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## HyperCard 2.1: Phone Dialer and Teleport Modem (7/92)

Article Created: 18 September 1991

Article Reviewed/Updated: 23 July 1992

TOPIC -----

HyperCard 2.1 and the Teleport modem from Global Village do not always work together properly.

DISCUSSION -----

When dialing the phone with HyperCard through the Teleport, the Teleport will not hang up, which draws voltage from the phone, resulting in a more distant, less clear connection. But when the mouse moves, or a key is hit (a signal sent down the ADB), then the Teleport hangs up.

The workaround is to use the dialingTime property that is new to HyperCard 2.1, and set that property to around 10 seconds. There are several ways to do that:

- If you are using the Phone Dialer stack that comes with HyperCard 2.1 to do your dialing, then simply go to the Dial Delay card, select where it says "5 seconds", and move the selector on the slider bar that will then appear.
- If you are dialing directly from your stack, then a simple script like the following will work:

```
set the dialingtime to 600
-- (these are ticks, and there are 60 ticks per second, so 600/60=10)
dial dialNumber with modem
```

The reason for this problem is a little complicated. The Teleport is a special kind of modem, that uses the ADB (keyboard and mouse connections) both to draw power and to communicate with the serial port. When communications messages are sent to the serial port, the Teleport driver intercepts them, sends them over the ADB to the Teleport, where the Teleport software can process them. HyperCard closes down the serial connection so fast (normally 3 seconds after the Dial command has been given), that the Teleport software never gets a chance to do all it needs to, such as hanging up.

But the dialingTime property sets a specified amount of time that HyperCard

2.1 will hold the serial connection open, allowing the Teleport software a chance to complete its routines.

HyperCard 2.0v2 users will not have the same problem, since this version of HyperCard was hard-coded to hold the serial connection for a long period of time - around 10 seconds. This works for the Teleport, but introduces other problems.

HyperCard 2.0v1 will probably have the same problem as HyperCard 2.1, with the unfortunate difference that HyperCard 2.0v1 has no dialingTime property, and, therefore, may not have any way to work around the problem.

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Keywords: <None>

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19960215 11:05:19.00

Tech Info Library Article Number: 14596