

Exotel Voice Websdk

Integration Guide

Version	Date	Changes
1.0	30-03-2022	Initial Upload
1.1	02-05-2022	Added Web Client APIs
1.2	15-06-2022	Removed Core SDK. Updated Flows.

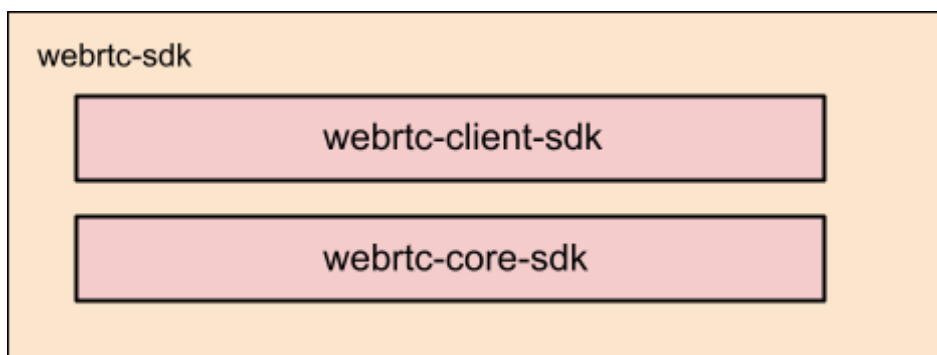
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1. Introduction

Exotel Webrtc SDK library enables you to add the voip calling feature into your web app. This document outlines the integration and usage. The Exotel Webrtc SDK package is layered. We have web-client-sdk that provides higher level APIs and callbacks to register/unregister, receive calls and operate on calls like mute/unmute, hold/unhold. And we have webrtc-core-sdk that provides the underlying state machine and SIP protocol stack.

The current document provides API and Callback details for the web-client-sdk.



2. Licensing

You need an [exotel](#) account to use the voip calling functionality with this websdk. Contact [exotel support](#) for demo and account creation.

Exotel organisation npm account : **@exotel-npm-dev**

For using above organisational account for publishing , a invitation will be required. And for the same please contact project manager.

3. Glossary

Terminology	Description
App	Web Application
VOIP	Voice over IP

Client	User / Subscriber / Client signing up to use the web app
Customer	Exotel's customer licensing the SDK

4. Getting Started

4.1. Software Package

The Exotel Webrtc SDK software package includes

- @exotel/webrtc-sdk library from npm repository
- Integration Guide
- Sample application for reference

4.2. Add Web Client SDK Library to Project

Install the compatible node.js and npm versions. For example, on ubuntu 20.04, following versions are compatible

- nodejs version: $\geq 14.x$
- npm version: 6.14.4

Once nodejs is installed, download the packages from the repository and install them in your npm modules directory. To download the library from the repository follow the steps given below,

Step1 (**Optional**): Log into the repository by running the “npm login” command with the shared credentials. Login required for publishing the package only.

```
npm adduser
```

```
Repo URL: https://registry.npmjs.org/  
Username: <username>  
Password: <password>
```

Step 2: After successful login, install the webrtc-sdk library.

```
npm install @exotel-npm-dev/webrtc-client-sdk
```

Step 3: Verify if node_modules are created inside the sample app folder. Start the npm

Step 4: In order to launch the application, run the following command. Application should start on https://localhost:3000

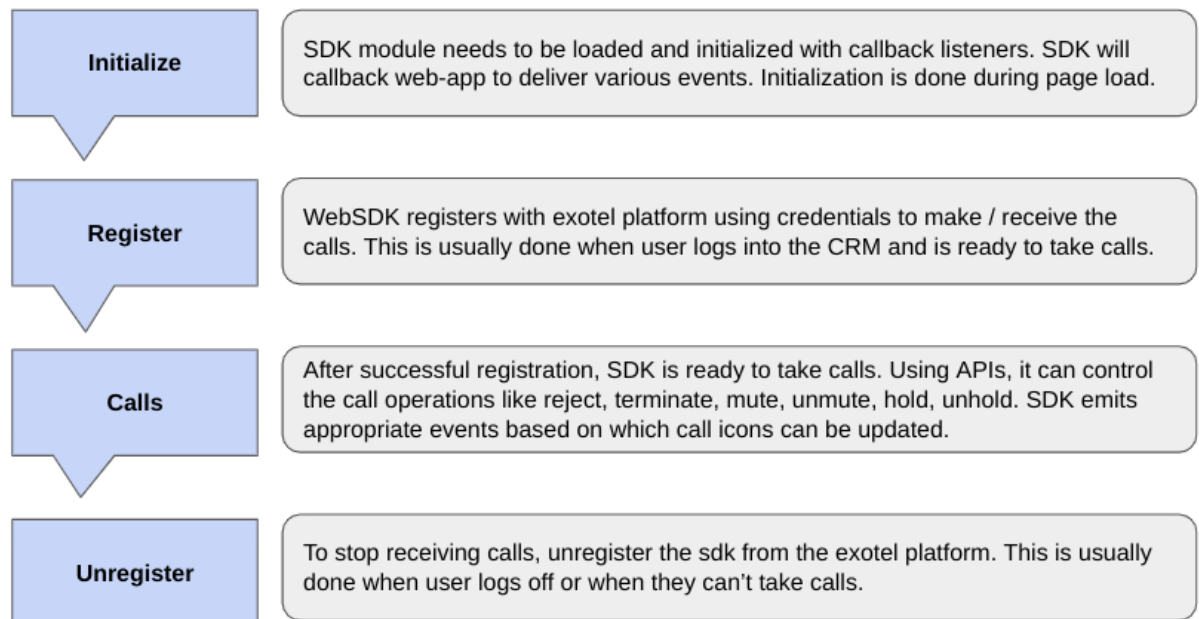
```
npm start
```

4.3. Supported Browsers

The SDK has been verified with the following browsers.

OS	Chrome	Firefox	Safari (> V11)	Edge
Windows				
Linux				
MacOS				
Browser not compatible with OS				
WebSDK supported				

5. Web Client SDK APIs and Integration Workflow



5.1. Initialize Library

WebRTC client SDK library needs to be initialized prior to using. A sample code snippet to do so is as below.

Step1: Import the exotel client library as below.

```
var exWebClient = require(
  '@exotel-npm-dev/webrtc-client-sdk/src/listeners/ExWebClient' ).ExotelWebClient;
```

Step2: Initialize the Exotel Web Client with SipAccountInfo and Callbacks using the API `initWebrtc`.

```
// Initialise sipAccountInfo dictionary
```

```
const sipAccountInfo = {
  'userName': 'Username',
  'authUser': 'Username',
  'sipdomain': 'Domain',
  'domain': 'HostServer' + ":" + Port
  'displayname': 'DisplayName',
  'secret': 'Password',
  'port': 'Port',
  'security': 'wss',
}
```

```
// Initialize Callbacks:
```

```
exWebClient.initWebrtc(sipAccountInfo,
  RegisterEventCallBack,
  CallListenerCallback,
  SessionCallback)
```

This API takes one argument that contains the details of SIP Account during the initialization. Refer to the [Messages](#) section to know more about the parameters.

This API also takes as input three callbacks:

- RegisterEventCallBack handles registration states as they change.

- CallListenerCallback handles call events as they occur.
- SessionCallback handles notifications for multiple tab sessions.

The details of the callbacks are explained in the corresponding flows.

5.2. Register the SIP Phones

Before receiving / making any call, the SIP phone needs to be registered; and the API for this purpose is “DoRegister”.

API Name	ExotelWebClient.DoRegister
Args	None
Exported To	Application UI

```
//Ensure that initWebRTC is invoked before calling DoRegister
exWebClient.DoRegister();
```

Once the registration has been done, the response comes in the registrationCallback with the events, “registered ”/ ”terminated” as below.

API Name	RegisterEventCallBack
Args	state:"registered"/"unregistered"/"terminated"/ 'sent_request' phone: username
Exported To	Application UI


```
function RegisterEventCallBack (state, phone){
  if (state === 'registered') { // Successful registration
    setRegState(true)
  } else if (state === 'unregistered') { //Successful unregistration
    setRegState(false)
  } else if (state === 'terminated') { //Registration/Unregistration failed
    setRegState(false)
  } else if (state === 'sent_request') { //Registration/Unregistration Request Sent
  }
}
```

5.3. UnRegister the SIP Phones

To stop getting calls anymore, the SIP phones need to be unregistered. The API to do so is “UnRegister”.

API Name	ExotelWebClient.UnRegister
Args	None
Exported To	Application UI

```
//Ensure that initWebRTC is invoked before calling DoRegister.
exWebClient.UnRegister();
```

The response to unregistration comes in the registrationCallback as below.

API Name	RegisterEventCallBack
Args	state:"registered"/"unregistered"/"terminated"/ 'sent_request' phone: username
Exported To	Application UI

```
function RegisterEventCallBack (state, phone){
  if (state === 'registered') { // Successful registration
    setRegState(true)
  } else if (state === 'unregistered') { //Successful unregistration
    setRegState(false)
  } else if (state === 'terminated') { //Registration/Unregistration failed
    setRegState(false)
  } else if (state === 'sent_request') { //Registration/Unregistration Request Sent
    if (unregisterWait === "true") {
      unregisterWait = "false";
      setRegState(false)
    }
  }
}
```

Note 1: If you have more than one phone, the second argument “phone” would give the indication as to which phone got unregistered.

Note 2: In some cases there won't be any successful response for the “unregister”. In such situations, it is advised to handle “unregistration” flow with the “sent_request” event as shown in the above example.

5.4. Receive Calls

Once the registration has happened, and when there is an incoming call, the callback registered for “Call Events” would get an event along with the details of the incoming call.

API Name	CallListenerCallback
Args	callObj, eventType, phone
Exported To	Application UI
Description	<pre>callObj = { callId, callState, callDirection, callStartedTime, remoteDisplayName }</pre>

	eventType =incoming/connected/callEnded/activeSession incoming: show incoming call message connected : open dialer callEnded: close dialer activeSession: session continuity. Phone = username identifying the phone to which the call is coming.
--	--

In the following snippet,the UI states are appropriately modified based on the call events.

```
function CallListenerCallback(callObj, eventType, phone) {
  if (eventType === 'incoming') { //Incoming Call
    setCallComing(true)
  } else if (eventType === 'connected') { //Call in connected state
    setCallComing(false)
    setCallState(true)
  } else if (eventType === 'callEnded') { //Call ended
    setCallComing(false)
    setCallState(false)
  } else if (eventType === 'terminated') { //Call terminated
    setCallComing(false)
    setCallState(false)
  }
}
```

5.5. Accept Calls

Once the incoming call event is received, based on the user action the call can be accepted. The API to do so is “Call.Answer” as below. The call object could be obtained by invoking “getCall()” method on exWebClient object.

API Name	Call.Answer
Args	None
Exported To	Application UI

```
function acceptCallHandler() {
  call = exWebClient.getCall()
  call.Answer();
}
```

The response event to accept calls comes in “CallListenerCallback”. Successful acceptance results in a “connected” event. Other possible events are:

“callEnded” : Call ended locally.

“terminated” : Call terminated remotely.

```
function CallListenerCallback(callObj, eventType, phone) {
  if (eventType === 'incoming') { //Incoming Call
    setCallComing(true)
  } else if (eventType === 'connected') { //Call in connected state
    setCallComing(false)
    setCallState(true)
  } else if (eventType === 'callEnded') { //Call ended
    setCallComing(false)
    setCallState(false)
  } else if (eventType === 'terminated') { //Call terminated
    setCallComing(false)
    setCallState(false)
  }
}
```

5.6. Hangup / Reject Calls

Once the incoming call event is received, based on the user action the call can be rejected. The API to do so is “Call.Hangup” as below.

API Name	Call.Hangup
Args	None
Exported To	Application UI

```
function rejectCallHandler() {
  call = exWebClient.getCall()
  call.Hangup();
}
```

For call hangup by local user, the response comes as a “callEnded” event. For call hangup by remote user,, the event comes as “terminated”.

```
function CallListenerCallback(callObj, eventType, phone) {
  if (eventType === 'callEnded') { //Call ended
    setCallComing(false)
    setCallState(false)
  } else if (eventType === 'terminated') { //Call terminated
    setCallComing(false)
    setCallState(false)
  }
}
```

5.7. Mute / Unmute Calls

Once the call is in progress, based on the user action the call can be muted/unmuted. The APIs to do so are “Call.Mute” and “Call.UnMute” as below.

API Name	Call.Mute
Args	None
Exported To	Application UI

API Name	Call.UnMute
Args	None
Exported To	Application UI

You can also use a single API to toggle the mic using Call.MuteToggle.

API Name	Call.MuteToggle
Args	None
Exported To	Application UI

```
function muteHandler() {
  call = exWebClient.getCall()

  //call.MuteToggle(); // or

  if (!callOnMute) {
    call.Mute()
    callOnMute = true
  } else {
    call.UnMute()
    callOnMute = false
  }
}
```

There is no callback event for mute. Call remains “connected” but with the mic muted. This is a toggle operation.

5.8. Hold / Resume Calls

Once the call is in progress, based on the user action the remote user can be set on hold/unhold. The API to do so is “Call.Hold” and “Call.UnHold” as below.

API Name	Call.Hold
Args	None
Exported To	Application UI

API Name	Call.UnHold
Args	None
Exported To	Application UI

You can also use a single API to hold the remote caller using `Call.HoldToggle`.

```
function holdHandler() {
  call = exWebClient.getCall()

  //call.HoldToggle(); // or

  if (!callOnHold) {
    call.Hold()
    callOnHold = true
  } else {
    call.UnHold()
    callOnHold = false
  }
}
```

There is no callback event for call hold. Call remains in “connected” but in sendonly mode. This is a toggle operation.

5.9. Multitab Scenarios

When the webrtc sdk is loaded in multiple tabs then all the instances will register with the backend and receive incoming call alerts. There are two ways to avoid this,

- Maintain a single login session for the user in your webapp so that only one instance of the webrtc sdk is loaded. This is preferred.
- Maintain a parent-child relationship across the tabs in your webapp so that call is handled only in the parent tab.

Exotel Webrtc-SDK supports multiple tab sessions using Broadcast Channel. In this feature, session listener and session callbacks can be used to get the indication on child

tabs. A SessionListener creates a broadcast channel and sends a broadcast event to each child tab for the following events, incoming / connected / callEnded / re-register. When a child tab (as per the logic maintained by the “Application Backend”.) receives a session event, it may notify but not handle the callback.

When the parent tab is destroyed, a re-register event comes to child tabs, based on the logic of the client, a child can opt to be the new parent.

Note 1: The logic of maintaining the parent and child tabs has to be in “Application Backend” by the “Customer”.

Note 2: If multitab scenario is not used, there is no need to handle the events in the session callback.

API Name	SessionListener
Args	None
Exported To	Application UI

```
SessionListener(); // To be called during initialization.
```

API Name	SessionCallback
Args	callState, phone
Exported To	Application UI
Description	<p>callState =incoming/connected/callEnded/re-register</p> <p>incoming : child tab to show a notification message connected : child tab to close the notification message callEnded : child tab to close the notification message re-register : child tab to register when parent tab is closed</p> <p>Phone = username identifying the phone to which the call is coming.</p>

A sample code snippet for session callback is as below.

```
function SessionCallback(callState, phone) {
```



```

/**
 * SessionCallback is triggered whenever an incoming call arrives
 * which needs to be handled across tabs
 */
switch(callState){
case 'incoming':
    console.log('incoming call' + phone)
    /**
     * Display a different notification popup in case of child tabs
     */
    if(window.sessionStorage.getItem('activeSessionTab') !== 'parent0'){
        const message = 'Incoming call from ' + phone + ',Switch tab to find dialpad'
        setMessage(message);
    }
    break;
case 'callEnded':
    /**
     * When call is either accepted or rejected then this is gets shutdown
     */
    console.log('call ended' + phone)
    setOpen(false);
    break;
case 'connected':
    /**
     * When call is connected close the notification popup on child tabs
     */
    console.log('call connected' + phone)
    setOpen(false);
    break;
case 're-register':
    /**
     * In case if the main/parent tab is closed then make the subsequent tab in the
     tab list as the parent tab
     * and send register for the same and also make that tab as the master
     */
    window.sessionStorage.removeItem('activeSessionTab');
    window.sessionStorage.setItem('activeSessionTab', 'parent0');
    sendAutoRegistration();
}
break;

```

```
}  
};
```

6. Messages

sipAccountInfo	
authUser	SIP username to register.
userName	Used as a unique map index for phones. Same as authUser.
displayName	Local Displayname on Dialer.
secret	SIP Password
sipdomain	SIP public domain
security	"wss"/"ws" typically "wss"
port	443 for Websockets.
sipUri	Complete SipURI (Internally constructed, Customer Can leave this blank)
contactHost	IP Address to contact back (Internally found through STUN discovery, customer can leave this blank)

7. Integration with Exotel APIs

Refer to <https://developer.exotel.com/api/make-a-call-api> for exotel platform integration APIs. For example, to make a outbound call from a webclient to a pstn phone the request will be

```
curl -s -X POST  
https://<your_api_key>:<your_api_token><subdomain>/v1/Accounts/<your_accoun  
t_sid>/Calls/connect -d "From=<sip_user_id>" -d "CallerId=<caller_id>" -d  
"To=<phone number>"
```

8. Support Contact

Please write to hello@exotel.in for any support required with integration.