

IntTalk SIP SDK

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1. Revision History

Rev	Who	Date	Comment
01	Szabolcs Kun	13.04.2006	Document open
02	Szabolcs Kun	22.05.2006	Pre-DRAFT issue for scope verification
03	Szabolcs Kun	23.05.2006	Draft release
04	Gábor Majoros	20.08.2006	Document update after review
05	Szabolcs Kun	08.08.2006	Feature list update
06	James Neil	17.09.2006	Document update after review
07	Szabolcs Kun	08.01.2007	Feature list update

2. Introduction

2.1 Purpose of document

The purpose of this documentation is to provide detailed information, feature and functionality description for Minerva-Soft's IntTalk SIP SDK. This guide provides detailed information regarding the standard and optional features, configuration settings and required information necessary for the IntTalk SIP SDK.

2.2 Audience

This guide is intended primarily for those customers who are going to purchase IntTalk SIP SDK and additional support and consultancy for deploying SIP solutions.

2.3 Brief product description

IntTalk SIP SDK 1.5 is a major new release of the IntTalk SIP SDKs featuring substantial advances in core functionality, new deployment options, and updates of the underlying platform technology.

The IntTalk SIP Software Developer Kit is a powerful tool based upon the strongest features of the previous IntTalk SDK. IntTalk SIP SDK 1.5 uses the same robust SIP Stack core and offers a well rounded, simplified version of the current feature set. It also includes demo applications, documentation, and now you have the chance to contract support, consultancy customization.

This document will provide the information needed understand the features and possibilities of IntTalk SIP SDK 1.5.

3. IntTalk SIP SDK – The solution for SIP development

3.1 Introducing the IntTalk SIP SDK 1.5

IntTalk SIP SDK provides tools and components to add SIP (*Session Initiation Protocol*) based dial and receive phone call features in your software applications.

IntTalk SIP communication library provides features accessible from a simple C++ DLL through an interface what can be used with a variety of programming languages and developer environments.

Using IntTalk SIP SDK you are able to build SIP based applications like Softphones, SIP Registrar, Automated Dialer or IM applications with your own GUI (graphical user interface) and brand name.

We also offers affordable software customization for our products. Whether you need simple changes or need new functionality, we offer services to meet your needs.

3.2 IntTalk SIP Features

3.2.1 IntTalk SIP endpoint

IntTalk SIP Endpoint class represents a VoIP endpoint abstraction that allows the SIP protocol to be used by an application developer environment like Delphi or Visual Studio, etc.

All features of the IntTalk SIP endpoint are accessible by integrating a DLL into you project, it provides an easy to use interface designed for application developers. To use the IntTalk Sip component you must have some kind of understanding of SIP.

3.2.2 Main features

- SIP Proxy authentication
- Dial phone calls
- Receive phone calls
- Acoustic echo cancellation or suppression
- Narrowband, wideband voice codecs

- Call recording into wave (.wav) file
- Play audio from wave (.wav) file
- DTMF tones generation and detection
- NAT/Firewalls friendly with Outbound SIP Proxy
- Microphone & Speaker control
- Telephony features (Transfer call, Route call, Pause call, etc.)
- Presence
- Advanced SIP logging
- Media stream encryption

SIP Proxy authentication.

IntTalk SIP Endpoint enables to register with the SIP proxy server by providing Login Id and Login password.

Receive phone calls.

With IntTalk You can receive phone calls from any SIP based server, gateway or ITSP (Internet Telephony Service Provider).

Acoustic echo cancellation or suppression.

In order to eliminate the acoustic feedback an echo canceller is introduced in IntTalk SIP software. Hands-free or Internet telephony imposes several problems. The principal one is due to the coupling between loudspeaker and microphone. The loudspeaker signal is echoed back to the microphone and transmitted back to its origin. As a result the far-end participant perceives this as an echo.

Narrowband, wideband voice codecs

IntTalk SIP support for both narrowband and wideband codecs:

- **G.711 A-Law**
- **G.711 U-Law**
- **G.723.1**
- **G.729**
- **GSM 6.10**

Important Note: You are responsible for any patent royalty payments for deployment of any SIP application that uses codecs that require royalties like G.723 and G.729. Minerva-

Soft provides support for the use of these codec but the developer or customer is responsible for deployment licenses of any codecs.

Call conversation recording into wave (.wav) file

During the phone call, you will be able to record the conversation into wave (.wav) file for later play back.

Play audio from wave (.wav) file

IntTalk SIP exports methods to play wave (.wav) file during the phone call. As most speech codecs work with 16-bit 8000 Hz mono audio, IntTalk SIP SDK works with this format.

DTMF tones generation and detection

IntTalk SIP allows applications to generate and detect DTMF tones.

NAT/Firewalls friendly with Outbound SIP Proxy

User can set SIP outbound proxy in order to make and receive phone calls behind the NAT/firewall. In some cases, ITSP (Internet Telephony service provider) support outbound proxy and outbound proxy is the only way to let the NAT/firewall user make and receive phonecalls. If the NAT/firewall router does not support SIP pass-through, you need to consult your ITSP if they support SIP outbound proxy. Since different NAT router vendor implement NAT differently. Typically ITSP may provide SIP outbound proxy to resolve NAT pass-through issues.

STUN is not a good idea to support NAT pass-through, because STUN does NOT support symmetric NAT type, symmetric NAT is more secure and widely use for commercial purposes. Almost all branded routers support symmetric NAT type, even Microsoft windows SERVER 2000 & 2003 built-in NAT is also base upon symmetric NAT type. Please see STUN RFC for more details.

Microphone & Speaker control

IntTalk provides necessary control over your microphone and speaker devices. User can select and set the device to be used and control Microphone and Speakers volume directly.

Telephony features (Transfer call, Route call, Pause call, etc.)

IntTalk SIP endpoint provides all important telephony features like transfer call (transfer a call to other phone number, sip account or sip uri), route call (route an incoming call automatically to an other phone number, sip account or sip uri), pause and resume call.

Presence

IntTalk SIP implements general presence functionalities.

Advanced SIP logging

To help developers and system maintainers IntTalk SIP provides low level logging features to be able to analyse SIP message flow and events.

Media stream encryption

IntTalk SIP provides possibility to encrypt media data during call conversation. Using IntTalk SIP encryption valuable information and business secrets will not be available to outside parties.

3.2.3 Methods and functions

procedure Start;
procedure Stop;
procedure Register(DurationInSec: Cardinal);
procedure Unregister();
function MakeCall(RemoteAddress: String; UserData: Cardinal = 0): String;
procedure HangupCall(CallID: String);
procedure RouteCall(CallID: String; NewTarget: String);
procedure AcceptCall(CallID: String; UserData: Cardinal = 0);
procedure RejectCall(CallID: String);
function SendMsg(RemoteParty, Content: String): String;
procedure SetCodecPriority(CodecName: String; Priority: Cardinal);
function GetCodecPriority(CodecName: String): Cardinal;
procedure EnableCodec(CodecName: String; Enable: Boolean);
procedure PlayTone(Tone: Char; Duration: Cardinal);
procedure SetContactName(Value: String);
procedure SetPassword(Value: String);
procedure SetAuthName(Value: String);
procedure ProcessExtensionEvent(OpCode: Integer); virtual;
function IsDesign: Boolean;
procedure SetUseExternalIP(Value: Boolean);
function RemoteOpenPresence(RemoteParty, Event: String): String;
procedure RemoteClosePresence(SubscriptionID: String);
procedure AcceptPresenceSubscription(SubscriberID: String);
procedure RejectPresenceSubscription(SubscriberID: String; ResponseCode: Integer);
procedure UpdatePresence(SubscriberID: String; Online: Boolean; Msg: String);
procedure ClosePresence(SubscriberID: String);
procedure SetSpeakerID(Value: Integer);
procedure SetMicrophoneID(Value: Integer);
procedure SetSpeakerVolume(Value: Integer);
function GetSpeakerVolume: Integer;
procedure SetMicrophoneVolume(Value: Integer);
function GetMicrophoneVolume: Integer;

procedure StartPlayFile(CallID, FileName: String);
procedure StopPlayFile(CallID: String);
function IsFilePlaying(CallID: String): Boolean;
procedure GetCallInfo(CallID: String; var RemoteParty, LocalParty: String; var UserData: Pointer);
procedure EnableLogging(Enable: Boolean; FileName: String);
function GetInterfaceList: TStringList;
procedure EnableEchoCancel(Enable: Boolean);
procedure SetRTPPortRange(Start, Finish: Word);
procedure SetSIPPortRange(Start, Finish: Word);
function GetSpeakerList: TStringList;
function GetMicrophoneList: TStringList;
function GetDefaultSpeaker: Integer;
function GetDefaultMicrophone: Integer;

3.2.4 Events

OnIncomingCallEvent
OnCallEstablishedEvent
OnCallProvisionalEvent
OnCallTerminatedEvent
OnRegistrationOkEvent
OnRegistrationErrorEvent
OnRegistrationRemovedEvent
OnMessageSentEvent
OnMessageFailedEvent
OnIncomingMessageEvent
OnDTMFEvent
OnFilePlayedEvent
OnCSTerminatedEvent
OnCSEstablishedEvent
OnSSNewEvent
OnSSTerminatedEvent
OnCSUpdateEvent
OnReferEvent
OnReferAcceptedEvent
OnReferRejectedEvent
OnIPConfiguredEvent

TOnIncomingCallEvent = procedure (Sender: TObject; RemoteParty, ContactName, CallID: String) of object;
TOnCallEstablishedEvent = procedure (Sender: TObject; RemoteParty, CallID: String) of object;
TOnCallProvisionalEvent = procedure (Sender: TObject; RemoteParty, LocalParty, CallID: String; ResponseCode: Integer; IsSDP: Boolean) of object;
TOnCallTerminatedEvent = procedure (Sender: TObject; RemoteParty, CallID: String; ErrorCode: Integer; Reason: Integer) of object;

TOnRegistrationOkEvent = procedure (Sender: TObject; Contact: String) of object;
TOnRegistrationErrorEvent = procedure (Sender: TObject; Contact: String; ErrorCode: Integer) of object;
TOnRegistrationRemovedEvent = procedure (Sender: TObject; Contact: String) of object;
TOnMessageSentEvent = procedure (Sender: TObject; RemoteParty, Contact: String; MsgID: String) of object;
TOnMessageFailedEvent = procedure (Sender: TObject; RemoteParty, Contact: String; MsgID: String; ErrorCode: Integer) of object;
TOnIncomingMessageEvent = procedure (Sender: TObject; RemoteParty, Contact, Msg: String) of object;
TOnDTMFEvent = procedure (Sender: TObject; LocalParty, CallID, RemoteParty, Tone: String; Duration: Integer) of object;
TOnFilePlayedEvent = procedure (Sender: TObject; CallID, FileName: String) of object;
TOnCSTerminatedEvent = procedure (Sender: TObject; SubscriptionID, RemoteParty: String; ResponseCode: Integer) of object;
TOnCSEstablishedEvent = procedure (Sender: TObject; SubscriptionID, RemoteParty: String) of object;
TOnSSNewEvent = procedure (Sender: TObject; Event, RemoteParty, SubscriptionID: String) of object;
TOnSSTerminatedEvent = procedure (Sender: TObject; SubscriptionID, RemoteParty: String) of object;
TOnCSUpdateEvent = procedure (Sender: TObject; SubscriptionID, RemoteParty, Content: String; Pidf, Online: Boolean) of object;
TOnReferEvent = procedure (Sender: TObject; CallID, RemoteParty: String) of object;
TOnReferAcceptedEvent = procedure (Sender: TObject; CallID, RemoteParty: String) of object;
TOnReferRejectedEvent = procedure (Sender: TObject; CallID, RemoteParty: String; ResponseCode: Integer) of object;
TOnIPConfiguredEvent = procedure (Sender: TObject; IP: String; Port: Word) of object;

3.2.5 Properties

BindingIf	String	Local network interface IP for using by SIP stack. SIP stack will operate on all interfaces if 0.0.0.0 will be specified. Changing this property will take effect only on the next Start() method call.
BindingPort	Word	Port number for using by SIP stack (usually 5060). Changing of this property will take effect only on the next Start() method call.
UseSTUN	Boolean	Enable/disable using of external STUN server. Changing of this property will take effect only on the next Start() method call.
STUNHost	String	Host name of STUN server. Changing of this property will take effect only on the next Start() method call.
STUNPort	Word	Port number of STUN server. Changing of this property will take effect only on the next Start() method call.

UseProxy	Boolean	Enable/Disable using of outbound proxy. Changing of this property will take effect only on the next Start() method call.
ProxyHost	String	Host name for outbound proxy. Changing of this property will take effect only on the next Start() method call.
ProxyPort	Word	Port number for outbound proxy. Changing of this property will take effect only on the next Start() method call.
UseExternalIP	Boolean	When your client application is behind the NAT the you may use the STUN to discover your public IP address. Exchanging the SIP messages may require to use this IP address in Contact header. The real need depends on used proxy and/or remote clients. This property manages if the public IP is transmitted in Contact: header.
ContactName	String	Contact name for use by SIP stack. Please do not forget about 'sip:' prefix.
AuthName	String	User authentication name.
Password	String	Password for authentication on proxy and registrar servers. Changing of this property will take effect only on the next Start() method call.
SpeakerID	Integer	It is index of used speaker device. The name of speaker device can be get using GetSpeakerList method. By default it is set -1. It represents the default playback device specified on "Voice" tab in Audio Settings control panel applet for Windows XP OS at least. If there is no such tab in your OS – the default playback device specified in Audio Settings will be used.
MicrophoneID	Integer	It is index of used microphone device. The name of microphone device can be get using GetMicrophoneList method. By default it is set -1. It represents the default recording device specified on "Voice" tab in Audio Settings control panel applet for Windows XP OS at least. If there is no such tab in your OS – the default recording device specified in Audio Settings will be used.
SpeakerVolume	Integer	It is the speaker volume property for the 'SpeakerId' device. It has the effect that if an endpoint was started (i.e. Start() method was called) changing of this property will take effect immediately.
MicrophoneVolume	Integer	This represents the microphone volume property for the MicrophoneId device. Changing of this property will take effect immediately and is effective after an endpoint was started (i.e. Start() method was called.)
AdjustVolume	Boolean	Determines if speaker and microphone volume will be set to the SpeakerVolume / MicrophoneVolume values during Start() method. Default values if False – to prevent unexpected volume changes.

		<p>Volume properties are active only if endpoint is active i.e. method Start() is called.</p> <p>You can specify any value in range 0..100 for volume properties. The AdjustVolumeOnStart property determines if this value will be used after method Start() call.</p> <p>The reason for this property: Some people may want to set predefined volume values in their application and set them every time when the application starts. It is possible if AdjustVolumeOnStart = True</p> <p>Other may want to use existing system volume settings. It is possible if AdjustVolumeOnStart = False;</p>
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Minerva-Soft may provide you with support services related to the SOFTWARE COMPONENT PRODUCT(S) ("Support Services"). Use of Support Services is governed by the Minerva-Soft policies and programs described in the user manual, in "on line" documentation and/or other Minerva-Soft provided materials. Any supplemental SOFTWARE COMPONENT PRODUCT(S) code provided to you as part of the Support Services shall be considered part of the SOFTWARE COMPONENT PRODUCT(S) and subject to the terms and conditions of this EULA. With respect to technical information you provide to Minerva-Soft as part of the Support Services, Minerva-Soft may use such information for its business purposes, including for PRODUCT(s) support and development. Minerva-Soft will not utilize such technical information in a form that personally identifies you.

MISCELLANEOUS.

This EULA shall be construed, interpreted and governed by the laws of Hungary. This EULA gives you specific legal rights; you may have others that vary from state to state and from country to country.

Minerva-Soft reserves all rights not specifically granted in this EULA.

GENERAL PROVISIONS.

This EULA may only be modified in writing signed by you and an authorized officer of Minerva-Soft. If any provision of this EULA is found void or unenforceable, the remainder will remain valid and enforceable according to its terms. If any remedy provided is determined to have failed for its essential purpose, all limitations of liability and exclusions of damages set forth in the Limited Warranty shall remain in effect.

If this PRODUCT(s) was acquired outside Hungary, then you, as the Developer End User, agree and ascend to the adherence to all applicable international treaties regarding copyright and intellectual property rights which shall also apply. In addition, you, as Developer End User, agree that any local law(s) to the benefit and protection of Minerva-Soft ownership of, and interest in, its intellectual property and right of recovery for damages thereto will also apply.

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