SEMI-ATTEND TRANSFER

第一次按Transfer

拨完号按send

第二次按Transfer

OSSinit.c
OSS_InitSystem

OSStimer.c
InitTimer
TimerProc

MS.c
Scan_10ms

FXSCall.c
PSTNStatusScan

DssKey.c
ProgramKeyTranslatePro

ProKeyState
SoftKey1Event
SoftKey2Event

Lcm.c
LCMHandler
LCMSendKeyEvent

SKTransferEvent:0x1e4
SKSendEvent:0x1e0
SKTransferEvent:0x1e4

FXSCallProFSM
L2_CALL_STATE_OFFHOOK
L2_CALL_STATE_IDLE

ZIfCallStateOffHookLeaf
OffhookSendKeyPro
L2CallReleasePro
BSPMuteAll
//挂机

OffHookTransferKeyPro
OffHookLeafInitiatePro
InitiateFlag = 1//可以收号
OffHookLeafDeInitiatePro
InitiateFlag = 0//停止收号
LineCallPtr->CallState = L2_CALL_STATE_IDLE;

MS_DspChn.c
MSDspStopSendRev
MSDspReqStopTone
MSDspReqPlayTone

TransferEvent:0x10d   InitiateEvent:0x102   DeInitiateEvent:0x106   TransferEvent:0x10d   DTMFInfoEvent:0x127

CallCtl.c
CallCtlProFSM
CALLS_STATE_TALK
CALLS_STATE_NS_WAIT
CALLS_STATE_NS_INITIATE
CALLS_STATE_ONHOOK

MS_Term.c
MSTermReqDisConnectDsp
MSTermReqConnectDsp
MSTermGetLocalMediaInfo

CallStateTalkLeaf
CallStateNSWaitLeaf
CallStateNSInitiateLeaf
CallStateOnHookLeaf

TalkLeafTranConfPro
XPhoneRelPro

CallCtlPtr->CallState = CALLS_STATE_NS_INITIATE; /* change call state */
CallCtlPtr->SaveState[ii] = CALLS_STATE_NS_INITIATE;
if(CallCtlPtr->PhoneTransfer[ii] == 1 || CallCtlPtr->VmTransfer == 1)
    CallCtlPtr->LineCSState[CurLine] = LINE_CS_STATE_TRANSFER;

CallCtlPtr->LineCSState[NewLine] = LINE_CS_STATE_OFFHOOK;
CallCtlPtr->SaveState[NewLine] = CALLS_STATE_NS_INITIATE;
CallCtlPtr->CallState = CALLS_STATE_NS_INITIATE;
CallCtlPtr->LastLineIndex = CurLine;
CallCtlPtr->CurLineIndex = CallCtlPtr->LcmLineIndex = NewLine;
CallCtlPtr->PhoneTransfer[NewLine] = 1;
CallCtlPtr->wTransBindLine[CurLine] = NewLine;
CallCtlPtr->wTransBindLine[NewLine] = CurLine;

CallCtlPtr->CallState   = CALLS_STATE_NS_WAIT;
CallCtlPtr->SaveState[NewLine] = CALLS_STATE_NS_WAIT;
CallCtlPtr->LineCSState[NewLine] = LINE_CS_STATE_NS_WAIT;
CallCtlPtr->PhoneTransfer[NewLine] = 1;
CallCtlPtr->LastLineIndex = OldLine;
CallCtlPtr->LineCSState[OldLine] = LINE_CS_STATE_TRANSFER;

CallCtlPtr->CallState   = CALLS_STATE_ONHOOK;
CallCtlPtr->SaveState[CurLine] = CALLS_STATE_ONHOOK;
CallCtlPtr->SaveState[LastLine] = CALLS_STATE_ONHOOK;
CallCtlPtr->LineCSState[CurLine] = LINE_CS_STATE_IDLE;
CallCtlPtr->LineCSState[LastLine] = LINE_CS_STATE_TRANSFER

XPhoneAttendTranPro
CallCtlSendHold2Sip
CallCtlSendRel2Sip

CallCtlPtr->CallState   = CALLS_STATE_IDLE;
CallCtlPtr->SaveState[ii] = CALLS_STATE_IDLE;
CallCtlPtr->LineCSState[ii] = LINE_CS_STATE_IDLE;

NormalReleaseEvent:0x124

CallLcm.c
CallSendEvent2Lcm

EV_CS_P_HOLD:0x20f   EV_CS_P_REFER:0x216   EV_CS_P_SETUP:0x200   EV_CS_P_RELEASE:0x206

SIPPro.c
SIPPro

eXcall_api.c
eXosip_call_build_request
eXosip_call_send_request
eXosip_call_build_initial_invite
eXosip_call_send_initial_invite
eXosip_call_build_ack
eXosip_call_build_refer
eXosip_call_send_ack
eXosip_call_terminate

SendReInvite
SipActionUrlCallPro
eX_sdp_message_pro
SendNewInvite
SipCallSendAckForInvite

GetTUReportEvent
Return
Event: 8   Event: 20   Event: 10   Event: 9   Event: 18

R_UDP.c
HpsUdpInit()
HpsUdpProcess
while(1)
UdpRecvDataHandle

ReceiveSIPMsgEvent:0x100f
SIPList_10MSReadMessage
SIPList_RecvNewMessageProc
Event == ReceiveSIPMsgEvent

SipGetNotifyMsgInfo
EV_P_CS_ALERTING:0x303

Sdp_offans.c
eXosip_get_sdp_info
eXosip_get_audio_connection
eXosip_get_audio_media

GetMediaInfoFromSdp
GetFirstNegCodecInfo
SipGetCallInfoFromSipMsg
//从SIP消息中提取出呼叫相关信息
From-Tag, To-Tag, Call-Id
SipActionUrlCallPro
SipSendNotify2CallCtl
//StatusCode：200

SendReferTo
Answer2CallCtl

EV_CS_P_RELEASEACK:0x207
EV_P_CS_NOTIFY_200:0x320
EV_P_CS_ANSWER:0x304

SIP Server

REQUEST: INVITE, Event:8/10
REQUEST: ACK
REQUEST: INVITE, Event:8/9
REQUEST: REFER, Event: 20
REQUEST: BYE

RESPONSE: 100 Trying, Call is being processed!, Event: 8
RESPONSE: 200 OK, Remote phone has answered!, Event: 10
RESPONSE: 100 Trying, Call is being processed!, Event: 8
RESPONSE: 180 Ringing, Remote phone is ringing!, Event: 9
RESPONSE: 202 Accepted, 2xx received for request!, Event: 20
REQUEST: NOTIFY, Event: 18, sipfrag sip/2.0 200 ok