

# CSTA

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CSTADLL  
Version 2.3.4  
CSTADLL  
Reference Manual



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# Chapter 1

## CSTAXMLEd6

CSTAXMLEd6 is a Microsoft .NET 4.5 DLL that allows client code to communicate with a PBX or UA device.

The DLL uses the following namespaces:

- `Com.Objsys.Csta.Devices`
- `Com.Objsys.Csta.Xmled6`

The `Com.Objsys.Csta.Devices` namespace contains classes that allow a caller to use specific PBX or UA devices.

The `Com.Objsys.Csta.Xmled(n)` namespaces contain classes that are specific to the indicated edition of XML CSTA. Most of these classes are generated by XBinder from the CSTA and session management (ECMA-354) XML schema specifications. These generated classes are not documented here, but you can consult the XBinder Java/C# User Guide for information about how XML schema constructions are translated into C# classes.

Each namespace also contains several classes that are not generated by ASN1C. These classes are the ones documented in this manual.

A typical way to use the DLL is to use the `PBXSession` class to set up the communication to the PBX or UA device via the constructor. If the PBX or UA will be sending asynchronous data, such as monitor packets, to the client, the `ClientCallback` or `XMLClientCallback` property can be used to define a callback method to receive the asynchronous data. If no callback method is defined, asynchronous data will be ignored.

If the PBX or UA will be sending Call Detail Records Report or Call Detail Records Notification messages to the client, the `CDRCallback` or `XMLCDRCallback` property can be used to define a callback method to receive the messages. If no callback method is defined, Call Detail messages will be ignored.

The CSTADLL kit includes some samples to guide you in writing your own code. The samples are evenly split between those implemented in C# and those implemented in Visual BASIC. Each language has samples for communicating with PBX devices that use BER CSTA and with PBX devices that use XML CSTA.

The classes and methods exposed by the DLL are probably sufficient to handle operations for most PBX or UA devices. But if needed, you can write a class of your own to handle operations for a PBX device that the software doesn't explicitly support. The sample `NewPBX` shows how this might be accomplished. This sample contains code for a small separate DLL that could be used to support a fictitious PBX device. The assumption in the sample is that this device uses standard messages for all operations except for the initial association messages. These messages are the ones that are most commonly different from one PBX to the next. The `NewPBX` sample shows how the `EncodeACSEConnectionRequest()` method within the `GenericCSTAp2` class (for BER PBX devices) or the `EncodeStartSession()` method within the `GenericXMLEd4` class (for XML PBX devices) can be overridden in a class that you can write. The override implementation handles the details that are specific to the device.

The DLL can log message traffic between a client program and the PBX or UA device if so desired. The logging is controlled by the `LoggingEnabled` property with the `PBXSessionHelper` class. The logging is off by default. Both of the provided sample clients enable the logging. The log file used is named `cstadll_<program>.log`, where `<program>` is the name of the executable image that is using the DLL. The location of the log file is the folder where the executable image resides. The default behavior is that if the log file grows to more than 5 Mb, it is copied to `cstadll_<program>.backup.log`, and a new log file is opened. If there is already a file with the backup file name, it is overwritten. That default size of 5 Mb can be modified by using the `MaxLogFileSize` property of the `PBXSessionHelper` class.

If your CSTADLL kit is licensed (i.e., not unlimited), then you will need to deploy your application with the DLLs `Reprise.dll` and `rlm1212.dll` that are in the kit. The file `rlm1212.dll` is a 32-bit native DLL as opposed to a .NET DLL. As such, if you build your code with a Makefile, you will need to use the `/platform:x86` qualifier to the `csc` or `vbc` command. If you build your code with a Visual Studio project, you will need to use `x86` as the target platform instead of `AnyCPU`. These steps are to ensure proper interfacing to the native 32-bit `rlm1212.dll`. There is also a 64-bit version of `rlm1212.dll` available if you prefer to target the x64 platform.

## Chapter 2

# Namespace Documentation

### 2.1 Package `Com.Objsys.Csta.Xmlled6`

#### Classes

- class [Constants](#)
- class [CSTAContext](#)
- class [CSTARResponseInfo](#)
- class [GenericXMLed6](#)
- class [LicenseException](#)
- class [LicenseOptions](#)
- class [PBXSession](#)
- class [PBXSessionException](#)
- class [PBXSessionHelper](#)
- class [PBXSessionHelperEd6](#)
- class [ResetSessionInfo](#)
- class [SocketState](#)
- class [uaSIPInvite](#)
- class [uaXMLed6](#)

#### 2.1.1 Detailed Description

The namespace `Com.Objsys.Csta.Xmlled6` contains classes that are specific to XML CSTA edition 6. Most of these classes are generated by XBinder from the CSTA and session management (ECMA-354) XML schema specifications. These generated classes are not documented here, but you can consult the XBinder Java/C# User Guide for information about how XML schema constructions are translated into C# classes.

The namespace also contains several classes that are not generated by XBinder. These classes are the ones documented in this manual.



# Chapter 3

## Class Documentation

### 3.1 Constants Class Reference

#### Public Types

- enum [ACSEMessageTypes](#)
- enum [CallbackInvocationMechanisms](#)
- enum [CommunicationTypes](#)
- enum [Encoding](#)
- enum [PBXModels](#)
- enum [XMLSessionMessageTypes](#)

#### Public Attributes

- const long [MAX\\_LOGFILE\\_SIZE](#) = (5 \* 1024 \* 1024)

#### 3.1.1 Detailed Description

The [Constants](#) class contains some helpful constant and enum definitions.

#### 3.1.2 Member Enumeration Documentation

##### 3.1.2.1 enum ACSEMessageTypes

Provides symbolic names for the ACSE message types.

##### 3.1.2.2 enum CallbackInvocationMechanisms

Indicates how an asynchronous callback method should be invoked. This setting influences how the asynchronous callback methods for monitor event report messages, route messages, and Call Detail Record messages are invoked.

The value `InvokeCallbackThenPostNextRead` causes the callback method to be invoked before the next read from the PBX or UA is posted to the socket. This setting is the default. With this mechanism callback methods can be easily debugged because new packets from the PBX or UA won't be arriving while debugging of the method is in progress. This mechanism also ensures that messages from the PBX or UA will arrive in a predictable order.

The value `PostNextReadThenInvokeCallback` causes the callback method to be invoked after the next read from the PBX or UA is posted to the socket. Use of this mechanism is necessary if additional synchronous CSTA messages are going to be sent as part of a callback method's processing. If this mechanism is not used in such a case, the response to the CSTA message sent from the callback method will never be seen because no read to the socket was posted. With that said, however, use this mechanism with EXTREME caution. Because the read to the socket is posted before the event is handled, event n+1 may come in and get handled before event n. You may need to add code to ensure that events get handled in an expected order, if such code is even possible for your situation.

### **3.1.2.3 enum CommunicationTypes**

Provides symbolic names for different ways of communicating with a PBX or UA. The values of this enum influence how each message exchange with a PBX or UA is handled.

### **3.1.2.4 enum Encoding**

Provides symbolic names for the mechanisms for encoding CSTA messages.

### **3.1.2.5 enum PBXModels**

Provides symbolic names for different PBX models.

### **3.1.2.6 enum XMLSessionMessageTypes**

Provides symbolic names for the XML session management message types.

## **3.1.3 Member Data Documentation**

### **3.1.3.1 const long MAX\_LOGFILE\_SIZE = (5 \* 1024 \* 1024)**

Defines the maximum size, in bytes, that a log file is allowed to grow to before a new log file is opened.



## 3.2 CSTAContext Class Reference

### Properties

- `byte[] ResponseFromPBX [get, set]`
- `List< byte[] > ResponsesFromPBX [get, set]`
- `string XMLResponseFromPBX [get, set]`
- `List< string > XMLResponsesFromPBX [get, set]`

### 3.2.1 Detailed Description

The [CSTAContext](#) class contains information needed to manage the interaction between the thread and the PBX.

### 3.2.2 Property Documentation

#### 3.2.2.1 `byte [] ResponseFromPBX [get, set]`

See documentation for [CSTAResponseInfo.ResponseFromPBX](#).

#### 3.2.2.2 `List<byte[]> ResponsesFromPBX [get, set]`

See documentation for [CSTAResponseInfo.ResponsesFromPBX](#).

#### 3.2.2.3 `string XMLResponseFromPBX [get, set]`

See documentation for [CSTAResponseInfo.XMLResponseFromPBX](#).

#### 3.2.2.4 `List<string> XMLResponsesFromPBX [get, set]`

See documentation for [CSTAResponseInfo.XMLResponsesFromPBX](#).

## 3.3 CSTAResponseInfo Class Reference

### Properties

- `byte[] ResponseFromPBX` [get, set]
- `List< byte[] > ResponsesFromPBX` [get, set]
- `List< byte[] > ResponsesFromUA` [get, set]
- `int StatusCode` [get, set]
- `string StatusMessage` [get, set]
- `string XMLResponseFromPBX` [get, set]
- `string XMLResponseFromUA` [get, set]
- `List< string > XMLResponsesFromPBX` [get, set]

### 3.3.1 Detailed Description

Contains information about a PBX operation that was attempted.

### 3.3.2 Property Documentation

#### 3.3.2.1 `byte[] ResponseFromPBX` [get, set]

Contains the response from the PBX for messages that generate a single atomic response, or the immediate acknowledgement response for messages that generate multiple data responses (e.g., Get Switching Function Devices). If a message that normally generates multiple response segments encounters an error (e.g., the PBX rejects the message), then the single error message returned by the PBX will be in this property; the ResponsesFromPBX property will be null.

For CSTA operations this property is simply a reference to the ResponseFromPBX property of the thread's [CSTAContext](#) object. If the value of that property changes, then the value of this property changes.

#### 3.3.2.2 `List<byte[]> ResponsesFromPBX` [get, set]

Contains the responses from the PBX for messages that generate multiple response segments (e.g., Get Switching Function Devices). If such a message encounters an error (e.g., the PBX rejects the message), then the single error message returned by the PBX will be in the ResponseFromPBX property; this property will be null. In all cases the first response, which is the acknowledgement message from the PBX, will be in the ResponseFromPBX property.

This property is simply a reference to the ResponsesFromPBX property of the thread's [CSTAContext](#) object. If the value of that property changes, then the value of this property changes.

#### 3.3.2.3 `List<byte[]> ResponsesFromUA` [get, set]

Contains the responses from the UA for messages that generate multiple response segments (e.g., Get Switching Function Devices). If such a message encounters an error (e.g., the UA rejects the message), then the single error message returned by the UA will be in the ResponseFromUA property; this property will be null. In all cases the first response, which is the acknowledgement message from the UA, will be in the ResponseFromUA property.

This property is simply a reference to the ResponsesFromPBX property of the thread's [CSTAContext](#) object. If the value of that property changes, then the value of this property changes.

#### **3.3.2.4 int StatusCode [get, set]**

A numeric status code. A value less than zero indicates that something went wrong during the attempted operation.

#### **3.3.2.5 string StatusMessage [get, set]**

Text containing information about a PBX operation that has completed, either successfully or not.

#### **3.3.2.6 string XMLResponseFromPBX [get, set]**

Contains the response from the PBX for messages that generate a single atomic XML response, or the immediate XML acknowledgement response for messages that generate multiple XML data responses (e.g., GetSwitchingFunctionDevices). If a message that normally generates multiple response segments encounters an error (e.g., the PBX rejects the message), then the single error message returned by the PBX will be in this property; the ResponsesFromPBX property will be null.

For CSTA operations this property is simply a reference to the XMLResponseFromPBX property of the thread's [CSTAContext](#) object. If the value of that property changes, then the value of this property changes.

#### **3.3.2.7 string XMLResponseFromUA [get, set]**

Contains the response from the UA for messages that generate a single atomic XML response, or the immediate XML acknowledgement response for messages that generate multiple XML data responses (e.g., GetSwitchingFunctionDevices). If a message that normally generates multiple response segments encounters an error (e.g., the UA rejects the message), then the single error message returned by the UA will be in this property; the ResponsesFromUA property will be null.

For CSTA operations this property is simply a reference to the XMLResponseFromPBX property of the thread's [CSTAContext](#) object. If the value of that property changes, then the value of this property changes.

#### **3.3.2.8 List<string> XMLResponsesFromPBX [get, set]**

Contains the responses from the PBX for messages that generate multiple XML response segments (e.g., GetSwitchingFunctionDevices). If such a message encounters an error (e.g., the PBX rejects the message), then the single error message returned by the PBX will be in the ResponseFromPBX property; this property will be null. In all cases the first response, which is the acknowledgement message from the PBX, will be in the ResponseFromPBX property.

This property is simply a reference to the XMLResponsesFromPBX property of the thread's [CSTAContext](#) object. If the value of that property changes, then the value of this property changes.

## 3.4 GenericXMLed6 Class Reference

Inherited by [uaXMLed6](#).

### Public Member Functions

- virtual [CSTARResponseInfo AnswerCall](#) (ConnectionID callToAnswer, string deviceToLift)
- virtual [CSTARResponseInfo AnswerCall](#) (ConnectionID callToAnswer)
- virtual [CSTARResponseInfo ClearConnection](#) (ConnectionID connectionToClear)
- virtual [CSTARResponseInfo ClearDoNotDisturb](#) (string targetDevice)
- virtual [CSTARResponseInfo ClearMessageWaiting](#) (string targetDevice)
- virtual [CSTARResponseInfo ConsultationCall](#) (ConnectionID existingCall, string targetDevice)
- virtual string [EncodeInvokeID](#) (string initialMessage)
- [GenericXMLed6](#) (PBXSession sessionObject)
- [GenericXMLed6](#) (string pbxSystem, int port)
- virtual [CSTARResponseInfo GetAgentState](#) (string agentDevice)
- virtual [CSTARResponseInfo GetDoNotDisturb](#) (string targetDevice)
- virtual [CSTARResponseInfo GetLogicalDevInfo](#) (string targetDevice)
- virtual [CSTARResponseInfo GetPhysicalDevInfo](#) (string targetDevice)
- virtual [CSTARResponseInfo GetSFDevices](#) ()
- virtual [CSTARResponseInfo GetSFDevices](#) (ReqDeviceCategory deviceCategory)
- virtual [CSTARResponseInfo HoldCall](#) (ConnectionID callToHold)
- virtual [CSTARResponseInfo MakeCall](#) (string callingDevice, string calledDevice)
- virtual [CSTARResponseInfo MonitorStart](#) (ConnectionID callToMonitor)
- virtual [CSTARResponseInfo MonitorStart](#) (string deviceToMonitor)
- virtual [CSTARResponseInfo MonitorStop](#) (string crossRefID)
- virtual [CSTARResponseInfo MonitorStopAtDevice](#) (string monitoredDevice)
- virtual [CSTARResponseInfo RequestSystemStatus](#) ()
- virtual [CSTARResponseInfo RetrieveCall](#) (ConnectionID callToRetrieve)
- virtual [CSTARResponseInfo RingDevice](#) (string targetDevice, string targetRinger, long ringPattern)
- virtual [CSTARResponseInfo SendData](#) (IOCrossRefID xref, string text)
- virtual [CSTARResponseInfo SendStoredCDR](#) (string cdrCrossRefID)
- virtual [CSTARResponseInfo SetAgentState](#) (string agentDevice, ReqAgentState agentState)
- virtual [CSTARResponseInfo SetAgentState](#) (string agentDevice, ReqAgentState agentState, string agentID)
- virtual [CSTARResponseInfo SetDisplay](#) (string targetDevice, string text)
- virtual [CSTARResponseInfo SetDoNotDisturb](#) (string targetDevice)
- virtual [CSTARResponseInfo SetMessageWaiting](#) (string targetDevice)
- virtual [CSTARResponseInfo SingleStepTransfer](#) (ConnectionID callToTransfer, string transferToDevice)
- virtual [CSTARResponseInfo SnapshotCall](#) (ConnectionID callToSnapshot)
- virtual [CSTARResponseInfo SnapshotDevice](#) (string deviceToSnapshot)
- virtual [CSTARResponseInfo StartCDRTransmission](#) (CDRTransferMode transferMode)
- virtual [CSTARResponseInfo StartDataPath](#) (string targetDevice)
- virtual [CSTARResponseInfo StartSession](#) (string applicationID)
- virtual [CSTARResponseInfo StartSession](#) ()
- virtual [CSTARResponseInfo StopCDRTransmission](#) (string cdrCrossRefID)
- virtual [CSTARResponseInfo StopDataPath](#) (IOCrossRefID xref)
- virtual [CSTARResponseInfo StopRing](#) (string targetDevice, string targetRinger, long ringPattern)
- virtual [CSTARResponseInfo StopSession](#) ()
- virtual [CSTARResponseInfo TransferCall](#) (ConnectionID initiatedCall, ConnectionID originalCall)

## Protected Member Functions

- virtual string [EncodeAnswerCall](#) (CSTARResponseInfo response, ConnectionID callToAnswer, string deviceToLift)
- virtual string [EncodeAnswerCall](#) (CSTARResponseInfo response, ConnectionID callToAnswer)
- virtual string [EncodeClearConnection](#) (CSTARResponseInfo response, ConnectionID connectionToClear)
- virtual string [EncodeConsultationCall](#) (CSTARResponseInfo response, ConnectionID existingCall, string targetDevice)
- virtual string [EncodeGetAgentState](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeGetDND](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeGetLogicalDevInfo](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeGetPhysicalDevInfo](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeGetSFDevices](#) (CSTARResponseInfo response, ReqDeviceCategory category)
- virtual string [EncodeHoldCall](#) (CSTARResponseInfo response, ConnectionID callToHold)
- virtual string [EncodeMakeCall](#) (CSTARResponseInfo response, string callingDevice, string calledDevice)
- virtual string [EncodeMonitorStart](#) (CSTARResponseInfo response, ConnectionID targetCall)
- virtual string [EncodeMonitorStart](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeMonitorStop](#) (CSTARResponseInfo response, string xref)
- virtual string [EncodeRequestSystemStatus](#) (CSTARResponseInfo response)
- virtual string [EncodeRetrieveCall](#) (CSTARResponseInfo response, ConnectionID callToRetrieve)
- virtual string [EncodeSendData](#) (CSTARResponseInfo response, IOCrossRefID xref, string strText)
- virtual string [EncodeSendStoredCDR](#) (CSTARResponseInfo response, string cdrCrossRefID)
- virtual string [EncodeSetAgentState](#) (CSTARResponseInfo response, string agentDevice, ReqAgentState agentState)
- virtual string [EncodeSetAgentState](#) (CSTARResponseInfo response, string agentDevice, ReqAgentState agentState, string agentID)
- virtual string [EncodeSetDisplay](#) (CSTARResponseInfo response, string targetDevice, string text)
- virtual string [EncodeSetDND](#) (CSTARResponseInfo response, string targetDevice, bool dndOn)
- virtual string [EncodeSetMsgWaiting](#) (CSTARResponseInfo response, string targetDevice, bool indicatorOn)
- virtual string [EncodeSetRingerStatus](#) (CSTARResponseInfo response, string targetDevice, string targetRinger, RingMode rm, long ringPattern)
- virtual string [EncodeSingleStepTransfer](#) (CSTARResponseInfo response, ConnectionID callToTransfer, string transferToDevice)
- virtual string [EncodeSnapshotCall](#) (CSTARResponseInfo response, ConnectionID callToSnapshot)
- virtual string [EncodeSnapshotDevice](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeStartCDRTrans](#) (CSTARResponseInfo response, CDRTransferMode transferMode)
- virtual string [EncodeStartDataPath](#) (CSTARResponseInfo response, string targetDevice)
- virtual string [EncodeStartSession](#) (CSTARResponseInfo response, string applicationID)
- virtual string [EncodeStopCDRTrans](#) (CSTARResponseInfo response, string cdrCrossRefID)
- virtual string [EncodeStopDataPath](#) (CSTARResponseInfo response, IOCrossRefID xref)
- virtual string [EncodeStopSession](#) (CSTARResponseInfo response)
- virtual string [EncodeTransferCall](#) (CSTARResponseInfo response, ConnectionID initiatedCall, ConnectionID originalCall)

## Properties

- [PBXSession SessionObject](#) [get]
- [CSTAContext ThreadContext](#) [get]

### 3.4.1 Detailed Description

Implements CSTA phase 3 operations using XML edition 6. Note that most PBXes don't support all CSTA messages, so some methods in this class may result in an error status being returned by your PBX.

### 3.4.2 Constructor & Destructor Documentation

#### 3.4.2.1 GenericXMLed6 (string *pbxSystem*, int *port*)

Constructs an instance associated with the given PBX identifier and port.

##### Parameters

*pbxSystem* Well-known name or IP address of the PBX.

*port* Port on which the PBX listens for CSTA messages.

#### 3.4.2.2 GenericXMLed6 (PBXSession *sessionObject*)

Constructs an instance associated with the given [PBXSession](#) object.

##### Parameters

*sessionObject* A [PBXSession](#) object.

### 3.4.3 Member Function Documentation

#### 3.4.3.1 virtual CSTAResponseInfo AnswerCall (ConnectionID *callToAnswer*, string *deviceToLift*) [virtual]

Answers a call.

##### Parameters

*callToAnswer* ConnectionID of an existing call (such as initiated through [MakeCall\(\)](#)).

*deviceToLift* The device (e.g., "800") that is to answer the call.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.2 virtual CSTAResponseInfo AnswerCall (ConnectionID *callToAnswer*) [virtual]

Answers a call.

##### Parameters

*callToAnswer* The ConnectionID of the call to answer.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.3 virtual CSTAResponseInfo ClearConnection (ConnectionID *connectionToClear*) [virtual]

Clears a connection.

##### Parameters

*connectionToClear* The ConnectionID of the connection to clear.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.4 virtual CSTAResponseInfo ClearDoNotDisturb (string *targetDevice*) [virtual]

Turns off the Do Not Disturb functionality for a phone.

##### Parameters

*targetDevice* The device for which the Do Not Disturb functionality is to be turned off.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.5 virtual CSTAResponseInfo ClearMessageWaiting (string *targetDevice*) [virtual]

Turns off the message waiting indicator on a device's display.

##### Parameters

*targetDevice* The device for which the indicator is to be turned off.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.6 virtual CSTAResponseInfo ConsultationCall (ConnectionID *existingCall*, string *targetDevice*) [virtual]

Instruct the PBX or UA to do a consultation call.

##### Parameters

*existingCall* The connection id of the call for which the consultation call will be made.

*targetDevice* Identifier (e.g., phone number) of the device that is the target of the consultation call.

##### Returns

A [CSTAResponseInfo](#) object.

**3.4.3.7 virtual string EncodeAnswerCall (CSTARResponseInfo *response*, ConnectionID *callToAnswer*, string *deviceToLift*) [protected, virtual]**

Encodes an AnswerCall message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.  
*callToAnswer* The ConnectionID of the call to answer.  
*deviceToLift* The device (e.g., "800") that is to answer the call.

**Returns**

The encoded message.

**3.4.3.8 virtual string EncodeAnswerCall (CSTARResponseInfo *response*, ConnectionID *callToAnswer*) [protected, virtual]**

Encodes an AnswerCall message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.  
*callToAnswer* The ConnectionID of the call to answer.

**Returns**

The encoded message.

**3.4.3.9 virtual string EncodeClearConnection (CSTARResponseInfo *response*, ConnectionID *connectionToClear*) [protected, virtual]**

Encodes a ClearConnection message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.  
*connectionToClear* The ConnectionID of the connection to clear.

**Returns**

The encoded message.

**3.4.3.10 virtual string EncodeConsultationCall (CSTARResponseInfo *response*, ConnectionID *existingCall*, string *targetDevice*) [protected, virtual]**

Encodes a ConsultationCall message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.  
*existingCall* The connection id of the call for which the consultation call will be made.



*targetDevice* Identifier (e.g., phone number) of the device that is the target of the consultation call.

#### Returns

The encoded message.

#### 3.4.3.11 virtual string EncodeGetAgentState (CSTARResponseInfo response, string targetDevice) [protected, virtual]

Encodes a GetAgentState message.

#### Parameters

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device whose agent state is desired.

#### Returns

The encoded message.

#### 3.4.3.12 virtual string EncodeGetDND (CSTARResponseInfo response, string targetDevice) [protected, virtual]

Encodes a GetDoNotDisturb message.

#### Parameters

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The phone for which the Do Not Disturb setting is desired.

#### Returns

The encoded message.

#### 3.4.3.13 virtual string EncodeGetLogicalDevInfo (CSTARResponseInfo response, string targetDevice) [protected, virtual]

Encodes a GetLogicalDeviceInformation message.

#### Parameters

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device for which the information is needed.

#### Returns

The encoded message.

**3.4.3.14 virtual string EncodeGetPhysicalDevInfo (CSTAResponseInfo *response*, string *targetDevice*)**  
**[protected, virtual]**

Encodes a GetPhysicalDeviceInformation message.

**Parameters**

*response* A [CSTAResponseInfo](#) object.  
*targetDevice* The device for which the information is needed.

**Returns**

The encoded message.

**3.4.3.15 virtual string EncodeGetSFDevices (CSTAResponseInfo *response*, ReqDeviceCategory *category*)**  
**[protected, virtual]**

Encodes a GetSwitchingFunctionDevices message.

**Parameters**

*response* A [CSTAResponseInfo](#) object.  
*category* The category of device for which the list is desired.

**Returns**

The encoded message.

**3.4.3.16 virtual string EncodeHoldCall (CSTAResponseInfo *response*, ConnectionID *callToHold*)**  
**[protected, virtual]**

Encodes a HoldCall message.

**Parameters**

*response* A [CSTAResponseInfo](#) object.  
*callToHold* The ConnectionID object for the call to put on hold.

**Returns**

The encoded message.

**3.4.3.17 virtual string EncodeInvokeID (string *initialMessage*) [virtual]**

This method prepends an invoke ID to an already encoded XML CSTA message.

**Parameters**

*initialMessage* The XML CSTA message without the invoke ID.

**Returns**

The message with the invoke ID prepended.

**3.4.3.18** `virtual string EncodeMakeCall (CSTARResponseInfo response, string callingDevice, string calledDevice)` **[protected, virtual]**

Encodes a MakeCall message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*callingDevice* The device that is making the call.

*calledDevice* The device that is being called.

**Returns**

The encoded message.

**3.4.3.19** `virtual string EncodeMonitorStart (CSTARResponseInfo response, ConnectionID targetCall)` **[protected, virtual]**

Encodes a MonitorStart message to monitor a call.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*targetCall* The call to monitor.

**Returns**

The encoded message.

**3.4.3.20** `virtual string EncodeMonitorStart (CSTARResponseInfo response, string targetDevice)` **[protected, virtual]**

Encodes a MonitorStart message to monitor a device.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*targetDevice* Identifier (e.g., telephone number) of the device to monitor.

**Returns**

The encoded message.

**3.4.3.21** `virtual string EncodeMonitorStop (CSTARResponseInfo response, string xref)` **[protected, virtual]**

Encodes a MonitorStop message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*xref* The cross reference id of the monitor request as a MonitorCrossRefID object.

**Returns**

The encoded message.

**3.4.3.22 virtual string EncodeRequestSystemStatus (CSTARResponseInfo *response*) [protected, virtual]**

Encodes a RequestSystemStatus message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

**Returns**

The encoded message.

**3.4.3.23 virtual string EncodeRetrieveCall (CSTARResponseInfo *response*, ConnectionID *callToRetrieve*) [protected, virtual]**

Encodes a RetrieveCall message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*callToRetrieve* The ConnectionID of the call to retrieve.

**Returns**

The encoded message.

**3.4.3.24 virtual string EncodeSendData (CSTARResponseInfo *response*, IOCrossRefID *xref*, string *strText*) [protected, virtual]**

Encodes a SendData message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*xref* An IOCrossRefID object, most likely obtained by a previous call to StartDataPath.

*strText* The text to send to the telephony device.

**Returns**

The encoded message.

**3.4.3.25 virtual string EncodeSendStoredCDR (CSTARResponseInfo *response*, string *cdrCrossRefID*) [protected, virtual]**

Encodes a SendStoredCallDetailRecords message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*cdrCrossRefID* The CDR cross reference id that was returned in the response to a previously issued [StartCDR-Transmission\(\)](#) call.

**Returns**

The encoded message.

**3.4.3.26** `virtual string EncodeSetAgentState (CSTARResponseInfo response, string agentDevice, ReqAgentState agentState) [protected, virtual]`

Encodes a SetAgentState message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*agentDevice* The device associated with the agent.

*agentState* An ReqAgentState object indicating the desired state of the agent.

**Returns**

The encoded message.

**3.4.3.27** `virtual string EncodeSetAgentState (CSTARResponseInfo response, string agentDevice, ReqAgentState agentState, string agentID) [protected, virtual]`

Encodes a SetAgentState message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*agentDevice* The device associated with the agent.

*agentState* An ReqAgentState object indicating the desired state of the agent.

*agentID* The agent id.

**Returns**

The encoded message.

**3.4.3.28** `virtual string EncodeSetDisplay (CSTARResponseInfo response, string targetDevice, string text) [protected, virtual]`

Encodes a Set Display message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device to which the text is to be sent.

*text* The text to be sent.

**Returns**

The encoded message.

#### 3.4.3.29 virtual string EncodeSetDND (CSTARResponseInfo *response*, string *targetDevice*, bool *dndOn*) [protected, virtual]

Encodes a SetDoNotDisturb message.

##### Parameters

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device for which Do Not Disturb is to be set or cleared.

*dndOn* If true, indicates that Do Not Disturb is to be turned on. If false, indicates that Do Not Disturb is to be turned off.

##### Returns

The encoded message.

#### 3.4.3.30 virtual string EncodeSetMsgWaiting (CSTARResponseInfo *response*, string *targetDevice*, bool *indicatorOn*) [protected, virtual]

Encodes a SetMessageWaiting message.

##### Parameters

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device for which the message waiting indicator is to be turned on or off.

*indicatorOn* If true, indicates that the message waiting indicator is to be turned on. If false, indicates that the message waiting indicator is to be turned off.

##### Returns

The encoded message.

#### 3.4.3.31 virtual string EncodeSetRingerStatus (CSTARResponseInfo *response*, string *targetDevice*, string *targetRinger*, RingMode *rm*, long *ringPattern*) [protected, virtual]

Encodes a SetRingerStatus message.

##### Parameters

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device to ring.

*targetRinger* The id of the ringer to use for the ring. This argument can be specified as a character string (e.g, "abc"), a hex string (e.g, "'010A05'H"), or a binary string (e.g, "'000000010000101000000101'B").

*rm* A RingMode instance that indicates either ringing or notRinging.

*ringPattern* The indicator of the ring pattern to use.

##### Returns

The encoded message.

**3.4.3.32 virtual string EncodeSingleStepTransfer (CSTARResponseInfo *response*, ConnectionID *callToTransfer*, string *transferToDevice*) [protected, virtual]**

Encodes a SingleStepTransfer message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*callToTransfer* A ConnectionID object that identifies the call to be transferred.

*transferToDevice* The device (e.g., "101") to which the call is to be transferred.

**Returns**

The encoded message.

**3.4.3.33 virtual string EncodeSnapshotCall (CSTARResponseInfo *response*, ConnectionID *callToSnapshot*) [protected, virtual]**

Encodes a SnapshotCall message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*callToSnapshot* The ConnectionID of the call for which the snapshot is desired.

**Returns**

The encoded message.

**3.4.3.34 virtual string EncodeSnapshotDevice (CSTARResponseInfo *response*, string *targetDevice*) [protected, virtual]**

Encodes a SnapshotDevice message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*targetDevice* Identifier (e.g., phone number) of the device for which the snapshot is desired.

**Returns**

The encoded message.

**3.4.3.35 virtual string EncodeStartCDRTrans (CSTARResponseInfo *response*, CDRTransferMode *transferMode*) [protected, virtual]**

Encodes a StartCallDetailRecordsTransmission message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*transferMode* The mode the PBX or UA is to use to transfer call detail records.

**Returns**

The encoded message.

**3.4.3.36 virtual string EncodeStartDataPath (CSTARResponseInfo *response*, string *targetDevice*)**  
**[protected, virtual]**

Encodes a StartDataPath message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*targetDevice* The device against which a data path is to be started.

**Returns**

The encoded message.

**3.4.3.37 virtual string EncodeStartSession (CSTARResponseInfo *response*, string *applicationID*)**  
**[protected, virtual]**

Encodes a StartApplicationSession message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*applicationID* The application id to be encoded into the message.

**Returns**

The encoded message.

**3.4.3.38 virtual string EncodeStopCDRTrans (CSTARResponseInfo *response*, string *cdrCrossRefID*)**  
**[protected, virtual]**

Encodes a StopCallDetailRecordsTransmission message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*cdrCrossRefID* The CDR cross reference id that was returned in the response to a previously issued [StartCDR-Transmission\(\)](#) call.

**Returns**

The encoded message.

**3.4.3.39 virtual string EncodeStopDataPath (CSTARResponseInfo *response*, IOCrossRefID *xref*)**  
**[protected, virtual]**

Encodes a StopDataPath message.

**Parameters**

*response* A [CSTARResponseInfo](#) object.

*xref* An IOCrossRefID object, most likely obtained from a previous call to StartDataPath.

**Returns**

The encoded message.



#### 3.4.3.40 **virtual string EncodeStopSession (CSTARResponseInfo *response*) [protected, virtual]**

Encodes a StopApplicationSession message.

##### **Parameters**

*response* A [CSTARResponseInfo](#) object.

##### **Returns**

The encoded message.

#### 3.4.3.41 **virtual string EncodeTransferCall (CSTARResponseInfo *response*, ConnectionID *initiatedCall*, ConnectionID *originalCall*) [protected, virtual]**

Encodes a TransferCall message.

##### **Parameters**

*response* A [CSTARResponseInfo](#) object.

*initiatedCall* ConnectionID of the new call initiated by the consultation call. The initiatedCall member of the ConsultationCallResponse\_ELEM class, for example, contains this ConnectionID.

*originalCall* ConnectionID of the original call. The somewhat confusingly named callingDevice member of the MakeCallResponse\_ELEM class contains this ConnectionID, as does the establishedConnection member of the EstablishedEvent\_ELEM class.

##### **Returns**

The encoded message.

#### 3.4.3.42 **virtual CSTARResponseInfo GetAgentState (string *agentDevice*) [virtual]**

Gets the state of the agent associated with a device.

##### **Parameters**

*agentDevice* The device associated with the agent.

##### **Returns**

A [CSTARResponseInfo](#) object.

#### 3.4.3.43 **virtual CSTARResponseInfo GetDoNotDisturb (string *targetDevice*) [virtual]**

Gets the Do Not Disturb setting for a phone.

##### **Parameters**

*targetDevice* The phone for which the Do Not Disturb setting is desired.

##### **Returns**

A [CSTARResponseInfo](#) object.

#### **3.4.3.44 virtual CSTAResponseInfo GetLogicalDevInfo (string *targetDevice*) [virtual]**

Gets information about the logical element of a device.

##### **Parameters**

*targetDevice* The device for which the information is desired.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.45 virtual CSTAResponseInfo GetPhysicalDevInfo (string *targetDevice*) [virtual]**

Gets information about the physical element of a device.

##### **Parameters**

*targetDevice* The device for which the information is desired.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.46 virtual CSTAResponseInfo GetSFDevices () [virtual]**

Sends a Get Switching Function Devices request to the PBX or UA.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.47 virtual CSTAResponseInfo GetSFDevices (ReqDeviceCategory *deviceCategory*) [virtual]**

Sends a Get Switching Function Devices request to the PBX or UA.

##### **Parameters**

*deviceCategory* The category of device for which the list is desired.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.48 virtual CSTAResponseInfo HoldCall (ConnectionID *callToHold*) [virtual]**

Instruct the PBX or UA to hold a call.

##### **Parameters**

*callToHold* The ConnectionID of the call to be held.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.49 virtual CSTAResponseInfo MakeCall (string *callingDevice*, string *calledDevice*) [virtual]**

Instruct the PBX or UA to place a call.

##### **Parameters**

*callingDevice* Identifier (e.g., phone number) of the device making the call.

*calledDevice* Identifier (e.g., phone number) of the device being called.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.50 virtual CSTAResponseInfo MonitorStart (ConnectionID *callToMonitor*) [virtual]**

Issues a MonitorStart request to the PBX or UA to monitor a call.

##### **Parameters**

*callToMonitor* The call to monitor.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.51 virtual CSTAResponseInfo MonitorStart (string *deviceToMonitor*) [virtual]**

Issues a MonitorStart request to the PBX or UA to monitor a device.

##### **Parameters**

*deviceToMonitor* Identifier (e.g., telephone number) of the device to monitor.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.52 virtual CSTAResponseInfo MonitorStop (string *crossRefID*) [virtual]**

Stop a previously started PBX or UA monitor request.

##### **Parameters**

*crossRefID* The cross reference id of the monitor request as a MonitorCrossRefID object.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### 3.4.3.53 virtual CSTAResponseInfo MonitorStopAtDevice (string *monitoredDevice*) [virtual]

This method stops all monitors active against the indicated device, regardless of what thread started the monitor. The method will only stop monitors started through the [MonitorStart\(\)](#) method.

##### Parameters

*monitoredDevice* The monitored device (e.g., extension).

##### Returns

If no problems are encountered, the method returns a [CSTAResponseInfo](#) object containing the response from the PBX for the LAST MonitorStop message.

If any problems are encountered, the method returns a [CSTAResponseInfo](#) object containing information about the error, including any response from the PBX for the problematic MonitorStop message.

#### 3.4.3.54 virtual CSTAResponseInfo RequestSystemStatus () [virtual]

Retrieves a system status from the PBX or UA.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.55 virtual CSTAResponseInfo RetrieveCall (ConnectionID *callToRetrieve*) [virtual]

Retrieves a held call.

##### Parameters

*callToRetrieve* The ConnectionID of the call to retrieve.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.56 virtual CSTAResponseInfo RingDevice (string *targetDevice*, string *targetRinger*, long *ringPattern*) [virtual]

Causes a telephony device to ring.

##### Parameters

*targetDevice* The device to ring.

*targetRinger* The id of the ringer to use for the ring. This argument can be specified as a character string (e.g, "abc"), a hex string (e.g, "'010A05'H"), or a binary string (e.g, "'000000010000101000000101'B").

*ringPattern* The indicator of the ring pattern to use.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.57 virtual CSTAResponseInfo SendData (IOCrossRefID *xref*, string *text*) [virtual]

Sends a text message to a telephony device.

##### Parameters

*xref* An IOCrossRefID object, most likely obtained by a previous call to StartDataPath.

*text* The text to send to the telephony device.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.58 virtual CSTAResponseInfo SendStoredCDR (string *cdrCrossRefID*) [virtual]

Issues a SendStoredCallDetailRecords request to the PBX or UA. A CDR callback method (see [PBXSession.XMLCDRCallback](#)) must be defined in order to receive CDR messages.

##### Parameters

*cdrCrossRefID* The CDR cross reference id that was returned in the response to a previously issued [StartCDR-Transmission\(\)](#) call.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.59 virtual CSTAResponseInfo SetAgentState (string *agentDevice*, ReqAgentState *agentState*) [virtual]

Sets the state of an agent associated with a device.

##### Parameters

*agentDevice* The device associated with the agent.

*agentState* The desired state for the agent.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.60 virtual CSTAResponseInfo SetAgentState (string *agentDevice*, ReqAgentState *agentState*, string *agentID*) [virtual]

Sets the state of an agent associated with a device.

##### Parameters

*agentDevice* The device associated with the agent.

*agentState* The desired state for the agent.

*agentID* The agent id.

##### Returns

A [CSTAResponseInfo](#) object.

#### **3.4.3.61 virtual CSTAResponseInfo SetDisplay (string *targetDevice*, string *text*) [virtual]**

Sends text to a telephony device's display

##### **Parameters**

*targetDevice* The device to which the text is to be sent.

*text* The text to be sent.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.62 virtual CSTAResponseInfo SetDoNotDisturb (string *targetDevice*) [virtual]**

Sets the Do Not Disturb feature for a phone.

##### **Parameters**

*targetDevice* The device for which Do Not Disturb is to be set.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.63 virtual CSTAResponseInfo SetMessageWaiting (string *targetDevice*) [virtual]**

Turns on the message waiting indicator on a device's display.

##### **Parameters**

*targetDevice* The device for which the indicator is to be turned on.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### **3.4.3.64 virtual CSTAResponseInfo SingleStepTransfer (ConnectionID *callToTransfer*, string *transferToDevice*) [virtual]**

Perform a single step transfer.

##### **Parameters**

*callToTransfer* A ConnectionID object that identifies the call to be transferred.

*transferToDevice* The device (e.g., "101") to which the call is to be transferred.

##### **Returns**

A [CSTAResponseInfo](#) object.

#### 3.4.3.65 virtual CSTAResponseInfo SnapshotCall (ConnectionID *callToSnapshot*) [virtual]

Instruct the PBX or UA to take a snapshot of a call.

##### Parameters

*callToSnapshot* The ConnectionID of the call for which the snapshot is desired.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.66 virtual CSTAResponseInfo SnapshotDevice (string *deviceToSnapshot*) [virtual]

Instruct the PBX or UA to take a snapshot of calls active at a device.

##### Parameters

*deviceToSnapshot* Identifier (e.g., phone number) of the device for which the snapshot is desired.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.67 virtual CSTAResponseInfo StartCDRTransmission (CDRTransferMode *transferMode*) [virtual]

Issues a StartCallDetailRecordsTransmission request to the PBX or UA. A CDR callback method (see [PBXSession.XMLCDRCallback](#)) must be defined in order to receive CDR messages.

##### Parameters

*transferMode* Indicates how the PBX is to transfer the CDR information.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.68 virtual CSTAResponseInfo StartDataPath (string *targetDevice*) [virtual]

Opens up a data path to a specified device.

##### Parameters

*targetDevice* Specifies the device to which a data path is to be opened.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.69 virtual CSTAResponseInfo StartSession (string *applicationID*) [virtual]

Establish a session with the PBX.

##### Parameters

*applicationID* A free text string to identify the application.

##### Returns

A [CSTAResponseInfo](#) object.

Reimplemented in [uaXMLed6](#).

#### 3.4.3.70 virtual CSTAResponseInfo StartSession () [virtual]

Establish a session with the PBX, using "CSTADLL" as the application identifier.

##### Returns

A [CSTAResponseInfo](#) object.

Reimplemented in [uaXMLed6](#).

#### 3.4.3.71 virtual CSTAResponseInfo StopCDRTransmission (string *cdrCrossRefID*) [virtual]

Issues a StopCallDetailRecordsTransmission request to the PBX or UA.

##### Parameters

*cdrCrossRefID* The CDR cross reference id that was returned in the response to a previously issued [StartCDR-Transmission\(\)](#) call.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.72 virtual CSTAResponseInfo StopDataPath (IOCrossRefID *xref*) [virtual]

Stops a previously established data path

##### Parameters

*xref* An IOCrossRefID object, most likely obtained from a previous call to StartDataPath.

##### Returns

A [CSTAResponseInfo](#) object.

#### 3.4.3.73 virtual CSTAResponseInfo StopRing (string *targetDevice*, string *targetRinger*, long *ringPattern*) [virtual]

Stops a ringer on a telephony device.



## Parameters

***targetDevice*** The device for which the ringer is to stop.

***targetRinger*** The id of the ringer to stop. This argument can be specified as a character string (e.g, "abc"), a hex string (e.g, "'010A05'H"), or a binary string (e.g, "'000000010000101000000101'B").

***ringPattern*** The indicator of the ring pattern to stop.

## Returns

A [CSTARResponseInfo](#) object.

### 3.4.3.74 virtual CSTARResponseInfo StopSession () [virtual]

Stops a session with a PBX. The TCP/IP connection to the PBX will be terminated.

## Returns

A [CSTARResponseInfo](#) object.

Reimplemented in [uaXMLed6](#).

### 3.4.3.75 virtual CSTARResponseInfo TransferCall (ConnectionID *initiatedCall*, ConnectionID *originalCall*) [virtual]

Transfers a call. A consultation call must be done before calling this method.

## Parameters

***initiatedCall*** ConnectionID of the new call initiated by the consultation call. The initiatedCall member of the ConsultationCallResponse\_ELEM class, for example, contains this ConnectionID.

***originalCall*** ConnectionID of the original call. The somewhat confusingly named callingDevice member of the MakeCallResponse\_ELEM class contains this ConnectionID, as does the establishedConnection member of the EstablishedEvent\_ELEM class.

## Returns

A [CSTARResponseInfo](#) object.

## 3.4.4 Property Documentation

### 3.4.4.1 PBXSession SessionObject [get]

The [PBXSession](#) object associated with this instance.

### 3.4.4.2 CSTAContext ThreadContext [get]

The [CSTAContext](#) structure for this thread.

## **3.5 LicenseException Class Reference**

### **3.5.1 Detailed Description**

Defines an exception that occurs while trying to find license information.

## **3.6 LicenseOptions Class Reference**

### **3.6.1 Detailed Description**

This class holds booleans that define what capabilities are defined in the license.

## 3.7 PBXSession Class Reference

### Public Member Functions

- delegate void [AsyncCallback](#) ([PBXSession](#) sessionObject, byte[] asyncData)
- delegate void [AsyncExceptionCallback](#) ([PBXSession](#) sessionObject, ApplicationException exception)
- void [Close](#) ([CSTAContext](#) threadContext)
- delegate void [ConnectionCallback](#) ([PBXSession](#) sessionObject)
- void [Open](#) ([CSTAContext](#) threadContext)
- [PBXSession](#) (string pbxSystem, int port)
- [SocketState](#) [SendACSEMessage](#) (byte[] message, int messageLength, [Constants.ACSEMessageTypes](#) messageType, [CSTAContext](#) threadContext)
- void [SendMessage](#) (string messageType, byte[] message, int messageLength, [CSTAContext](#) threadContext)
- void [SendMessage](#) (byte[] message, int messageLength, [CSTAContext](#) threadContext)
- void [SendXMLMessage](#) (string messageType, string strMessage, [CSTAContext](#) threadContext)
- void [SendXMLMessage](#) (string strMessage, [CSTAContext](#) threadContext)
- [SocketState](#) [SendXMLSession](#) (string strMessage, [Constants.XMLSessionMessageTypes](#) enmMessageType, [CSTAContext](#) threadContext)
- void [WaitForROSEResponse](#) ([CSTAContext](#) threadContext)
- void [WaitForXMLResponse](#) ([CSTAContext](#) threadContext)
- delegate void [XMLAsyncCallback](#) ([PBXSession](#) sessionObject, string message)

### Properties

- [Constants.CallbackInvocationMechanisms](#) [CallbackInvocationMechanism](#) [get, set]
- AsyncCallback [CDRCallback](#) [get, set]
- AsyncCallback [ClientCallback](#) [get, set]
- bool [Connected](#) [get, set]
- ConnectionCallback [ConnectionLostCallback](#) [get, set]
- bool [DebugMode](#) [get, set]
- AsyncExceptionCallback [ExceptionCallback](#) [get, set]
- int [MaxReceiveTimeout](#) [get, set]
- [Constants.Encoding](#) [MessageEncoding](#) [get, set]
- string [PBXSystem](#) [get]
- int [Port](#) [get]
- AsyncCallback [SystemStatusCallback](#) [get, set]
- XMLAsyncCallback [XMLCDRCallback](#) [get, set]
- XMLAsyncCallback [XMLClientCallback](#) [get, set]
- XMLAsyncCallback [XMLSystemStatusCallback](#) [get, set]

### 3.7.1 Detailed Description

This class manages communication with a PBX. One instance of this class should be created for each PBX with which a CSTADLL client application needs to exchange CSTA messages.

The CSTA worker classes (e.g., Alcatel4400, PanasonicNCP) hold a reference to a [PBXSession](#) object. If the constructor for the worker class that takes a PBX identification and a PBX port is used, a [PBXSession](#) object is created. Alternatively, the client application can create a [PBXSession](#) instance and pass a reference to the instance to the other worker class constructor signature.

Only one [PBXSession](#) instance for a PBX/port combination should be created. The behavior is undefined if multiple [PBXSession](#) instances are created for the same PBX and port.

## 3.7.2 Constructor & Destructor Documentation

### 3.7.2.1 PBXSession (string *pbxSystem*, int *port*)

Constructs a [PBXSession](#) object.

#### Parameters

- pbxSystem* The name or IP address of the PBX system.  
*port* The port on the PBX system to which the client is connecting.

## 3.7.3 Member Function Documentation

### 3.7.3.1 delegate void AsyncCallback (PBXSession *sessionObject*, byte[] *asyncData*)

Declaration of a callback function to be invoked when one of the following messages is received: a monitor event report message, a route message, a CDR Report message, a CDR Notification message, or a system status request.

#### Parameters

- sessionObject* The session object for the PBX that generated the asynchronous message.  
*asyncData* The data received asynchronously from the PBX.

### 3.7.3.2 delegate void AsyncExceptionCallback (PBXSession *sessionObject*, ApplicationException *exception*)

Declaration of a callback function to be invoked if a condition is encountered in the asynchronous I/O handler that would otherwise result in an exception being thrown. Note that in a couple of cases the asynchronous code will still throw an exception, even if this callback is defined.

#### Parameters

- sessionObject* The session object for the PBX that sent a packet that triggered an exception condition.  
*exception* The ApplicationException object that would have been thrown in the asynchronous I/O handling code if this callback were not defined.

### 3.7.3.3 void Close (CSTAContext *threadContext*)

Terminates the session to the PBX. This method can be used to terminate sessions with PBX devices that don't accept ACSE release association requests.

#### Parameters

- threadContext* The context object for the calling thread.

### 3.7.3.4 delegate void ConnectionCallback (PBXSession *sessionObject*)

Declaration of a callback function to be invoked if the connection to the PBX is lost.

#### Parameters

- sessionObject* The session object for the PBX whose connection was lost.

### 3.7.3.5 void Open (CSTAContext *threadContext*)

This method can be used to establish communication with a PBX device before any messages are actually sent to the device. TCP/IP connectivity is established and an asynchronous read is started to receive messages sent from the PBX.

#### Parameters

*threadContext* The thread context object.

### 3.7.3.6 SocketState SendACSEMessage (byte[] *message*, int *messageLength*, Constants.ACSEMessageTypes *messageType*, CSTAContext *threadContext*)

This method sends an ACSE message (either Make Association or Release Association) to the PBX and receives the response. This operation is done synchronously. If the Make Association needs to be done (usually it does), it must be done before any threads for sending and receiving CSTA messages are started.

This method is only intended to be used by client code that encodes its own ACSEMakeAssociation or ACSEReleaseAssociation message. Most clients can probably use the MakeACSEAssociation() and ReleaseACSEAssociation() methods that are in each phase's helper classes.

#### Parameters

*message* An encoded ACSE Make Association or Release Association message.

*messageLength* The length of the encoded message.

*messageType* A constant telling whether the message is an ACSE Make Association or an ACSE Release Association.

*threadContext* The thread context object.

#### Returns

A populated [SocketState](#) instance.

### 3.7.3.7 void SendMessage (string *messageType*, byte[] *message*, int *messageLength*, CSTAContext *threadContext*)

This method sends a message to the PBX using TCP/IP.

#### Parameters

*messageType* A string token to help identify the message in the CSTADLL log file.

*message* Byte array containing the encoded message to send.

*messageLength* The length of the encoded message.

*threadContext* The thread context object.

### 3.7.3.8 void SendMessage (byte[] *message*, int *messageLength*, CSTAContext *threadContext*)

This method sends a message to the PBX using TCP/IP.

#### Parameters

*message* Byte array containing the encoded message to send.

*messageLength* The length of the encoded message.

*threadContext* The thread context object.

### 3.7.3.9 void SendXMLMessage (string *messageType*, string *strMessage*, CSTAContext *threadContext*)

This method sends an XML message to the PBX using TCP/IP.

#### Parameters

*messageType* A string token to help identify the message in the CSTADLL log file.

*strMessage* The XML message to send.

*threadContext* The thread context object.

### 3.7.3.10 void SendXMLMessage (string *strMessage*, CSTAContext *threadContext*)

This method sends an XML message to the PBX using TCP/IP.

#### Parameters

*strMessage* The XML message to send.

*threadContext* The thread context object.

### 3.7.3.11 SocketState SendXMLSession (string *strMessage*, Constants.XMLSessionMessageTypes *enmMessageType*, CSTAContext *threadContext*)

This method sends an XML session management (ECMA-354) message to the PBX.

#### Parameters

*strMessage* The text of the XML message to send.

*enmMessageType* A constant indicating what kind of session management message is being sent.

*threadContext* The thread context object.

#### Returns

A populated [SocketState](#) instance if the message is a StartSession message. Null if the message is StopSession or ResetSession.

### 3.7.3.12 void WaitForROSEResponse (CSTAContext *threadContext*)

This method waits for a response to a CSTA message sent with a ROSE header.

#### Parameters

*threadContext* The [CSTAContext](#) object associated with the calling thread.

### 3.7.3.13 void WaitForXMLResponse (CSTAContext *threadContext*)

This method waits for a response to an XML CSTA message.

#### Parameters

*threadContext* The [CSTAContext](#) object associated with the calling thread.

#### 3.7.3.14 **delegate void XMLAsyncCallback (PBXSession *sessionObject*, string *message*)**

Declaration of a callback function to be invoked when an asynchronous XML monitor event or route message is received.

##### **Parameters**

*sessionObject* The session object for the PBX or UA that generated the asynchronous message.

*message* The text of the message received asynchronously from the PBX or UA.

### 3.7.4 **Property Documentation**

#### 3.7.4.1 **Constants.CallbackInvocationMechanisms CallbackInvocationMechanism [get, set]**

Indicates what asynchronous callback invocation mechanism to use. See the documentation on [Constants.CallbackInvocationMechanisms](#) for a detailed description of the possible options.

#### 3.7.4.2 **AsyncCallback CDRCallback [get, set]**

Holds a reference to an asynchronous callback function that will be invoked when CDR information is received asynchronously. This information could take the form of a CDR Report message or a CDR Notification message. If the latter, the application should use the SendStoredCDR() method to request the stored CDRs from the PBX.

#### 3.7.4.3 **AsyncCallback ClientCallback [get, set]**

Holds a reference to an asynchronous callback function. This function will be invoked if a monitor event or route message is received asynchronously from the PBX.

#### 3.7.4.4 **bool Connected [get, set]**

Indicates whether the session to the PBX is connected.

#### 3.7.4.5 **ConnectionCallback ConnectionLostCallback [get, set]**

Holds a reference to an asynchronous callback function. This function will be invoked if the connection to the PBX is lost.

#### 3.7.4.6 **bool DebugMode [get, set]**

Enables behavior that facilitates debugging of the CSTADLL software. This property is most likely useful only to Objective Systems staff.

#### 3.7.4.7 **AsyncExceptionCallback ExceptionCallback [get, set]**

Holds a reference to an asynchronous callback function. This function will be invoked if a condition occurs in the asynchronous I/O handler that otherwise would have resulted in an exception being thrown if this callback were not defined. Note that in a couple of cases the asynchronous code will still throw an exception, even if this callback is defined.



#### **3.7.4.8 int MaxReceiveTimeout [get, set]**

Specifies the amount of time, in milliseconds, to wait for a response to arrive from the PBX. The default value is 5,000 milliseconds (5 seconds).

#### **3.7.4.9 Constants.Encoding MessageEncoding [get, set]**

Indicates how messages exchanges with this PBX are encoded.

#### **3.7.4.10 string PBXSystem [get]**

The TCIP/IP address or well-known name of the PBX.

#### **3.7.4.11 int Port [get]**

The port where the PBX listens for CSTA messages.

#### **3.7.4.12 AsyncCallback SystemStatusCallback [get, set]**

Holds a reference to an asynchronous callback function. This function will be invoked if a BER System Status message is received asynchronously from the PBX. The client application does NOT need to send a System Status Response, since that is taken care of by CSTADLL.

#### **3.7.4.13 XMLAsyncCallback XMLCDRCallback [get, set]**

Holds a reference to an asynchronous callback function that will be invoked when XML CDR information is received asynchronously.

This information could take the form of a CDR Report message or a CDR Notification message. If the latter, the application should use the SendStoredCDR() method to request the stored CDRs from the PBX or UA.

#### **3.7.4.14 XMLAsyncCallback XMLClientCallback [get, set]**

Holds a reference to an asynchronous XML callback function. This function will be invoked if an XML monitor event report message or route message is received asynchronously from the PBX or UA.

#### **3.7.4.15 XMLAsyncCallback XMLSystemStatusCallback [get, set]**

Holds a reference to an asynchronous callback function. This function will be invoked if an XML System Status message is received asynchronously from the PBX. The client application does NOT need to send a System Status Response, since that is taken care of by CSTADLL.

## **3.8 PBXSessionException Class Reference**

### **3.8.1 Detailed Description**

Defines an exception that occurs while communicating with a PBX.

## 3.9 PBXSessionHelper Class Reference

### Properties

- static bool [LoggingEnabled](#) [get, set]
- static string [LoggingFolder](#) [get, set]
- static long [MaxLogFileSize](#) [get, set]

### 3.9.1 Detailed Description

This class holds static properties that affect all PBX sessions.

### 3.9.2 Property Documentation

#### 3.9.2.1 bool `LoggingEnabled` [static, get, set]

Indicates whether logging should be done.

#### 3.9.2.2 string `LoggingFolder` [static, get, set]

Specifies a folder to receive the log file. If not specified, the log file will go into whatever folder the calling .exe resides in.

#### 3.9.2.3 long `MaxLogFileSize` [static, get, set]

Defines the maximum size, in bytes, that a log file is allowed to grow to before a new log file is opened. If no value is specified for this property, the maximum size is Constants.MAX\_LOG\_FILE\_SIZE. Any value specified for this property overrides this default setting.

## **3.10 PBXSessionHelperEd6 Class Reference**

### **3.10.1 Detailed Description**

This class contains utility methods used by [PBXSessionHelper](#) for XML edition 6.

## **3.11 ResetSessionInfo Class Reference**

### **3.11.1 Detailed Description**

This class provides information that needs to be passed to the thread that periodically sends an XML ResetSession message to the PBX.

## 3.12 SocketState Class Reference

### Properties

- byte[] [AckBuffer](#) [get, set]
- byte[] [ReadBuffer](#) [get, set]
- List< byte[] > [ReadBuffers](#) [get, set]
- int [TotalLength](#) [get, set]

### 3.12.1 Detailed Description

This class contains the response received from the PBX and state information about the exchange with the PBX that is used internally by CSTADLL.

### 3.12.2 Property Documentation

#### 3.12.2.1 byte [] AckBuffer [get, set]

Contains the first response from the PBX for situations where the PBX sends multiple response messages (e.g., Get Switching Function Devices). The data messages that are sent after this ack will be in ReadBuffers.

#### 3.12.2.2 byte [] ReadBuffer [get, set]

Contains the bytes most recently read from the socket. This buffer will be filled in bit by bit as the message is read.

#### 3.12.2.3 List<byte[]> ReadBuffers [get, set]

Contains multiple collections of bytes read from the socket. This array is used for situations where a response to a message comes in multiple segments (e.g., Get Switching Function Devices). For these situations the immediate response will be in AckBuffer.

#### 3.12.2.4 int TotalLength [get, set]

The total length of a complete message received from the PBX. This is also used as an offset into the read buffer so we can build the message as it's received.

## 3.13 uaSIPInvite Class Reference

### Properties

- string [CallId](#) [get, set]
- string [Contact](#) [get, set]
- string [From](#) [get, set]
- string [InviteTarget](#) [get, set]
- ushort [MaxForwards](#) [get, set]
- string [Via](#) [get, set]

### 3.13.1 Detailed Description

This class holds information needed in order to do a SIP INVITE to a UA for a uaCSTA session.

### 3.13.2 Property Documentation

#### 3.13.2.1 string CallId [get, set]

Contains the value for the Call-ID: header in the SIP INVITE header block.

#### 3.13.2.2 string Contact [get, set]

Contains the value for the Contact: header in the SIP INVITE header block.

#### 3.13.2.3 string From [get, set]

Contains the value for the From: header in the SIP INVITE header block.

#### 3.13.2.4 string InviteTarget [get, set]

Contains the identifier of the UA with which to initiate a uaCSTA session via a SIP INVITE message.

#### 3.13.2.5 ushort MaxForwards [get, set]

Contains the value for the Max-Forwards: header in the SIP INVITE header block. Per RFC 3261, the default value is 70.

#### 3.13.2.6 string Via [get, set]

Contains the value for the Via: header in the SIP INVITE header block.

## 3.14 uaXMLed6 Class Reference

Inherits [Com::Objsys::Csta::Xmled6::GenericXMLed6](#).

### Public Member Functions

- virtual void [Bye](#) ()
- virtual [CSTAResponseInfo Invite](#) ([uaSIPInvite](#) inviteObject)
- sealed override [CSTAResponseInfo StartSession](#) ()
- sealed override [CSTAResponseInfo StartSession](#) (string applicationID)
- sealed override [CSTAResponseInfo StopSession](#) ()
- [uaXMLed6](#) ([PBXSession](#) sessionObject)
- [uaXMLed6](#) (string ua, int port)

### 3.14.1 Detailed Description

Implements uaCSTA phase 3 operations using XML edition 6. Note that most PBXes don't support all CSTA messages, so some methods in this class may result in an error status being returned by your PBX.

### 3.14.2 Constructor & Destructor Documentation

#### 3.14.2.1 [uaXMLed6](#) (string *ua*, int *port*)

Constructs an instance associated with the given UA identifier and port.

##### Parameters

- ua* Well-known name or IP address of the SIP user agent.  
*port* Port on which the UA listens for uaCSTA messages.

#### 3.14.2.2 [uaXMLed6](#) ([PBXSession](#) *sessionObject*)

Constructs an instance associated with the given [PBXSession](#) object.

##### Parameters

- sessionObject* A [PBXSession](#) object.

### 3.14.3 Member Function Documentation

#### 3.14.3.1 virtual void [Bye](#) () [virtual]

Sends a SIP BYE message to a UA and closes TCP/IP communication with the UA.

#### 3.14.3.2 virtual [CSTAResponseInfo Invite](#) ([uaSIPInvite](#) *inviteObject*) [virtual]

Sends a SIP INVITE message to a User Agent.



## Parameters

*inviteObject* A [uaSIPInvite](#) object.

## Returns

A [CSTARResponseInfo](#) object.

### 3.14.3.3 sealed override CSTARResponseInfo StartSession () [virtual]

For regular XML CSTA, the [StartSession\(\)](#) method starts communication with a PBX. But for uaCSTA with SIP, its use is not valid. The [Invite\(\)](#) method must be used instead. This method will throw an exception.

## Returns

Nothing. An exception is thrown.

Reimplemented from [GenericXMLLed6](#).

### 3.14.3.4 sealed override CSTARResponseInfo StartSession (string applicationID) [virtual]

For regular XML CSTA, the [StartSession\(\)](#) method starts communication with a PBX. But for uaCSTA with SIP, its use is not valid. The [Invite\(\)](#) method must be used instead. This method will throw an exception.

## Parameters

*applicationID* Ignored.

## Returns

Nothing. An exception is thrown.

Reimplemented from [GenericXMLLed6](#).

### 3.14.3.5 sealed override CSTARResponseInfo StopSession () [virtual]

For regular XML CSTA, the [Stp\[Session\(\)\]](#) method stops communication with a PBX. But for uaCSTA with SIP, its use is not valid. The [Bye\(\)](#) method must be used instead. This method will throw an exception.

## Returns

Reimplemented from [GenericXMLLed6](#).

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