

## ntouch for Mac 8.3 New Features

Use the bookmarks in the left-hand column to jump to the QuickHelp answers to these questions:

***How do I set up and use the new Voice feature?***

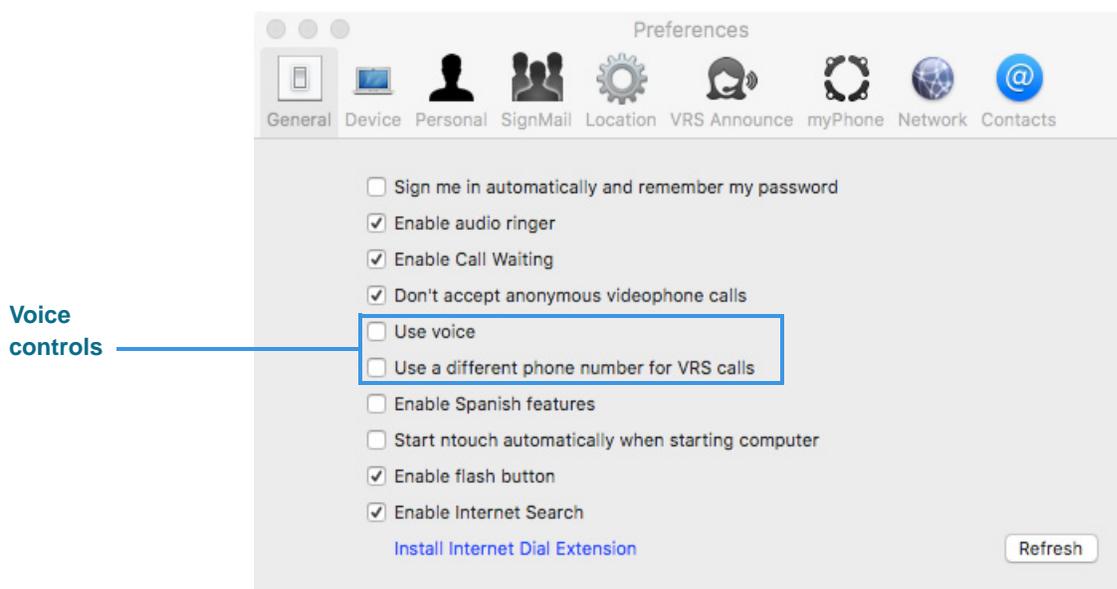
***How do I use the enhanced SignMail feature?***

### How do I set up and use the new Voice feature?

ntouch for Mac's new Voice feature adds a new Microphone icon to the Home and In-call screens which you can use to turn the audio signal on or off either before or during a point-to-point (Deaf-to-Deaf) or VRS call. You still have the option to use a separate telephone (previously called "2-Line VCO").

**Step 1.** Select the **Preferences** option in the ntouch menu to open the Preferences dialog.

**Step 2.** Select the **General** tab to display the dialog shown below.



The General tab contains two checkboxes:

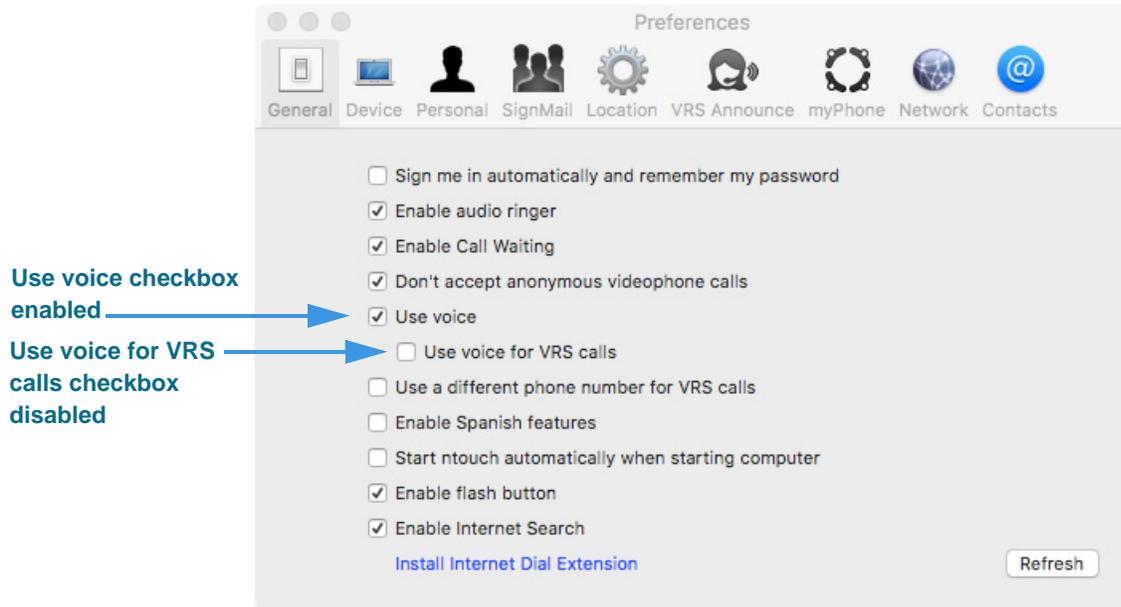
Select the **Use voice** checkbox to turn on the Voice feature.

Select the **Use a different phone number for VRS calls** checkbox to turn on the telephone mic feature. When enabled, this feature reveals the dialog shown below. You must enter the phone number of the voice telephone you will use for the Voice function.

The image shows a small dialog box with a light gray background. It has a label "Phone Number" followed by a text input field. Below the input field are two buttons: "Cancel" and "Save".

**Note:** Enabling the **Use a different phone number for my voice** feature will turn off your computers built-in microphone. The Voice feature will then operate only using the voice telephone mic, not your computer's built-in mic.

Step 3. Select (add a check to) the **Use voice** checkbox to enable the Voice feature as shown below.



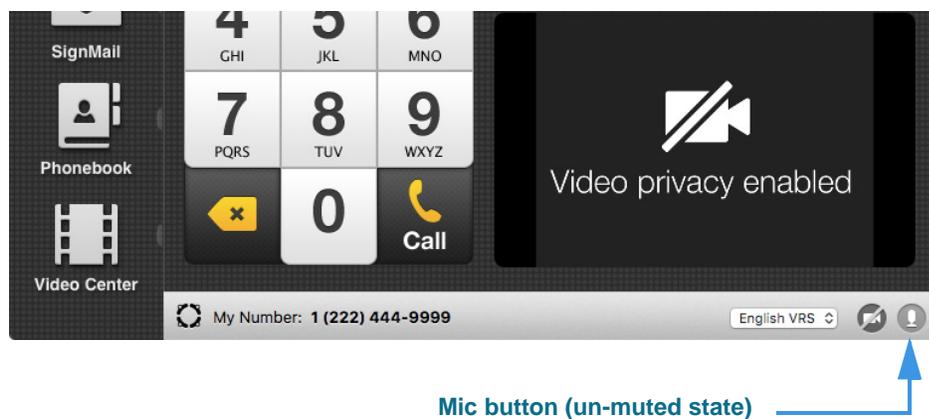
Notice that enabling the Voice feature has revealed the **Use voice for VRS calls** checkbox. If you want to use Voice during your VRS calls, you *must* enable this checkbox, otherwise Voice will *only* be available for your point-to-point (Deaf-to-Deaf) calls.

Step 4. Close the **Preferences** dialog to return to the Home screen as shown below.

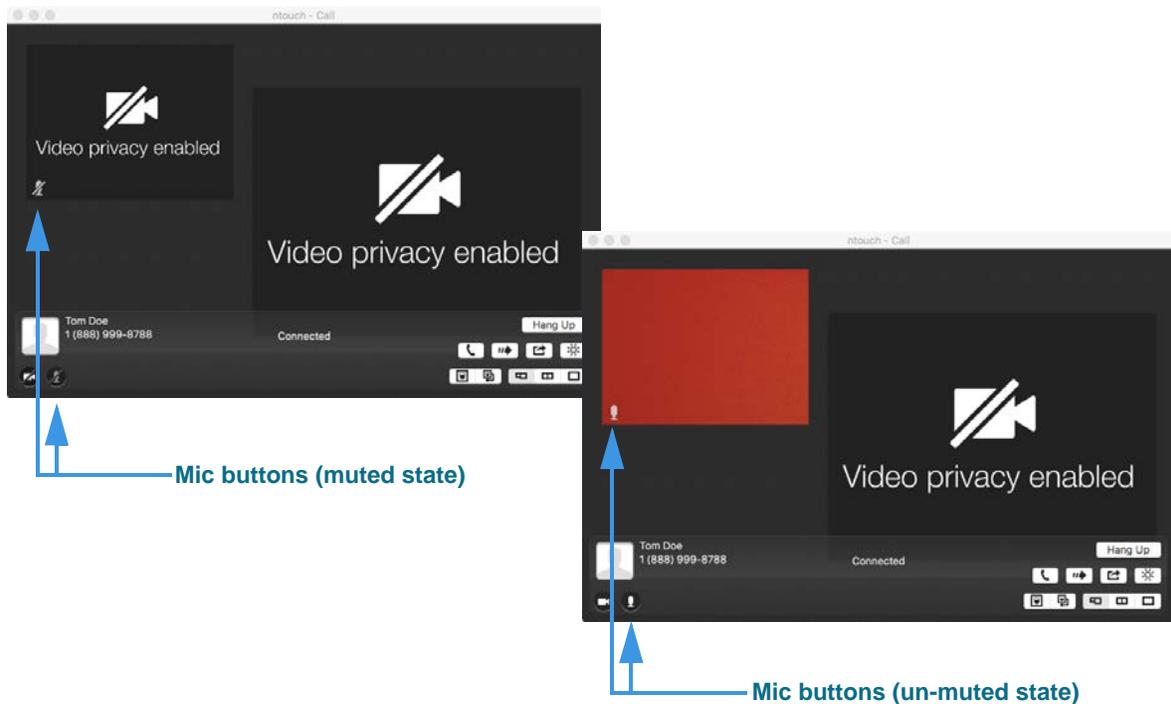


Notice that a new **microphone icon**  has been added to the right of the camera (i.e., the Video Privacy) icon. When the Voice feature is first enabled, the microphone will be *muted* by default (i.e., show a slash through the icon).

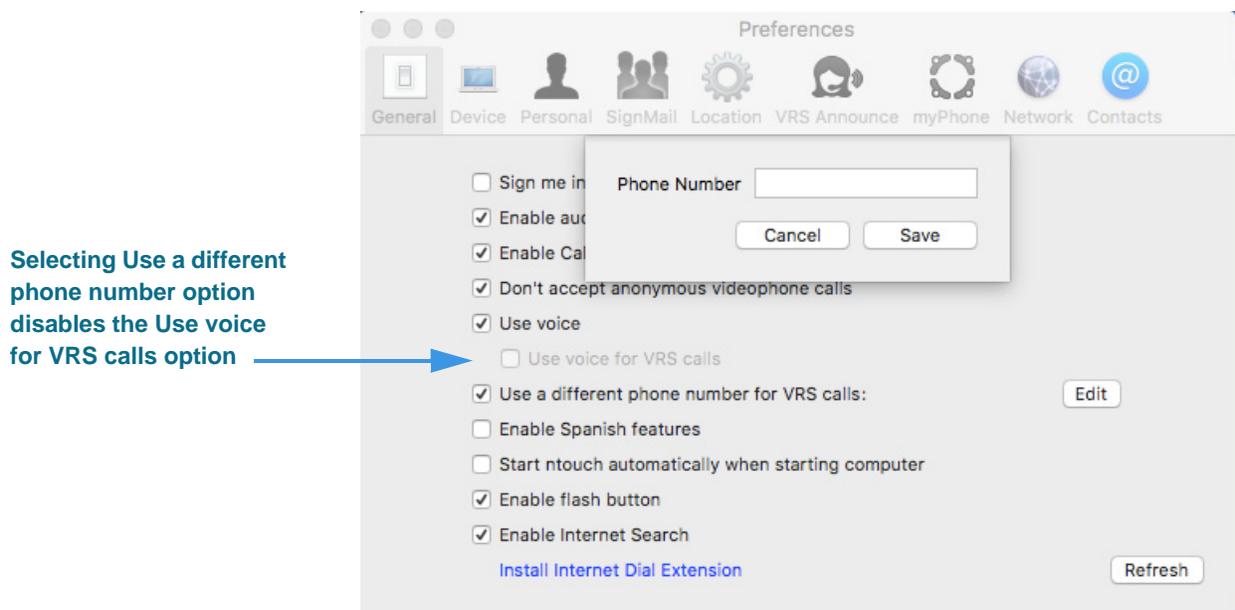
Step 5. To enable the Voice feature for a call, you must first un-mute the microphone by selecting it. The microphone icon will change its appearance as shown below.



Step 6. You can turn the Voice feature off and on during an active call by selecting the microphone button (either in the Self-View image or Options bar) to change its state from muted to un-muted and vice versa as shown in the screen shots below.



Step 7. If you choose to enable the **Use a different phone number for VRS** calls, checkbox in the Settings dialog, the screen will look like the one shown below.



**Figure 1** — Call Options screen, Use a different phone number for VRS calls

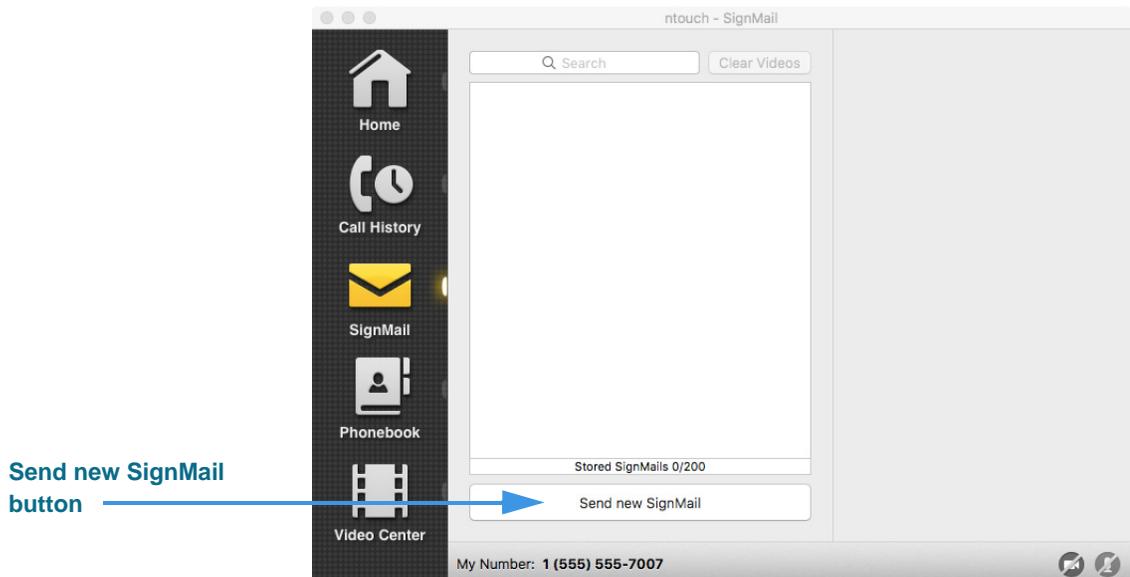
Enabling the **Use a different phone number for VRS calls** checkbox reveals a field in which you must enter the number of the voice telephone that you will use for the Voice feature during your VRS calls.

Also notice that enabling the **Use a different phone number for VRS calls** checkbox grays-out (disables) the **Use voice for VRS calls** checkbox because that control becomes redundant.

## How do I use the enhanced SignMail feature?

ntouch for Mac's new Enhanced SignMail feature lets you choose to send a SignMail *directly to* another Sorenson user without actually having to call that person first. SignMails that are sent directly will appear with a new icon to indicate that the SignMail was not related to an incoming call.

**Step 1.** Select the **SignMail** button to open the screen shown below.



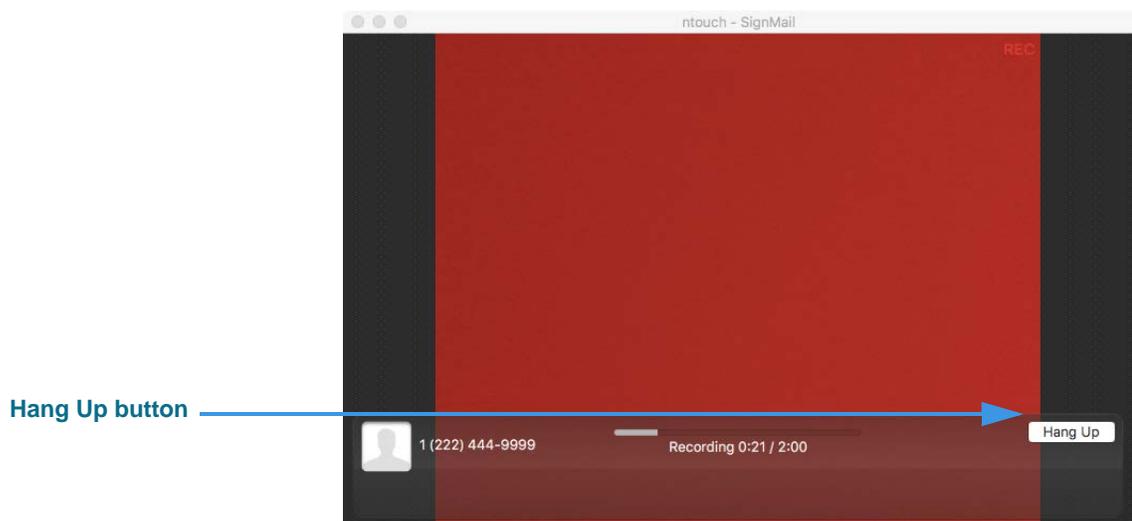
The **Send new SignMail** button is located at the lower-middle area of the screen at the bottom of the SignMail list. You can record and send a SignMail video message to any number in your Favorites, Contact, or Call History lists or dial a new number.

**Step 2.** Select the **Call** button to open the screen shown below.



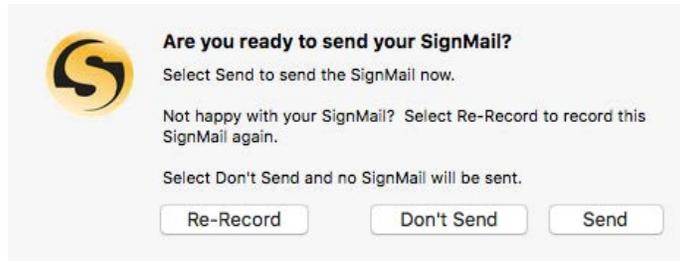
Select one of the options for selecting or entering a number to which you want to send the SignMail. In this example, the **Dial** button is selected so the keypad is shown. Notice the **Record** button at the bottom-right of the dialog.

**Step 3.** Select or dial a number using one of the options. You'll then see the screen below.



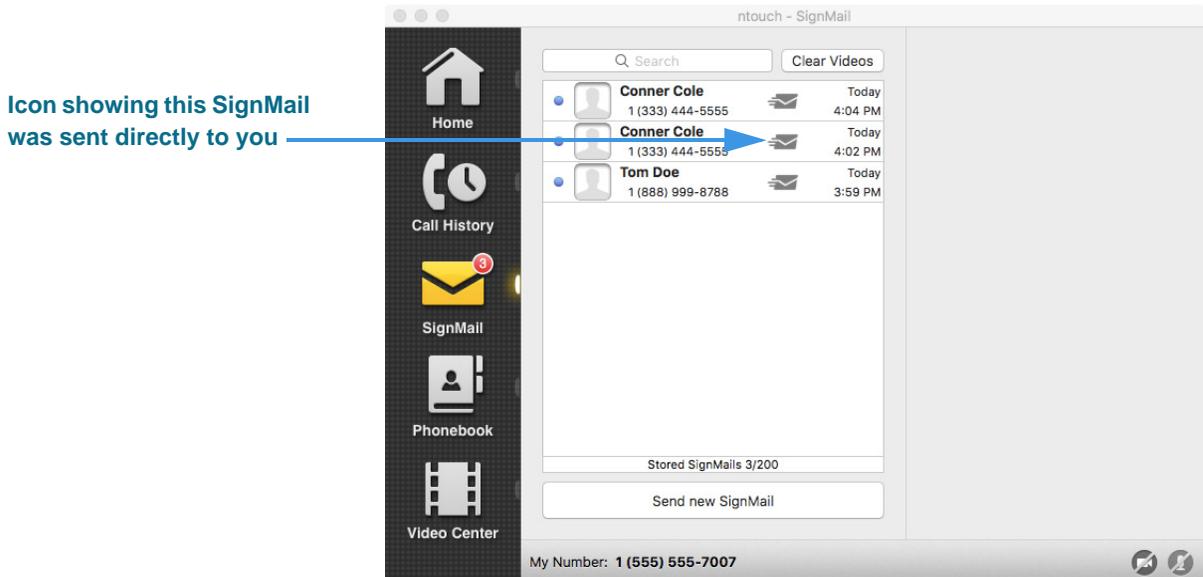
You will then see the familiar *SignMail Record* dialog in which you can record up to a 2-minute video message. Selecting the **Hang Up** button will end the recording.

**Step 4.** Select the **Hang Up** button to end recording and open the screen shown below.



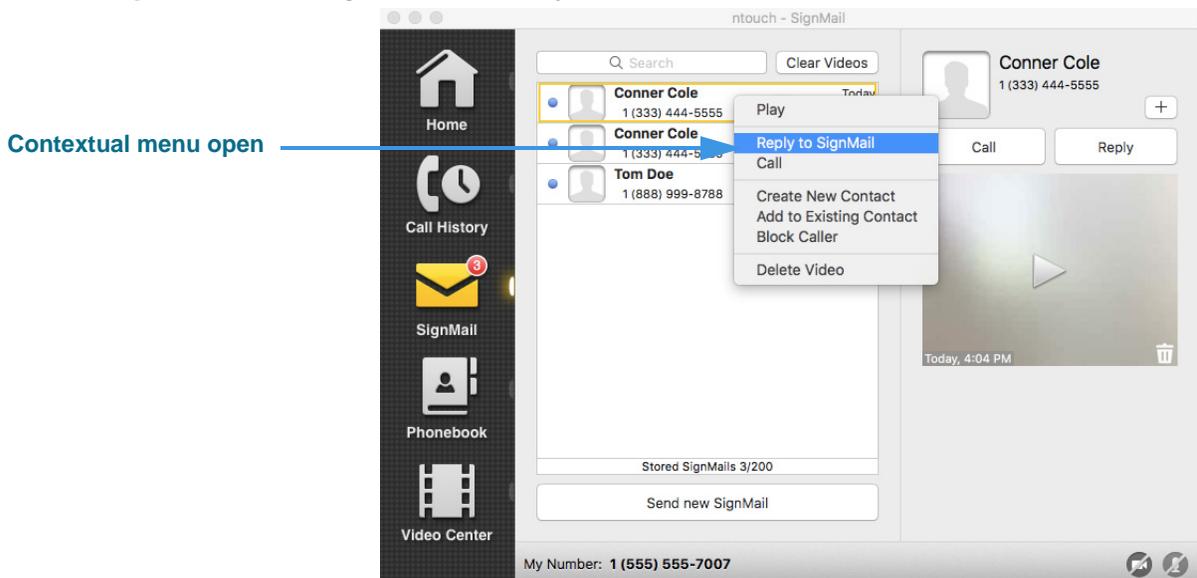
You will then see the familiar *Are you ready to send your SignMail?* dialog in which you can choose to send the recorded video message, re-record the video, or cancel the recording.

**Step 5.** If you are the receiver of a SignMail video message that was sent directly to you, the SignMail screen will look like the sample shown below.



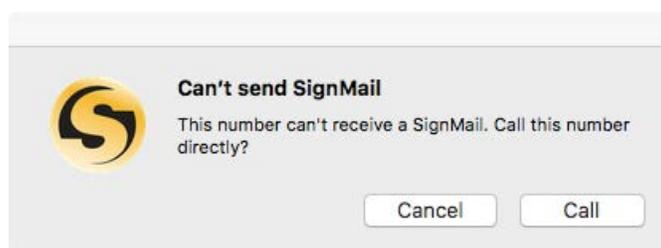
As shown in the sample above, a unique new  icon will appear next to any SignMail video message that was sent directly to you. You can view these SignMails just as you do any other SignMail you receive.

**Step 6.** **Right-click** on a SignMail to display the contextual menu shown below.



Notice that the contextual menu includes a new **Reply to SignMail** option which allows you to record and send a SignMail in reply to the received SignMail message.

**Step 7.** If a **phone number** that you entered or selected cannot receive SignMail videos, you will see the dialog shown below.



This dialog reminds you that you *cannot* send a SignMail video message to hearing phone numbers or to third-party (non-Sorenson) numbers. You also cannot send a SignMail to a Sorenson endpoint that is blocking calls from your phone number.

The **Call** button in the dialog allows you to place a call to the number instead (either an SVRS call or a point-to-point call).