



**IP Office**

TAPILink

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# Chapter 1.

## IP Office TAPI Link



# 1. IP Office TAPI Link

The IP Office CTI Link is available in Lite and Pro versions, which provide run-time interfaces for applications to use. The Software Development Kit (SDK) provides documentation on both Lite and Pro interfaces for software developers.

Both the Lite and Pro offerings are the same program. The additional functionality provided by IP Office CTI Link Pro is enabled when the CTI Link Pro licence key is installed. Refer to the IP Office CTI Link Installation Manual for details.

This document provides information to assist a developer to implement an application that uses the IP Office TAPI Service Provider. It also assumes the developer is already familiar with TAPI. It is recommended that the reader of this document has access to the Microsoft Developer Network (MSDN) Library, which provides a complete TAPI reference.

## IP Office TAPI Driver

The architecture of Windows allows developers to implement applications using standard Application Programming Interfaces (API) regardless of telephony equipment being used. Telephony equipment manufacturers provide telephony drivers, called Telephony Service Providers (TSP), that are installed on Windows. These TSPs provide the link between TAPI and the telephony equipment.

The TAPI driver for IP Office supports all TAPI versions from 2.0 to 3.0.

## Disclaimer

Please note that although Avaya intend that releases of the IP Office TAPI Driver will provide backwards compatibility with earlier versions of the IP Office TAPI Driver, in terms of the feature set provided, Avaya cannot guarantee that the behaviour of IP Office will remain unchanged. Due to improvements in IP Office, the precise sequence, timing and content of TAPI events are likely to change. It is recommended that developers use an event driven programming model to make their applications resilient to such changes.

## References

The following are recommended reading:

- MSDN/Platform SDK
- Windows Telephony Programming (TAPI 1.x and 2.x)
- CTI Link Installation Manual

## IP Office 4.1 TAPI Changes

IP Office 4.1 introduces a number of changes to the IP Office TAPI interfaces.

- [GetLineDevStatus](#)<sup>[24]</sup>  
This option is now includes additional fields for reporting user rights settings.
- If you are using the TAPI interface you may need to increase the size of message receive buffers for the lineDevStatus message to allow for the new fields. The required increase in length is  $16 * (2 + \text{number of User rights group defined on the IP Office})$ .
- [TAPI Specific Short Code Features](#)<sup>[11]</sup>  
The IP Office now support a number of short code features that are only invocable via the TAPI interface. The features are Set User Rights and Set User Priority.

## 1.1 Installing the TAPILink and Wave Drivers

The IP Office TAPI Service Provider and Wave Driver are installed from the IP Office User CD.

Refer to the CTI Link Installation Manual for details.

## 1.2 Installing the CTI TAPI Linkpro License and Wave Licenses

You do not need a license in order to use the TAPI driver, but the license provides the following additional functionality:

- Third Party mode
- ACD Queue monitoring
- lineDevSpecific function enabled

---

To use the Wave functionality you need to install a Wave User's Licence for each Wave user, in addition to the CTI Link Pro license.



## 1.3 Configuring the TAPI Driver

TAPI Service Providers are configured using a Windows Control Panel applet. The name of the applet is not the same across all versions of Windows. The following table indicates the name of the applet and the tab that must be selected within the applet:

| Windows | Control Panel Applet                                      | Tab      |
|---------|---|----------|
| XP Pro  | Network and Internet Connections, Phone and Modem Options | Advanced |
| 2000    | Phone and Modem Options                                   | Advanced |

Run the appropriate applet for your version of Windows and select the tab indicated above. You will be presented with the list of TAPI Service Providers that you have installed. The IP Office TAPI Service Provider will be in the list of installed TAPI Service Providers. Select Avaya IP Office TAPI Service Provider and press Configure. You will be presented with the Avaya TAPI Configuration menu screen.

The IP Office TAPI Service Provider can operate in Single User mode or Third Party mode. A license must be purchased to enable the Third Party mode. Note that the unlicensed version will not prevent you from selecting this option but it will not work.

Single User mode means that the TAPI application can control and/or monitor a single telephony device. Third Party mode means that the TAPI application can control and/or monitor all telephony devices on a particular IP Office Control Unit.

- Note  
On some versions of Windows it will be necessary to reboot the PC (or just restart the telephony service) in order for configuration changes to take effect.

### Single User Mode

Enter the IP address of the IP Office unit in the box labeled Switch IP Address. Select the Single User option. Enter the user name and password for the extension that is to be monitored and/or controlled by TAPI. Normally, the user name will be the name of a person associated with a physical telephone extension.

### Third Party Mode

Enter the IP address of the IP Office unit in the box labeled Switch IP Address. Select the Third Party option. Enter the system password of the IP Office. By default, Third Party mode will provide a TAPI line for every physical extension attached to the IP Office. The check boxes associated with Third Party mode enable additional entities to be monitored and/or controlled by TAPI.

### WAV Users

If a user has a user name that begins with "TAPI:" it is a WAV user. The IP Office switch will attempt to stream audio to WAV users when they are involved in calls.

This audio streaming requires the IP Office wave driver to be installed on the PC and requires a wave driver licence instance per user. If the wave driver is not installed, you may still have the WAV Users tick box checked and will still receive WAV user events without the need for a licence.

During use the TAPI WAV audio stream uses an IP Office data channel taken from the same pool of data channels as used for voicemail ports. The maximum number of data channels available for simultaneous voicemail and TAPI WAV calls depends on the IP Office Control Unit type;

| Control Unit         | Data Channels | Channels usable for Voicemail/TAPI WAV |
|----------------------|---------------|--|
| Small Office Edition | –             | 10                                     |
| IP403                | 18            | 10                                     |
| IP406 V1             | 24            | 20                                     |
| IP406 V2             | 50            | 20                                     |
| IP412                | 108           | 30                                     |
| IP500                | 48            | 40                                     |
| IP500 V2             | 48            | 40                                     |

---

## ACD Queues

The IP Office can be configured to queue incoming calls that are being presented to a group of internal users. For example, if your IP Office was configured with a group of call center agents, you would want to queue an incoming call until an agent becomes available to take the call.

Checking the ACD Queues check box provides lines to monitor and/or control the queue of calls against a group.

## 1.4 Configuring Your IP Office for TAPI

This section describes the configuration of the IP Office using the Manager application. If your application monitors telephones but does not control them, then there is no configuration necessary.

There are two ways in which you can use TAPI with IP Office:

- If your application controls telephones, you should configure all users that will be controlled as an off-hook station. This will cause the user's phone to return to the idle state when a call is hung up using TAPI. Without this option set, the phone will remain in a disconnected state until the phone is hung up manually. The off-hook station check box can be found on the Telephony tab of the User's setting in Manager.
- If you require a special user that will handle media streaming (such as an auto attendant), create a new user with a name that begins with "TAPI:". This will be a WAV user. The user's number should be in a range that does not conflict with any existing phone numbers or groups.

## 1.5 Communication Loss and Recovery

It is advisable to close all TAPI applications before resetting the switch. This allows the Telephony Service Provider (TSP) to gracefully close all open lines and ensures that the switch and all connected TSPs have a consistent state. In the event of an unexpected loss of communication (the switch is accidentally powered down or a network cable is accidentally unplugged), the TSP will detect that it is no longer connected to the switch.

During this time, any calls to TAPI functions that require the TSP to communicate with the switch, will be rejected. The time delay between communication being lost and the TSP detecting the loss depends on TCP settings on the host machine and internal timing in the TSP. The delay could be up to two minutes.

After the TSP has detected that it has lost communication with the switch, it will attempt to re-establish a connection. When the connection is re-established the service provider will usually be able to recover the open lines/addresses. This is the case even if the loss of communication was due to the switch rebooting.

The way in which the loss of communication appears to the TAPI application depends on the version of TAPI being used. This is described below.

### TAPI 2

When the TSP loses its connection to IP Office, a LINEDEVSTATE\_OUTOFSERVICE message will be sent on all open lines. When communication is re-established, a LINEDEVSTATE\_INSERVICE message will be sent for each TAPI line recovered.

### TAPI 3

When the TSP loses its connection to IP Office an ITAddressEvent is generated for each address that has registered for such events. These events will indicate that the addresses state has changed. The state will become AS\_OUTOFSERVICE. When the TSP re-establishes its connection to IP Office no events are generated. However, once communication has been re-established, all open TAPI 3 Addresses will be recovered.

## 1.6 TAPI Only Short Codes

The following TAPI only short code function were added for IP Office 4.1 and higher.

### Set User Rights Group (short code feature# 196)

First character is an integer (not ASCII of integer) which selects the User restrictions group that will be changed:

1. Set the active User Rights Group

This option will set either the Working Hours or Out of Hours User Rights Group depending which is currently active.

2. Set the Working Hours User Rights Group
3. Set the Out of Hours User Rights Group

The subsequent characters are the null terminated name of the selected user rights group that you wish to set the above selection to or an empty string to clear it.

```
void TAPILine::SetUserRightsGroup(CString& selstring,
                                  SetURGOption setoption)
{
    int len=4+selstring.GetLength();
    TCHAR buffer[100];
    buffer[0] = 9;
    buffer[1] = 196;
    buffer[2]=setoption;
    strcpy(&buffer[3], (LPCTSTR)selstring,16);
}
```

---

```
    HRESULT tr = ::lineDevSpecific(m_hLine,0,NULL,buffer,len);  
}
```

### Set User Priority (short code feature# 197)

This requires two fields:

The first field is the extension of the user for which the priority is to be set, terminated with a colon ":".

The second field is a single character representing the integer user priority level '1' to '5' inclusive.

Note user priority can be used to determine which ARS (Alternate Route Selection) groups a user is permitted to use and thus can determine levels of out going call barring.

```
void TapiLine::SetUserPriority(TCHAR priority)  
{  
    TCHAR buffer[100];  
    TCHAR* p=&buffer[2];  
    buffer[0] = 9;  
    buffer[1] = 197;  
    itoa(m_extension,&buffer[2],10);  
    int len=strlen(buffer);  
    p=&buffer[len];  
    *p=':';  
    *p++;  
    *p=priority;  
    p++;  
    *p=0;  
    len=(int)(p-buffer+1);  
    HRESULT tr = ::lineDevSpecific(m_hLine,0,NULL,buffer,len);  
}
```





# Chapter 2.

## TAPI 2.x Reference

---

## 2. TAPI 2.x Reference

### 2.1 TAPI Functions

This section describes each of the TAPI 2.x functions supported by the IP Office TAPI driver. It describes any particular behaviour or limitations of the functions when used with IP Office.

- [lineAddToConference](#) <sup>[17]</sup>
- [lineAnswer](#) <sup>[17]</sup>
- [lineBlindTransfer](#) <sup>[17]</sup>
- [lineCompleteTransfer](#) <sup>[17]</sup>
- [lineConfigDialog](#) <sup>[18]</sup>
- [lineClose](#) <sup>[18]</sup>
- [lineDeallocateCall](#) <sup>[18]</sup>
- [lineDevSpecific](#) <sup>[19]</sup>
- [lineDial](#) <sup>[21]</sup>
- [lineDrop](#) <sup>[21]</sup>
- [lineGenerateDigits](#) <sup>[21]</sup>
- [lineGenerateTone](#) <sup>[21]</sup>
- [lineGetAddressCaps](#) <sup>[22]</sup>
- [lineGetAddressID](#) <sup>[22]</sup>
- [lineGetAddressStatus](#) <sup>[22]</sup>
- [lineGetAppPriority](#) <sup>[22]</sup>
- [lineGetCallInfo](#) <sup>[23]</sup>
- [lineGetCallStatus](#) <sup>[23]</sup>
- [lineGetDevCaps](#) <sup>[23]</sup>
- [lineGetID](#) <sup>[23]</sup>
- [lineGetLineDevStatus](#) <sup>[24]</sup>
- [lineHandoff](#) <sup>[26]</sup>
- [lineHold](#) <sup>[26]</sup>
- [lineInitializeEx](#) <sup>[26]</sup>
- [lineMakeCall](#) <sup>[26]</sup>
- [lineMonitorDigits](#) <sup>[27]</sup>
- [lineMonitorTone](#) <sup>[27]</sup>
- [lineNegotiateAPIVersion](#) <sup>[27]</sup>
- [lineOpen](#) <sup>[28]</sup>
- [linePark](#) <sup>[28]</sup>
- [lineRedirect](#) <sup>[28]</sup>
- [lineRemoveFromConference](#) <sup>[29]</sup>
- [lineSetAppPriority](#) <sup>[29]</sup>
- [lineSetAppSpecific](#) <sup>[29]</sup>
- [lineSetCallPrivilege](#) <sup>[29]</sup>
- [lineSetStatusMessages](#) <sup>[30]</sup>
- [lineSetupTransfer](#) <sup>[30]</sup>
- [lineShutdown](#) <sup>[30]</sup>
- [lineSwapHold](#) <sup>[30]</sup>
- [lineUnhold](#) <sup>[31]</sup>
- [lineUnpark](#) <sup>[31]</sup>



## 2.1.1 lineAddToConference

Adds the call to the conference.

```
LONG  
WINAPI  
lineAddToConference(  
HCALL hConfCall,  
HCALL hConsultCall  
);
```

## 2.1.2 lineAnswer

Answer a call that is being offered to the application.

```
LONG  
WINAPI  
lineAnswer(  
HCALL hCall,  
LPCSTR lpszUserUserInfo,  
DWORD dwSize  
);
```

Note

- "UserUserInfo" is not supported and will be ignored.

## 2.1.3 lineBlindTransfer

This function can be used to transfer an active call to a third party. The country code is ignored.

```
LONG  
WINAPI  
lineBlindTransfer(  
HCALL hCall,  
LPCSTR lpszDestAddress,  
DWORD dwCountryCode  
);
```

## 2.1.4 lineCompleteTransfer

This function can be used to complete a transfer or complete setting up a conference call. This function is supposed to return a call id to the conference but it always returns zero.

```
LONG  
WINAPI  
lineCompleteTransfer(  
HCALL hCall,  
HCALL hConsultCall,  
LPHCALL lphConfCall,  
DWORD dwTransferMode  
);
```

---

## 2.1.5 lineConfigDialog

Displays the same TAPI Service Provider configuration dialog that appears in Control Panel/Phone and Modem options (or Telephony). Parameter lpszDeviceClass is ignored.

```
LONG  
WINAPI  
lineConfigDialog(  
    DWORD dwDeviceID,  
    HWND hwndOwner,  
    LPCSTR lpszDeviceClass  
);
```

## 2.1.6 lineClose

Closes a line. Call this when you no longer want to make, receive or monitor calls on a line.

```
LONG  
WINAPI  
lineClose(  
    HLINE hLine  
);
```

## 2.1.7 lineDeallocateCall

Deallocate resources associated with a call. This should be called once a call is in the idle state.

```
LONG  
WINAPI  
lineDeallocateCall(  
    HCALL hCall  
);
```

## 2.1.8 lineDevSpecific

The TSPI allows for extended functionality through the the lineDevSpecific function.

Note that this is only available in the licensed version of the TAPI driver.

TAPI's lineDevSpecific function takes a buffer and passes that buffer, unmodified through to the TSP where it is interpreted as device specific commands. The types of commands are described in the following paragraphs:

```
LONG
WINAPI
lineDevSpecific(
HLINE hLine,
DWORD dwAddressID,
HCALL hCall,
LPVOID lpParams,
DWORD dwSize
);
```

### 2.1.8.1 The Login Protocol

To log an ACD agent onto the line being monitored, set the first byte in the buffer to 8. The following bytes should be a character string, describing the extension that is logging on. So, consider the following buffer, used to log agent 218 onto the line on which we are calling lineDevSpecific: -

```
unsigned char buf[6];
int len = 6;
buf[0] = 8; // Constant that means Login
buf[1] = '2';
buf[2] = '1';
buf[3] = '8';
buf[4] = 0; // Don't forget the null terminator
```

### 2.1.8.2 Logging Off

Log off can be done by passing the following buffer to the DevSpecific function:

```
unsigned char buf[3];
int len = 3;
buf[0] = 9; // Constant that means Shortcode
buf[1] = 47; // Constant that means Log off
buf[2] = 0; // Don't forget the null terminator
```

### 2.1.8.3 Divert Destination

To set the target for diverted calls, send 9 in the first byte, 6 in the second and the following bytes should be a character string representing the divert destination extension. For example, to set the divert destination to extension 236, send the following buffer:

```
unsigned char buf[6];
int len = 6;
buf[0] = 9; // The first two bytes are devspecific constants
buf[1] = 6;
buf[2] = '2';
buf[3] = '3';
buf[4] = '6';
buf[5] = 0; // Don't forget the null terminator
```

### 2.1.8.4 Message Waiting Lamp

Some phones have lights that are lit when the user has voicemail messages waiting for them. The number of messages waiting can be controlled by a devspecific command. The IP Office server or other IP Office applications may also control the message waiting lamp. Zero messages will extinguish the lamp. One or more messages will light the lamp. Send the following buffer to lineDevSpecific:

```
unsigned char buf[21];
int len = 21;
buf[0] = 9; // Shortcode
buf[1] = 73; // Set MWL
sprintf(&(buffer[2]), ";Mailbox Msgs=%d", num);
// Where num is the number of messages
```

---

### 2.1.8.5 Forward (Divert) Settings

The following constants will help with switching divert features on and off:

```
const unsigned char ForwardAllOn = 0;
const unsigned char ForwardAllOff = 1;
const unsigned char ForwardBusyOn = 2;
const unsigned char ForwardBusyOff = 3;
const unsigned char ForwardNoAnswerOn = 4;
const unsigned char ForwardNoAnswerOff = 5;
const unsigned char DoNotDisturbOn = 7;
const unsigned char DoNotDisturbOff = 8;
```

A buffer that uses any of these constants should be three bytes in length and should begin with a 9. For example, the following code will switch the line to 'Do Not Disturb':

```
unsigned char buf[3];
int len = 3;
buf[0] = 9;
buf[1] = DoNotDisturbOn;
buf[2] = 0;
```

### 2.1.8.6 Group Enable and Disable

You can only enable and disable a users membership of the groups to which they belong (as configured in IP Office Manager).

Send the following buffer to enable\* the user's membership in the group with extension groupnum.

```
unsigned char buf[10];
int len = 10;
buf[0] = 9;
buf[1] = 76;
sprintf((char*)&buf[2], "%d", groupnum);
```

Send the following buffer to disable the user's membership in the group with extension groupnum.

```
unsigned char buf[10];
int len = 10;
buf[0] = 9;
buf[1] = 77;
sprintf((char*)&buf[2], "%d", groupnum);
```

In both cases (disabling and enabling group membership), you may elect to disable or enable all group membership by omitting the group number and placing a zero in its place (ie. buf[2] = 0).

\*Note: The enable function toggles and therefore can be used to both enable and disable membership.

### 2.1.8.7 Intrude

Send the following buffer to intrude upon another callers call. The call party to be intruded upon is identified by the integer extnnum.

```
unsigned char buf[10];
int len = 10;
buf[0] = 9; // Shortcode
buf[1] = 83; // Intrude
sprintf((char*)&buf[2], "%d", extnnum);
```

### 2.1.8.8 Listen

Send the following buffer to listen to another callers call. The call party to be listened to is identified by the integer extnnum.

```
unsigned char buf[10];
int len = 10;
buf[0] = 9; // Shortcode
buf[1] = 100; // Listen
sprintf((char*)&buf[2], "%d", extnnum);
```

## 2.1.9 lineDial

This function is used to dial a number on an existing call. It can be used as part of a supervised transfer (see [lineSetupTransfer](#)<sup>[30]</sup>). Country code is ignored.

```
LONG
WINAPI
lineDial(
    HCALL hCall,
    LPCSTR lpszDestAddress,
    DWORD dwCountryCode
);
```

## 2.1.10 lineDrop

Hangs up a call. UserUserInfo is not supported and will be ignored.

```
LONG
WINAPI
lineDrop(
    HCALL hCall,
    LPCSTR lpszUserUserInfo,
    DWORD dwSize
);
```

## 2.1.11 lineGenerateDigits

Call this function to generate DTMF digits on the call. The user does not need to be a WAV user and the wave driver does not need to be involved in the call. A LINE\_GENERATE message will be sent to the application when the generation is finished. The only dwDigitMode supported is LINEDIGITMODE\_DTMF.

```
LONG
WINAPI
lineGenerateDigits(
    HCALL hCall,
    DWORD dwDigitMode,
    LPCSTR lpszDigits,
    DWORD dwDuration
);
```

## 2.1.12 lineGenerateTone

This function can be used to generate a beep on the line. The line must be a WAV user and the wave driver must be involved in the call. The only supported value for dwToneMode is LINETONEMODE\_BEEP. As we do not support custom tones, dwNumTones should be zero.

```
LONG
WINAPI
lineGenerateTone(
    HCALL hCall,
    DWORD dwToneMode,
    DWORD dwDuration,
    DWORD dwNumTones,
    LPLINEGENERATETONE const lpTones
);
```

---

## 2.1.13 lineGetAddressCaps

Retrieves the telephony capabilities of a particular address for a particular line. The capabilities are returned in the LINEADDRESSCAPS structure. See LINEADDRESSCAPS in the TAPI structures section for details.

IP Office lines always have a single address.

```
LONG
WINAPI
lineGetAddressCaps(
HLINEAPP hLineApp,
DWORD dwDeviceID,
DWORD dwAddressID,
DWORD dwAPIVersion,
DWORD dwExtVersion,
LPLINEADDRESSCAPS lpAddressCaps
);
```

## 2.1.14 lineGetAddressID

This function is used to map a phone number (address) assigned to a line device back to its dwAddressID in the range zero to the number of addresses minus one returned in the line's device capabilities (LINEDEVCAPS). Given that dwNumAddresses in LINEDEVCAPS is 1, this function will always return 0 in the DWORD pointed to by lpdwAddressID.

```
LONG
WINAPI
lineGetAddressID(
HLINE hLine,
LPDWORD lpdwAddressID,
DWORD dwAddressMode,
LPCSTR lpsAddress,
DWORD dwSize
);
```

## 2.1.15 lineGetAddressStatus

This function allows an application to query the specified address for its current status. See LINEADDRESSSTATUS in the TAPI structures section for details.

```
LONG
WINAPI
lineGetAddressStatus(
HLINE hLine,
DWORD dwAddressID,
LPLINEADDRESSSTATUS lpAddressStatus
);
```

## 2.1.16 lineGetAppPriority

Retrieve your applications priority.

```
LONG
WINAPI
lineGetAppPriority(
LPCSTR lpszAppFilename,
DWORD dwMediaMode,
LPLINEEXTENSIONID lpExtensionID,
DWORD dwRequestMode,
LPVARSTRING lpExtensionName,
LPDWORD lpdwPriority
);
```

### 2.1.17 lineGetCallInfo

Obtain fixed information about the specified call. See LINECALLINFO structure for details.

```
LONG
WINAPI
lineGetCallInfo(
HCALL hCall,
LPLINECALLINFO lpCallInfo
);
```

### 2.1.18 lineGetCallStatus

This function retrieves a LINECALLSTATUS structure relating to an existing call. See LINECALLSTATUS in the TAPI structures section for details.

```
LONG
WINAPI
lineGetCallStatus(
HCALL hCall,
LPLINECALLSTATUS lpCallStatus
);
```

### 2.1.19 lineGetDevCaps

Call this function to retrieve the LINEDEVCAPS structure. See LINEDEVCAPS in the TAPI structures section for details.

```
LONG
WINAPI
lineGetDevCaps(
HLINEAPP hLineApp,
DWORD dwDeviceID,
DWORD dwAPIVersion,
DWORD dwExtVersion,
LPLINEDEVCAPS lpLineDevCaps
);
```

### 2.1.20 lineGetID

Get the ID for a line when dwSelect is LINECALLSELECT\_LINE.

```
LONG
WINAPI
lineGetID(
HLINE hLine,
DWORD dwAddressID,
HCALL hCall,
DWORD dwSelect,
LPVARSTRING lpDeviceID,
LPCSTR lpszDeviceClass
);
```

## 2.1.21 lineGetLineDevStatus

The lineGetLineDevStatus returns a device specific buffer. The devspecific buffer contains the following information:

```
LONG
WINAPI
lineGetLineDevStatus(
HLINE hLine,
LPLINEDEVSTATUS lpLineDevStatus
);
```

Note: IP Office 4.1+ includes a number of additional fields (see the table below). If you are using the TAPI interface you may need to increase the size of message receive buffers for the lineDevStatus message to allow for the new fields. The required increase in length is 16\*(2+ number of User rights group defined on the IP Office).

| Byte    | Contains                            | Comment  |
|---------|-------------------------------------|--|
| 0..n    | Phone Extension                     | This is the line number being monitored, as a character string (eg. "217")   |
| n+1     | 0                                   | Null terminator for the string above.  |
| n+2     | Forward on busy                     | 1 if the phone is set to forward on busy, 0 otherwise.   |
| n+3     | Forward on no answer                | 1 if the phone is set to forward on no answer, 0 otherwise.  |
| n+4     | Forward unconditional               | 1 if the phone is set to forward all.  |
| n+5     | Forward hunt group flag             | 1 if the phone is set to forward hunt group calls.   |
| n+6     | Do Not Disturb                      | 1 if the phone is set to DND   |
| n+7     | Outgoing call bar flag              | 1 if the phone is barred from making external calls  |
| n+8     | Call waiting on flag                | 1 if call waiting is enabled for this phone  |
| n+9     | Voicemail on flag                   | 1 if voicemail is enabled for this phone   |
| n+10    | Voicemail ring-back flag            | 1 if voicemail ringback is enabled for this phone  |
| n+11    | Number of read voicemail messages   | The number of read messages.   |
| n+12    | Number of unread voicemail messages | The number of voicemail messages waiting for the user.   |
| n+13    | Outside call sequence number        | Type of ring for external calls.   |
| n+14    | Inside call sequence number         | Type of ring for internal calls.   |
| n+15    | Ring back sequence number           | Type of ring for ringback calls.   |
| n+16    | No answer timeout period            | Number of seconds the phone will ring before following the no answer action, e.g. forward on no answer, divert to voicemail. |
| n+17    | Wrap up time period                 | Number of seconds the phone will remain unable to accept calls following a call.   |
| n+18    | Can intrude flag                    | 1 if this phone can intrude upon calls.  |
| n+19    | Cannot be intruded upon flag        | 1 if this phone cannot be intruded upon.   |
| n+20    | X directory flag                    | 1 if this user does not appear in the internal directory.  |
| n+21    | Force login flag                    | in the logged-out state on power up and therefore a user must log in.  |
| n+22    | Forced account code flag            | 1 if this phone is forced to provide a valid account code when making external calls.  |
| n+23    | Login code flag                     | 1 if this user has a login code configured.  |
| n+24    | System phone flag                   | 1 if this is a system phone  |
| n+25    | Absent message id                   | The id of the absent message   |
| n+26    | Absent message set flag             | 1 if the absent message with the id in the previous field is displayed on the phone.   |
| n+27    | Voicemail email mode                | 1 if voicemail email mode is enabled   |
| n+28..m | Extn                                | The user extension, which may be different to the phone extension.   |
| m+1     | 0                                   | Null terminator for Extn string above.   |
| m+2..p  | locale                              | The locale of the user.  |
| p+1     | 0                                   | Null terminator for locale   |
| p+2..q  | Forward destination                 | The number that this phone is set to divert to   |
| q+1     | 0                                   | Null terminator for destination above.   |
| q+2..r  | Follow me number                    | All calls are redirected to this number.   |
| r+1     | 0                                   |  |
| r+2..s  | Absent text                         | The absent text defined for this phone.  |



| Byte   | Contains                             | Comment  |
|--|--------------------------------------|--|
| s+1  | 0                                    |  |
| s+2..t   | Do not disturb exception list        | A list of numbers that are permitted to ring the phone while it is in the Do Not Disturb state. Each number is a null-terminated string. The last number in the list is terminated by two nulls (field "t+1" represents the second of these two nulls). If the list is empty then the data will contain just a single null (represented by t+1).               |
| t+1  | 0                                    |  |
| t+2..u   | Forward on busy number               | The number that calls will divert to when this phone is busy.  |
| u+1  | 0                                    |  |
| u+2  | User's priority                      | This priority will be associated with all calls made by this user.   |
| u+3  | Group membership                     | This byte contains the number of groups that the user is currently enabled in.   |
| u+4  | Groups out of time                   | Number of groups that the user is a member of that are currently outside their time profile  |
| u+5  | Disabled groups                      | Number of groups the user is currently disabled from   |
| u+6  | Groups out of service                | Number of groups that the user is a member of that are currently out of service  |
| u+7  | Night service groups                 | Number of groups that the user is a member of that are currently on night service  |
| <b>Additional fields available for IP Office 4.1+.</b> |                                      |  |
| v+8..v   | Working Hours User Rights Group Name | Default = Blank (No rights restrictions),<br>This field allows selection of user rights which may set and lock some user settings. If a Working Hours Time Profile has been selected, the Working Hours User Rights are only applied during the times defined by that time profile, otherwise they are applied at all times.<br>(maximum length 15 characters) |
| v+1  | 0                                    | Null termination for working hours group name  |
| V+2  | Out of Hours User Rights Group Name  | Default = Blank (No rights restrictions),<br>This field allows selection of alternate user rights that are used outside the times defined by the user's Working Hours Time Profile<br>(maximum length 15 characters)   |
| v...w  | 0                                    | Null termination for working hours group name  |
| w+1..x   | User Restriction Name List           | A list of all User Restriction Group Names defined on the IP Office<br>Each name is a maximum of 15 characters long and is null terminated.<br>This is provided to allow the TAPI application to present the list of valid values to which the previous two fields can be set (e.g. in a Combo Box control).   |
| x+1  | 0                                    | Null termination (empty string) termination of name list.  |

---

## 2.1.22 lineHandoff

The lineHandoff function gives ownership of the specified call to another application.

```
LONG
WINAPI
lineHandoff(
HCALL hCall,
LPCSTR lpszFileName,
DWORD dwMediaMode
);
```

## 2.1.23 lineHold

This function holds an active call.

```
LONG
WINAPI
lineHold(
HCALL hCall
);
```

## 2.1.24 lineInitializeEx

This is the first TAPI function that should be called to initialise TAPI. The lpdwAPIVersion parameter should be set to at least 0x00020000.

```
LONG
WINAPI
lineInitializeEx(
LPHLINEAPP lphLineApp,
HINSTANCE hInstance,
LINECALLBACK lpfnCallback,
LPCSTR lpszFriendlyAppName,
LPDWORD lpdwNumDevs,
LPDWORD lpdwAPIVersion,
LPLINEINITIALIZEEXPARAMS lpLineInitializeExParams
);
```

## 2.1.25 lineMakeCall

This function makes a call. See section on call parameters at the end of the TAPI functions chapter.

```
LONG
WINAPI
lineMakeCall(
HLINE hLine,
LPHCALL lphCall,
LPCSTR lpszDestAddress,
DWORD dwCountryCode,
LPLINECALLPARAMS const lpCallParams
);
```

### 2.1.26 lineMonitorDigits

Call this function to enable the detection of DTMF digits. This function only works when the IP Office wave driver is involved in the call and the user is a WAV user (see the "WAV users" section). Detection is done by analysing media samples in the WAV driver. When a DTMF tone is detected a LINE\_MONITORDIGITS message is sent to the application. dwDigitModes can be LINEDIGITMODE\_DTMF and/or LINEDIGITMODE\_DTMFEND. Call lineMonitorDigits with a dwDigitMode of zero to cancel DTMF digit detection.

```
LONG
WINAPI
lineMonitorDigits(
HCALL hCall,
DWORD dwDigitModes
);
```

### 2.1.27 lineMonitorTone

This function, like the one above, requires that the wave driver be involved in the call. Furthermore, it can only be used to detect silence. The frequencies in the LINEMONITORTONE structure pointed to by lpToneList must all be zero. If silence is detected, a LINE\_MONITORTONE message is sent to the application. Call lineMonitorTone with lpToneList set to NULL to cancel silence detection.

```
LONG
WINAPI
lineMonitorTone(
HCALL hCall,
LPLINEMONITORTONE const lpToneList,
DWORD dwNumEntries
);
```

### 2.1.28 lineNegotiateAPIVersion

This function should be called immediately after lineInitializeEx to ensure that correct TAPI notifications are sent to your application. It must be called for every line that your application uses.

```
LONG
WINAPI
lineNegotiateAPIVersion(
HLINEAPP hLineApp,
DWORD dwDeviceID,
DWORD dwAPILowVersion,
DWORD dwAPIHighVersion,
LPDWORD lpdwAPIVersion,
LPLINEEXTENSIONID lpExtensionID
);
```

---

## 2.1.29 lineOpen

This function opens a line device.

dwMediaModes should be set to LINEMEDIAMODE\_INTERACTIVEVOICE for ISDN / T1 and LINEMEDIAMODE\_UNKNOWN for Analogue trunks. You can specify both to handle calls from both trunk types.

```
LONG
WINAPI
lineOpen(
HLINEAPP hLineApp,
DWORD dwDeviceID,
LPHLINE lphLine,
DWORD dwAPIVersion,
DWORD dwExtVersion,
DWORD dwCallbackInstance,
DWORD dwPrivileges,
DWORD dwMediaModes,
LPLINECALLPARAMS const lpCallParams
);
```

### Note

- If an attempt is made to open a line that is associated with a Wave user and no there is no Wave User license installed in IP Office, lineOpen will return LINEERR\_RESOURCEUNAVAIL. For an explanation of Wave Users, see WAV Users.

## 2.1.30 linePark

This function parks a call. Only park mode LINEPARKMODE\_DIRECTED is supported. The park address may be any alphanumeric string, however, only numeric digits can be entered from a telephone, so you may want to restrict your park addresses to numeric strings. The four default park addresses that appear in Phone Manager and eConsole are 1, 2, 3 and 4. You should use these numbers if you want parked calls to be unparked using these applications using the default configuration.

```
LONG
WINAPI
linePark(
HCALL hCall,
DWORD dwParkMode,
LPCSTR lpszDirAddress,
LPVARSTRING lpNonDirAddress
);
```

## 2.1.31 lineRedirect

The lineRedirect function redirects the specified offering call to the specified destination address. Country code is ignored.

```
LONG
WINAPI
lineRedirect(
HCALL hCall,
LPCSTR lpszDestAddress,
DWORD dwCountryCode
);
```

### 2.1.32 lineRemoveFromConference

Removes the call from the conference.

```
LONG
WINAPI
lineRemoveFromConference(
HCALL hCall
);
```

### 2.1.33 lineSetAppPriority

Call this to indicate your applications priority.

```
LONG
WINAPI
lineSetAppPriority(
LPCSTR lpszAppFilename,
DWORD dwMediaMode,
LPLINEEXTENSIONID lpExtensionID,
DWORD dwRequestMode,
LPCSTR lpszExtensionName,
DWORD dwPriority
);
```

### 2.1.34 lineSetAppSpecific

This function enables an application to set the application-specific field of the specified call's call-information record.

```
LONG
WINAPI
lineSetAppSpecific(
HCALL hCall,
DWORD dwAppSpecific
);
```

### 2.1.35 lineSetCallPrivilege

Call this to change your applications ownership rights to a particular call.

```
LONG
WINAPI
lineSetCallPrivilege(
HCALL hCall,
DWORD dwCallPrivilege
);
```

---

## 2.1.36 lineSetStatusMessages

This function enables the application to state which notification messages it requires. Typically, dwLineStates is set to LINEDEVSTATE\_ALL, and dwAddressStates is set to LINEADDRESSSTATE\_ALL.

```
LONG  
WINAPI  
lineSetStatusMessages(  
HLINE hLine,  
DWORD dwLineStates,  
DWORD dwAddressStates  
);
```

## 2.1.37 lineSetupTransfer

This function is called to create a consultation call in order to perform a supervised transfer. The call that is to be transferred must exist already. The call may be either active or on hold when this function is called. If the call is active it will be put on hold by this function. Call lineDial to ring the party that is to be transferred to. Call lineCompleteTransfer to complete the transfer.

```
LONG  
WINAPI  
lineSetupTransfer(  
HCALL hCall,  
LPHCALL lphConsultCall,  
LPLINECALLPARAMS const lpCallParams  
);
```

## 2.1.38 lineShutdown

Finish using TAPI line functions. Normally called as your application closes down.

```
LONG  
WINAPI  
lineShutdown(  
HLINEAPP hLineApp  
);
```

## 2.1.39 lineSwapHold

This function puts the current active call on hold and retrieves the held call.

```
LONG  
WINAPI  
lineSwapHold(  
HCALL hActiveCall,  
HCALL hHeldCall  
);
```

## 2.1.40 lineUnhold

This function retrieves a held call. If the line is ringing a third party or has an active call with a third party, when this function is called, then the ringing/active call will be dropped before the held call is retrieved.

```
LONG  
WINAPI  
lineUnhold(  
HCALL hCall  
);
```

## 2.1.41 lineUnpark

This function retrieves a parked call. dwAddressID should be 0 because IP Office lines only have one address. lpszDestAddress should be the same identifier that was used to park the call (see linePark).

```
LONG  
WINAPI  
lineUnpark(  
HLINE hLine,  
DWORD dwAddressID,  
LPHCALL lphCall,  
LPCSTR lpszDestAddress  
);
```

## 2.2 TAPI Structures

### 2.2.1 LINEADDRESSCAPS

This structure is returned by the lineGetAddressCaps function. The following table indicates the values that are returned for lines that relate to the IP Office TAPI driver.

- Not all members of this structure are listed. For full information on the LINEADDRESSCAPS, see the Microsoft TAPI documentation.

| Member               | Description / Value  |
|----------------------|--|
| dwLineDeviceID       | The ID of the line to which this address relates.  |
| dwDevSpecificSize    | No extra information specific to the device is passed.   |
| dwDevSpecificOffset  | 0  |
| dwAddressSharing     | LINEADDRESSSHARING_PRIVATE   |
| dwAddressStates      | 0  |
| dwCallInfoStates     | Returns the possible call info states which are: -<br>LINECALLINFOSTATE_CALLID<br>LINECALLINFOSTATE_RELATEDCALLID<br>LINECALLINFOSTATE_NUMOWNERINCR<br>LINECALLINFOSTATE_NUMOWNEDECR<br>LINECALLINFOSTATE_NUMMONITORS<br>LINECALLINFOSTATE_CALLERID<br>LINECALLINFOSTATE_CALLEDID<br>LINECALLINFOSTATE_REDIRECTIONID<br>LINECALLINFOSTATE_REDIRECTINGID<br>LINECALLINFOSTATE_DISPLAY<br>LINECALLINFOSTATE_MONITORMODES<br>LINECALLINFOSTATE_CALLDATA |
| dwCallerIDFlags      | Returns the possible caller ID flags which are: -<br>LINECALLPARTYID_BLOCKED<br>LINECALLPARTYID_OUTOFAREA<br>LINECALLPARTYID_NAME<br>LINECALLPARTYID_ADDRESS<br>LINECALLPARTYID_UNKNOWN<br>LINECALLPARTYID_UNAVAIL   |
| dwCalledIDFlags      | Returns the possible called ID flags which are: -<br>LINECALLPARTYID_BLOCKED<br>LINECALLPARTYID_OUTOFAREA<br>LINECALLPARTYID_NAME<br>LINECALLPARTYID_ADDRESS<br>LINECALLPARTYID_UNKNOWN<br>LINECALLPARTYID_UNAVAIL   |
| dwConnectedIDFlags   | Returns the possible connected ID flags which are: -<br>LINECALLPARTYID_NAME<br>LINECALLPARTYID_UNKNOWN<br>LINECALLPARTYID_UNAVAIL   |
| dwRedirectionIDFlags | Returns the possible redirection ID flags which are: -<br>LINECALLPARTYID_BLOCKED<br>LINECALLPARTYID_OUTOFAREA<br>LINECALLPARTYID_NAME<br>LINECALLPARTYID_ADDRESS<br>LINECALLPARTYID_UNKNOWN<br>LINECALLPARTYID_UNAVAIL  |
| dwRedirectingIDFlags | Returns the possible redirecting ID flags which are: -<br>LINECALLPARTYID_BLOCKED<br>LINECALLPARTYID_OUTOFAREA<br>LINECALLPARTYID_NAME<br>LINECALLPARTYID_ADDRESS<br>LINECALLPARTYID_UNKNOWN<br>LINECALLPARTYID_UNAVAIL  |
| dwCallStates         | Returns the possible call states which are: -<br>LINECALLSTATE_IDLE (the call no longer exists)<br>LINECALLSTATE_OFFERING (a new call has arrived)<br>LINECALLSTATE_ACCEPTED (the call has been claimed by a application)<br>LINECALLSTATE_DIALTONE (the caller hears dial tone)   |



| Member                     | Description / Value   |
|----------------------------|---|
|                            | <p>LINECALLSTATE_DIALING (the switch is receiving dialling information)</p> <p>LINECALLSTATE_RINGBACK (the caller hears ringing)</p> <p>LINECALLSTATE_BUSY (the caller hears the busy signal)</p> <p>LINECALLSTATE_CONNECTED (the caller has been connected end to end)</p> <p>LINECALLSTATE_PROCEEDING (dialling has completed but the call has not yet been connected)</p> <p>LINECALLSTATE_ONHOLD (the call is on hold)</p> <p>LINECALLSTATE_CONFERENCED (the call is on a conference)</p> <p>LINECALLSTATE_ONHOLDPENDCONF (the call is on hold before being conferenced)</p> <p>LINECALLSTATE_ONHOLDPENDTRANSFER (the call is on hold before being transferred)</p> <p>LINECALLSTATE_DISCONNECTED (The other end has dropped the call)</p> <p>LINECALLSTATE_UNKNOWN (the call state is unknown)</p> |
| dwDialToneModes            | Returns the possible dial tone mode of LINEDIALTONEMODE_UNAVAIL   |
| dwBusyModes                | Returns the possible busy modes of LINEBUSYMODE_UNAVAIL   |
| dwSpecialInfo              | Returns the possible special info of LINESPECIALINFO_UNAVAIL  |
| dwDisconnectModes          | <p>Returns the possible disconnect modes which are: -</p> <p>LINEDISCONNECTMODE_NORMAL</p> <p>LINEDISCONNECTMODE_REJECT</p> <p>LINEDISCONNECTMODE_PICKUP</p> <p>LINEDISCONNECTMODE_FORWARDED</p> <p>LINEDISCONNECTMODE_BUSY</p> <p>LINEDISCONNECTMODE_NOANSWER</p> <p>LINEDISCONNECTMODE_BADADDRESS</p> <p>LINEDISCONNECTMODE_UNREACHABLE</p> <p>LINEDISCONNECTMODE_CONGESTION</p> <p>LINEDISCONNECTMODE_INCOMPATIBLE</p> <p>LINEDISCONNECTMODE_UNAVAIL</p> <p>LINEDISCONNECTMODE_NODIALTONE</p> <p>LINEDISCONNECTMODE_QOSUNAVAIL</p> <p>LINEDISCONNECTMODE_BLOCKED</p> <p>LINEDISCONNECTMODE_DONOTDISTURB</p>  |
| dwMaxNumActiveCalls        | The maximum number of active calls: 1   |
| dwMaxNumOnHoldCalls        | The maximum number of calls on hold: 9  |
| dwMaxNumOnHoldPendingCalls | The maximum number of calls on hold pending: 9  |
| dwMaxNumConference         | The maximum number of conference calls: 9   |
| dwMaxNumTransConf          | The maximum number of transferred conference calls: 9   |
| dwAddrCapFlags             | <p>Returns the possible address cap flags which are:</p> <p>LINEADDRCAPFLAGS_FWDNUMRINGS</p> <p>LINEADDRCAPFLAGS_DIALED</p> <p>LINEADDRCAPFLAGS_TRANSFERHELD</p> <p>LINEADDRCAPFLAGS_TRANSFERMAKE</p> <p>LINEADDRCAPFLAGS_CONFERENCEHELD</p> <p>LINEADDRCAPFLAGS_CONFERENCEMAKE</p> <p>LINEADDRCAPFLAGS_FWDSTATUSVALID</p>  |
| dwCallFeatures             | <p>Returns the possible call features which are: -</p> <p>LINECALLFEATURE_ADDTOCONF</p> <p>LINECALLFEATURE_ANSWER</p> <p>LINECALLFEATURE_BLINDTRANSFER</p> <p>LINECALLFEATURE_COMPLETETRANSF</p> <p>LINECALLFEATURE_DIAL</p> <p>LINECALLFEATURE_DROP</p> <p>LINECALLFEATURE_GENERATEDIGITS</p> <p>LINECALLFEATURE_HOLD</p> <p>LINECALLFEATURE_PARK</p> <p>LINECALLFEATURE_REDIRECT</p> <p>LINECALLFEATURE_REMOVEFROMCONF</p> <p>LINECALLFEATURE_SETUPTRANSFER</p> <p>LINECALLFEATURE_SWAPHOLD</p> <p>LINECALLFEATURE_UNHOLD</p> <p>LINECALLFEATURE_SETCALLDATA</p>  |

| Member                         | Description / Value  |
|--------------------------------|--|
| dwRemoveFromConfCaps           | Returns the possible remove from conference caps which is LINEREMOVEFROMCONF_ANY.  |
| dwRemoveFromConfState          | Returns the possible remove from conference state which is LINECALLSTATE_ONHOLD.   |
| dwTransferModes                | Returns the possible transfer modes which are:<br>LINETRANSFERMODE_TRANSFER<br>LINETRANSFERMODE_CONFERENCE   |
| dwParkModes                    | Returns the possible park mode of LINEPARKMODE_DIRECTED.   |
| dwForwardModes                 | Returns the possible forward modes which are: -<br>LINE_FORWARDMODE_UNCOND<br>LINE_FORWARDMODE_UNCONDEXTERNAL<br>LINE_FORWARDMODE_UNCONDSPECIFIC<br>LINE_FORWARDMODE_BUSY<br>LINE_FORWARDMODE_BUSYINTERNAL<br>LINE_FORWARDMODE_BUSYEXTERNAL<br>LINE_FORWARDMODE_BUSYSPECIFIC<br>LINE_FORWARDMODE_NOANSW<br>LINE_FORWARDMODE_NOANSWINTERNAL<br>LINE_FORWARDMODE_NOANSWEXTERNAL<br>LINE_FORWARDMODE_NOANSWSPECIFIC<br>LINE_FORWARDMODE_BUSYNA<br>LINE_FORWARDMODE_BUSYNAINTERNAL<br>LINE_FORWARDMODE_BUSYNAEXTERNAL<br>LINE_FORWARDMODE_BUSYNASPECIFIC |
| dwMaxForwardEntries            | The maximum number of forwarded entries: 10  |
| dwMaxSpecificEntries           | The maximum number of specific entries: 10   |
| dwMinFwdNumRings               | The minimum forward number of rings: 1   |
| dwMaxFwdNumRings               | The maximum forward number of ring: 99   |
| dwMaxCallCompletions           | 0  |
| dwCallCompletionConds          | 0  |
| dwCallCompletionModes          | 0  |
| dwNumCompletionMessages        | 0  |
| dwCompletionMsgTextEntrySize   | 0  |
| dwCompletionMsgTextSize        | 0  |
| dwCompletionMsgTextOffset      | 0  |
| dwAddressFeatures              | Return the possible address features which are: -<br>LINEADDRFEATURE_FORWARD<br>LINEADDRFEATURE_MAKECALL<br>LINEADDRFEATURE_SETUPCONF<br>LINEADDRFEATURE_UNPARK<br>LINEADDRFEATURE_FORWARDFWD<br>LINEADDRFEATURE_FORWARDDND  |
| dwPredictiveAutoTransferStates | 0  |
| dwNumCallTreatments            | 0  |
| dwCallTreatmentListSize        | 0  |
| dwCallTreatmentListOffset      | 0  |
| dwDeviceClassesSize            | 0  |
| dwDeviceClassesOffset          | 0  |
| dwMaxCallDataSize              | The maximum call data size: 127  |
| dwCallFeatures2                | 0  |
| dwMaxNoAnswerTimeout           | 0  |
| dwConnectedModes               | 0  |
| dwOfferingModes                | 0  |
| dwAvailableMediaModes          | 0  |

## 2.2.2 LINEADDRESSSTATUS

This structure is returned by lineGetAddressStatus.

- Not all members of this structure are listed. For full information on the LINEADDRESSSTATUS, see the Microsoft TAPI documentation.

| Member                 | Description / Value  |
|------------------------|--|
| dwNumInUse;            | Always 1   |
| dwNumActiveCalls;      | Reflects the number of active calls.   |
| dwNumOnHoldCalls;      | Always 0   |
| dwNumOnHoldPendCalls;  | Always 0   |
| dwAddressFeatures;     | Indicates the capabilities which are: -<br>LINEADDRFEATURE_MAKECALL<br>LINEADDRFEATURE_SETUPCONF<br>LINEADDRFEATURE_UNPARK |
| dwNumRingsNoAnswer;    | 5  |
| dwForwardNumEntries;   | Always 0   |
| dwForwardSize; /       | Always 0   |
| dwForwardOffset;       | Always 0   |
| dwTerminalModesSize;   | Always 0   |
| dwTerminalModesOffset; | Always 0   |
| dwDevSpecificSize;     | Always 0   |

## 2.2.3 LINECALLINFO

This structure is returned by lineGetCallInfo.

- Not all members of this structure are listed. For full information on the LINECALLINFO, see the Microsoft TAPI documentation.

| Member                     | Description / Value   |
|----------------------------|---|
| dwAddressID                | Always 0  |
| dwBearerMode               | Returns the possible bearer mode which is: -<br>LINEBEARERMODE_VOICE  |
| dwRate                     | 64000   |
| dwMediaMode                | Returns the possible media mode which is: -<br>LINEMEDIAMODE_INTERACTIVEVOICE   |
| dwAppSpecific              | Set by application.   |
| dwCallID                   | Call ID   |
| dwCallParamFlags           | Returns the possible call parameter flags which is: -<br>LINECALLPARAMFLAGS_IDLE  |
| dwCallStates               | Returns the possible call states which are: -<br>LINECALLSTATE_IDLE<br>LINECALLSTATE_OFFERING<br>LINECALLSTATE_DIALTONE<br>LINECALLSTATE_DIALING<br>LINECALLSTATE_RINGBACK<br>LINECALLSTATE_BUSY<br>LINECALLSTATE_CONNECTED<br>LINECALLSTATE_PROCEEDING<br>LINECALLSTATE_ONHOLD<br>LINECALLSTATE_CONFERENCED<br>LINECALLSTATE_ONHOLDPENDCONF<br>LINECALLSTATE_ONHOLDPENDTRANSFER<br>LINECALLSTATE_DISCONNECTED<br>LINECALLSTATE_UNKNOWN |
| dwMonitorMediaModes        | 0   |
| dwCountryCode              | 0   |
| dwTrunk                    | 0xFFFFFFFF  |
| dwCommentSize              | 0   |
| dwCommentOffset            | 0   |
| dwUserUserInfoSize         | 0   |
| dwUserUserInfoOffset       | 0   |
| dwHighLevelCompSize        | 0   |
| dwHighLevelCompOffset      | 0   |
| dwLowLevelCompSize         | 0   |
| dwLowLevelCompOffset       | 0   |
| dwChargingInfoSize         | 0   |
| dwChargingInfoOffset       | 0   |
| dwTerminalModesSize        | 0   |
| dwTerminalModesOffset      | 0   |
| dwCallDataOffset           | 0   |
| dwSendingFlowspecSize      | 0   |
| dwSendingFlowspecOffset    | 0   |
| dwReceivingFlowspecSize    | 0   |
| dwReceivingFlowspecOffset  | 0   |
| dwCallerIDAddressType      | 0 – only valid for TAPI Version 3.0 and above   |
| dwCalledIDAddressType      | 0 – only valid for TAPI Version 3.0 and above   |
| dwConnectedIDAddressType   | 0 – only valid for TAPI Version 3.0 and above   |
| dwRedirectionIDAddressType | 0 – only valid for TAPI Version 3.0 and above   |
| dwRedirectingIDAddressType | 0 – only valid for TAPI Version 3.0 and above   |

## 2.2.4 LINECALLPARAMS

The following parameters are recognized in the LINECALLPARAMS structure that can be passed to lineMakeCall and lineSetupTransfer:

- Not all members of this structure are listed. For full information on the LINECALLPARAMS, see the Microsoft TAPI documentation.

| Member                 | Description/Value  |
|------------------------|--|
| dwCallParamFlags       | Set this to zero for normal use or enter LINEBEARERMODE_VOICE if you wish to conceal the caller line identifier on the call. |
| dwCalledPartyOffset    | Can be used to set the called party identifier.  |
| dwCallingPartyIDOffset | Can be used to set the calling party identifier.   |

## 2.2.5 LINECALLSTATUS

This structure is returned by the lineGetCallStatus function.

- Not all members of this structure are listed. For full information on the LINECALLSTATUS, see the Microsoft TAPI documentation.

| Member              | Description/Value  |
|---------------------|--|
| dwCallState         | Returns one of the following states:<br>LINECALLSTATE_IDLE (The call no longer exists)<br>LINECALLSTATE_OFFERING (a new call has arrived)<br>LINECALLSTATE_ACCEPTED (the call has been claimed by an application)<br>LINECALLSTATE_DIALTONE (the caller hears a dial tone)<br>LINECALLSTATE_DIALING (the switch is receiving dialling information)<br>LINECALLSTATE_RINGBACK (the caller hears ringing)<br>LINECALLSTATE_BUSY (the caller hears the busy signal)<br>LINECALLSTATE_CONNECTED (the call has been connected end to end)<br>LINECALLSTATE_PROCEEDING (dialling has completed but the call has not yet been connected)<br>LINECALLSTATE_ONHOLD (the call is on hold)<br>LINECALLSTATE_CONFERENCED (the call is on a conference)<br>LINECALLSTATE_ONHOLDPENDCONF (the call is on hold before being conferenced)<br>LINECALLSTATE_ONHOLDPENDTRANSFER (the call is on hold before being transferred)<br>LINECALLSTATE_DISCONNECTED (the other end has dropped the call)<br>LINECALLSTATE_UNKNOWN (the call state is unknown) |
| dwCallStateMode     | Always zero.   |
| dwCallPrivilege     | The applications privilege for this call.  |
| dwCallFeatures      | The call features available for the call state indicated by dwCallState. TAPI specifies all possible features, however, only those that appear in dwCallFeatures in the LINEADDRESSCAPS structure can be used.   |
| dwDevSpecificSize   | 0  |
| dwDevSpecificOffset | 0  |
| dwCallFeatures2     | 0  |
| tStateEntryTime     | Zeros  |

## 2.2.6 LINEDEVCAPS

This structure is returned by the lineGetDevCaps function. The comments below indicate the values that will be returned for lines that relate to the IP Office TAPI driver.

- Not all members of this structure are listed. For full information on the LINEDEVCAPS, see the Microsoft TAPI documentation.

| Member                       | Description / Value   |
|------------------------------|---|
| dwProviderInfoSize           | Indicates the Provider Name, i.e. the name of the TSP.  |
| dwSwitchInfoSize             | 0   |
| dwPermanentLineID            | Unique identifier assigned by Windows.  |
| dwLineNameSize               | Indicates the Line Name.  |
| dwStringFormat               | Returns the string format which is: -<br>STRINGFORMAT_ASCII   |
| dwAddressModes               | Returns the address mode which is: -<br>LINEADDRESSMODE_ADDRESSID   |
| dwNumAddresses               | 1   |
| dwBearerModes                | Returns the bearer modes which are:<br>LINEBEARERMODE_VOICE<br>LINEBEARERMODE_SPEECH  |
| dwMaxRate                    | 0   |
| dwMediaModes                 | Returns the media mode which is:<br>LINEMEDIAMODE_INTERACTIVEVOICE  |
| dwGenerateToneModes          | Returns the generate tone mode which is: -<br>LINETONEMODE_BEEP   |
| dwGenerateToneMaxNumFreq     | 0   |
| dwMonitorToneMaxNumFreq      | 1   |
| dwMonitorToneMaxNumEntries   | 1   |
| dwGatherDigitsMinTimeout     | 0   |
| dwGatherDigitsMaxTimeout     | 0   |
| dwMedCtlDigitMaxListSize     | 0   |
| dwMedCtlMediaMaxListSize     | 0   |
| dwMedCtlToneMaxListSize      | 0   |
| dwMedCtlCallStateMaxListSize | 0   |
| dwDevCapFlags                | Returns the dev cap flags which are: -<br>LINEDEVCAPFLAGS_CLOSEDROP<br>LINEDEVCAPFLAGS_DIALBILLING<br>LINEDEVCAPFLAGS_DIALQUIET<br>LINEDEVCAPFLAGS_DIALDUALTONE   |
| dwMaxNumActiveCalls          | 9   |
| dwAnswerMode                 | Returns the answer mode which is: -<br>LINEANSWERMODE_NONE  |
| dwRingModes                  | 1   |
| dwLineStates                 | Returns the line state which is: -<br>LINEDEVSTATE_RINGING<br>LINEDEVSTATE_CONNECTED<br>LINEDEVSTATE_DISCONNECTED<br>LINEDEVSTATE_INSERVICE<br>LINEDEVSTATE_OUTOFSERVICE<br>LINEDEVSTATE_OPEN<br>LINEDEVSTATE_CLOSE<br>LINEDEVSTATE_REINIT<br>LINEDEVSTATE_TRANSLATECHNGE<br>LINEDEVSTATE_REMOVED |
| dwUUIAcceptSize              | 0   |
| dwUUIAnswerSize              | 100   |
| dwUUIMakeCallSize            | 100   |
| dwUUIDropSize                | 100   |
| dwUUISendUserUserInfoSize    | 100   |
| dwUUICallInfoSize            | User to User call information size: 100   |
| dwNumTerminals               | 0   |

| Member                  | Description / Value  |
|-------------------------|--|
| dwTerminalCapsSize      | 0  |
| dwTerminalCapsOffset    | 0  |
| dwTerminalTextEntrySize | 0  |
| dwTerminalTextSize      | 0  |
| dwTerminalTextOffset    | 0  |
| dwDevSpecificSize       | 0  |
| dwDevSpecificOffset     | 0  |
| dwLineFeatures          | Returns the line feature which is:<br>LINEFEATURE_MAKECALL |
| dwSettableDevStatus     | 0  |
| dwDeviceClassesSize     | tapi\line  |
| PermanentLineGuide      | Only relevant if using TAPI Version 2.2 or higher.         |
| dwAddressTypes          | Only relevant if using TAPI Version 3.0 or higher.         |
| ProtocolGuide           | Only relevant if using TAPI Version 3.0 or higher.         |
| dwAvailableTracking     | Only relevant if using TAPI Version 3.0 or higher.         |



## 2.3 TAPI Events (Messages)

### LINE\_APPNEWCALL

A new call has been created.

### LINE\_CALLINFO

Information has changed in the LINECALLINFO structure.

### LINE\_CALLSTATE

The state of the call has changed. See dwCallStates in the LINEADDRESSCAPS structure for the list of states supported.

### LINE\_LINEDEVSTATE

The line device state has changed. The second parameter could be any one of the following:

- LINEDEVSTATE\_DEVSPECIFIC - Devspecific information has changed.
- LINEDEVSTATE\_CONNECTED, LINEDEVSTATE\_DISCONNECTED - The connected state of the line has changed.
- LINEDEVSTATE\_OUTOFSERVICE - The TSP has lost communication with the switch. This line is now out of service.
- LINEDEVSTATE\_INSERVICE - The TSP had lost connection to the switch but has now recovered and the line is back in service.
- LINEDEVSTATE\_RINGING - The switch has detected that the caller's phone is ringing.

### LINE\_DEVSPECIFIC

Notifies the application about device-specific events occurring on a line, address, or call. This message prompts the application to call lineGetLineDevStatus and analyse the devspecific buffer for changes.

### LINE\_ADDRESSSTATE

The status of an address has changed on a line that is currently open by the application.



# Chapter 3.

## TAPI 3.0 Reference

---

## 3. TAPI 3.0 Reference

### 3.1 TAPI

The TAPI object is created by CoCreateInstance. All other TAPI 3.0 objects are created by TAPI 3.0 itself.

#### 3.1.1 ITTAPI

The ITTAPI interface is the base interface for the TAPI object.

##### Initialize

This is the first TAPI function that should be called to initialise TAPI.

```
HRESULT  
Initialize();
```

##### Shutdown

Shuts down a TAPI session. Normally called as your applications closes down.

```
HRESULT  
Shutdown();
```

##### EnumerateAddresses

This method enumerates the addresses that are currently available.

```
HRESULT  
EnumerateAddresses ( IEnumAddress **ppEnumAddress );
```

##### RegisterCallNotifications

Sets which new call notifications an application will receive. The application must call the method for each address, indicating media type or types it can handle and specifying the privileges it requests.

```
HRESULT RegisterCallNotifications(  
ITAddress *pAddress,  
VARIANT_BOOL fMonitor,  
VARIANT_BOOL fOwner,  
long lMediaTypes,  
long lCallbackInstance,  
long *plRegister  
);
```

##### put\_EventFilter

The put\_EventFilter method sets the event filter mask

```
HRESULT  
put_EventFilter ( long lFilterMask );
```

## 3.2 Address

The Address object represents an entity that can make or receive calls.

### 3.2.1 IAddress

The interface is the base interface for the Address object.

#### get\_AddressName

Gets the displayable name of the address.

```
HRESULT
get_AddressName (BSTR *ppName );
```

#### get\_DialableAddress

The get\_DialableAddress method gets the BSTR, which can be used to connect to this address.

```
HRESULT
get_DialableAddress (
  BSTR *pDialableAddress
);
```

#### get\_ServiceProviderName

The get\_ServiceProviderName method gets the name of the Telephony Service Provider (TSP) that supports this address: for example, Unimdm.tsp for the Unimodem service provider or H323.tsp for the H323 service provider.

```
HRESULT
get_ServiceProviderName (
  BSTR *ppName
);
```

#### CreateCall

The CreateCall method creates a new Call object that can be used to make an outgoing call and returns a pointer to the object's ITBasicCallControl interface.

```
HRESULT
CreateCall (
  BSTR *pDialableAddress,
  Long lAddressType,
  Long lMediaTypes,
  ITBasicCallControl **ppCall
);
```

---

## 3.2.2 IEnumAddress

Provides COM-standard enumeration methods for the IAddress interface.

### Next

The Next method gets the next specified number of elements in the enumeration sequence.

```
HRESULT
Next(
    ULONG celt,
    IAddress **ppElements,
    ULONG *pceltFetched
);
```

## 3.2.3 ITMediaSupport

The ITMediaSupport interface provides methods that allow an application to discover the media support capabilities for an Address Object that exposes this interface.

### get\_MediaTypes

The get\_MediaTypes method gets the media type or types supported on the current address.

```
HRESULT
get_MediaTypes (
    long *plMediaTypes
);
```

## 3.3 Terminal

Terminal object represents the source or sink of a media stream associated with a call or communications session.

## 3.4 Call

The Call object represents an address's connection between the local address and one or more other addresses.

### 3.4.1 ITCallInfo

The ITCallInfo interface gets and sets a variety of information concerning a Call object.

#### get\_Address

The get\_Address method gets a pointer to the IAddress interface of the Address object.

```
HRESULT
get_Address (
    IAddress **ppAddress
);
```

#### get\_CallState

The get\_CallState method gets a pointer to the current call state, such as CS\_IDLE.

```
HRESULT
get_CallState (
    CALL_STATE *pCallState
);
```

#### get\_CallInfoString

The get\_CallInfoString method gets a call information items described by a string, such as the displayable address.

```
HRESULT
get_CallInfoString (
    CALLINFO_STRING CallInfoString,
    BSTR *ppCallInfoString
);
```

#### SetCallInfoBuffer

Either by accident or design, TAPI 3.0 (Windows 2000) only allows this function on a call that is in the IDLE state. This has been changed in TAPI 3.1 (Windows XP) which allows call data to be set on calls in the connected state by passing CIB\_CALLDATABUFFER as the CallInfoBuffer parameter.

```
HRESULT
SetCallInfoBuffer (
    CALLINFO_BUFFER CallInfoBuffer,
    DWORD dwSize
    BYTE* pCallInfoBuffer
);
```

---

## 3.4.2 ITBasicCallControl

The ITBasicCallControl interface is used by the application to connect, answer, and perform basic telephony operations on a call object.

### Connect

The Connect method attempts to complete the connection of an outgoing call.

```
HRESULT  
Connect(  
  VARIANT_BOOL fSync  
);
```

### Answer

The Answer method answers an incoming call. This method can succeed only if the call state is CS\_OFFERING.

```
HRESULT  
Answer();
```

### Disconnect

The Disconnect method disconnects the call. The call state will transition to CS\_DISCONNECTED after the method completes successfully.

```
HRESULT  
Disconnect(  
  DISCONNECT_CODE code  
);
```

### Hold

The Hold method places or removes the call from the hold.

```
HRESULT  
Hold(  
  VARIANT_BOOL fHold  
);
```

### SwapHold

The SwapHold method swaps the call (which is active) with the specified call on hold.

```
HRESULT  
SwapHold(  
  ITBasicCallControl *pCall  
);
```

### ParkDirect

The ParkDirect method parks the call at a specified address.

```
HRESULT  
ParkDirect(  
  BSTR pParkAddress  
);
```



## Unpark

The Unpark method gets the call from park.

```
HRESULT  
Unpark();
```

## BlindTransfer

The BlindTransfer method performs a blind or single-step transfer of the specified call to the specified destination address.

```
HRESULT BlindTransfer(  
  BSTR pDestAddress  
);
```

## Transfer

The Transfer method transfers the current call to the destination address.

```
HRESULT Transfer(  
  ITBasicCallControl *pCall,  
  VARIANT_BOOL fSync  
);
```

## Finish

The Finish method is called on a consultation call to finish a conference or a transfer.

```
HRESULT Finish(  
  FINISH_MODE finishMode  
);
```

## Conference

The Conference method adds a consultation call to the conference in which the current call is a participant.

```
HRESULT Conference(  
  ITBasicCallControl *pCall,  
  VARIANT_BOOL fSync  
);
```

## RemoveFromConference

The RemoveFromConference method removes the call from a conference if it is involved in one.

```
HRESULT RemoveFromConference();
```

---

### 3.4.3 ITCallStateEvent

The ITCallStateEvent interface contains methods that retrieve the description of call state events.

#### get\_Cause

The get\_Cause method gets the cause associated with this event.

```
HRESULT
get_Cause (
CALL_STATE_EVENT_CAUSE *pCEC
);
```

#### get\_State

The get\_State method gets information on the new call state.

```
HRESULT
get_State (
CALL_STATE *pCallState
);
```

#### get\_Call

The get\_Call method gets a pointer to the call information interface for the call on which the event has occurred.

```
HRESULT
get_Call
ITCallInfo **ppCallInfo
);
```

### 3.4.4 ITCallNotificationEvent

The ITCallNotificationEvent interface contains methods that retrieve the description of call notification events.

#### get\_Call

The get\_Call method returns the ITCallInfo interface on which a call event has occurred.

```
HRESULT
get_Call
ITCallInfo **ppCall
);
```

### 3.4.5 ITCallInfoChangeEvent

The ITCallInfoChangeEvent interface contains methods that retrieve the description of call information change events.

#### get\_Call

The get\_Call method returns the ITCallInfo interface on which call information has changed.

```
HRESULT
get_Call
ITCallInfo **ppCall
);
```

## 3.5 Call Hub

The Call Hub object exposes methods that retrieve information concerning participants in a multi-party call. Call Hubs are not supported by IP Office. Call Hub Events may be received but should be ignored.

# **Chapter 4.**

## **TAPI 3 Enumerated Types**

---

## 4. TAPI 3 Enumerated Types

### 4.1 CALL\_STATE

The CALL\_STATE enum is used by the ITCallInfo::get\_CallState and ITCallStateEvent::get\_State methods.

| Member          | Value | Description   |
|-----------------|-------|---|
| CS_IDLE         | 0     | The call has been created, but Connect has not been called yet. A call can never transition into the idle state.  |
| CS_INPROGRESS   | 1     | Connect has been called, and the service provider is working on making a connection. This state is valid only on outgoing calls. This message is optional, because a service provider may have a call transition directly to the connected state. |
| CS_CONNECTED    | 2     | Call has been connected to the remote end and communication can take place.   |
| CS_DISCONNECTED | 3     | Call has been disconnected. There are several causes for disconnection. See the table of valid call state transitions below.  |
| CS_OFFERING     | 4     | A new call has appeared, and is being offered to an application. If the application has owner privileges on the call, it can either call Answer or Disconnect while the call is in the offering state.  |
| CS_HOLD         | 5     | The call is in the hold state.  |
| CS_QUEUED       | 6     | The call is queued.   |

### 4.2 CALLINFO\_STRING

The CALLINFO\_STRING enum is used by ITCallInfo methods that set and get call information involving the use of strings.

| Member                      | Value | Description  |
|-----------------------------|-------|--|
| CIS_CALLERIDNAME            | 0     | The name of the caller.  |
| CIS_CALLERIDNUMBER          | 1     | The number of the caller.  |
| CIS_CALLEDIDNAME            | 2     | The name of the called location.   |
| CIS_CALLEDIDNUMBER          | 3     | The number of the called location.   |
| CIS_CONNECTEDIDNAME         | 4     | The name of the connected location.  |
| CIS_CONNECTEDIDNUMBER       | 5     | The number of the connected location.  |
| CIS_REDIRECTIONIDNAME       | 6     | The name of the location to which a call has been redirected.                  |
| CIS_REDIRECTIONIDNUMBER     | 7     | The number of the location to which a call has been redirected.                |
| CIS_REDIRECTINGIDNAME       | 8     | The name of the location that redirected the call.                             |
| CIS_REDIRECTINGIDNUMBER     | 9     | The number of the location that redirected the call.                           |
| CIS_CALLEDPARTYFRIENDLYNAME | 10    | The called party friendly name.  |
| CIS_COMMENT                 | 11    | A comment about the call provided by the application that originated the call. |
| CIS_DISPLAYABLEADDRESS      | 12    | A displayable version of the called or calling address.                        |
| CIS_CALLINGPARTYID          | 13    | The identifier of the calling party.   |

### 4.3 DISCONNECT\_CODE

The DISCONNECT\_CODE enum is used by the ITBasicCallControl::Disconnect method.

| Member      | Value | Description   |
|-------------|-------|---|
| DC_NORMAL   | 0     | The call is being disconnected as part of the normal cycle of the call.   |
| DC_NOANSWER | 1     | The call is being disconnected because it has not been answered. (For example, an application may set a certain amount of time for the user to answer the call. If the user does not answer, the application can call Disconnect with the NOANSWER code.) |
| DC_REJECTED | 2     | The user rejected the offered call.   |

### 4.4 CALL\_STATE\_EVENT\_CAUSE

The CALL\_STATE\_EVENT\_CAUSE enum is returned by the ITCallStateEvent::get\_Cause method.

| Member                    | Value | Description  |
|---------------------------|-------|--|
| CEC_NONE                  | 0     | No call event has occurred.  |
| CEC_DISCONNECT_NORMAL     | 1     | The call was disconnected as part of the normal life cycle of the call (that is, the call was over, so it was disconnected). |
| CEC_DISCONNECT_BUSY       | 2     | An outgoing call failed to connect because the remote end was busy.  |
| CEC_DISCONNECT_BADADDRESS | 3     | An outgoing call failed because the destination address was bad.   |
| CEC_DISCONNECT_NOANSWER   | 4     | An outgoing call failed because the remote end was not answered.   |
| CEC_DISCONNECT_CANCELLED  | 5     | An outgoing call failed because the caller disconnected.   |
| CEC_DISCONNECT_REJECTED   | 6     | The outgoing call was rejected by the remote end.  |
| CEC_DISCONNECT_FAILED     | 7     | The call failed to connect for some other reason.  |



# **Chapter 5.**

## **The IP Office Media Service Provider**

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## 5. The IP Office Media Service Provider

The IP Office Media Service Provider serves a dual purpose. It provides media streaming capability which allows a TAPI 3 application to send and receive voice data on calls that are present on specific types of users' lines. It also allows an application access to device specific functionality of the IP Office.

### 5.1 Using The MSP

The media service provider interfaces are documented in the MSDN libraries. The DevSpice sample on the SDK CD gives an example of how to use the MSP for media streaming and device specific functionality. The MSP is available to every TAPI address that can be viewed in your TAPI 3 application. Media streaming capabilities are only available to addresses that are specifically named as WAVE users. WAVE users are users with a name that begins with "TAPI:" (Such as "TAPI:201" ). You may create as many WAV users as you wish, but each WAVE user will require a wave driver licence instance to enable media streaming to that user.

### 5.2 Using the Device Specific Interfaces

The device specific interfaces are implemented on the Address and Call objects of the MSP. TAPI 3.0 will delegate queries for interfaces it does not recognise to the MSP. If, therefore, you have a pointer to an IAddress interface, you can call QueryInterface to retrieve a pointer to the ITDivert interface (for example). The following code from the DevSpice sample illustrates:

```
ITDivert* pDivert = NULL;
if( SUCCEEDED( gpAddress->QueryInterface( IID_ITDIVERT,
(void**)&pDivert)))
{
    DWORD dwDivertSettings = 0;
    if( FAILED( pDivert-> GetDivertSettings(
&dwDivertSettings)))
    {
```

The interfaces available from the address object are:

- ITACDAgent
- ITDivert
- ITGroup

The interface available from the Call object is:

- ITPlay

Furthermore, the address object acts as a connection point container for IP Office Private events. The connection point interface is available in the interfaces.h file of the DevSpice sample and is called IPOfficePrivateEvent. Details of these interfaces are given below.



### 5.3 ITACDAgent

|                           |  |
|---------------------------|--|
| IsLoggedIn(void)          | Returns S_TRUE if the user is logged in and S_FALSE if the user is logged out.   |
| LogOut(void)              | Logs the user off of this line. The user must have "force logon" set in Manager.   |
| Login(BSTR extn)          | Logs the user onto the given extension.  |
| CallListen(BSTR extn)     | Listens to the call present at the given extension. The user must have the Can Intrude privilege set in Manager.                         |
| Intrude(BSTR extn)        | Conferences the current user in to the call present at the given extension. The user must have the Can Intrude privilege set in Manager. |
| SetAccountCode(BSTR extn) | Sets the account code for the current call.  |

### 5.4 ITGroup

This interface contains functions to take the user in and out of group, as well as to intercept calls that present themselves at other phones in the group.

|                          |   |
|--------------------------|---|
| PickupAny(void)          | Equivalent to executing the CallPickupAny shortcode on the user's terminal. See Manager for details.  |
| PickupGroup(void)        | Equivalent to executing the CallPickupGroup shortcode on the user's terminal.   |
| PickupExtn(BSTR extn)    | Equivalent to executing the CallPickupExtn shortcode on the user's extension.   |
| PickupMembers(BSTR extn) | Equivalent to executing the CallPickupMembers shortcode on the user's extension.  |
| Enable(BSTR groupextn)   | Enables the user's membership of the given group. If groupextn is an empty string, the user will be enabled in all groups that he/she is a member of.   |
| Disable(BSTR groupextn)  | Disables the user's membership of the given group. If groupextn is an empty string, the user will be disabled in all groups that he/she is a member of. |

---

## 5.5 ITDivert

This interface contains functions for getting and setting the divert flags for the address.

|   |   |
|---|---|
| GetDivertAllDestination(BSTR* pDestination) | Gets the current Divert All destination and returns the result in the pDestination value.   |
| SetDivertAllDestination(BSTR dest)          |   |
| GetDivertSettings(DWORD* pdwDivertSets)     | This function sets bits in the DWORD pointed to by pdwDivertSets to indicate which of the divert settings are currently active. The bits are defined by the IP_OFFICE_DIVERT_SETTINGS enum (described below). |
| SetForwardAll(VARIANT_BOOL bOn)             | Toggles the ForwardAll setting for this user.   |
| SetForwardBusy(VARIANT_BOOL bOn)            | Toggles the ForwardBusy setting for this user.  |
| SetForwardNoAnswer(VARIANT_BOOL bOn)        | Toggles the ForwardNoAnswer setting for this user.  |
| SetDoNotDisturb(VARIANT_BOOL bOn)           | Toggles the DND setting for this user.  |

The IP\_OFFICE\_DIVERT\_SETTINGS enum is defined as follows:

```
typedef enum
{
    IPOFF_FWDALL = 0x01,
    IPOFF_FWDBUSY = 0x02,
    IPOFF_NOANSWER = 0x04,
    IPOFF_DND = 0x08,
    IPOFF_DESTINATION = 0x10
} IP_OFFICE_DIVERT_SETTINGS;
```

Therefore, getting a result of 14 (0xe) from GetDivertSettings implies that the user has ForwardBusy, ForwardNoAnswer and DoNotDisturb set. The IPOFF\_DESTINATION value is not used by GetDivertSettings, only by the Fire\_DivertSettingsChanged function on the IPOfficePrivateEvents interface.

## 5.6 ITPlay

The ITPlay interface is implemented on the MSP Call object. It allows for recording and playing of wave files.

|                            |   |
|----------------------------|---|
| StartPlay(BSTR FileName)   | FileName should be the complete path to a wave file to play.      |
| StopPlay()                 |   |
| StartRecord(BSTR FileName) | FileName should be the complete path to a wave file to record to. |
| StopRecord()               |   |

Playing and recording can be stopped and started at any time on the call. Recording will use only a single file per call though, and will append to the file if recording is stopped and restarted. It is not advisable to attempt to record and play at the same time. If this is a requirement, recording and playing can be done by selecting terminals onto the call that supply audio data from a file, or record audio data to a file. TAPI 3.1 introduces file-streaming terminals to make this easier.

## 5.7 IOfficePrivateEvents

This is a connection point interface that the MSP uses to report events on. See the DevSpice sample on how to register for, and handle, private events.

|   |   |
|---|---|
| OnUserLogin(void)                               | Fired when an agent (a user with 'force logon' set in Manager) logs on.   |
| OnUserLogout(void)                              | Fired when an agent logs out.   |
| OnDivertSettingsChanged(DWORD dwDivertSettings) | Fired when the user changes one of their divert setting flags (such as Do Not Disturb or Divert On Busy) or the Divert All destination. The bits in the dwDivertSettings variable are set using the IP_OFFICE_DIVERT_SETTINGS enum described above. |
| OnGroupChanged(DWORD dwGroupCount)              | Fired when the user enables or disables group membership. The dwGroupCount value gives the number of groups that this user is an enabled member of.   |
| OnVoiceMail(DWORD dwNumMessages)                | This is fired when the number of voicemail messages that the user has waiting for them changes. The new value is given in the dwNumMessages parameter.  |

## 5.8 Using the Media Streaming Capabilities of the MSP

The IP Office MSP handles media streaming to any wave user. In order to do this, you must select terminals onto the streams that the MSP exposes for a call. Details on how to do this are given in the MSDN and an example is shown in the DevSpice sample. It should be noted that IP Office streams are bi-directional, and there is only a single stream per call. This means that both capture and render terminals are accepted on the same stream (but only one of each).

The MSP encapsulates the functionality of the IP Office wave driver. The IP Office wave driver must be installed on each machine that wishes to do media streaming to wave users. If you do not wish to do media streaming, and only wish to monitor wave users using TAPI, you must ensure that the wave driver is not installed, or you will consume wave licence instances for every wave user line you open.



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