HOLD_RESUME

OSSinit.c
OSS_InitSystem

OSStimer.c
InitTimer
TimerProc

MS.c
Scan_10ms

Hold
Resume

FXSCall.c
PSTNStatusScan
ProKeyState
SoftKey2Event

DssKey.c
ProgramKeyTranslatePro

Lcm.c
LCMHandler
LCMSendKeyEvent

SKHoldEvent:0x1ea
SKResumeEvent:0x1ed

FXSCallProFSM
L2_CALL_STATE_SPEAKER_OFFHOOK

HoldEvent:0x10c
SKResumeEvent:0x1ed

CallCtl.c
CallCtlProFSM
CALLS_STATE_TALK
CALLS_STATE_HOLD

MS_Term.c
MSTermReqDisConnectDsp
MSTermReqConnectDsp
MSTermGetLocalMediaInfo

MS_DspChn.c
MSDspSetSendRev

CallStateTalkLeaf
CallStateHoldLeaf

CallPlayHoldWarningTone

//HOLD 志收到对端的200OK响应,此时Hold流程走完,更新数据
if (CallCtlPtr->HoldState[CurLine] == EN_HOLD_PROCEEDING)
CallCtlPtr->HoldState[CurLine] = EN_HOLD_CONFIRMED;

CallCtlSendHold2Sip
CallCtlSendReSetup2Sip

CallLcm.c
CallSendEvent2Lcm

CALL_HOLD:0x8d9
CALL_HELD:0x8f2

EV_CS_P_HOLD:0x20f
EV_CS_P_RESETUP:0x214

SIPPro.c
SIPPro

ReceiveSIPMsgEvent:0x100f

eXcall_api.c
eXosip_call_build_request
eXosip_call_send_request
eXosip_call_build_ack
eXosip_call_send_ack

SendReInvite
SipActionUrlCallPro

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

eX_sdp_message_pro

GetTUReportEvent
SIPList_10MSReadMessage

SipCallSendAckForInvite
SIPList_RecvNewMessageProc

Event == ReceiveSIPMsgEvent

Event: 8
Return
Event: 10

Sdp_offans.c
eXosip_get_sdp_info
eXosip_get_audio_connection
eXosip_get_audio_media

GetMediaInfoFromSdp
SipGetCallInfoFromSipMsg
//从SIP消息中提取出呼叫相关信息
From-Tag, To-Tag, Call-Id

GetFirstNegCodecInfo
SipActionUrlCallPro

Answer2CallCtl

EV_P_CS_ANSWER:0x304
EV_P_CS_ANSWER:0x304

SIP Server

REQUEST: INVITE, Event:8/10
REQUEST: ACK

RESPONSE: 100 Trying, Call is being processed!, Event: 8
RESPONSE: 200 OK, Remote phone has answered!, Event: 10

REQUEST: INVITE, Event:8/10
REQUEST: ACK

RESPONSE: 100 Trying, Call is being processed!, Event: 8
RESPONSE: 200 OK, Remote phone has answered!, Event: 10