一 SDK

#import <reSipWebRTCSDK/SipEngineManager.h>

SipEngineManager.h是总的服务功能，所有功能都在此类实现，在程序启动的时候启动

[[SipEngineManager instance] Initialize];

/\*静态接口,获取SIPEngine 唯一实例\* /

+(SipEngineManager\*) instance;

/\*初始化SIP引擎\*/

-(void)Initialize;

二 SIP用户管理

用户注册之前要配置一些参数，方法如下：

Account 代表一个SIP账户

AccountConfig 代表SIP账户配置

注册：

-(Account\*)registerSipAccount:(AccountConfig \*)accountConfig;

举例如下:

AccountConfig \*accountConfig = [[AccountConfig alloc] init];

accountConfig.username = username;

accountConfig.password = password;

accountConfig.server = domain;

accountConfig.proxy = domain;

accountConfig.trans\_type = kTCP;

accountConfig.display\_name = username;

\_current\_account = [[SipEngineManager instance] registerSipAccount:accountConfig];

注册回调：

/\*帐号注册状态回调\*/

@protocol SipEngineUIRegistrationDelegate

- (void)OnRegistrationProgress:(Account \*) account;

- (void)OnRegistrationSucess:(Account \*) account;

- (void)OnRegistrationCleared:(Account \*) account;

- (void)OnRegisterationFailed:(Account \*) account

withErrorCode:(int) code

withErrorReason:(NSString \*) reason;

@end

设置注册回调：[[SipEngineManager instance] setSipEngineRegistrationDelegate :self];

三 用户拨号

#import <reSipWebRTCSDK/Call.h>

Call类代表一个拨号

CallParams 代表拨号配置

设置拨号回调：

接口：

-(void)setSipEngineCallDelegate:(id<SipEngineUICallDelegate>)delegate;

举例：

[[SipEngineManager instance] setSipEngineCallDelegate:self];

/\*通话状态回调\*/

@protocol SipEngineUICallDelegate

-(void)OnNewIncomingCall:(Call\*)call

caller:(NSString\*)caller

video\_call:(BOOL)video\_call;

-(void)OnNewOutgoingCall:(Call\*)call

caller:(NSString\*)caller

video\_call:(BOOL)video\_call;

/\*外呼正在处理\*/

- (void)OnCallProcessing:(Call\*)call;

/\*对方振铃\*/

- (void)OnCallRinging:(Call\*)call;

/\*呼叫接通\*/

- (void)OnCallConnected:(Call\*)call

withVideoChannel:(BOOL)video\_enabled

withDataChannel:(BOOL)data\_enabled;

/\*呼叫保持\*/

- (void)OnCallPaused:(Call\*)call;

/\*通话恢复\*/

- (void)OnCallResume:(Call\*)call;

/\*呼叫结束\*/

- (void)OnCallEnded:(Call\*)call;

/\*接到视频通话邀请\*/

- (void)OnUpdatedByRemote:(Call \*)call

has\_video:(BOOL)video;

/\*主动发起视频，返回结果\*/

- (void)OnUpdatedByLocal:(Call \*)call

has\_video:(BOOL)video; /\*呼叫失败\*/

- (void)OnCallFailed:(Call\*)call

withErrorCode:(int)error\_code

reason:(NSString\*)reason;

/\*DTMF按键回调\*/

-(void)OnDtmfEvent:(int)callId

dtmf:(int)dtmf

duration:(int)duration

up:(int)up;

@end

拨号：

- (Call \*)makeCall:(int)accId peerNumber:(NSString\*)peerNumber callParams:( CallParams \*) callParams;

举例：

Call\* current\_call = [[SipEngineManager instance] makeCall:[[appDelegate current\_account] getAccId] peerNumber:peerNumber callParams: callParams];

注意：[这里的makeCall可以直接填入sip:192.168.0.123:5060](mailto:这里的makeCall可以直接填入sip:1002@192.168.0.123:5060)这样的格式拨号。

Call类方法如下：

@interface Call

- (BOOL)support\_video;

- (BOOL)support\_audio;

- (NSInteger)getCallId;

- (void)makeCall:(NSString\*)peerNumber callParams:( CallParams \*) callParams;//拨号，内部调用，如果是发起拨号，请调用[[SipEngineManager instance] makeCall

- (void)acceptCall:( CallParams \*) callParams;//接听

- (void)rejectCall;//拒听

- (void)hangupCall;//挂断

- (void)sendDtmfDigits:(NSString\*)digits rfc2833:(BOOL)rfc2833;//发送dtmf

- (void)enableLoudsSpeaker:(BOOL)isSpeaker; //扬声器，听筒切换

- (BOOL)getLoudsSpeakerStatus;//获取扬声器状态

- (void)setMute:(BOOL)isMute;//静音，不接受对方音频

- (BOOL)getMuteStatus;

- (void)setMuteVideo:(BOOL)isMute; //不接受对方视频

- (BOOL)getMuteVideoStatus;

- (void)switchCamera;//切换摄像头

- (void)stopSendAudio;//停止发送声音

- (void)startSendAudio;//继续发送声音

- (void)stopSendVideo;//停止发送视频

- (void)startSendVideo;//继续发送视频  
@end

/\*接听呼叫\*/

/\*呼叫到来，会有OnNewIncomingCall回调，此时等到一个Call实例\*/

-(void)OnNewIncomingCall:(Call\*)call

caller:(NSString\*)caller

video\_call:(BOOL)video\_call;

在回调里面接收拨号：CallParams配置方法和上面一样

- (void)acceptCall:( CallParams \*) callParams;

/\*拒绝呼叫\*/

- (void)rejectCall;

/\*挂断呼叫\*/

- (void)hangupCall;

呼叫接通回调：

/\*呼叫接通\*/

- (void)OnCallConnected:(Call\*)call

withVideoChannel:(BOOL)video\_enabled

withDataChannel:(BOOL)data\_enabled;

SDK DEMO重要文件介绍：



主界面:注册，注册回调，发起拨号，收到拨号，拨号回调，都在这里处理。



媒体通话界面:主要包括，视频渲染，摄像头切换，静音，扬声器