## DND\_BUSY FORWARD OSSinit.c OSS\_InitSystem OSStimer.c InitTimer TimerProc MS.c Scan\_10ms FXSCall.c PSTNStatusScan DssKey.c ProKeyState Program Key Translate ProSoftKey3Event SoftProgKeyHandler // Idle态, softkeyl~softkey4先发到lcm, 再回调此n数处理 FXSCallProFSM SKDNDEvent:0x1ee -L2\_CALL\_STATE\_IDLE Lcm.c LCMHandler ZIf Call State Idle LeafSKDNDEvent:0x1ee CallCtl.c CallCtlProFSM CALLS\_STATE\_IDLE Call State Idle Leaf→ return CallLcm.c CallSendEvent2Lcm XPhoneDNDPro Cfg\_if.c ReqDND //phase:1 UpdateDssKeyInfoActionURL.c Phase:PHASE\_DND ActionURLReq SIPPro.c SendFeatureCodeEvent2Sip SIPPro R\_UDP.c HpsUdpInit() ReceiveSIPMsgEvent:0x100f GetTUReportEvent EXOSIP\_CALL\_INVITE //入呼叫 HpsUdpProcess SIPList\_10MSReadMessage if ( InfoPtr->DND == 1 && 0 == IsDNDAuthNumber(event) && 1 != IfHasAlertInfoB ) SIPList\_RecvNewMessageProc UdpRecvDataHandle - Event == ReceiveSIPMsgEvent if((InfoPtr->CallForwardType & BUSY\_CF) == BUSY\_CF) eXcall\_api.c eXosip\_call\_build\_answer SIPCallSendAnswer eXosip\_call\_send\_answer 🗲 EXOSIP\_CALL\_CLOSED SipSendRelease 2 Call Ctl- EV\_P\_CS\_RELEASE:0x306 REQUEST: INVITE, Event: 5 RESPONSE: 486 Busy Here, Bye Received!, Event: 25 REQUEST: ACK − RESPONSE: 302 Moved Temporarily, Bye Received!, Event: 25 → SIP Server