



## User Manual

*Thank you for purchasing Call and Play for Skype.*

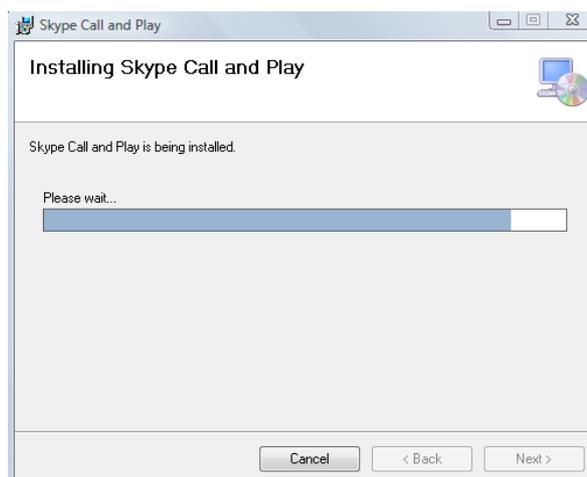
*The team and I wish you all the best in using this program.*

*-Peter*

### Installation:

Please make sure a version of Skype is running on your computer.

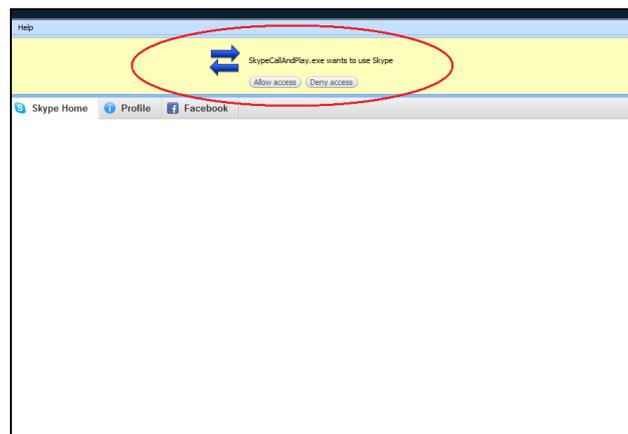
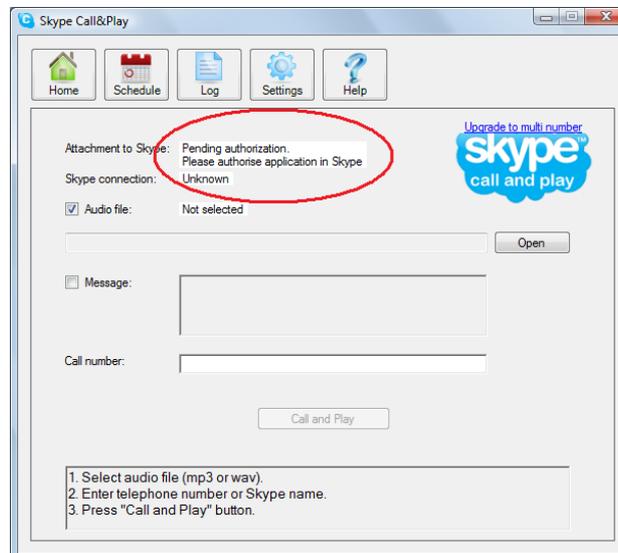
After downloading Call and Play for Skype click on the installation file and follow the prompts.



Enter your authorisation code to start the program.

*Your authorisation code will be emailed to you after you step through the purchase authorisation process.*

When you start Call and Play for Skype for the first time, you will need to authorise Call and Play for Skype to use your Skype Account. This will only need to be done once per user account.



### Import Function: (Silver and Gold)

Call and Play for Skype can import your contacts direct from Skype. You have 5 options:

1. Import All Contacts
2. Import only Online Contacts
3. Import Telephone/Mobile/Cell numbers only
4. Import from any group you may of created in Skype.
5. Import from a .txt file.

Simply select whatever option you wish and click import making sure something is selected in the drop down box.

You will note that the Call Number field is now populated. If something has been imported that you do not wish to use, simply high-light and delete from your list.

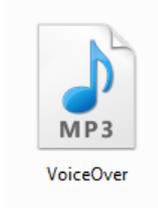
## Import from File: (Silver and Gold)

To save time, you can also create a text file with all numbers and usernames and import these into Call and Play for Skype by selecting the 'open' button and selecting the file. Please make sure there is only one number per line and the file is saved as .txt

## To Call and Play a Recorded Message:

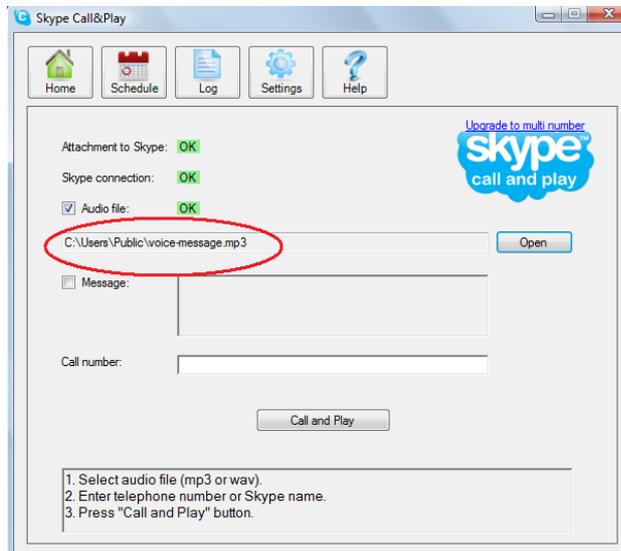
Firstly you will need to record a message to send. I have found the easiest program to do this is Audacity which is a free program. The message can be any length but we have found that the more concise a message is the better.

Save your audio as either .wav or .mp3.



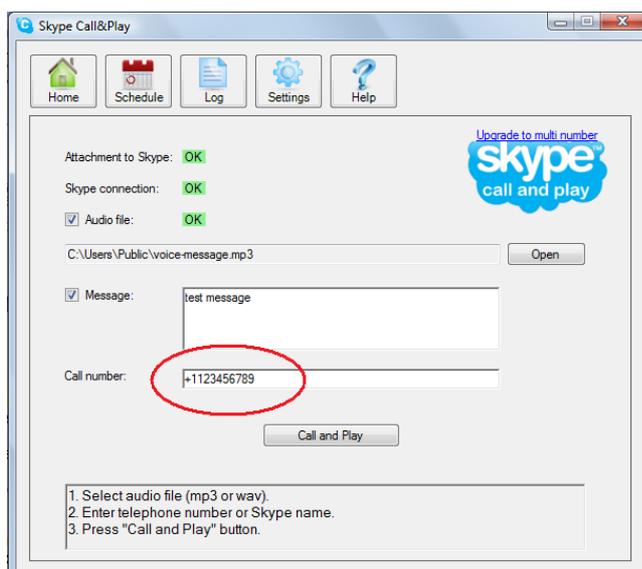
[Fiverr](https://www.fiverr.com) (fiverr.com) is a great source to get someone to record a professional voice over if you want to for only \$5.

Once done, head back to Call and Play for Skype and at the Audio field, select 'Open' and select your audio file.



Next, in the call number section, either import or type in the Skype User Name – **not Contact name** – in the box one per line.

If you are calling a number only, simply put the number in the box. (include country code)



*Note: Make sure to start with the “plus sign” and country code b4 the dialled number. i.e: (US) +1*

When you are ready, select Call and Play and the program will start.

Depending on your version, Call and Play for Skype will go through the list, call and then play your message to each number in turn until completed.

**Important: You must have a microphone connected – either internal or external for this program to work – The microphone is muted automatically by the program during calling.**

During the calling process you will not hear your message being played, just the time duration of the call.

If the call is unanswered it will hang up and move onto the next number.

You can view what the program is doing by viewing the log under the Log button.

### **To Send a Message/Text/SMS (Gold)**

Follow the same import procedures as mentioned above to either load or select numbers and or contacts to message.

This time, **deselect the audio button.**

Select the message check box and type your message in the box.

When ready, click call and play and the program will send a message to each contact and a SMS/Text to any mobile/cell number skipping over any landline numbers it finds.

### **To Play a Recorded Message and Send a Chat/SMS/Text Message at the Same Time: (Gold)**

Simply check Audio, open and select your audio file, check the message box, ok the warning box, load in your numbers or contacts.

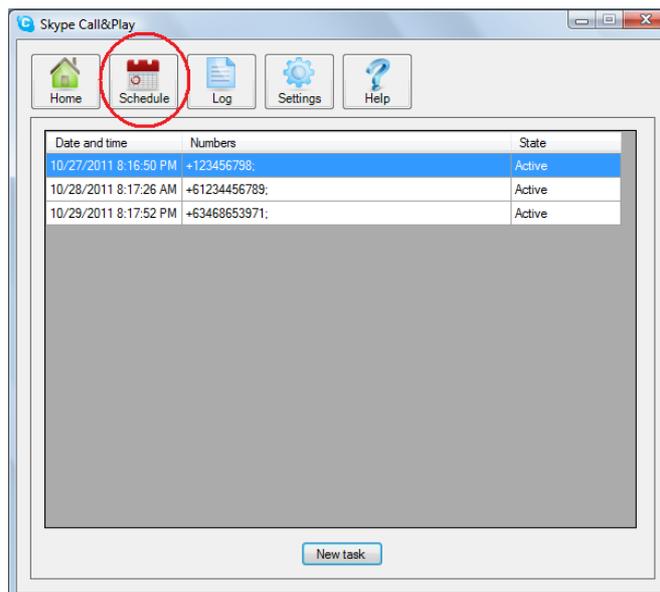
Once done, press Call and Play and the program will call each contact/number play the message and follow it with either a chat message or SMS/Text if a mobile/cell number.

SMS/Text is not sent to landline numbers but Audio is still played.

### Scheduling: (Gold)

All the above functions can also be scheduled to run at later dates and times depending on your needs.

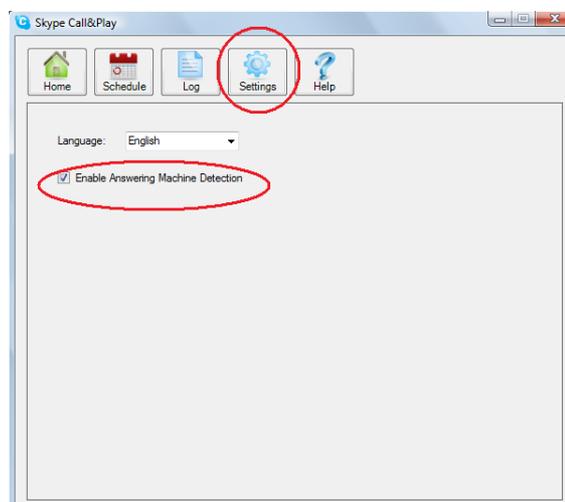
Simply select Schedule and create a new task, select date and time and save it.



So long as Call and Play for Skype is running when the date and time happens it will complete each task in turn and leave comments in the log file.

### Answering Machine Detection: (Gold)

This feature is extremely helpful, to activate it just select the checkbox under "Settings" and when Call and Play for Skype encounters a machine it will 'wait' and then send the Audio message 'at the beep' hang up and move onto the next number.



This feature also detects voicemail, voice to text and other services.

*Answering Machine Detection can never be 100% perfect but we have achieved close to it.*

#### Silent Mode: (Gold)

Check the 'Enable Silent Mode' to activate silent mode. This means that Skype will minimise whilst it is processing your calls so that you can work on other tasks.

#### Manual Play Mode: (Gold)

Check this box if you wish to be able to manually start the recorded message when the call is answered.

Thanks again, if you need any help please visit: <http://callnplay.us/support> and or Skype us at "callnplay"

***Good Luck and Enjoy***

***Peter and the Team***



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Or Skype us at :  
callnplay