



CONCEPTUAL TELEPHONE SOFTWARE

Introduction - Concept - Perspective

Description

Function Algorithm

Development WTP (Wandering Telephone Phantom) Software

“Snowflake” WMS Information Audio Object

INTRODUCTION

If you pick up the receiver timely, after transmitting the message, the program moves on to a next random number.

CONCEPT

Independent, constantly operating object in space of random numbers of the telephone network.

PERSPECTIVE

If you pick up the receiver timely, after completing of conversation, the program calls to the next random number.

ВВЕДЕНИЕ

Если вы успели снять трубку, после завершения сообщения программа переходит к следующему случайному номеру.

КОНЦЕПЦИЯ

Независимый, постоянно действующий объект в пространстве случайных чисел телефонной сети.

ПЕРСПЕКТИВА

Если вы успели снять трубку, после завершения диалога, программа звонит на следующий случайный номер.

შესავალი

თუ თქვენ მოასწართ ყურმილის აღება, შეტყობინების გადაცემის შემდეგ პროგრამა გადადის შემდეგ შემთხვევით ნომერზე.

კონცეფცია

დამოუკიდებელი, მუდმივად მოქმედი ობიექტი სატელეფონო ქსელის შემთხვევითი ნომრების სივრცეში.

პერსპექტივა

თუ თქვენ მოასწართ ყურმილის აღება, საუბრის დასრულების შემდეგ პროგრამა რეკავს მომდევნო შემთხვევით ნომერზე.

DESCRIPTION

The program of the automatic transmission of the sound/voice Information to the subscribers of the Public Switched Telephone Network on random or chosen numbers from the assigned list (Data base of the city telephone numbers).

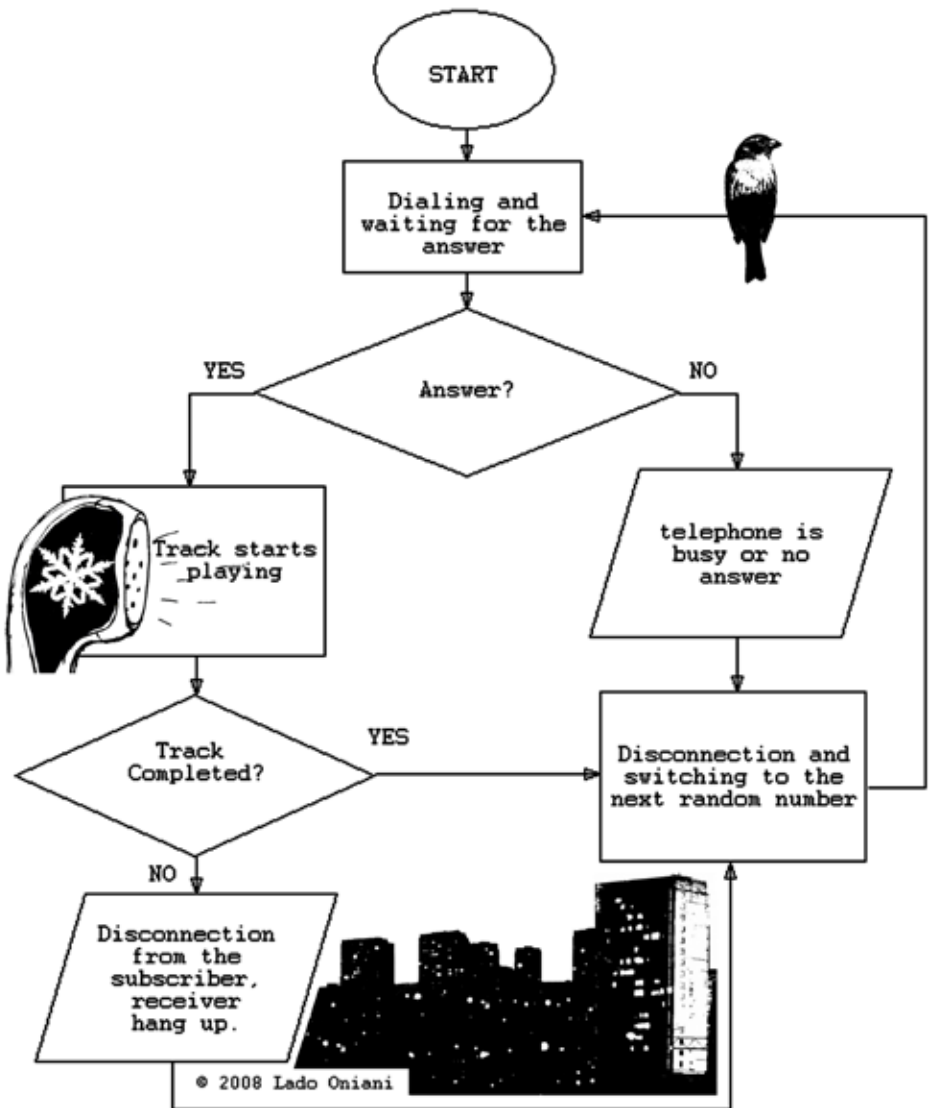
TECHNICAL SOLUTION OF REALIZATION

The program dials telephone numbers from data base of city. If receiver is picked up, the program transmits a sound message to a subscriber. Message is played in an assigned sequence according to the combination consisting of the following sound segments:

1. Intro.
2. Information track entered by the user.

After transmitting the message, the program disconnects and moves on to a next random number. In case of early disconnection from the subscriber, the program stops playing the message and moves on to a next random number. If the line is busy or there is no answer up to a certain waiting point, the program switches to a next random number.

BASIC SCHEME OF FUNCTION



INTERFACE

NEST

Fast	Prior	Next	Last	Delete Track	Save Play List	Play	Stop
C:\West\8.wav							
C:\West\1.wav							
C:\West\2.wav							
C:\West\3.wav							
C:\West\4.wav							
C:\West\5.wav							
C:\West\6.wav							
C:\West\7.wav							
C:\West\8.wav							
C:\West\9.wav							
C:\West\Snowflake.wav							
C:\West\Snowflake_2.wav							

Program requirements:

Audio track:

Bit Rate 128kbps
Audio sample size 16 bit
Channels 1 (mono)
Audio Sample Rate 8 KHz
Audio format PCM

Modem device:

Voice modem V.92/V.90


STARTING GATE

Wandering Telephone Phantom

 NEST
 STARTING GATE
 GRAPH
 CONCEPT

Director:

Sunrise



CURRENT NUMBER
4 1 9
382503
Snowflake.wav

Sunset

Beton Uibr: ATXATC Tbls(100000 999999)

Start number	End number	Company	Block
360000	369999	JSC "United Telecommunication Company"	Granted
370000	379999	JSC "United Telecommunication Company"	Granted
380000	389999	JSC "United Telecommunication Company"	Granted
390000	399999	JSC "United Telecommunication Company"	Granted
400000	409999	JSC "United Telecommunication Company"	Granted

Randomization

List

Phone numbers depason

Hyplex Nyssa

Citizen (Random ATXATC)

Starting phone number

Hesm (Create List)

Favort list

Activation

Work From till

Start on

Start Immediately

Interval Min

1

2

3

4

5

6

7

8

9

C

0

A

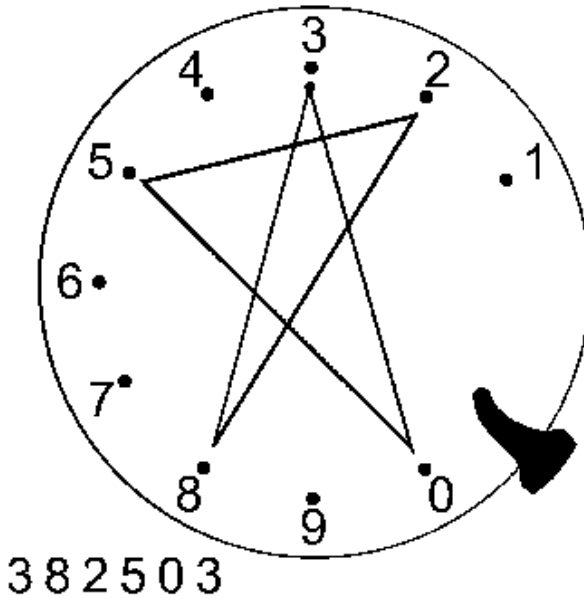
382503

Ry En Ka Es DTMF

Universal

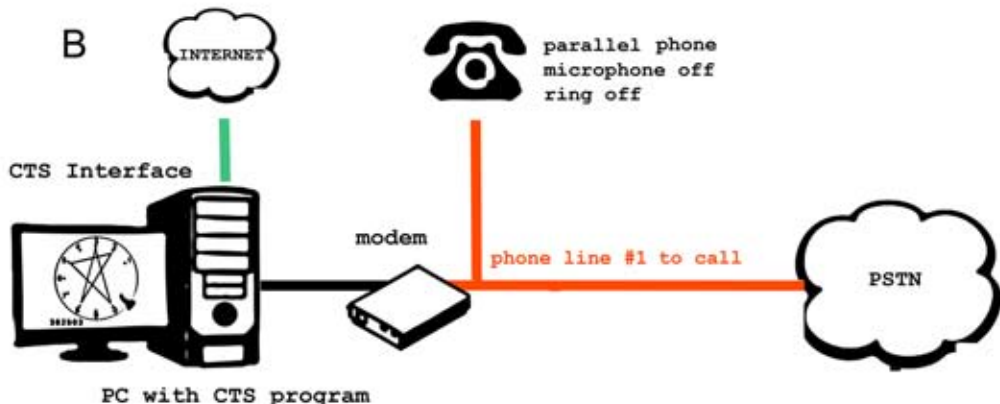
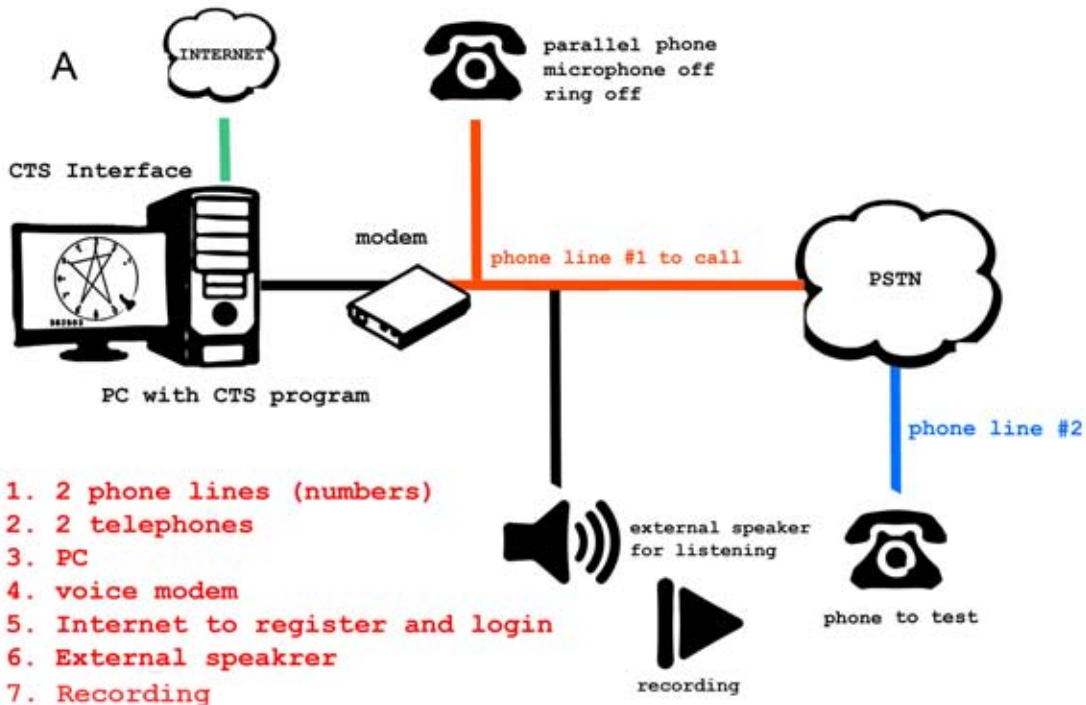
TELEPHONE GRAPH CONSTELLATION

Module



Hidden graphic carcass of the telephone graph. Principle: a line from each digit to each digit: 1*1, 1-2, 1-3 etc. Construction of the graph is based on revealing of lines between digits of a current phone number 3*-8-2-X-X-X

FIXED STATION OF CONCEPTUAL TELEPHONE PROGRAM



SCHEMES OF INSTALLATIONS

Instalation A | MASTER

Work with the program, listen through the receiver and speaker, broadcast network and record, working with two phone lines, call themselves

Instalation B | USER

Work with the program, listen through the receiver, working with one phone line

Instalation C | PUBLIC FACE

1. 1 phone line (number)
2. 1 telephone
3. PC
4. Screen or projector
5. Voice modem
6. Internet to register and login
7. External speaker

Work with the program, listen through the receiver and speaker, broadcast network, working with one phone line, projection of interface with TGC module

Instalation D | INNER FACE

Work with the program, listen through the receiver, working with one phone line

1. 1 phone line (number)
2. 1 parallel telephone
3. PC
4. voice modem
5. Internet to register and login

Information (Word-Music-Sound) Audio Object by default:

1. SNOWFLAKE (SNOW QUEEN)

<http://soundcloud.com/graycane/snowflake>

2. SNOWFLAKE 2 (RIME CRYSTALS)

<http://soundcloud.com/graycane/rime>

3. HIPPOCAMPUS (CORAL HARP)

<http://soundcloud.com/lado-1/seahorse-2>

CREATORS

Lado Oniani - Author of concept, developer and head of project, composer.

Natalia Yanchuk - Developer

Sergey Sergeev - Programmer-developer

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www.wanderingphantom.com

OTHER LINKS

<http://www.lado.wanderingphantom.com/>

VIDEO

http://www.youtube.com/watch?v=wFL4qfaWzMk&feature=channel_video_title

<http://www.youtube.com/watch?v=M58yqxO1vNA&feature=relmfu>

<http://www.youtube.com/watch?v=R6jqC2guy9A&feature=relmfu>

<http://www.youtube.com/watch?v=Fz6P2t-juvs&feature=related>

<http://www.youtube.com/watch?v=QRcHhxuuLag&feature=related>

AUDIO

<http://soundcloud.com/audiobook/bird-of-a-dawn-09-09-2008>