

LightWav PRO 1.7 User Documentation

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1. Introduction

LightWav is the ultimate ring tone and caller ID manager for the Treo600/650/700p. You can assign WAV/MP3/OGG/WMA/AAC sound file 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 full screen JPG, GIF/GIF Animation, Live! video as caller ID or 3GP movie files from the Camcorder on the Treo® 650 as video caller ID on GSM Treos.

For advanced users you can block out any caller with caller ID, block SMS message, launch any application with SMS message filtering, send a SMS to lock down your treo.

For advanced and professional users you can use the Call Completion feature to add call notes after each call to keep a history of the conversation with each caller. You can then export the call notes to the Memopad application or to a text file on the external card for reports.

Use the Do Not Disturb feature when you are busy or away from your phone. The caller will receive a friendly SMS message or the caller is put into voice mail.

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

Also LightWav includes audio player for WAV/MP3/OGG songs.

Optionally you can use 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® 600/650/700P
- 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 required for MP3/OGG/WAV ringtones

2.1 Compatibility

- All version of Treo® 600/650/700P GSM/CDMA eg: Verizon, Sprint, AT&T, T-Mo, Orange, Rogers, Bell, Telus
- Treo® Contact application
- PocketTunes™ 2.1 and higher
- AeroPlayer 5.0 and higher
- Live! application
- Treo 650 Camcorder movies for .3gp video caller ID on GSM phones only

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) |
| • VideoTonesLib.prc | -Optional: WAV/MP3/OGG player for Treo® 600/650/700P |
| • XViewe.prc | -Optional: Display JPG caller ID picture |
| • MPEG4PlugIn.prc | -Optional: 3GP movie player supports for GSM Treo®650 Camcorder video files |
| • lwav_AreaCode.pdb | -Optional: North America city names and area codes. (optional) |
| • gifAnim.prc | -Optional: For GIF caller ID (optional) |
| • SysZLibARM.prc (optional) | -Optional: Compression library for Live! video caller ID (optional) |

All LightWav files must be installed to main memory and NOT on the external card. You must install one audio player.

4. Launching LightWav™



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

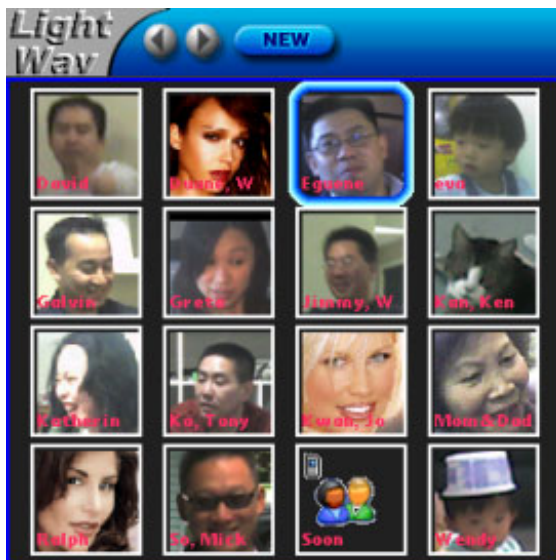
4.1 Registration LightWav



After you had purchased LightWav you will need to send your Hotsync ID as shown above to support@toysoft.ca for your registration code. The HotSync id is case sensitive. So you must send as shown exactly on the Registration screen.

When you received the registration code enter it in the Reg Code: field to unlock LightWav.

5. User Interface



Picture Dial View



Classic View

To switch between Picture Dial and Classic view press the Menu key on the keyboard and then select View menu.

5.1 System Ringers

They cannot be deleted and you can only edit them and change the sound and disable/enable properties. To access System Ringers press the “t” key on the keyboard or select it from the program menu.

5.2 Unknown and Known Ringers

5.2.2 Lightwav Method

Unknown ringer is defined as no caller ID or blocked caller ID. 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 caller ID 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.

This feature is only available with PocketTunes™ and LightWav as the audio player.

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.

This feature is only available with PocketTunes™ and LightWavLib as the audio player.

5.6 Adding a New Ringtone

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.

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 8 options to select from:

Ringer Action	Description
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
Block Caller	Block this call. This will go directly to voice mail if you have this feature.
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.
Random Ringtone	Tell Lightwav to play a random ringtone from the

	lists of sound files.
MIDI Ringtone	Use a MIDI ringtone for the ringer
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.
Auto Answer	If you want LightWav to auto answer then select this.
Call back	If you are busy in a meeting or do something important then you can set a call back appointment in the Calendar application to remind you to call the caller back.

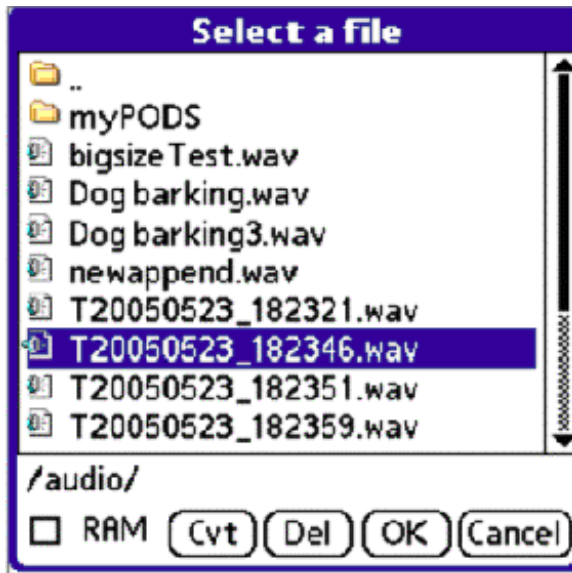
Phone Numbers - This is the phone number(s) of the caller. Tap on the Lookup button to select a phone number from the Contact database. After you select from the Contacts database all the phone numbers will be shown. Check the ones you want to use with this ringtone. To add or edit the phone number tap on the Edit button next the phone number.

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

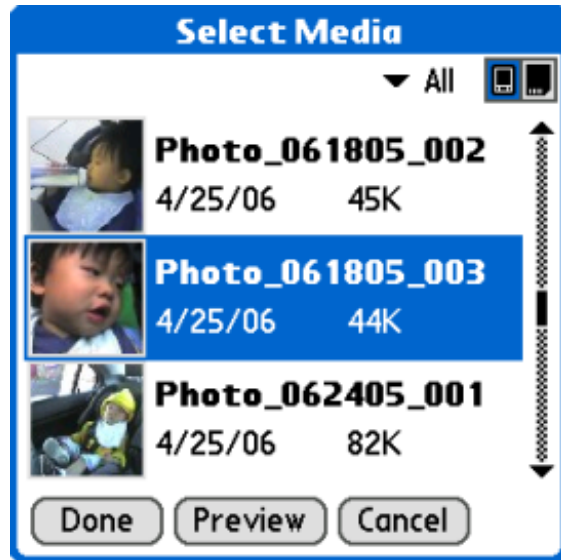
Remove Outbound - If you have Outbound sound assigned for the ringer tap on this checkbox to delete it.

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.




Lightwav File Browser.



PalmPhoto Browser

Tap on the sound file to use as a ringtone and then tap the OK button to accept it.

If the sound files are not listed on the browser screen then use the Previous  .. item to go back and look for the sound files.

☐ **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.

To set to use the PalmPhoto Browser go to Video Preferences in Lightwav and then check

☒ **Use PalmPhoto browser**

5.6.2 Changing the Ringtone Position for PocketTunes™ and LightWav Players

If you have a full song selected as the ringtone you can adjust the starting position where LightWav will play the song by tapping on the **Pos** button. The following screen will be opened.



To get the current ringtone length you need to tap on the Play first to start the song. You can then use the slider to change the position where you want the ringtone to start playing. Select the OK button to save the position.

If you want to play from the beginning of the song then just set the ringtone position to 00:00 time.

To repeat the ringtone you can specify the number of seconds in the Repeat Every: field. This will repeat the ringtone until you answer the call or the call is disconnected.

5.6.3 Boosting Ringtone Volume

If the volume for the selected ringtone isn't loud enough you can set the custom volume boot. Tap on the Speaker icon and select the boost level. The volume boosting is independent of other ringtone volumes.

5.6.4 VIP Contacts

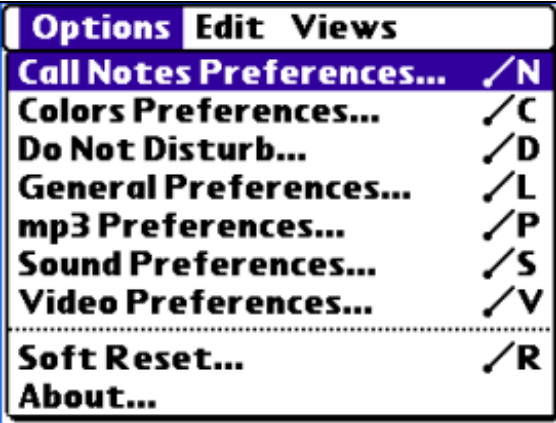


If the contact/person is very important and that you should always receive calls from this contact then tap on **vip** button. If the **vip** button is selected then this contact will allow to call you regardless if you have the Do Not Disturb enabled.

5.7 Testing the Ringer

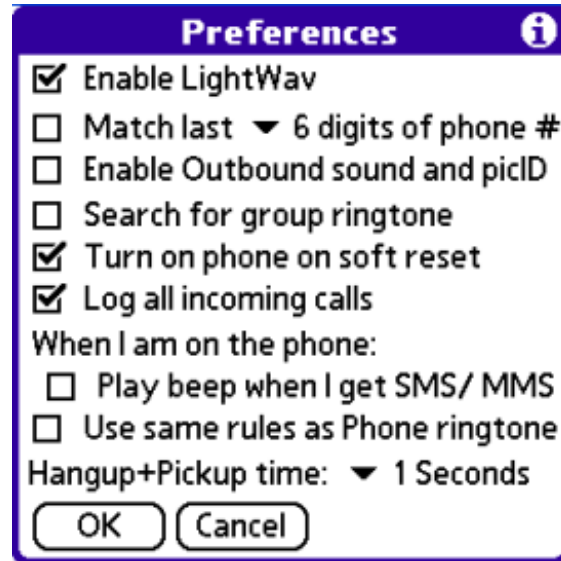
To test the ringer, tap on the ringer in the main screen then select Play item. If you cannot hear the sound then make sure the volume on the Treo® is turned on or up.

Note: the audio player must be installed in main memory and NOT on the external SD card.

6. Menus

Menu	Description
 <p>The screenshot shows the 'Options' menu with the following items: Options (highlighted), Edit, Views, Call Notes Preferences... /N, Colors Preferences... /C, Do Not Disturb... /D, General Preferences... /L, mp3 Preferences... /P, Sound Preferences... /S, Video Preferences... /V, Soft Reset... /R, and About... .</p>	Options
 <p>The screenshot shows the 'Edit' menu with the following items: Options, Edit (highlighted), Views, Create Silent Alarms... /A, CallerID Blocking... /B, Group Ringtones... /G, SMS Ringtones... /M, System Ringtones... /T, Sort Ringers /E, and Play Sounds... /O.</p>	Edit
 <p>The screenshot shows the 'Views' menu with the following items: Options, Edit, Views (highlighted), Incoming Calls... /I, Area Codes... /A, Classic View, and PictureDial View.</p>	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.

☒ **Enable Outbound sound and picID** - To enable Outbound sound and picture check this checkbox. When you add a new ringer you will see the Outbound button. The outbound pictureID will be shown on the caller screen if you have a custom pictureID assigned for the caller.

☐ **Search for group ringtone** - If this is checked LightWav will search the Contact database for the Group name if 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



Hangup+Pickup time: ▼ **1 Seconds**

- You can control the number of seconds to hangup the call after LightWav answered the call. If you set the a high number of seconds the caller will hear you.

6.2 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.

Controls	Description
Ringtone folder: <input type="text" value="/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 (Treo 600): <input type="text" value="/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: ▼ LightWav	Select the Audio Player. LightWav comes VideoTonesLib for wav/mp3/ogg ringtones
<input checked="" type="checkbox"/> Enable Volume Boost	If this is checked you can change the System Volume and global Ringtone Volume.
System volume: 	This is the global system sound level such as System clicks, alarms and playing any other sounds.
Ringtone volume: 	This is the global ringtone master volume level that LightWav will use. Only LightWav uses this volume setting unlike the System Volume. If you have Boosting enabled for individual contacts then it will over ride this Ringtone volume.

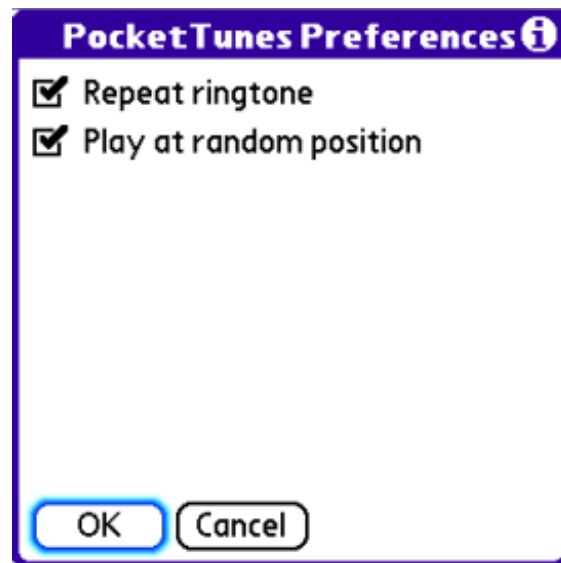
6.3 Video Preferences



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

Controls	Descriptions
<input checked="" type="checkbox"/> Show caller information	If this is checked caller ID 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
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 caller ID for any given caller. To download Live! goto www.toysoft.ca/live.html
<input type="checkbox"/> Use PalmPhoto browser	If this is checked the Palm Photo Browser will be used for browsing pictures. With the Palm Photo Browser you can see the small thumb nails

6.4 MP3 Preferences



The MP3 Preferences is only available if the audio player selected is PocketTunes™ in the Sounds Preferences in Light.

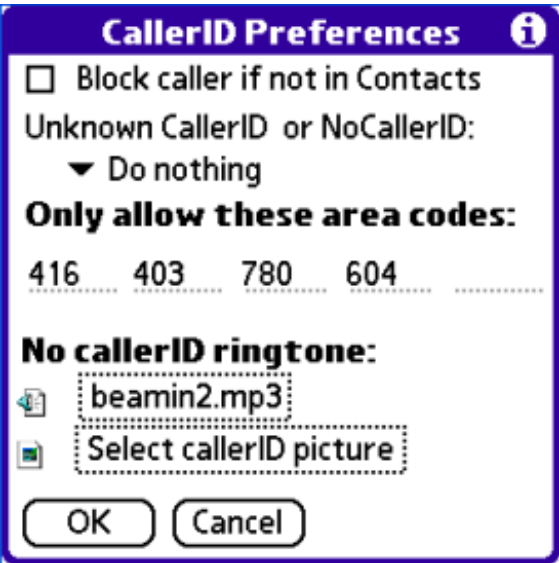
☒ Repeat ringtone



If you want the ringtone to be repeated then check this checkbox for PocketTunes and wavPlayer only.

☒ Play at random position

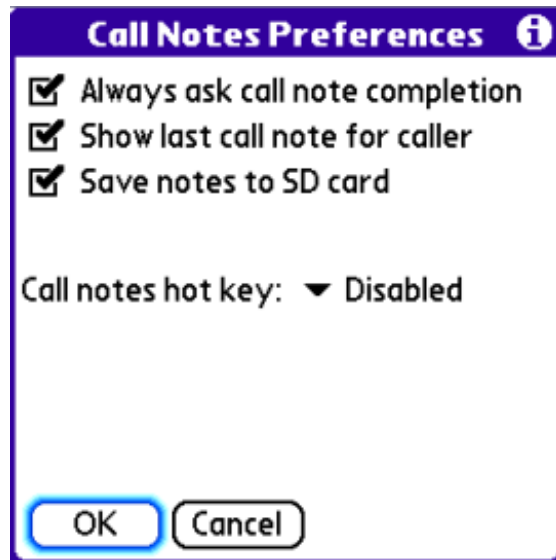
If this is checked LightWav will randomly play the ringtone from 0 seconds to 20 seconds. PocketTunes only.

6.5 Caller ID Preferences



<input type="checkbox"/> Block caller if not in Contacts	If this is checked LightWav will block all callers NOT in the Contacts database.
Unknown CallerID or NoCallerID: ▼ Do nothing	If the caller has no caller ID or Unknown caller you can do: <ol style="list-style-type: none"> 1. Do Nothing 2. Block it 3. Pickup & Hangup <p>When you block it the caller will be put into your voice mailbox if you have this feature. If you Pickup + Hangup then this acts as you Answer the call then hangup on the caller. LightWav will hangup on the caller after 3 seconds</p>
Only allow these area codes: 416 403 780 604 	Area code filtering. If you want calls from specific area codes then enter them here. Any other area codes will be blocked. If you have logging enabled then you can check the log for all incoming calls.
No callerID ringtone:  Select a ringtone...  Select callerID picture	If the caller has no caller ID then you can set a different ringtone and caller ID picture. No caller ID is defined as the caller having no caller ID or Blocked ID. This feature is used in conjunction with

6.6 Call Note Completion



Call note completion lets you write notes about the conversation that you just had with the caller. The call notes are stored individually for each caller and is dated. You can set a callback or a followup appointment with the caller in your Calendar application.

You can also export all the call notes for any caller to the Memopad application or to a text file to the external card for reporting or viewing.

☒ **Always ask call note completion**

If this is checked LightWav will always ask you prompt you to enter a call note after you hangup.

If this is checked LightWav will always ask you

☒ **Show last call note for caller**

If this is checked LightWav will display the last call note for the caller after you answer the call. This is a great feature to remind you what you had talked about in your last conversation.

If this is checked LightWav will display the last

☒ **Save notes to SD card**

If this is checked all the call notes will be saved to the external card in the /Palm/LightWav/CallNotes folder

If this is checked all the call notes will be saved

Call notes hot key: ▼ Disabled

You can set up a hotkey to bring up the call notes screen whenever you are talking. This is a quick way to enter a call note without launching LightWav.

You can set up a hotkey to bring up the call

6.7 Group Ringtones

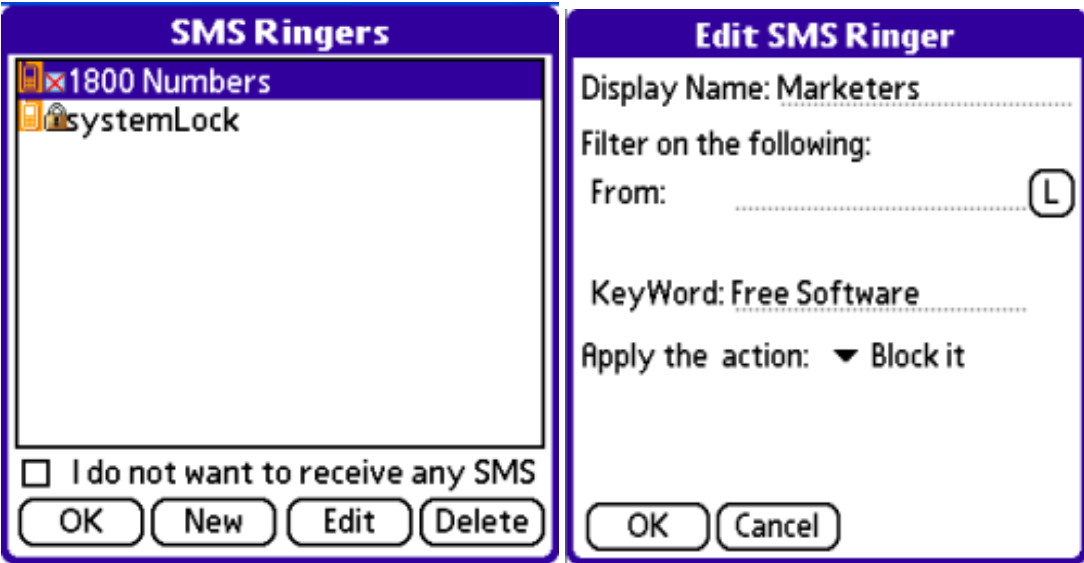


Group ringtone is used when the caller doesn't have a custom ringer assigned. LightWav will then search the Contacts database for the group that the caller belongs in. If the caller does not belong to a group then the default Known Caller ringer is used.

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.

6.8 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.

- Display Name: Marketers** The display name of the SMS filter.
- From: [text box] (L)** 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
- KeyWord: Free Software** You can optionally filter on a key word in the SMS body message. You can enter any text here.
- Apply the action: ▼ Block it** Every SMS you must select an Action. The action will be applied when the SMS message is filtered.

6.8.1 Lock System using SMS



You can setup a new SMS filter to auto lock your Treo. Select the Action to be
Apply the action: ▼ System Lock

You will need to enter the following information.

KeyWord: this is the key word Lightwav will compare in the SMS message.

Command: this is the command for the System Lock

Password: this is the password used to unlock the Treo

If you already have a the System Security application enabled then LightWav will not use the SMS supplied password and it will just lock the system. When you turn on the Treo you will then need to use the password to unlock it.

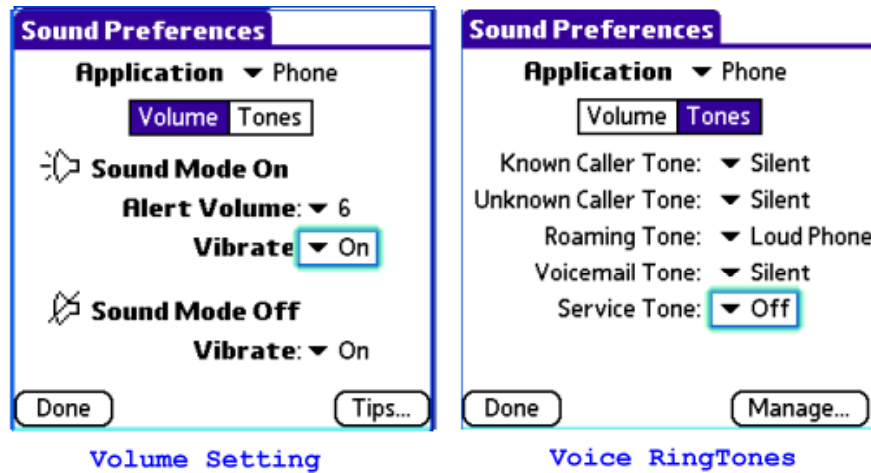
6.9 Create Silent Ringtone and Suppressing MIDI ringtone

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:



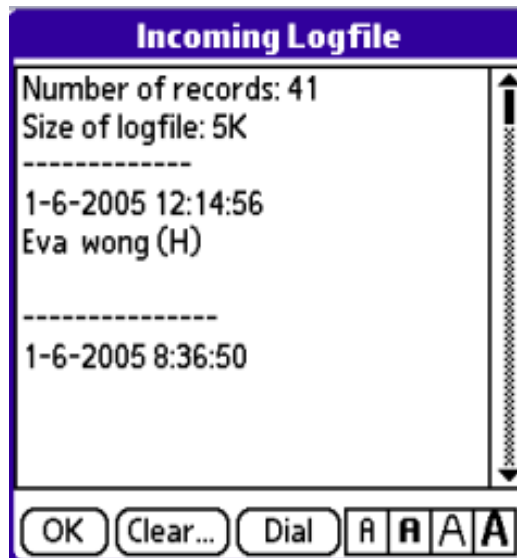
If you use wav/mp3 sound for SMS and MMS then you need to set SMS and MMS the same as showing above diagram.

If **Silent** item isn't showing on your Treo® 650/700p then you select **No Sound** item.

6.10 About



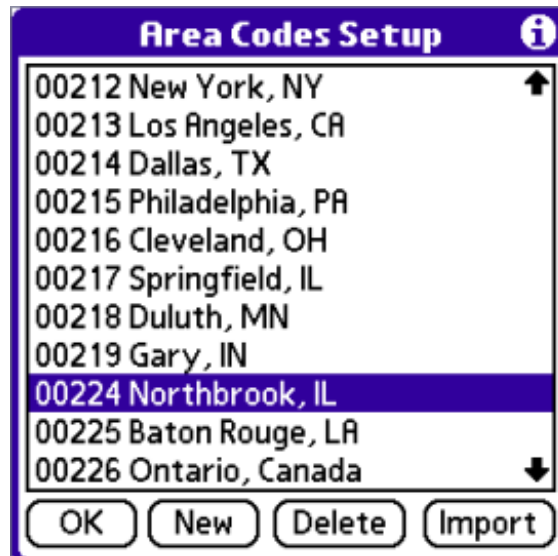
6.11 Incoming Call Log



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 caller ID to the logfile. This includes No Caller ID 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.

6.12 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 caller ID 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 caller ID 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.

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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 Caller ID

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

JPG Picture Caller ID

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 Caller ID

To use Live! video caller ID 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 caller ID. You can have as many video caller ID 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 Caller ID

If you have a Treo® 650 GSM you can use the recorded video in the Camcorder application and use it as video caller ID in LightWav. You must record the video to the default “DCIM” folder on the external card. This feature has only been tested on GSM version of the Treo and it supports .3gp file format.

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. Outbound feature must be enabled in the General Preferences.

10. Mega Ringtone

Note: As of version 1.4 you shouldn't need MegaRingtone anymore. Instead you can use the master Ringtone Volume boosting in the Sounds Prefs.

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...

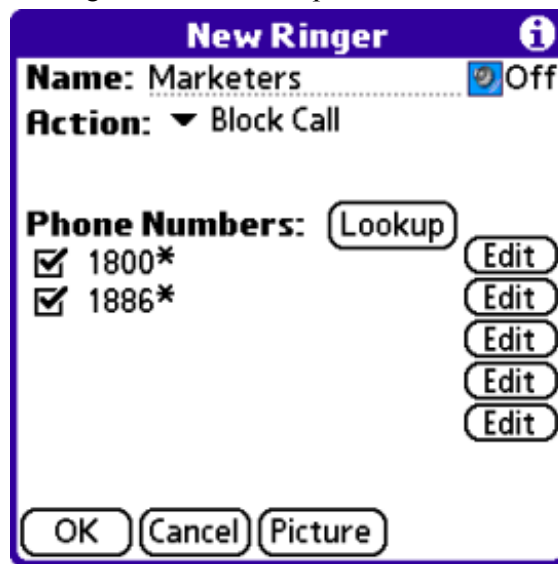
To activate Coverup sound you must enable it in the Sound preferences. When you want to activate it press the activation key and then select the sound you want to play. To stop the sound just press the volume up or down key on the side of the phone.

12. Caller ID Blocking

See section 6.5 Caller ID Preferences

12.1 Custom Caller ID and Area Code Blocking

To block specific caller or general caller you can setup a custom ringer. To do this tap on the New button on the main screen and the following window will be opened.



If you know the caller's phone number then you can enter it in the phone number field or if the caller is in the Contacts database then you can tap on the Lookup phone number button.

Specific Caller and Area Code Blocking

LightWav supports simple wildcard filtering. If you want to block all calls from a specific range of numbers like toll-free 1-800-xxx-xxxx then all you do is enter 1800* or 800* in the phone number field. If you wireless carrier don't use the +1 long distance number then leave the "1" out otherwise you will need to include the "1".

You can easily block callers from a specific area code too using the wildcard blocking. Suppose you want to block all callers from area code 242 (Bahamas) then enter 1424* or 424 in the phone number field.

Pickup + Hangup

Alternative to Block Call you can tell LightWav to Pickup + Hangup on the caller. If you find that a specific caller is leaving you a lot of voice mail then all you do is setup a custom ringer and set the action to Pickup + Hangup. Way this does is LightWav will actually answer the call and then hang up the call. This will avoids the caller from leaving you a voice mail. **Note: if you are a minute plan this will cost you since LightWav answers the call.**

13. Call Notes

Call notes lets you take notes about the call you had with the caller. You enter the call notes manually while you are talking with the caller or do it when you end the call. LightWav will automatically display the Call Notes screen when you hangup. You must turn on this option in the Call notes preferences.

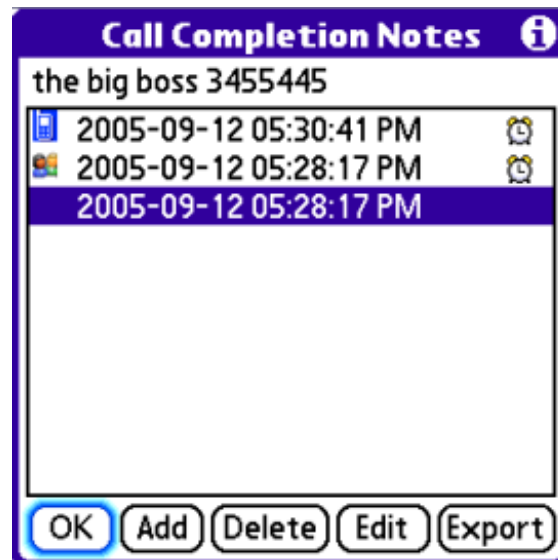
Call notes lets you organize all your call notes for each caller. You can easily read the call note history and see what you've talked about.

When the caller calls you, you can have an option to display the last call note as a Reminder note. This is very handy and let you remember why you are getting the call or that you have important things to talk about with the caller.

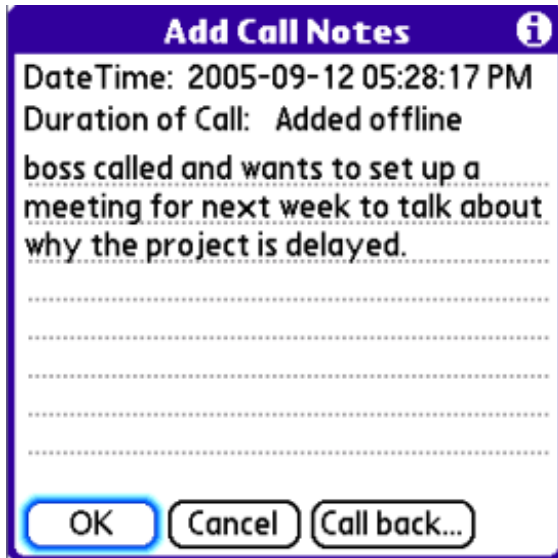
To manually access the Call notes screen. Tap on the custom ringer in the main screen in LightWav and select Call Notes... from the popup.



Edit or view a Call Note



Editing Call Notes



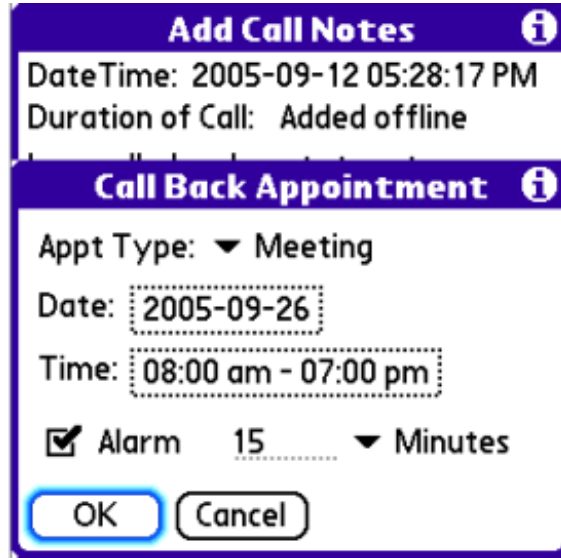
Add Call Notes ⓘ

DateTime: 2005-09-12 05:28:17 PM
Duration of Call: Added offline

boss called and wants to set up a meeting for next week to talk about why the project is delayed.

OK Cancel Call back...

Adding a Call Note



Add Call Notes ⓘ

DateTime: 2005-09-12 05:28:17 PM
Duration of Call: Added offline

Call Back Appointment ⓘ

Appt Type: ▼ Meeting

Date: 2005-09-26

Time: 08:00 am - 07:00 pm

☒ Alarm 15 ▼ Minutes

OK Cancel

Add a Callback Appointment

14. Play Sounds

You can use LightWav to test sounds. You can press the short key cut “o” or goto the Edit menu in the main screen and select it.



Play Sounds

- ..
- myPODS
- bigsizeTest.wav
- Dog barking.wav
- Dog barking3.wav
- newappend.wav
- T20050523_182321.wav
- T20050523_182346.wav
- T20050523_182351.wav
- T20050523_182359.wav

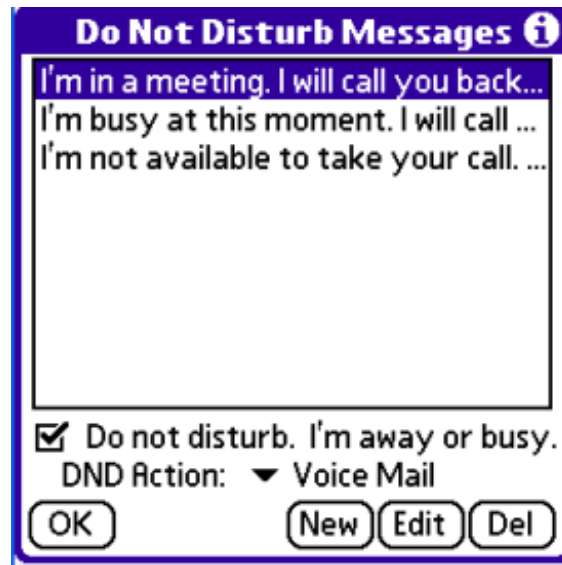
/audio/

☐ RAM

OK Play

15. Do Not Disturb

The Do Not Disturb feature is used when you are busy or away from the phone and cannot answer the call. You can then send a friendly SMS message to the caller and activate voice mail.



By default there are three SMS messages in the database. You can edit or delete them and add your own custom default SMS messages.

15.1 Activating DND

Once you have assigned default SMS messages , activating the DND feature is really simple.

When you get a call all you do is press the key 1, 2, 3, 4, 5, 6, 7, 8, or 9 on the keyboard. LightWav will then send the SMS message corresponding to the default SMS messages that you have assigned. For example: If you want to use SMS number 3 then you just press the number 3 or the T on the keyboard. It is that simple. Lightwav will ignore or pickup+Hangup the call and then send the friendly SMS.


15.2 DND Action

You must also go to the General Preferences in LightWav and assign the Do Not Disturb action. The action is Ignore the call. This will put the caller to the voice mail if you have voice mail feature. The second action is Pickup+Hangup. This will actually answer the call and then quickly hang up. This feature will use talk time and some carriers will charge you minimum of one minute. This feature avoids the callers from leaving you a voice mail.

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15.3 Global Do Not Disturb

To set up the global DND tap on the ☐ **Do not disturb. I'm away or busy.** checkbox. This will enable global DND.

When global DND is active all incoming calls will be Ignored or Pickup+Hangup depending on the Action you have selected in the General Preferences. You will see the  DND icon on the top left corner of the window. This indicates that Global DND is active.

Global DND uses the first DND message as the friendly SMS message when sending to the caller.

Turn disable global DND just uncheck the item in the DND screen.

16. Upgrading LightWav

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

17. Restoring PocketTunes™ PlayList

With version 1.4.1 if you use PocketTunes™ as the audio player for ringtones then LightWav can restore the PlayList if you are listening to the audio at the time when you get a phone call.

After you hang up the call go back to PocketTunes™ and then press the Play button. This will un-pause the audio and will restart the audio where you left off when you get the call.

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