

# **FileMaker Skype Plug-in**

v1.0.1

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# 1 Introduction

FileMaker Skype Plug-in is a plug-in for FileMaker. It enables you to make calls or to take calls inside of FileMaker using Skype. You can control your contact list in Skype and use its possibilities to start group conferences or handling voicemails and chatmessages.

## 1.1 Installation

The installation of the plug-in is divided into three or four steps. The plug-in file in Windows is named *FileMakerSkype.fmx* and *FileMakerSkype.fmplugin* in Mac OS X.

1. Quit FileMaker Pro.
2. Copy the plug-in file to the *Extensions* folder located in the FileMaker Pro application folder.
3. In Mac OS X you'll need to install *Skype.framework*. Double-click the file *SkypeFramework.pkg* and follow the instructions.
4. Start FileMaker Pro.

You can enable or disable the plug-in in the list of available plug-ins at any time. In Windows you will find the list of plug-ins by choosing Preferences from the Edit menu in FileMaker Pro. In Mac OS X you will find it in the FileMaker menu.

## 1.2 Registration

An unregistered version of FileMaker Skype Plug-in v1.0.1 offers full functionality in 30 minutes. When this time has expired FileMaker Pro has to be restarted or you won't be able to use the plug-in. Read more about fees and registration at [www.premium.se/plugin/](http://www.premium.se/plugin/).

## 1.3 System Requirements

Microsoft Windows 2000 or XP.

Mac OS X v10.3 (Panther) or later.

FileMaker 7 or later.

Skype 1.3 or later.

## 1.4 Mac OS X

In the Mac OS X version of this plugin, some functions are not working as specified in the manual. A few functions are not returning the correct values while some others are not working at all. This is caused by a number of bugs in Skype for OS X. The functions affected by these bugs are the following:

- PSky\_CallUser( name )  
The function will not return the ID of the call, nor will it return any error messages. Instead, the function will always return an empty string.
- PSky\_ClearHistory( object; target )  
This function will not return any error messages when the parameter object is given the value "CALL". Instead, this function will always return an empty string.
- PSky\_LeaveVoicemail( name )  
The function is not working at all.
- PSky\_OpenChat( chatid )  
The function is not working at all.
- PSky\_OpenFileTransfer( name; folder )  
The function is not working at all.
- PSky\_PlayVoicemail( voicemailid, dialog )  
The function is not working when the parameter dialog is given the value True.

## **2 Skype**

Skype is a free application for making phone calls over the Internet. A call between two Skype users is made without any charges while a call to a regular phone or a mobile phone is paid with a SkypeOut account.

Premium System AB is not a distributor of Skype, nor is they responsible for the functionality of Skype in any way. All technical or juridical questions regarding Skype should be handled directly between the end user and Skype. Premium System is just offering a plug-in that enables you to integrate and control the functionality of Skype.

### **2.1 SkypeOut**

By adding an amount of credit to your SkypeOut account you will be able to call regular phones or mobile phone all over the world. Calls to regular phones inside or outside your country will be charged as a local call within the country you are calling. Read more about charges and rates in different countries at [www.skype.com](http://www.skype.com).

### **2.2 SkypeIn**

With SkypeIn you can get your own regular phone number attached to your Skype account. This means that your friends who aren't using Skype can call you from a regular phone. SkypeIn numbers are sold on a subscription basis: a twelve month subscription is €30 and three months is €10.

### 3 Examples in FileMaker

Included with the plug-in, there are two examples in FileMaker using the plug-in. They show some of the available functions and how they are used. One of the examples shows the most basic functions as making or taking a call. The other example show more advanced functions, for example how you can get FileMaker to react on incoming calls or voicemails.



To be able to use the example the Skype application has to be installed and opened. When you open the examples a script called *Connect* will execute. This tries to make a connection between FileMaker and Skype.

The first time you open one of the examples, a dialog is displayed warning you about a program that wants to use Skype. The picture to the left shows an example of the dialog in Swedish.

Select the first choice and click Ok to allow the program to use Skype. Every attempt to create a connection between FileMaker and Skype with the script named *Connect* will be aborted after five seconds. The most common causes of a failed connection are:

- The Skype application is not opened.
- The permission for FileMaker to use Skype was given to late. (E.g. later then five seconds after the script named *Connect* was executed.)
- The permission for FileMaker to use Skype has been denied by the user. You can remove the restriction in the preferences of Skype.
- A version earlier than 1.3 of Skype is used.

#### 3.1 FileMaker Skype Easy Demo

This example demonstrates the most basic functions in the plug-in. The example consists of one layout, seven scripts and a table with eight fields. The layout is shown in the picture to the right below.

You can call a phone number by clicking on the icon to right of each field. To make calls to a regular phone SkypeOut is required.

You can answer incoming calls by clicking on the green phone or at the text saying *Answer*. When you answer a call more information about the caller is retrieved from Skype if possible. This will only work if the contact is in your contact list and when she is calling you from Skype. When a person is calling us from a regular phone the number is shown.



By clicking on the text saying *Update* you can, at any time, retrieve more information from Skype about a person by looking up his Skype Handle.

### 3.2 FileMaker Skype Advanced Demo

The second example shows some of the more advanced functions in the plug-in. The example demonstrates how you can use and control Skypes functions for voicemails and chatmessages. When the easy example was limited to handle one call at a time, the advance one can control several calls, voicemails and chatmessages. However, this demands more of the developer since he, all by himself, has to keep track of different ID:s for different calls, voicemails or chatmessages.

In the example, there are three lists named Calls, Voicemails and Chats. They will be automatically updated whenever a new call, voicemail or chatmessage is received. For more details about a call or to see all messages posted in a chat, click on the exclamation mark to the left of a row in each list.

Each call, voicemail or chatmessage is related to a person in the list named Contacts. If no relationship is available you can ask Skype for more information by the person by clicking on the black question mark. A new window is opened and you can, if you want to, add the person to the list of contacts.

<a href="#">Calls</a> <a href="#">Voicemails</a> <a href="#">Chats</a> <a href="#">Contacts</a> <a href="#">Groups</a> <a href="#">About</a>							
Handle	Name	Date	Start	End	Time	Status	Type
🔍 bobjohn	?	2005-11-09	15:20:02	15:20:15	0	REFUSED	IN
🔍 land1969	Lars Anderson	2005-11-10	09:55:37	09:55:43	0	REFUSED	IN
🔍 land1969	Lars Anderson	2005-11-11	14:06:21	14:06:25	0	MISSED	IN
🔍 bobjohn	?	2005-11-14	15:18:42			INPROGRESS	IN
🔍 alicej54	Alive Johnson	2005-11-14	15:26:54	15:26:59	0	REFUSED	IN
🔍 alicej54	Alive Johnson	2005-11-14	15:30:45			RINGING	IN

  

⏪ ⏴ ⏵ ⏩	📞 Answer	📞 Hang Up	New	Delete	Save
---------	----------	-----------	-----	--------	------

In the picture above, you will see one missed call, three refused calls, one call in progress and a call where someone is trying to call us. By clicking on the icons to the left you can pause, cancel or answer a call.

In the list named Groups, all available groups in the database are shown. Each group can hold up to five members. This limit is set due to Skypes limit of a maximum of five members in a conference call. You can start a conference call with a group by clicking on the icon or text saying *Start conference*.



## 4 Event scripts

There are a few scripts in the advanced example that require some extra attention. Two of the scripts are used to telling the plug-in which scripts should be executed on a certain event, or which event we should ignore. The other scripts are the scripts that will be executed at any of the events. Examples of events are an incoming call, a voicemail is being played or that the topic of a chat is changed.

One common and extremely important thing for all scripts being executed at an event is the calls to the function `ScriptReady` at the end of the scripts. This tells the plug-in that the event script is done and that it is ok to execute another one. In case the call to `ScriptReady` is omitted, none of the events in the future will be handled.

### 4.1 *EnableOnEventScript*

This script tells the plug-in which scripts should be executed on events connected to each of the five objects; `CALL`, `CHAT`, `CHATMESSAGE`, `USER` and `VOICEMAIL`. This is done by calling the function `PSky_SetOnEventScript` one time for each object.

### 4.2 *DisableOnEventScript*

This script tells the plug-in not to execute any scripts on any of the events. This is done by calling the function `PSky_SetOnEventScript` with empty strings for the parameters named `filename` and `scriptname`, for each of the five objects.

### 4.3 *AutoRunOnCall*

This script is executed at an event connected to the object `CALL`, for example when a new call is received, when the status of a call is changed or when a DTMF code (0...9,#,\*) is received. The script is called with a parameter telling us the ID, status and type of the call. If a DTMF code was sent during the conversation, the code received is found in the parameter value named `DTMF`.

The script parameter is received at this format:

```
CallID=" <id> " ; Status=" <status> " ; Type=" <type> " ; DTMP=" <dtmf> "
```

Possible values for `<type>`, `<status>` and `<DTMF>` are listed below:

- Type
  - IN – Incoming call.
  - OUT – Outgoing call.
- Status
  - RINGING – Someone is calling us or we are calling someone.
  - INPROGRESS – The call is in progress.
  - EARLYMEDIA – A calling tone or a greeting is being played.
  - REFUSED – The call was refused.

- MISSED – The call was missed.
  - FAILED – Failed.
  - BUSY – Busy.
  - FINISHED – The call was finished.
  - UNPLACED – The call was never placed.
  - CANCELLED – The call was cancelled.
- DTMF
    - 0..9,#,\* – The DTMF code received.
    - "" – No DTMF code was received.

#### **4.4 AutoRunOnChat**

This script is executed at an event connected to the object CHAT, for example when a new chat is created or when the topic of a chat is changed. The script is called with a parameter telling us the ID and the topic of the chat.

The script parameter is received at this format:  
 ChatID=" <id> " ;Topic=" <topic> "

#### **4.5 AutoRunOnChatmessage**

This script is executed at an event connected to the object CHATMESSAGE, for example when a new chatmessage is receive or sent. The script is called with a parameter telling us the ID and new type of the new chatmessage.

The script parameter is received at this format:  
 ChatmessageID=" <id> " ;Type=" <type> "

Possible values for <type> are listed below:

- Type
  - In – Incoming message.
  - Out – Outgoing message.

#### **4.6 AutoRunOnUser**

This script is executed at an event connected to the object USER, for example when a user in our contact list changes his online status. The script is called with a script parameter telling us the new status and the username identifying the user.

The script parameter is received at this format:  
 User=" <username> " ;Status=" <status> "

Possible values for <status> are listed below:

- Status
  - ONLINE - The user is online.
  - OFFLINE - The user is offline.
  - SKYPEME - The user is in "Skype Me" mode.
  - AWAY - The user is away.
  - NA - Not available.
  - DND - Do not disturb.

## **4.7 AutoRunOnVoicemail**

This script is executed at an event connected to the object VOICEMAIL. The script is called with a script parameter telling us the ID, type and status of the voicemail.

The script parameter is received at this format:

`VoicemailID="<id>" ;Type="<type>" ;Status="<status>"`

Possible values for <type> and <status> are listed below:

- Type
  - IN - Incoming voicemail.
  - OUT - Outgoing voicemail.
  - GREETING - Incoming greeting.
  - "" (Tom sträng.) - The type was specified in an earlier call of the script.
- Status
  - UNPLAYED - Received, but not played.
  - GREETING - A greeting message is being played.
  - PLAYING - The message is being played.
  - PLAYED - The message was played.
  - RECORDING - The message is recording.
  - UPLOADED - The message was sent.
  - FAILED - The message could not be sent.

## 5 Function Reference

### 5.1 *PSky\_AddChatMember( chatid; name )*

Desc: Add one or more members to a chat.  
Inputs: chatid - ID of a chat. (ex. "#alice/\$bob;3c25fa75cf4f3414")  
name - Invited members. (ex. "alice, bob")  
Outputs: Empty string on success.

### 5.2 *PSky\_AddUser( name; message; dialog )*

Desc: Add a user to your contact list in Skype.  
Inputs: name - Name of user to add to Skypes contact list.  
message - Message to user, only used if dialog is set to false.  
dialog - Show Skypes dialog for adding a user or not. (True or False)  
Outputs: Empty string on success.

### 5.3 *PSky\_AlterVoicemail( voicemailid; action )*

Desc: Alter the status of a voicemail.  
Inputs: voicemailid - ID of voicemail to alter.  
action - See list below.  
"STARTPLAYBACK" - Starts playing downloaded voicemail.  
"STOPPLAYBACK" - Stops voicemail playback.  
"UPLOAD" - Uploads recorded voicemail from local computer to server.  
"DOWNLOAD" - Downloads voicemail object from server to local computer.  
"STARTRECORDING" - Stops playing greeting and start recording.  
"STOPRECORDING" - Ends recording.  
"DELETE" - Delete voicemail.

Outputs: Empty string on success.

### 5.4 *PSky\_AuthUser( name; value )*

Desc: Authorize a user in Skypes contact list.  
Inputs: name - Name of the user to authorize or not.  
value - Authorize or not. (True or False)  
Outputs: Empty string on success.

### **5.5 PSky\_BlockUser( name; value )**

Desc: Block a user in Skypes contact list.  
Inputs: name - Name of the user to block or unblock.  
value - Block or not. (True or False)  
Outputs: Empty string on success.

### **5.6 PSky\_CallUser( name )**

Desc: Call a user or start a conference with up to 5 members.  
Inputs: name - Phonenummer or name of the user to call.  
Outputs: ID of call on success.

### **5.7 PSky\_CancelCall( callid )**

Desc: Cancel a call.  
Inputs: callid - ID of call to cancel. (All calls if empty.)  
Outputs: String with IDs of cancelled calls separated with ", ".

### **5.8 PSky\_ClearHistory( object; target )**

Desc: Clear the history in Skype for a given object.  
Inputs: object - Object to clear in Skypes history.  
"CALL"|"CHAT"|"VOICEMAIL".  
target - Available for "CALL", type of call to clear.  
"ALL"|"OUTGOING"|"INCOMING"|"MISSED".  
Outputs: Empty string on success.

### **5.9 PSky\_CreateChat( name )**

Desc: Create a chat with one or more users.  
Inputs: name - Names of users to start a chat with.  
Outputs: ID of chat on success.

### **5.10 PSky\_DelUser( name )**

Desc: Removes a user from Skypes contact list.  
Inputs: name - Name of the user to remove from Skypes contact list.  
Outputs: Empty string on success.

### **5.11 PSky\_Focus( window )**

Desc: Sets focus on the Skype or FileMaker window.  
Inputs: window - Window to focus. "SKYPE"|"FILEMAKER"  
Outputs: Empty string.

## 5.12 PSky\_GetCall( callid )

Desc: Answer a call.

Inputs: callid - ID of call to answer. (Latest call if empty.)

Outputs: ID of the call on success.

## 5.13 PSky\_GetChatmessages( chatid )

Desc: Retrieve a list of IDs of chatmessages for a given chat.

Inputs: chatid - ID of chat to retrieve messages from.

Outputs: String with IDs of chatmessages separated with ", ".

## 5.14 PSky\_GetProperty( object; id; property )

Desc: Gets a property for a given object.

Inputs: object - Type of object to get a property from.  
"CALL" | "CHAT" | "CHATMESSAGE" | "GENERAL" |  
"USER" | "VOICEMAIL".

id - ID of the object.

property - Property to get, each object has its own  
properties, see the list below.

Outputs: The value of the given property.

"CALL" - Call object.

"TIMESTAMP" - Time when a call was placed.

"PARTNER\_HANDLE" - Handle of the user calling, or who you called.

"PARTNER\_DISPNAME" - Real name of the user.

"CONF\_ID" - If call is part of a conference this value is > 0.

"TYPE" - Type of call, four values is available.

"INCOMING\_PSTN" - Incoming call from a real phone.

"OUTCOMING\_PSTN" - Outgoing call to a real phone.

"INCOMING\_P2P" - Incoming call from a Skype user.

"OUTCOMING\_P2P" - Outgoing call from a Skype user.

"STATUS" - Current status of a call.

"UNPLACED" - Call was never placed.

"ROUTING" - Call is currently being routed.

"EARLYMEDIA" - A calling tone or a waiting message is being  
played.

"FAILED" - Call failed.

"RINGING" - Currently ringing.

"INPROGRESS" - Call is in progress.

"ONHOLD" - Call is placed on hold.

"FINISHED" - Call is finished.

"MISSED" - Call was missed.

"REFUSED" - Call was refused.

"BUSY" - Destination was busy.

"CANCELLED" - Call was cancelled.

"VM\_BUFFERING\_GREETING" - Voicemail greeting is being  
downloaded.

"VM\_PLAYING\_GREETING" - Voicemail greeting is being played.

"VM\_RECORDING" - Voicemail is being recorded.

"VM\_UPLOADING" - Voicemail is recorded and uploaded.

"VM\_SENT" - Voicemail has successfully been sent.

"VM\_CANCELLED" - Leaving voicemail has been cancelled.

"VM\_FAILED" - Leaving voicemail failed.

"FAILUREREASON" - Numeric failurereason.  
 "SUBJECT" - Not used.  
 "PSTN\_NUMBER" - Phone number to a real phone.  
 "DURATION" - Call duration.  
 "PSTN\_STATUS" - Error string from gateway, when a call to a real phone fails.  
 "CONF\_PARTICIPANT n" - Handles of participants in a conference.  
 "CONF\_PARTICIPANTS\_COUNT" - Number of participants in a conference.

"CHAT" - Chat object.

"NAME" - ID of a chat (ex. "#alice/\$bob;3c25fa75cf4f3414").  
 "TIMESTAMP" - Time when the chat was created.  
 "ADDER" - User who added current to chat.  
 "STATUS" - Status of the chat.  
   "LEGACY\_DIALOG" - Old style instant message.  
   "DIALOG" - One-to-one chat.  
   "MULTI\_SUBSCRIBED" - Participant in chat.  
   "UNSUBSCRIBED" - Left from chat.  
 "POSTERS" - Members who has posted messages.  
 "MEMBERS" - All users who has been in the chat.  
 "TOPIC" - Topic of this chat.  
 "CHATMESSAGES" - ID:s of all chatmessages in the chat.  
 "RECENTCHATMESSAGES" - ID:s of all recent chatmessages in the chat.  
 "ACTIVEMEMBERS" - Current members in the chat.  
 "FRIENDLYNAME" - Name of the chat.

"CHATMESSAGE"

"CHATNAME" - ID of the chat holding the chatmessage  
 "TIMESTAMP" - Time when the chatmessage was sent.  
 "FROM\_HANDLE" - Handle of the user who sent this message.  
 "FROM\_DISPNAME" - Real name of the user who sent this message.  
 "TYPE" - Message type.  
   "SETTOPIC" - Topic of this chat was changed.  
   "SAID" - Instant message.  
   "ADDEDMEMBERS" - Someone invited someone to chat.  
   "SAWMEMBERS" - Chat participant has seen the other members.  
   "CREATEDCHATWITH" - Chat to multiple people is created.  
   "LEFT" - Someone left chat.  
   "UNKNOWN" - Other.  
 "USERS" - People added to chat.  
 "LEAVEREASON" - Reason for a person who leaves the chat.  
   "USER\_NOT\_FOUND" - User was not found.  
   "USER\_INCAPABLE" - User has older Skype version and cannot join multichat.  
   "ADDER\_MUST\_BE\_FRIEND" - Recipient accepts messages from contacts only and sender is not in his/her Contact list.  
   "ADDED\_MUST\_BE\_AUTHORIZED" - Recipient accepts messages from authorized users only and sender is not authorized.  
   "UNSUBSCRIBE" - Participant left chat.  
 "BODY" - Text in this message.  
 "STATUS" - Current status of the message.  
   "SENDING" - Message is being sent.  
   "SENT" - Message was sent.  
   "RECEIVED" - Message has been received.  
   "READ" - Message has been read.

"GENERAL"

- "USERSTATUS"
- "CONNSTATUS"
- "AUDIO\_IN"
- "AUDIO\_OUT"
- "CURRENTUSERHANDLE"
- "MUTE"
- "PRIVILEGE SKYPEOUT"
- "PROFILE PSTN\_BALANCE|PSTN\_BALANCE\_CURRENCY"
- "SKYPEVERSION"

"USER"

- "HANDLE" - Handle of the user.
- "FULLNAME" - Real name of the user.
- "BIRTHDAY" - Birthday.
- "SEX" - Sex pf the user. "MALE"|"FEMALE"|"UNKNOWN"
- "LANGUAGE" - Preferred language for the user.
- "COUNTRY" - Country.
- "PROVINCE" - Province.
- "CITY" - City.
- "PHONE\_HOME" - Phone at home.
- "PHONE\_OFFICE" - Phone at office.
- "PHONE\_MOBILE" - Mobile phone.
- "HOMEPAGE" - Homepage.
- "ABOUT" - About this user.
- "HASCALLEQUIPMENT" - Allways "TRUE"
- "BUDDYSTATUS" - How this user is related to wour contact list.
  - "0" - Never been in contact list.
  - "1" - Deleted from contact list.
  - "2" - Pending authorisation.
  - "3" - Added to contact list.
- "ISAUTHORIZED" - Is the user authorized by current user.
- "ISBLOCKED" - Is this user blocked by current user.
- "DISPLAYNAME" - Real name for the user.
- "ONLINESTATUS" - Current online status.
- "LASTONLINETIMESTAMP" - Last seen.
- "CAN\_LEAVE\_VM" - Is it possible to send voicemail to the user.
- "SPEEDDIAL" - Speeddial code assigned to the user.
- "RECEIVEDAUTHREQUEST" - Text when asked for authorization.

"VOICEMAIL" - Voicemail object.

- "TYPE" - Type of voicemail.
  - "INCOMING" - Voicemail received from partner.
  - "OUTGOING" - Voicemail sent to partner.
  - "DEFAULT\_GREETING" - Skype default greeting from partner.
  - "CUSTOM\_GREETING" - Partner's recorded custom greeting.
  - "UNKNOWN" - Unknown.
- "PARTNER\_HANDLE" - Username for voicemail sender or recipient.
- "PARTNER\_DISPNAME" - Real name for partner;
- "STATUS" - Current status of the voicemail.
  - "NOTDOWNLOADED" - voicemail is stored in server (has not been downloaded yet);
  - "DOWNLOADING" - Downloading from server to local machine.
  - "UNPLAYED" - Voicemail has not played back yet.



"BUFFERING" - Buffering for playback.  
 "PLAYING" - Currently played back.  
 "PLAYED" - Voicemail has been played back.  
 "BLANK" - A new voicemail is created but recording has not started yet.  
 "RECORDING" - Voicemail currently being recorded.  
 "RECORDED" - Voicemail has been recorded.  
 "UPLOADING" - Voicemail is being uploaded  
 "UPLOADED" - Voicemail has been uploaded.  
 "DELETING" - Pending on delete.  
 "FAILED" - Downloading voicemail failed.  
 "UNKNOWN" - Unknown  
 "FAILUREREASON" - Reason for failure.  
 "MISC\_ERROR"  
 "CONNECT\_ERROR"  
 "NO\_VOICEMAIL\_PRIVILEGE"  
 "NO\_SUCH\_VOICEMAIL"  
 "FILE\_READ\_ERROR"  
 "FILE\_WRITE\_ERROR"  
 "RECORDING\_ERROR"  
 "PLAYBACK\_ERROR"  
 "UNKNOWN"  
 "SUBJECT" - Not used.  
 "TIMESTAMP" - Time when the voicemail was created.  
 "DURATION" - Duration of the voicemail.  
 "ALLOWED\_DURATION" - Allowed duration for this voicemail.

### **5.15 PSky\_GetRecentChatmessages( chatid )**

Desc: Gets the IDs of the latest received chatmessage in a chat.  
 Inputs: chatid - ID of chat to retrieve messages from.  
 Outputs: String with IDs of recent chatmessages separated with ", ".

### **5.16 PSky\_JoinConference( invitecallid, mastercallid )**

Desc: Invite a user (call) to join a conference.  
 Inputs: invitecallid - ID of call to invite.  
         mastercallid - ID of call to invite the invited call to.  
 Outputs: ID of the conferences is returned on success.

### **5.17 PSky\_LeaveChat( chatid )**

Desc: Leave a chat.  
 Inputs: chatid - ID of a chat.  
 Outputs: Empty string on success.

### **5.18 PSky\_LeaveVoicemail( name )**

Desc: Record and send a Voicemail to a user.  
Inputs: name - Name of a user to send a voicemail to.  
Outputs: ID of the voicemail followed by its current status on success.

### **5.19 PSky\_Minimize( window )**

Desc: Minimize the FileMaker or Skype window.  
Inputs: window - Window to minimize. "SKYPE"|"FILEMAKER"  
Outputs: Empty string.

### **5.20 PSky\_Maximize( window )**

Desc: Maximize the FileMaker or Skype window.  
Inputs: window - Window to maximize. "SKYPE"|"FILEMAKER"  
Outputs: Empty string.

### **5.21 PSky\_OpenChat( chatid )**

Desc: Opens a window with a given chat.  
Inputs: chatid - ID of a chat.  
Outputs: Empty string on success.

### **5.22 PSky\_OpenFiletransfer( name; folder )**

Desc: Open a dialog window for sending a file to a user.  
Inputs: name - Name of the user to send a file to.  
folder - Folder to start choosing a file from.  
Outputs: Empty string on success.

### **5.23 PSky\_PauseCall( callid )**

Desc: Pause a call.  
Inputs: callid - Id of a call. (Latest call if empty.)  
Outputs: ID of the paused call on success.

### **5.24 PSky\_Ping( 0 )**

Desc: Check the connection between FileMaker and Skype by sending "PING" to the Skype application, who should answer with PONG".  
Inputs:  
Outputs: "PONG" if connected.

### **5.25 PSky\_PlayVoicemail( voicemailid; dialog )**

Desc: Starts the playback of a voicemail in Skypes history with or without a dialog window.

Inputs: voicemailid - Id of the voicemail.  
dialog - Show Skypes dialog for playing a voicemail or not.

Outputs: Empty string on success.

### **5.26 PSky\_Register( name; email; key )**

Desc: Register this plug-in.

Inputs: name - Name to register.  
Email - Email to register.  
key - Key for registration.

Outputs: String telling you if the registration key was valid or not.

### **5.27 PSky\_ScriptReady( 0 )**

Desc: This function must(!) be called at the end of a script triggered by the plug-in. This stops the plug-in from triggering two or more concurrent scripts. This could happen when for example two or more calls is received in a small interval.

Inputs:

Outputs: Empty string.

### **5.28 PSky\_Search( object; target [; timeout] )**

Desc: Search a Skype user or retrieve a list of objects.

Inputs: object - "FRIENDS" - Retrieve the contact list.  
"CALLS" - Retrieve a list of objects in Skypes history.  
"CHATS" -  
"CHATMESSAGES" - ...  
"VOICEMAILS" - ...  
"USERS" - Search for Skype users specified in target.

target - Ex. "bob" to retrieve all Skype users who match the string "bob".

timeout - Number of milliseconds to wait for a result. Default timeout is used if this argument isn't used.

Outputs: String with usernames or IDs of objects separated with ", ".

### **5.29 PSky\_SendChatmessage( chatid; message )**

Desc: Post a chatmessage to a chat.

Inputs: chatid - ID of a chat.  
message - Message to send.

Outputs: ID of the chatmessage on success.

### **5.30 PSky\_SendCommand( *command* [; *timeout*] )**

Desc: Sends a raw Skype API command. See [www.skype.com](http://www.skype.com) for more information about available commands.

Inputs: *command* - Command to send.  
*timeout* - Number of milliseconds to wait for an answer.  
Default timeout is used if this argument isn't used.

Outputs: Outcome of the command that was sent.

### **5.31 PSky\_SendDTMF( *callid*; *dtmf* )**

Desc: Sends a Dual Tone Multi-Frequency to a phone. Equal to pressing 0..9, # or \* on a phone.

Inputs: *callid* - ID of the call. (Latest call if empty.)  
*dtmf* - "0" ... "9", "#" or "\*"

Outputs: ID of the call on success.

### **5.32 PSky\_SendMessage( *name*; *message*; *dialog* )**

Desc: Sends a message to a user. (This function is deprecated in Skype, use CreateChat and SendChatmessage instead.)

Inputs: *name* - Name of the user to send the message to.  
*message* - Message to send.  
*dialog* - Show Skypes dialog window or not. (True or False)

Outputs: Empty string on success if a dialog is used. ID of the chatmessage that was sent if no dialog is used.

### **5.33 PSky\_SetAvatar( *filepath* )**

Desc: Sets the avatar shown when you contact another Skype-user.

Inputs: *filepath* - Filepath to the new avatar.

Outputs: Empty string on success.

### **5.34 PSky\_SetCallSeen( *callid* )**

Desc: Change the status of a call in Skypes history to "Seen".

Inputs: *callid* - ID of the call. (Latest call if empty.)

Outputs: ID of the call on success.

### **5.35 PSky\_SetChatmessageSeen( *chatmessageid* )**

Desc: Change the status of a call in Skypes history to "Seen".

Inputs: *chatmessageid* - ID of the chatmessage.

Outputs: Current status of the chatmessage on success.

### **5.36 PSky\_SetChatTopic( chatid; topic )**

Desc: Changes the topic of a chat.  
Inputs: chatid - ID of the chat.  
topic - Topic to be set.  
Outputs: Empty string on success.

### **5.37 PSky\_SetMute( value )**

Desc: Turn on or off the microphone. This could only be done when a call is in progress.  
Inputs: value - True or False.  
Outputs: Empty string on success.

### **5.38 PSky\_SetOnEventScript( object; filename; scriptname )**

Desc: Sets the script to be run on a given event. Ex. a new call, chat, chatmessage or voicemail, or if a user changes his status. By setting the script and filename to empty strings no script will be triggered.  
Inputs: object - "CALL"|"CHAT"|"CHATMESSAGE"|"VOICEMAIL"|"USER"  
filename - Name of the file holding the FileMaker-database.  
scriptname - Name of the script to be triggered on an event.  
Outputs: Empty string.

### **5.39 PSky\_SetRingtone( filepath )**

Desc: Changes the ringtone.  
Inputs: filepath - Filepath to the new ringtone.  
Outputs: Empty string on success.

### **5.40 PSky\_SetSpeeddial( name; speeddial )**

Desc: Sets or changes a speeddial number for a user in Skypes contact list.  
Inputs: name - Name of the user to set or change a speeddial for.  
speeddial - A two digit-string.  
Outputs: Empty string on success.

### **5.41 PSky\_SetStatus( status )**

Desc: Change your status.

Inputs: status - New userstatus, see list below for available values.

"UNKNOWN"

"ONLINE" - Current user is online.

"OFFLINE" - Current user is offline.

"SKYPEME" - Current user is in "Skype Me" mode.

"AWAY" - Current user is away.

"NA" - Current user is not available.

"DND" - Current user is in "Do not disturb" mode.

"INVISIBLE" - Current user is invisible to others.

"LOGGEDOUT" - Current user is logged out. Clients are detached.

Outputs: Empty string on success.

### **5.42 PSky\_SetTimeout( target; ms )**

Desc: Sets the default timeout value for the specified target.

Inputs: target - "RETURN", maximum time the plugin should wait for a return value when talking to Skype. A too short time will cause some function to return the string "Timeout".

"SCRIPT", the extra time to wait between two triggered scripts. A too short time may cause FileMaker to shut down.

ms - Number of milliseconds to be used as default timeout.

Outputs: Previously used default timeout on success.

### **5.43 PSky\_StartSkypePlugin( timeout )**

Desc: Starts the FileMaker Skype Plug-in. The Skype application should be started before this function is called.

Inputs: timeout - Number of milliseconds to wait for a connection.

Outputs: "Connected" on success.

### **5.44 PSky\_StopSkypePlugin( 0 )**

Desc: Stops the FileMaker Skype Plug-in.

Inputs:

Outputs: "Not Connected."

### **5.45 PSky\_StopVoicemail( voicemailid )**

Desc: Stops the playback of a voicemail in Skypes history.

Inputs: voicemailid - ID of voicemail to stop playback of.

Outputs: Empty string on success.