sounds to some of the phone notification events such as SMS, MMS and voicemail.

When you use sound notification keep the sound file short.

5.4 Card Ejection Sound

The card ejection sound feature is used when the external SD/MMC becomes ejected while in storage or in your pocket. This is a handy feature to notify you. This is important if you have all your ringtone sounds on the card.

5.5 Card Ejection Ringtone

In the event that the external SD/MMC card becomes ejected without you known it. You can assign a card ejection ringtone. The ejection ringtone must be stored in RAM. You can convert any wav/mp3 sound from external card to RAM. See later section on how to convert sounds to ram.

This feature will ensure that you will never miss a call.

5.6 Adding a New Ringer

To add a new custom ringer tap on the **New** button. The follow screen will appear.
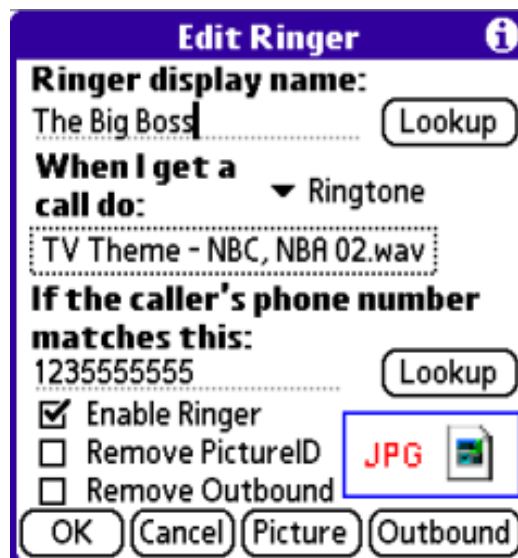
You will need to enter the following information. All fields must be entered before you can save the new ringer.

Ringer display Name: - This is the display name that will be displayed in the main screen. You can enter the display or tap on the Lookup button to select a name from the Contact database.

Note: If you do a lookup phone number first this field will automatically fill in for you.

When I get a Call do: - You can three options to select from:

1. wav/mp3 Ringtone   - Play the selected ringtone.
    To assign a custom ringtone for this ringer tap on the Toggle button and select a sound file.
2. Block Caller   - Block this call. This will go directly to voice mail if you have this feature.
3. Pickup + Hangup   - Answer the call then wait for 2 seconds then hangup. This is useful if you don't want people leaving you voice mail.
4. Random Ringtone   - Tell Lightwav to play a random ringtone from the lists of sound files.
5. MIDI Ringtone   - Use a MIDI ringtone for the ringer.
6. No Ringtone   - Do not assign a ringtone to this ringer. Usually you want to use this feature for custom pictureID. If no ringtone is used the system Known Caller ringer will be used.

If the caller's phone… - This is the phone number of the caller. Enter the full number here. Tap on the Lookup button to select a phone number from the Contact database. If area code is required then enter it.

Enabled   - To enable this ringer tap on the checkbox. If the ringer is disabled then no ringtone will be heard for the caller.   LightWav will then use the system Known ringer. When the ringer is enabled you will see the icon. If the ringer is disabled you will see the icon.

Remove PictureID   - If you have pictureID assigned for the ringer tap on this checkbox to delete it.

Remove Outbound   - If you have Outbound sound assigned for the ringer tap on this checkbox to delete it.

5.6.1   Selecting a Ringtone/Sound

LightWav uses the **Audio** folder on the external card as the default. You can change this in the Sound Preferences screen. This folder should contain all your ringtone sound files.
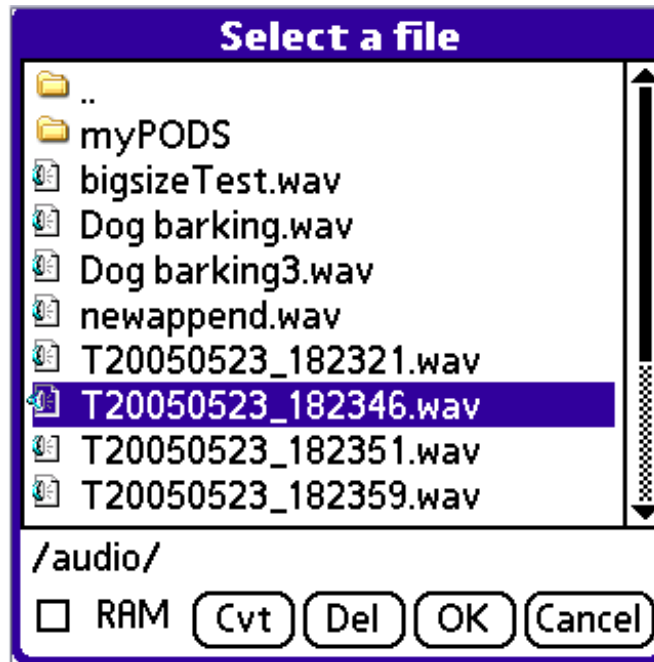
Tap on the sound file to use as a ringtone and then tap the OK button to accept it.

☐ RAM   - If checked LightWav will scan for sound files in RAM. RAM sound files are created with the Convert button or with the Windows conversion application.

(Cvt)   - For Card Ejection sound and ringtone the sound file must be in RAM. Select the file you want to convert then tap on the Convert button.

(Del)   - Select the file to Delete.

5.7   Testing the Ringer

To test the ringer, tap on the ringer in the main screen then select Play item. If you can not hear the sound then make sure the volume on the Treo® is turned on or up. Also make sure PocketTunes™ is installed in ram and the volume is on.

6.   Menus

Menu		Description
		Options
		Edit
		Views

6.1   Preferences
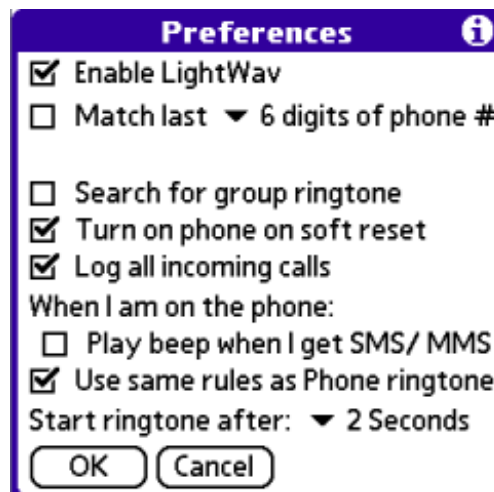
☑ **Enable LightWav** - Check to enable LightWav to use ringtones. If LightWav is disabled no wav/mp3 ringtones will be played.

☐ **Match last ▼ 6 digits of phone #** - If this is checked LightWav will match the last digits of the phone number. This is useful for International users.

☐ **Repeat ringtone (PocketTunes)** - If this is checked LightWav will repeat the ringtone until the call is picked up or is disconnected. If repeat is checked the Playlist in PocketTunes® will not be remembered.

☑ **Search for group ringtone** - If this is checked LightWav will search the Contact database for the Group name it no custom ringer is assigned for the caller.

Note: Searching all the Contacts for the belonging group takes time. If you have 100's or 1000's of Contacts it will delay the phone from ringing until the search is done. If you do not use Group ringtone then do not check this option.

☑ **Turn on phone on soft reset** - If this is checked LightWav will turn on the Radio when you do a soft reset.

☑ **Log all incoming calls** - If this is checked LightWav will log all incoming calls. This handy if case your Treo crashes before you get a chance to answer it. You can then look at the incoming log in Lightwav. The Phone application will not log the call until you actually answer or miss the call. The logfile in LightWav is different where it logs the log immediately.

When I am on the phone:
☐ **Play beep when I get SMS/ MMS** - If this is checked LightWav will play two beep sound when you are on a call and when a new SMS or MMS arrivals.

☐ **Use same rules as Phone ringtone** - If this is checked the Lightwav will use the same rules as the Phone application when dealing with Known and Unknown callers. See section 5.2 Unknown and Known Ringers

Start ringtone after: ▼ 1 Second - If you want to delay the ringtone then set the number of seconds. If Lightwav appears to crash when you get a call then set the number of seconds to 2 or 3.

6.1   Sound Preferences
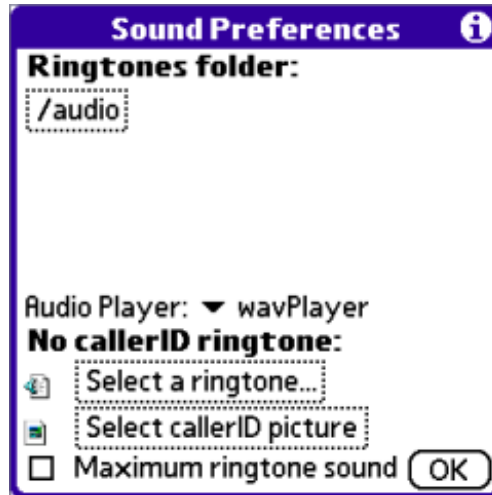
The Sound Preferences is where you assign the Ringtone sound and Coverup sound folders. When you assign a ringer LightWav will search these folders for all the sound files.

Ringtones folder:

/audio

This is the default folder for all ringers. If you store your sound files elsewhere on the external card then select it here.

Coverup folder:

/audio

This is the default folder for Coverup sounds. If you store your sound files elsewhere on the external card then select it here. See Coverup section for more details on this feature. Cover up feature only works on Treo® 600.

Activate cover up ▼ Disable
   Cover up volume   ▼ 1 (Low)

Select the Coverup activation key and volume.

Audio Player: ▼ wavPlayer

Select the Audio Player. LightWav comes with the wavPlayer. If you want to use MP3 sounds then you need to install PocketTunes™.

No callerID ringtone:

Select a ringtone…

Select callerID picture

If the caller has no callerID then you can set a different ringtone and callerID picture. No callerID is defined as the caller having no callerID or Blocked ID. This feature is used in conjunction with ☐ Use same rules as Phone ringtone. You must check this option in the General Preferences.

☐ **Maximum ringtone sound** - If this is checked then Lightwav will always play the ringtone in maximum volume.

6.2   Video Preferences

Video Preferences

☑ Show caller information

Select text color

Select background color

Caller info position: ▼ Top

Text font type: ▼ Standard

Live! video Settings:

Playback speed: ▼ 1 (Fast)

(OK) (Cancel)

The Video Preferences setting lets you choose if you want callerID information displayed long with the custom pictureID.

☑ Show caller information

If this is checked callerID information such as the caller's name and phone number will be displayed.

Select text color

The text color to use for the caller information.

Select background color ▮ The background color for the caller information.

Caller info position: ▼ Top   Display the caller information on Top or at Bottom of the screen.

Text font type: ▼ Standard   The type of font to use.

Live! video Settings:
Playback speed: ▼ 1 (Fast)   LightWav supports playing Live! videos captured with our Live! video recording application for the Treo600. You can set a video callerID for any given caller. To download Live! goto www.toysoft.ca/live.html

6.3   Group Ringtones

Group Ringtones Setup

▣ Business   ✓
Personal
QuickList
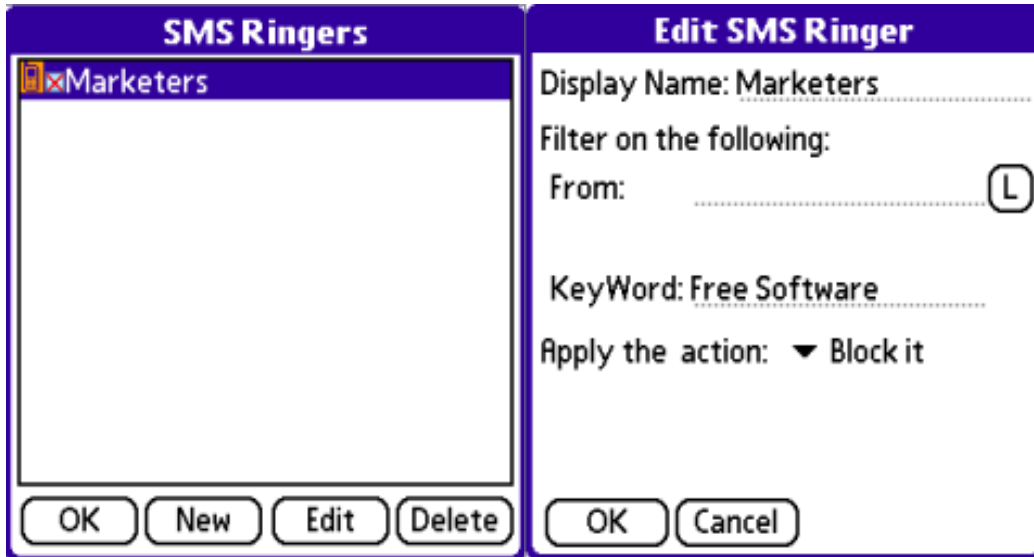Unfiled

(OK)(Edit)(Play)

Group ringtone is used when the caller doesn't have a custom ringer assigned. LightWav will then search the Contacts database for the group that the caller belongs in. If the caller does not belong to a group then the default Known Caller ringer is used.

For the Group ringtones to work you must check the option in the General Prefs.

Note: Searching all the Contacts for the belonging group takes time. If you have 100's or 1000's of Contacts it will delay the phone from ringing until the search is done. If you do not use Group ringtone then do not check this option.

6.4   SMS Ringtones

SMS ringers are similar to Phone ringers but are more flexible. You can assign any sound to a SMS msg, block the message from receiving it or launch an application.

The display name of the SMS filter.

Enter the filter SMS address. The address can be the whole or partial phone number or email address. Eg: 123-555-5555@pcs.att.net

You can optionally filter on a key word in the SMS body message. You can enter any text here.

Every SMS you must select an Action. The action will be applied when the SMS message is filtered.

6.5   Create Silent Ringtone and Suppressing MIDI ringtone

The Silent ringtone must be created in order for LightWav to work properly. On the Treo650 you can use the default 'No Sound' midi ringtone.

If you don't see the Silent choice for the Ringtone popup then manually create the silent ringtone by selecting it from the menu.

You will need to disable the internal midi ringtones.

If you have assigned a sound file to a phone event you do not want the built-in midi ringtone to sound as well. To disable the midi sound from ringing make sure the Sound Preferences looks at the following:

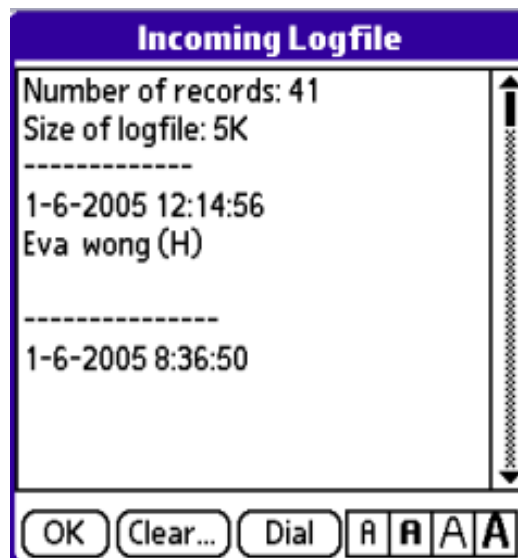**Volume Setting**   **Voice RingTones**
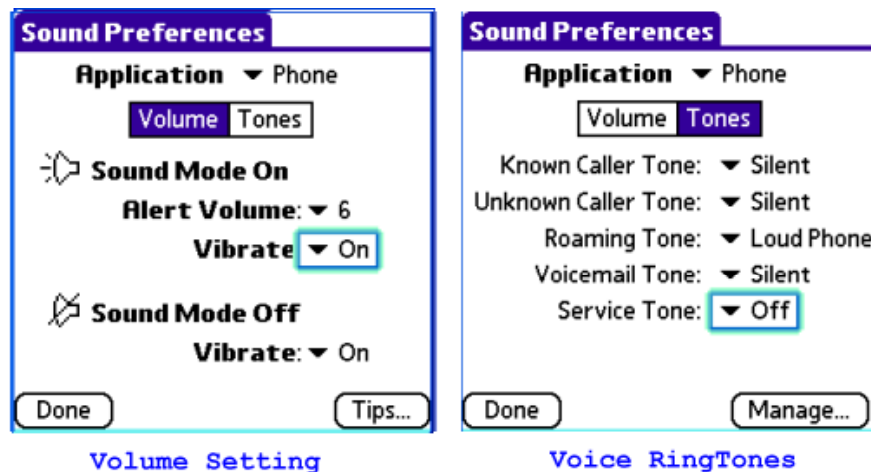
If you use wav/mp3 sound for SMS and MMS then you need to set SMS and MMS the same as showing above diagram.

If **Silent** item isn't showing on your Treo® 650 then you select **No Sound** item.

6.6 About

6.7 Incoming Call Log

To log all incoming calls you must check the option in the Preferences screen. Every time you receive a new call LightWav will log the incoming callerID to the logfile. This includes No CallerID and Blocked Caller. The difference between LightWav call log and the Phone call log is that LightWav will log the call immediately vs. when you pick up the call or when you missed the call.

To dial a number highlight the phone number in the logfile then tap on the Dial button.

6.8 North America City Area Codes
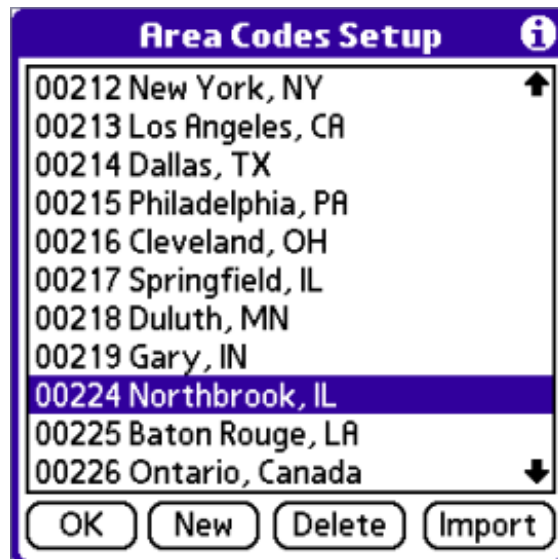
The Area Code database is a collection of all the North America city names with phone area code. You can add or delete area codes at anytime.

When the caller has callerID LightWav will search the area code database for the city, province or state name based on the area code and will display it. In order to display this you must check to use Caller Information in the Video Preferences. Caller Information is only displayed when you have a custom JPG, GIF or Live! picture callerID assigned for the caller.

Importing AreaCodes

Included with LightWav is the complete North America area code in .txt format. You can easily edit the file lwav_areacode.txt to your desire and then re-import it into LightWav. You will need to save the lwav_areacode.txt file to the external card in the root folder "\" before you do the import.

7. Answering the Phone and Stopping Ringtone

When LightWav is playing the ringtone for the incoming call the recommended way to answer the call is to press the center button on the 5 way keypad. The reason you do this is because LightWav will immediately stop the ringtone sound so that the caller will not hear the last second of the ringtone.

However you can still answer the call by tapping on the Answer button on the screen. This may cause the caller to hear the last second of the ringtone.

Another way is to stop the ringtone sound then answer the call. Anytime LightWav is playing the ringtone you can stop the sound by pressing the up and down volume keys on the side of the phone. You then manually press the center button or the Answer button on the screen to answer the call.

You can also use the Answer or the Ignore buttons on the Treo®650 to answer the call. On the Treo®600 you can use the Phone and Power button to do the same.

8.   Picture and Video CallerID

LightWav has built in support for JPG, GIF, GIF Animation and Live picture and video callerID. JPG and GIF files must be stored in the "DCIM" folder on the external card.

JPG Picture CallerID

Progressive JPG are not supported. JPG files can be any size and LightWav will resize the picture to fit the screen resolution. All JPG are shown in full screen size with the same aspect ration. The picture is not stretched to the fit screen size.

GIF and Animated GIF

Static GIF pictures are not resized. Make sure the picture is formatted to the fit the screen size. You can use any animated GIF but make sure the size fits the correct screen.

Live! Video CallerID

To use Live! video callerID you must have recorded a video with Live! software or have Live! video saved in the external card in /PROGRAMS/LIVE folder.

Live! is a video capturing application created by Toysoft for the the Treo®600/650. You can record a live video and then use it as your video callerID. You can have as many video callerID as you want that will fit on the card and use it in LightWav.

To get Live! application goto http://www.toysoft.ca/live.html or http://www.toysoft.ca/live650.html

Camcorder Video CallerID

If you have a Treo® 650 you can use the recorded video in the Camcorder application and use it as video callerID in LightWav. You must record the video to the default "DCIM" folder on the external card.

9.   Outbound Sound

When you dial a number you can assign a Outbound sound file to it. LightWav will play the sound when is dialing and will stop the sound when you are connected or when you cancel the call. You assign the Outbound sound when you create a new ringer.

10.   Mega Ringtone

Mega ringtone is used when you are in a noisy place and you want to hear your phone ring. When you enabled Mega ringtone it will over ride all the ringtones that you have setup. The Mega ringtone will be used. Make sure you make the Mega ringtone sound very loud. You can edit the sound in any sound editing software and resample the sound.

11.   Coverup Sound

Note: Coverup sound is only available on the Treo® 600.

There are times when you want to hide the location from the person that you are talking to. You can play an environment sound in the background and pretend that you are in a different environment like in a noisy mall, stuck in traffic, driving in your car etc…

To activate Coverup sound you must enable it in the Sound preferences. When you want to activate it press the activation key and then select the sound you want to play. To stop the sound just press the volume up or down key on the side of the phone.

12.   CallerID Blocking

Lightwav has built-in callerID blocking. The simple form of blocking is:
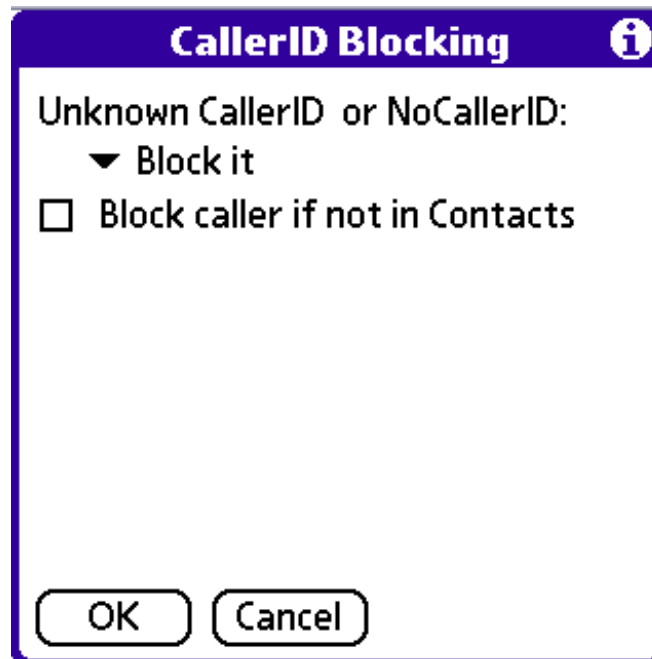
 - Block all calls that do not have callerID information such phone number. You can receive calls that have No CallerID or Blocked ID.

 - If you want to be more discrete you can block all callers that are not in the Contacts database. This requires Lightwav to search the Contacts database. This may delay ringing of the ringtone if you have many contacts. Eg: 100's or 1000's. Lightwav only supports the Treo® Contacts database.

13.   Upgrading LightWav

When you upgrade to a newer version of LightWav you must first disable LightWav in the Preferences. If you do not disable before you upgrade then you will have to launch LightWav and disable and re-enable LightWav.

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