FeenPhone

FeenPhone download page is here.

This is the Quick-Start Guide. For more advanced info, please see the Manual. If your answer isn't there, go to the Troubleshooting page.
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Quick Start Guide for Installing and Configuring FeenPhone:
FeenPhone has been tested on Windows 7 and Windows 8. It works well on both.
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.You MUST use headphones with FeenPhone when doing two-way audio. And you can't be downloading huge files at the same time on your home Internet connection. For best broadcast-quality results, don't be doing anything else on your computer or network while using FeenPhone.
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Installing and Using FeenPhone
–Completely exit Skype, TeamSpeak, Blink, Mumble, Ventrilo, Google Hangouts and any other Voice-over-Internet programs you have running.
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Depending on your computer's settings, you may or may not get a Windows Firewall warning or antivirus program warning when downloading, installing or running FeenPhone. There is no virus in FeenPhone, it's simply too new to be recognized. If you do get warnings, chose "Allow" or "Allow Always" to bypass the warning. (In Windows Defender, you have to hit "More Info" on the notification window to get to the place you can chose to run anyway.)
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– DOWNLOAD FeenPhone beta version. (If you had another version of FeenPhone installed, uninstall it first.)
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–Click on the downloaded installer, and let it install.

Click "Next." It may take up to two minutes before it looks like it's doing anything, but then you'll get a series of "Next" windows to click through. Click "next" through the dialog boxes until it's done.
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–If you get a Windows prompt saying that your Windows .NET Framework is not up to date, allow it to update.
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By default, the FeenPhone installer will add a desktop icon. Click this icon to open FeenPhone:
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FeenPhone just after being opened (your Input and Output devices will be different)

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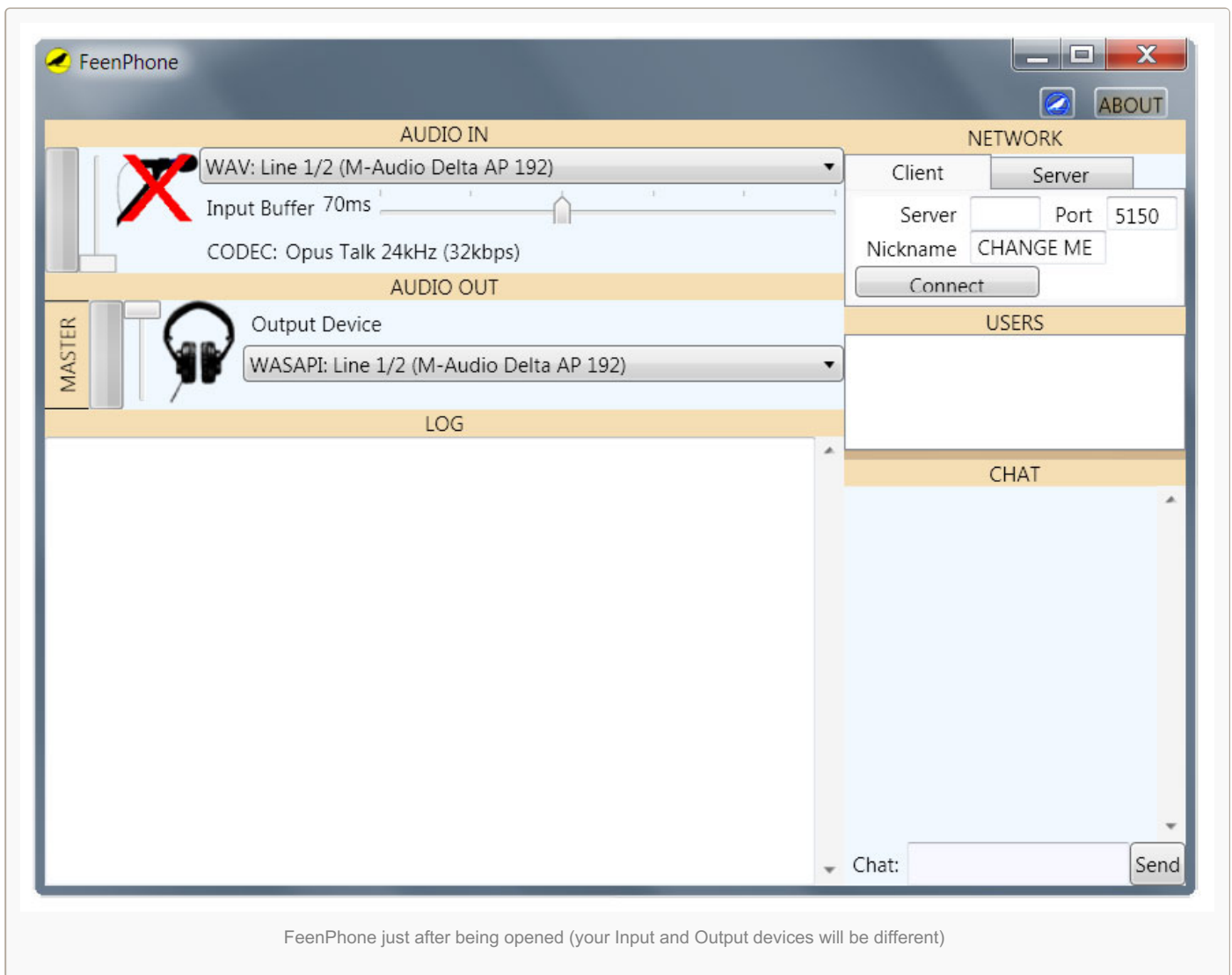
FeenPhone starts with the AUDIO OUT button (microphone icon) muted (red X showing). Once an audio input is connected and chosen, and you connect to another user, the X should go away.
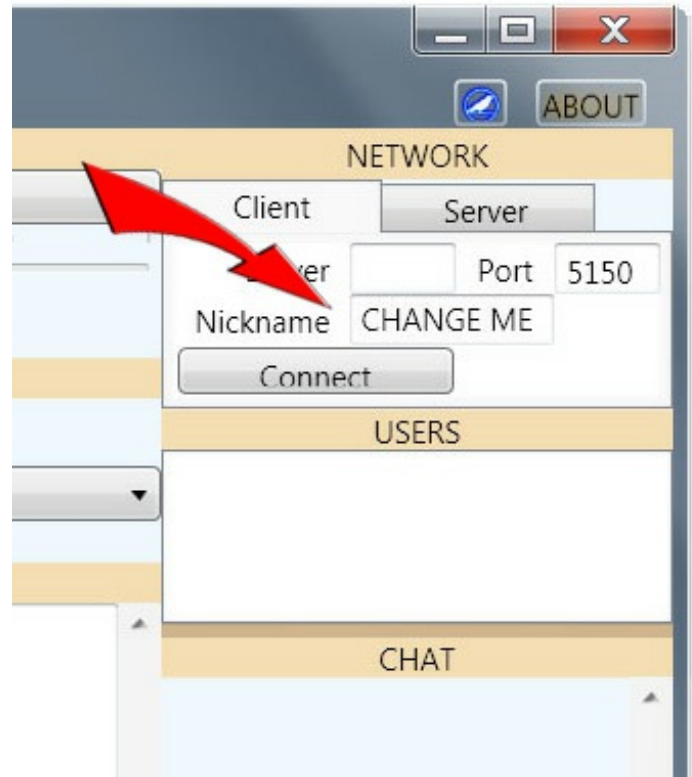
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Name

The Nickname field will say CHANGE ME by default. Enter your name (or a user name) in place of that.

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NETWORK Settings:
When two or more people use FeenPhone, *one of them has to act as the server, and will have to configure their router to forward a port* for TCP (not UDP) in the 5000-6000 range. Directions for forwarding a port are here. There is more router model-specific port forwarding info in this Bittorrent-support page.
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–The computer running as the server ("the Server") does not need to enter anything in the Server field. They do need to enter their open port number in the Port field (to the right of the circled red button in the image below). The other computer(s) connecting ("the Client" or "the Clients") will need to enter the IP number address and Port number of the Server, in the Client tab. The Server can find their own IP address to give the Client(s) by clicking this website or by Googling "My IP".
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It doesn't matter which person's computer runs as the Server, but *the computer running as the Server must push the "Run Server" button on the Server tab near the top right of the program interface (that button is circled in red below) before the Client(s) push the Connect button. The Client(s) should NOT push the Run Server button*.

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You can tell when the Server is running because it will say "NETWORK: RUNNING SERVER" near the top right of FeenPhone:

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The Server will know the Client is connected when the Server's LOG field says "Login SUCCESS: (Client user name)."

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The Client will know they're connected to the Server when the Client's LOG field says "Server Login Accepted" and shows ping response times.

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Changing the Port

The default port when you open FeenPhone is 5150. The Server port in FeenPhone is changeable whenever the Server is not running. If you've been running as Server,
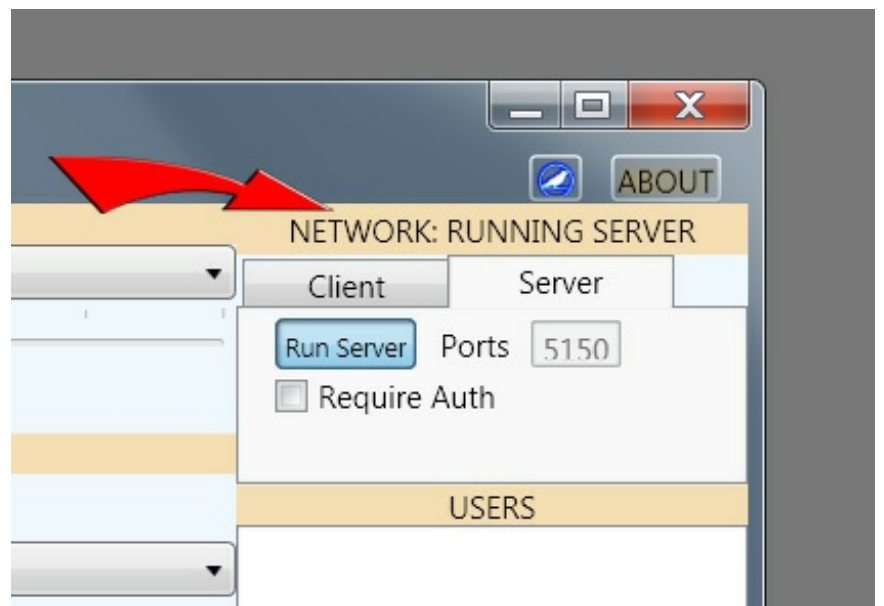
stop running the Server on your FeenPhone by clicking Run Server in the Server tab. Change the port number in the Server tab to another port you have forwarded in your router. Then click Run Server again, and the Client should be able to enter your new port number and your IP address and connect.

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AUDIO IN settings:

FeenPhone starts with the volume sliders halfway up or all the way down, depending on your system. *You may have to change your volume sliders if it's too loud or too quiet*, depending on how loud you are to the other person, and them to you.

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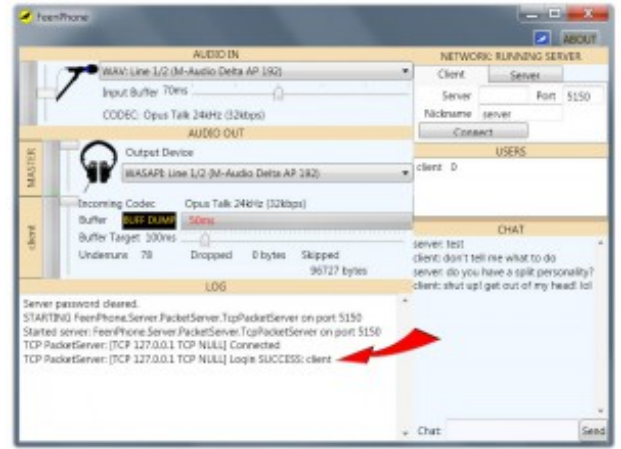
If you still can't hear your co-host, or your co-host can't hear you, go to the Troubleshooting page.

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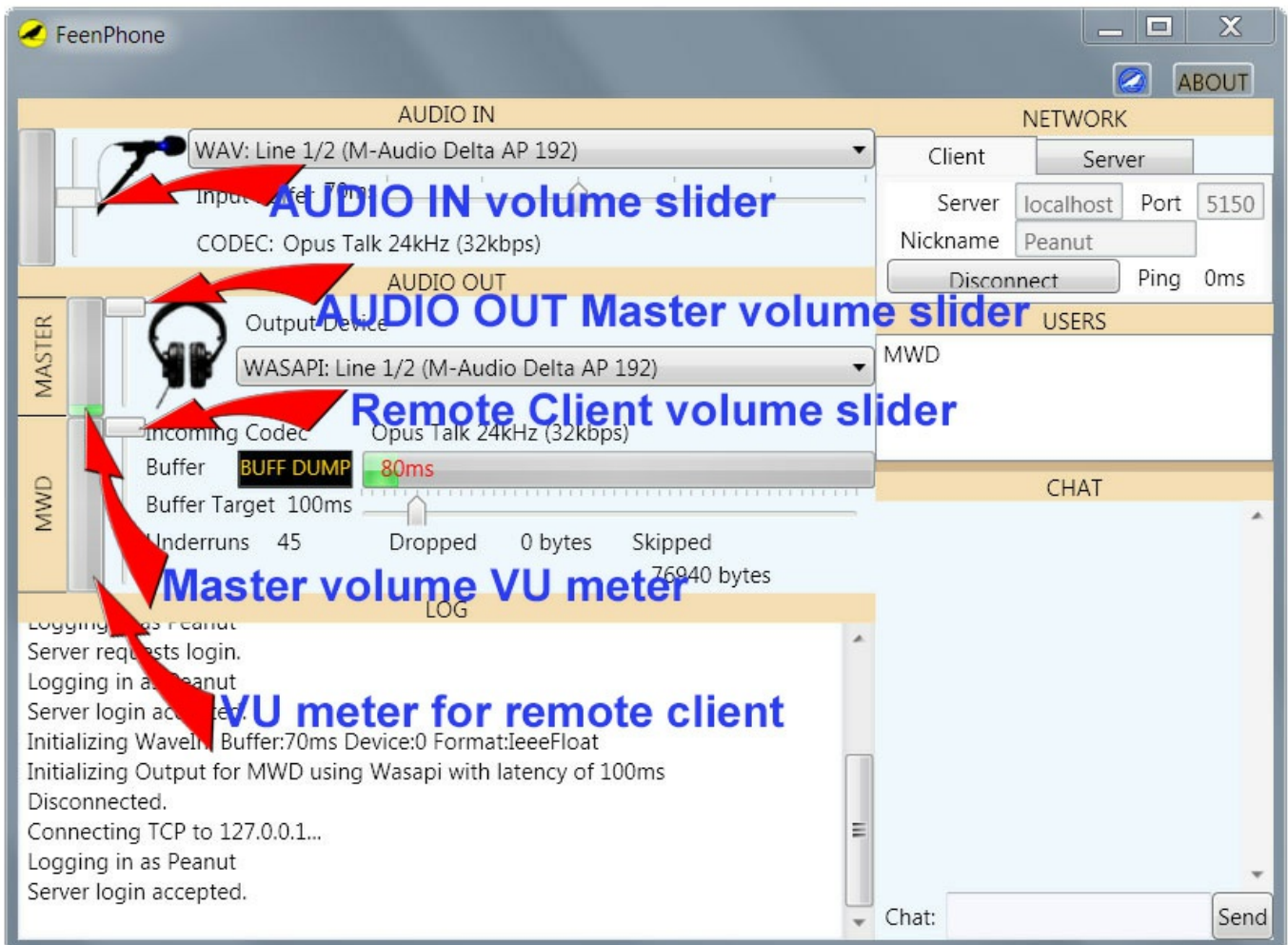
–In the AUDIO IN drop-down menu, pick your input device. If you're using the recommended Audio-Technica AT2005USB mic (microphone) (Get it here on Amazon), it should show up in the drop-down list as something like *WAV: Microphone (AT2005US)*:

AUDIO IN and AUDIO OUT in FeenPhone for AT2005USB mic
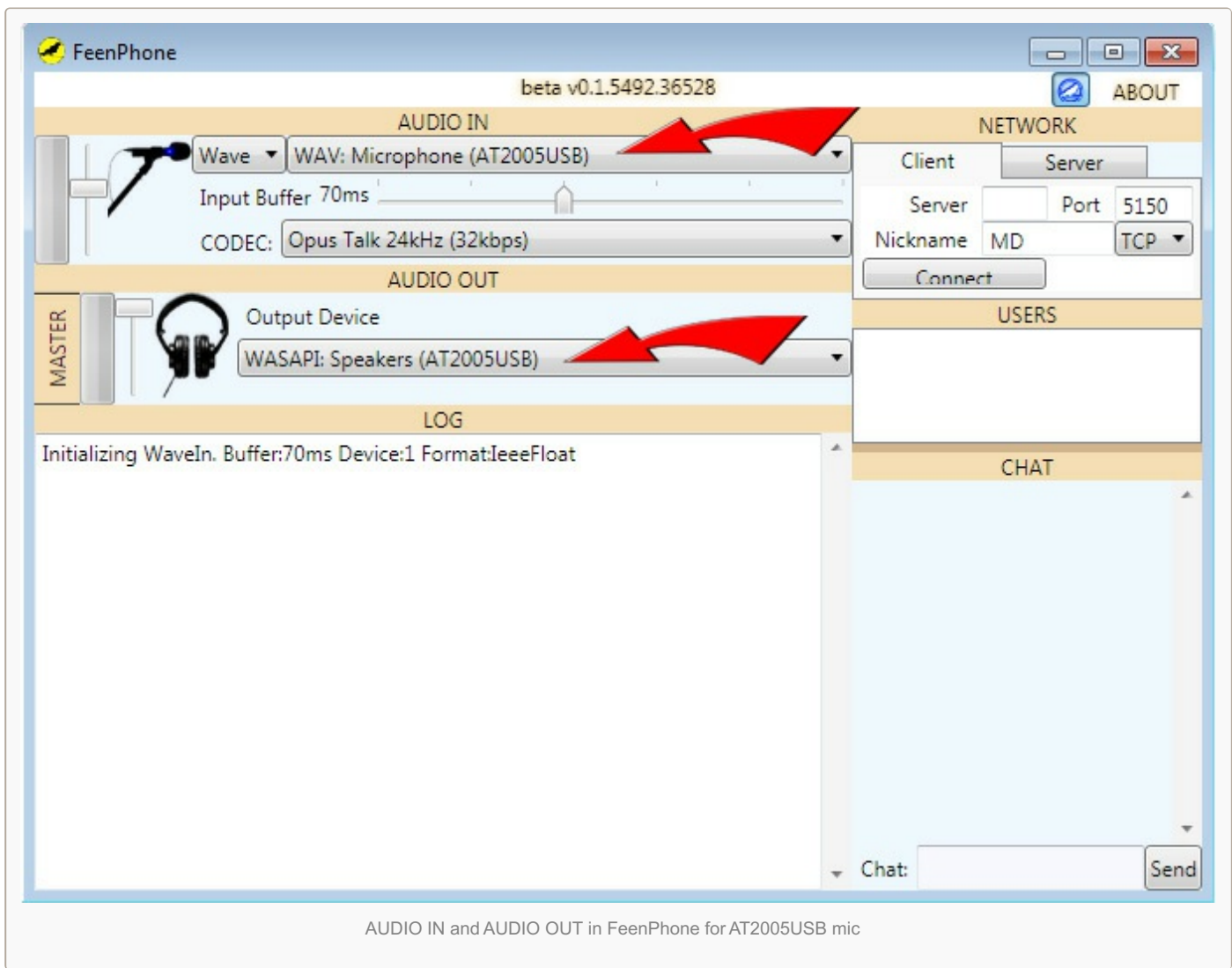
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If you're using a different USB mic, look for the model number of your mic in the drop-down list and pick that. If you're using a mic or mixer that goes in through your sound card (or sometimes even if a mixer connects via USB), you may have to pick your mixer, your sound card or your general USB interface.

> *The AT2005USB mic's blue light will come on whenever you are connected to your computer via USB. But you still need to turn the mic's switch on (switch pushed toward the talking end of the mic) to get audio! The blue light will come on even if that switch is off.*

AUDIO OUT settings:
–Set your Output Device.
If you're using the recommended Audio-Technica AT2005USB mic, it should show up in the AUDIO OUT drop-down list as something like *WASAPI: Speakers (AT2005US)*. (See next image up, *AUDIO IN and AUDIO OUT in FeenPhone for AT2005USB mic.*)
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This is because you plug your headphones into the bottom of the mic, so the mic is your output device as well as your input device. There's also a volume control on the bottom of the mic, it only controls your headphone volume, not the volume of your output.) If you're using a different USB mic, that mic will probably show up as Input, and as Output if it has a headphone jack on the mic like theAT2005USB. If you're using a USB mixer or a mic plugged into a sound card, your Output device will likely be your USB mixer or sound card. (It will NOT be the model of your

headphones, unless they're a USB headset.)

Happy Feening!

> *More info on microphones is in* *Michael W. Dean's 20-Minute Audio School*

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