TelephonyUtilities
callservicesd

callservicesd has 2 ObjC classes that use the lockdownModeEnabled selector

```
❯ ipsw macho search -i iPhone15,2_16.3_20D47_Restore.ipsw --sel lockdownModeEnabled
    0x1000182f8: /System/Library/PrivateFrameworks/TelephonyUtilities.framework/callservicesd (CSDUserActivityManager)
    0x100107094: /System/Library/PrivateFrameworks/TelephonyUtilities.framework/callservicesd (CSDConversationManager)
```

It is used via the objc stub _objc_msgSend$lockdownModeEnabled in the following functions:

- -[CSDUserActivityManager updateHandoffAdvertisementForConversation:fromOldConversation:uplinkMuted:sendingVideo:]
    - "Not updating handoff advertisement because lockdown mode is enabled"
- -[CSDUserActivityManager updateHandoffRegistrationForConversation:fromOldConversation:]
    - "Not updating handoff registration because lockdown mode is enabled"
- -[CSDProviderCall joinConversationWithRequest:]
- -[CSDCall callRelaySupport]
    - Where if lockdownModeEnabled is true, it will return 0
- -[CSDConversationManager updateConversationHandoffEligibility:]
    - "Not updating handoff eligibility %@ because lockdown mode is enabled"
- -[CSDConversation session:endedWithError:reason:]
    - "Unknown participant added whle in lockdown mode, cleaning up"
- -[CSDConversationManager conversation:addedActiveParticipant:]

These all seem to be related to the iOS Handoff/Call Relay features, which allows you to continue a call on another device.

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