QuickStar Phone Guard Help Index

File menu commands

Currently the File menu offers only one item: Exit the program. You can also use the System Exit icon, which is the cross on upper right corner of Windows 95/NT programs.

Help menu commands

The Help menu offers the following three commands, which provide you assistance with usage of the QuickStar Phone Guard program:

Context sensitive help	Offers you an index to topics on which you can get help.
About QFGuard	Information about this program and author contact.
Register QFGuard	Register QuickStar Phone Guard so the nag screen is removed.

Set up the QuickStar Phone Guard

To set up QuickStar Phone Guard, you must start the program. And then choose the menu item "Set up". A pop up window will show up, like the following example:

Set up security code

The security code is for your remote access to our messages or to change settings from a remote place. It must be a number **starting with 8** and can be as short as 3 digits or as long as 15 digits. The box to enter security code is right below the OK and Cancel button on upper right corner. The security code can also be changed from remote location, when the user calls in or when the user answers the **QuickStar Phone Guard** dial out phone call.

The default security code is **888**. You should change it, because every one who uses **QuickStar Phone Guard** will know this default security code, too.

The security code **MUST start with an 8**, otherwise it will not be detected correctly.

Set up modem comm port

Most PC computers can have 4 Comm Ports, from Com1 to Com4, these ports can accommodate a mouse, a modem, or nothing. **QuickStar Phone Guard** needs to know the correct Comm Port number of the modem before it can operate properly.

To find out what Comm Port your modem is using, in Windows 95 desktop, click the "My Computer" icon on the upper left corner of the computer screen, then select "Control Panel", then in the Control Panel window, select the "Modems" icon and double click the mouse. In the "Modems Properties" dialog box that pops up, select the "Diagnostics" page by click "Diagnostics" on the top. It will now list Com 1 through Com 4 and indicate what is in each port, a mouse, a modem, or nothing. You now know which Comm Port your modem is located. You can then select the "Set up" menu of QuickStar Phone Guard, and check the radio button corresponding to the correct Comm Port.

If your modem is not listed in the "Diagnostics" page of the "Modems Properties" dialog box, Windows 95 has not recognize your modem yet and you have to set it up properly before any Windows application can have access to your modem. To do this, switch to the "General" page of the same dialog box, and then choose the "Add..". Have the disk that came with the original modem package box ready. It will walk you through. You may either choose to let Window 95 detect your modem automatically, or if you know it, choose the modem port directly. In any case, you should choose the "have disk" button and let Windows 95 read information about the modem from the driver disk.

You may also download the "Find a Modem" free utility program from the QuickStar web site located at:

http://www.qfax.com

QuickStar's default Comm Port setting is Com 2. If this setting is correct and your modem has been properly configured in Windows 95, it should start smoothly within a fraction of second. If it fails to open the Comm Port or fails to initialize the modem, no harm will be done. It will still start up normally and allow you to change the settings. But in any case, do NOT attempt to set Comm Port to Com 1, which is most likely the mouse port. You can set it to Com 1 only when you are absolutely sure the modem is in Com 1, not the mouse.

Set up modem initialize string

The Initialize string is the AT command that modem applications send to the modem to initialize it for certain operations. Check your modem manual for a recommendation of initialize string for voice mode operations.

If your modem manual does not provide an answer to the modem initialize string, you can find some clue from the modem's *.INF file contained on the driver disk that came with the modem in the original package. You can also visit your modem manufacturer's web page and try to download the *.INF file (or it may be called driver file) for your type of modem.

When you have the *.INF file, you can open it with any text editor since it is a plain text file and is readable, to avoid accidental change of the file when you read it with an editor, you may want to copy it to a file of a different name, like temp.txt and read that file instead. Use the search function of your editor, and search for a string like "init", and you will find one or a few lines like the example below:

HKR, Init, 2,, "AT &F E0 V1 &D2 &C1 S0=0<cr>"

The string starts with **AT&F** is the recommended initialize string. Do NOT include the **<cr>** at the end. Also do not include spaces within the string, it is not needed. Before you use this initialize string, check the following guide lines for a proper initialize string, and make adequate changes. You can also follow the same guide line to try to construct your own initialize string if none of above helps.

0.It must be **all capital letters**, no lower case letters can be used.

1.Always starts the string with **AT&F**, the **&F** command sets the factory default.

2.Include **E0V1** as part of the string, following **AT&F**, if the factory default is different.
E0 suppresses echo so any modem command sent to the modem will not be echoed back, only the response of modem will come out. And **V1** specify that modem response will be in English words.

3.Include command to enable the "**hardware flow control**" or the "**hardware handshake**". This is the most important part. The hardware flow control must be used.

For most modems, the string **AT&F&C1&D2&K3** should be sufficient, unless you have a US Robotics modem, which has a pretty unusual initialize string and has caused a lot of headache of users and software developers in figuring out the difference.

Set up modem speed

This is the **UART** speed. Notice this is **NOT** the modem speed people normally talk about, which is the speed of how fast data get transmitted through the phone lines. **UART** speed is the speed of how fast the modem and the computer exchanges data. **UART** speed must always be at least higher than the highest data flow speed. To be safe, always set it to **115200 bps**. Most Pentium computers should be able to handle this speed pretty comfortably. But if you have a slow computer and a slow modem, you may set it to a lower speed and try.

Set up modem type

Unlike data modem operations which is pretty standard, different modems have different AT command set to operate in voice mode, thus the difficulties in writing a voice modem application that can support most voice modems in the market today.

Currently **QuickStar Phone Guard** supports **6** different sets of voice AT commands, which can be selected as the **Modem Type** in the Set up dialog box. These command sets are listed below:

Rockwell Many modems use Rockwell chip sets. These modems will probably support the original Rockwell voice modem command sets. The SmartLink modem that I used in developing this software supports Rockwell commands. Examples of other Rockwell chipset modems include: ZOOM, SUPRA, Just to name a few.

IS_101 There is a new international standard called I.S.101 for voice modem commands. Some manufacturer have adapted this standard. Some Cirrus Logic chipset modems does. The MaxTech 33.6 modem that I used supports I.S.101, for example.

US Robotics The US Robotics modem voice command set

Cirrus Cirrus Logic modem voice command set. Note that some Cirrus Logic chipset modems have adopted the I.S.101 standard instead. Specify IS_101 if that is the case.

Sierra Sierra modem voice command set

UMC UMC modem voice command set

It is indeed hard to determine which command set a modem uses, unless the documentation clearly says it's Rockwell chipset compatible, IS.101 compatible or things like that. If you are not sure, try all six choices. It will do no harm if it is wrong.

Or you can do better: Find the original disks included with the modem. There is a disk marked as "Windows 95 driver" or " *.INF file for Windows 95". Look for any file that has a *.INF file name suffix. It is a plain text file and can be read, and contains every details of the modem! Make a copy and e-mail it to the software author **qfax@qfax.com**. I will help you to determine what it is. If it is a modem not currently supported, once I receive the *.INF file and other information, I will be able to add support to that modem pretty easily.

Set up voice playback and record device

You can select what device you will be using for desktop voice playback. It is advised that you select the Handset. The Modem speaker and Sound Card option has been implemented and works in this version of **QuickStar Phone Guard**, but more tests are needed to make sure it works reliably in different systems.

A computer modem normally has two phone jacks, one is marked as **Line**, and is to be connected to the telephone jack on the wall and goes to the telephone network. This jack is called the **Phone Line** in **QuickStar Phone Guard**. The other jack is marked as **Phone** and you can connect it to a desktop telephone set for making phone calls when the modem is not connected. This desktop phone set is called the **Handset**. When you select the Handset as the playback and record device, you use your desktop phone set to listen and speak. Certainly, when **QuickStar Phone Guard** answers phone calls, it will always use the **Phone Line**, where the signal comes.

The modem also will have an audio jack called **Speaker**. That's the modem speaker line, Some times it is refer to as **External Speaker** in technical manuals, differing from the small beeper mounted directly on the modem, which is called the **Internal Speaker**. Certainly, the **Speaker** can not be used for recording.

If there is a **Sound Card** in your PC, you may use it for voice playback or recording. But usage of **Sound Card** is discouraged until the next release of this software, due to consideration of possible incompatibility of voice sample rate difference between the sound card and the modem.

Set up telephone ring response

The **number of phone rings** before **QuickStar Phone Guard** answers an incoming call can be set up in the Set Up dialog box, or it can also be set up by dialing from a remote location. See the Remote Access Operation section of this manual.

In future version of this software, when caller ID is implemented, you have to set number of rings to at least **2** rings, since caller ID information is normally transmitted between the first and the second rings.

Set up time delay between calls

The **time delay** you set in the set up dialog, in **minutes**, is the time interval QuickStar will wait before calling again, after an unsuccessful attempt to reach you by phone call to deliver the message. This time delay is only used when you select the QuickStar action upon new message to be **Dial out**.

If the action choice has been selected to be **Dial out**, QuickStar will make up to **three** attempts to dial out to reach you when new message arrives. The first dial out attempt is made 10 seconds after the caller hangs up the phone. It is not always possible to reach you with just one phone call. If the phone line is busy, if no one answers the phone, or some one else other than you answers the phone, QuickStar will try to make two more attempts to reach you at a later time, before giving up.

A dial out phone call is **NOT** considered successful unless its you who answers the phone and enters the correct security code to verify that you are the master. However, if you do answer and enter the correct code, **QuickStar Phone Guard** consider the call to be successful and the message delivered, even if you do not listen to the messages. And it will not call again, until when next message arrives.

Set up action upon an incoming message

You can specify one of three possible actions **QuickStar Phone Guard** will take, upon arrival of a new message. It can either dial out to reach you by phone, or page your beeper, or do nothing and wait for you to call in or come home to check messages.

If you choose to let **QuickStar Phone Guard** call you upon new messages, you have to enter a correct telephone number for **QuickStar Phone Guard** to call.

if you choose to let **QuickStar Phone Guard** page you, enter your correct pager number in the Set up box.

You can always call back in from any location, and change the phone number or the pager number **QuickStar Phone Guard** will call. This way, it can always keep track of where you are, and can always deliver an important message to you, right after it is received.

Desk top operations of QuickStar Phone Guard

The main **QuickStar Phone Guard** window contains the **menu**, 4 **push buttons** and a **listbox** listing all the messages you have and time they were received, status of either old or new. Any message that has not been listened are considered **new**, and messages you have listened previously are considered old.

The 4 push buttons above the list box are for play back messages, delete messages, play back your announcement message, and record a new announcement message, respectively.

Once started, **QuickStar Phone Guard** will always be in a **stand by** mode, ready to answer any phone call after certain number of rings, except when it is in middle of the four desk top operations, like recording or playing back.

QuickStar Phone Guard will still work properly in the background even if it is minimized (reduced to a small icon on the lower left corner) and be given low priority of computer CPU processing, and even if the screen saver is running and reducing available CPU time to it. Rigorous tests have been done to make sure that it works under all situations.

Desk top play back and recording

You can choose a specific message from the list box and then use the **Play Message** button to playback and hear it. If you have not made a selection in the listbox, nothing will happen when you press the button.

You can select a message from the list box, and use the **Delete Message** button to delete it. If you have not made a selection in the listbox, nothing will be deleted. Note once a message is deleted, it is lost and can not be recovered.

The **Record Announcement** button will allow you to record a new announcement message to record the current one. Notice that once you press the button, the current announcement message will be lost and be replaced with the newly recorded one. To record a new announcement message, just press the button, and start to speak with the **handset** with your normal tone and pace, do not pause for long time interval, or **QuickStar Phone Guard** will though you have finished and the recording will be interrupted. When you have finished recording, press the **star (*) button** on your **phone.**

The **Play Announcement** button allows you to listen and verify the announcement message that is currently being used. Just press the button and listen with your handset telephone set.

Note that your **announcement message** is NOT the first message your callers will be hearing. He/she will hear the computer greeting instead and there will be instructions on what the caller should press on their telephone to leave message, to listen to the master's message and do other things.

In a future version, a feature will be added to allow you to leave more than one announcement messages, some of them may be access code protected so only your SO (significant Other) will hear the specific message you left for him/her.

Incoming phone call operations

QuickStar Phone Guard will answer an incoming phone call after certain number of phone rings. The number of rings it will wait can be set in the **Set up** dialog box, or can be changed by calling in from a remote location. See the **Remote Access Operations** section.

In a future version when caller ID is implemented, **QuickStar Phone Guard** may be configured to reject calls from certain numbers.

QuickStar Phone Guard's Greetings to callers

When a caller (including yourself) calls in and **QuickStar Phone Guard** answers the phone, the caller will hear a computer greeting message and be instructed on what to do. The caller does not need to wait until the end of message, and can directly press keys on the phone to select functions.

If the caller hesitates after the initial greeting message has been played, **QuickStar Phone Guard** will repeat the message 3 times before giving up and hanging up. If the caller does not press any key and just hang up, **QuickStar Phone Guard** will hang up in about 15 to 20 seconds after getting no response. In any case, it will **NOT** get stuck simply because a none cooperative caller does not press certain keys as requested.

The greeting message is like this: **"Hello, your call is answered by the Quick Star Phone Guard computer program. Please press One to leave a message after the tone, or press the Pound key to terminate your call."**

Depending on the call action setting, **QuickStar Phone Guard** will also tell the caller: **"I will forward your message to my master, after you hang up."** or **"I will Page my master, after you hang up."**

The caller can normally **press 1 on the phone** to start recording a new message, when the caller finishes, he/she can press the **star (*) key** to end the recording, or simply remain silence for **3 or 4 seconds** so **QuickStar Phone Guard** know the recording is done. It will then prompt the caller: **"Please press 1 to re-record your message, 2 to listen to your message, 3 to delete it. 4 to listen to the master's message for you. Press the Pound key to terminate your call. For more detailed instructions, press 0."**

At any moment the caller can press the **pound (#) key** and **QuickStar Phone Guard** will say **Good bye** and hang up. The call is then finished.

If a valid message has been recorded, and the call action setting is to dial out and forward calls, **QuickStar Phone Guard** will make first attempt to dial out and deliver the message, about 12 seconds after hang up. And it will make two more attempts after certain time interval, if the first attempt to call out and reach you fails.

Caller's touch tone phone key operations

When **QuickStar Phone Guard** answer an incoming phone call and the caller hears its greeting, the caller have different choices of functions by pressing the keys on his/her touch tone telephone.

If you call in as the **master** for **remote access operation** of the **QuickStar Phone Guard**, you may start to enter the first digit of your security code, which is always 8, while it is still playing the greeting message. To make sure **QuickStar Phone Guard** correctly decodes and verifies your **security code**, you should press the telephone keys firmly and with a normal pace. Quick tapping of the keys will result in the touch tones **NOT** recognized by the modem, but be treated as noise burst instead. Once your **security code** has been verified, the **QuickStar Phone Guard** enters the **remote access operations** mode, please refer to the **remote access operations** section for details.

For regular callers, the functions of telephone touch tone keys are listed below:

0: Play a detailed instruction for all functions.
1: Record a new voice message.
2: Playback the recorded message to verify.
3: Delete the recorded message, if any.
4: Listen to the master's announcement message.
5: A description of the **QuickStar Phone Guard** program.
If the caller wonders what the hell it is!
6: Report the current time and day of week.
7: Not assigned yet currently
8: Reserved as the first digit of security code.
9: Hang up phone. May assign to other functions later.
*: Interrupt key. Used to indicate finish of recording or interrupt playback of instructions.
#: Say Good bye and hang up the phone.

The caller can press the keys at any time and doesn't need to wait for the play back of instructions to end. Specifically, the caller can press the pound key one or several times to make **QuickStar** hang up.

One scenery is when you are in the kitchen and **QuickStar** already answers the phone when you pick up the telephone in the kitchen telephone extension. Either you or your caller can press the pound (#) key twice to make **QuickStar** hang up immediately, so you can start your conversation.

Dial out operations of QuickStar Phone Guard

When a new message has been received and the **QuickStar Phone Guard** action setting is to dial out, it will do so within 12 seconds after the caller hang up, and will make up to **three (3)** attempts to reach the master and deliver the message, in time intervals specified in the Set up dialog box.

Any dial out attempt is considered a failure, unless the master answers and enters the correct security code. And if the master do enter the security correctly, the message is considered delivered and even if the master does not intend to listen to the messages, **QuickStar Phone Guard** will **NOT** make another attempt to call, until a next message has been received.

Upon connection with a remote telephone, **QuickStar Phone Guard** will play a greeting message. Unfortunately it is difficult for a modem to detect whether the remote phone has been picked up. Any software won't out smart the modem, either. So some times there may be several seconds delay before you hear the **QuickStar** start to speak. You just need to be patient when you receiving such a phone call.

The message **QuickStar Phone Guard** will speak is: **"hello! This is an automatic phone call from the QuickStar Phone Guard computer program. There are some new telephone messages for my master. Please enter your security code to listen to those messages. If you are not my master, just press the pound key to terminate this call. Thank you!"**

If there is no response, it will repeat the following message up to three times: **"Please enter the security code to listen to the telephone answer machine messages for my master. Or you may press the pound key to terminate the call."**

You can enter the security code, which always starts with 8. You should press the keys firmly and with a normal pace. Some modems have a hard time detecting very fast, tapping key presses. If the security code is verified, **QuickStar Phone Guard** will tell you that, and then you are both in the **Remote Access Operation mode**, as described in the next section.

Remote Access Operations

You may call back home at any time from any locate to access **QuickStar Phone Guard** as well as your messages remotely. Or when **QuickStar Phone Guard** calls out and reaches you, you may enter the **security code** to gain remote access.

When the **QuickStar Phone Guard answers** your calls and greets you, you may start to enter the **security code** with a normal pace, starting with the first digit 8. Press the keys firmly and do not tap the keys, so the modem can decode them correctly.

When your security code has been matched, **QuickStar Phone Guard** will tell you that, and it is then in the **remote access** mode. It will start by telling you how many new and old messages you have, and then instruct you what keys to press.

You can listen to your messages, and/or delete them, after you have gained remote access. And you can change your security code and **QuickStar Phone Guard**'s call answer settings and do other things while you are in the remote access mode.

Remote Access Operation Function Keys

In remote access mode, there are two operation modes, one is the command level and then other is the message play back level. The functions keys will be different in these two different operation modes.

Upon entering the remote access mode, **QuickStar Phone Guard** will be in the command level. **QuickStar Phone Guard** will first report to you how many message you have: **"You have ### new messages and ### old messages".**

And it will instruct: **"Please press 1 to listen to all new messages, press 2 to listen to all messages. Press 9 to end the message play back and return to the command level. During message playback, press 3 to repeat the message, 4 to go back to last message, 5 to skip to next message, 6 to delete the message. At any time, press the pound (#) key to terminate your call."**

And if you do not respond, it will repeat the instructions 3 more times before giving up and hang up: **"Please Press 1 to listen to all new messages, 2 to listen to all messages. Press 3 to leave a new announcement message. Press 4 to verify your new announcement message, 5 to revert to the old announcement message. Press 6 to hear the current time. Press 7 to change your security code. 8 to change the way Quick Star processes incoming phone calls."**

The function keys for two different operation modes are listed below:

In command level:

0: Play a more detailed instruction for this level.
1: Enter message play level and play new messages only. If it is already in message playback level, it will re-start from the first message and play only new messages,
2: Enter message play level and play all messages only. If it is already in message playback level, it will re-start from the first message and play all messages,
3: Record a new announcement message, the original is replaced right away.
4: Playback the existing announcement message.
5: Revert to old announcement message if you are not satisfied with the new one. Currently this is not implemented. Once you start recording a new one, the old one is lost.
6. Listen to the current time and day of week.
7. Change the **security code**.
8. Change the **QuickStar** call action settings.
9. Reserved for future expansion.
*: Interrupt current operation.
#: End the call and say Good bye. Hang up.

In message play back level:

0: Play a more detailed instruction for this level.
1. Start or re-start play back of all new messages,

beginning from the first one.

2. Start or re-start play back of all messages, beginning from the first one.

3. Repeat the message

4. Going back to last message

5. Skip to next message

6. Delete the message currently being played

7. Quit message playback level and back to command level, and change security code.

8. Quit message playback level and back to command level. And change **QuickStar** phone answering settings.

9. End the message playback and back to command level.

*: Interrupt currently being played message, go to next.

#: End the call and say Good bye. Hang up.

The message play back level ends naturally and it returns to the command level when all messages have been played.

Change Security Code by Remote Access

You can change your **security code** while in **remote access mode**. To do so, after you have gained access to **QuickStar Phone Guard remote access operations**, press **7**.

QuickStar Phone Guard will ask you to enter new security code, starting with an **8**, and end with the **star (*)** key (It is NOT part of the security code, it's just a terminator). And then re-enter it to verify. And then it will ask you to press 1 to confirm the change.

Change the Call Action Settings Remotely

You can change the way how **QuickStar Phone Guard** process incoming phone calls, including what phone number it should dial out to reach you, from a remote location.

After you dial in to connect with **QuickStar Phone Guard**, and entered your **security code**, at any time, you can press 8 to start changing the settings.

QuickStar Phone Guard will walk you through the change, first you will change the ring settings, and then whether it will dial out, page you, or do nothing. And then if you want to change the dial out phone number, **QuickStar Phone Guard** will allow you to do so.

Technical specifications
System Requirements

To use **QuickStar Phone Guard**, you must have a voice capable modem with supporting voice sampling at 8 bits per sample, 7200 samples per second sampling rate. This version of **QuickStar Phone Guard** fix the sampling rate at 8 bits and 7200 Hertz. Future versions will support different sampling rates.

Normally voice modems that supports such a sampling rate are 33.6 kbps modems or better. I have tested the **QuickStar Phone Guard** on a SmartLink 33.6 internal fax/voice/modem and a MaxTech 33.6 internal fax/voice/modem.

All 486 Pentium computers should be able to run **QuickStar Phone Guard** with no problem. Some slow 386 computers many not be able to support such high signal rate. But future version of **QuickStar Phone Guard** will support lower signal rates.

Technical specifications
Voice File Format

For compatibility consideration, I have adopted the **Microsoft Windows RIFF WAVE** standard format. All the ***.wav** voice files should be able to be played back using Sound Recorder or Media Player, or other multimedia programs.

Technical specifications
Voice Modems Supported

Different voice modems use different voice command sets, so it is impossible to support each and every kind of modem in the market. I am try to make it support as many modems as possible. You may help me with this by providing technical manuals or provide other helpful information to me. If your voice modem doesn't see to be currently supported by **QuickStar Phone Guard**, please E-Mail the author at **qfax@qfax.com** or visit my web site at: **http://www.qfax.com**

Currently QuickStar Fax Guard supports 6 different categories of modems:

1. Modems that use **Rockwell** chipsets and comply with the Rockwell commands.
2. Modems that have adopted the **I.S.101** international standard.
3. **US Robotics** voice modems, or those comply with **US Robotics** command sets.
4. Modems with **Cirrus Logic** chipsets and comply with Cirrus Logic commands.
5. Modems that comply with **Sierra** voice modem command sets
6. The **UMC** Modems

Reasons for registering QuickStar Phone Guard

Why should you pay the $35 dollars fee and register QuickStar, after all?

I guess I shouldn't explain why. If users of this program likes it enough and have good reasons to register it, they will do it. If it is not reasonable enough to wroth a registration, you will not register it.

How reasonable is reasonable enough? Well this program is a shareware program. It is NOT a free software. As such, it is provided to for free only so that you can evaluate it and decide for yourself if this program is good for your use or not. I guess 30 days should be long enough for an evaluation. If you continue to use it after 30 days, I assume that it is really good and useful to you, and while there may be other similar shareware products out there, you still choose mine to keep. Isn't that a good enough reason for you to register?

Well, you will say, it is useful to me, but I don't think I like it enough to send $35 to the author. Actually that's even a better reason for you to register. I realize it is useful, and you wish it could be better or it could have specific features you want. That's where your registration fee will work toward your wish! By constantly receiving user's compliments as well as registration fee rewards, I will be encouraged to continue to work hard and improve this shareware program. Without your support, I can not continue to work on the improvement of this program. Life is short, there are a lot of other things worth doing to me.

Remember, when you register, you will remain a registered user for as long as I support the QuickStar Phone Guard program. You can freely upgrade to better future versions, even if the registration fee goes up. And I do expect the fee to go up since I know a lot of people will like this program!

How to Register and Cost of Registration

The newest registration information will be posted on my web site. And you may even be able to directly register on line, and get your license number right away. My web site is located at:

http://www.qfax.com

The registration fee is US$35. You may register either by visit my web site and register on line, or by print out the included registration form, the file **register.frm**, which is a plain text file, and fill it out, mail it out to me with **US$35**. You will be able to find out my current address on my web site.

You may send the money using personal checks (if you are in USA or Canada), or send cash. If you are an international user, you may submit international traveler's cheques, international money order, or US$35 worth of your local currency in cash.

No matter which way you register, make sure you provide the software serial number so I can give you your valid license number. The serial number can be found by opening the **Help menu** of **QuickStar Phone Guard**, and choose "**Register QFGuard**".

Also make sure you provide your correct E-Mail address, if any. I use your E-Mail address to send you the unlocking license number. If you don't have an E-Mail account, at least you should provide your phone number or postal address.

Where to Send My Registration?

You may send your registration form, together with **US$35**, to my address. At the time of this software's release (July 14, 1998), the software author's address is:

Mr. Anthony Mai
924 Bellaire Avenue, Apt. V-220
State College, PA 16801 USA

The author may be moving out of that address pretty soon. So you may want to E-Mail the author first to confirm the address, or you may visit the author's web site to find out.

The E-Mail address is: **qfax@qfax.com**

And the web address is: **http://www.qfax.com**