PortSIP UC SDK Manual for iOS

Version 17

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Welcome to PortSIP UC SDK For iOS

Create your SIP-based application for multiple platforms (iOS, Android, Windows, Mac OS and Linux) with our SDK.

The rewarding PortSIP UC SDK is a powerful and versatile set of tools that dramatically accelerate SIP application development. It includes a suite of stacks, SDKs, and some Sample projects, with each of them enables developers to combine all the necessary components to create an ideal development environment for every application's specific needs.

The PortSIP UC SDK complies with IETF and 3GPP standards, and is IMS-compliant (3GPP/3GPP2, TISPAN and PacketCable 2.0). These high performance SDKs provide unified API layers for full user control and flexibility.

Getting Started

You can download PortSIP UC SDK Sample projects at our Website. Samples include demos for VC++, C#, VB.NET, Delphi XE, XCode (for iOS and Mac OS), Eclipse (Java for Android) with the sample project source code provided (with SDK source code exclusive). The sample projects demonstrate how to create a powerful SIP application with our SDK easily and quickly.

Contents

The sample package for downloading contains almost all of materials for PortSIP SDK: documentation, Dynamic/Static libraries, sources, headers, datasheet, and everything else a SDK user might need!

SDK User Manual

To be started with, it is recommended to read the documentation of PortSIP UC SDK, SDK User Manual page, which gives a brief description of each API function.

Website

Some general interest or often changing PortSIP SDK information will be posted on the PortSIP website in real time. The release contains links to the site, so while browsing you may see occasional broken links if you are not connected to the Internet. To be sure everything needed for using the PortSIP UC SDK has been contained within the release.

Support

Please send email to our Support team if you need any help.

Installation Prerequisites

Development using the PortSIP VoIP/IMS SDK for iOS requires an Intel-based Macintosh running Snow Leopard (OS X 10.8 or higher)

Apple's iOS SDK

If you are not yet a registered Apple developer, to be able to develop applications for the iOS, you do need to become a registered Apple developer. After registered, Apple grants you free access to a select set of technical resources, tools, and information for developing with iOS, Mac OS X, and Safari. You can open registration page and enroll. Once registered, you can then go to the iOS Dev Center, login and download the iOS SDK. The SDK contains documentation, frameworks, tools, and a simulator to help develop iOS applications. XCode (the developer toolset for iOS application development) is included in the download as well so you do not need to purchase any developer tools to build iOS applications - that is included in the enrollment fee. You will need to use a minimum of iOS SDK 10 for developing iPhone and iPod Touch applications. At the time of writing this document, iOS SDK 13 was the most recent version available and supported.

Note:

Beta and GM seed versions of the iOS SDK are generally not supported unless noted otherwise. Regardless of the iOS SDK you're using for development, you can still target your application for devices running on an older iOS version by configuring your Xcode project's iOS Deployment Target build settings. Be sure to add runtime checks where appropriate to ensure that you use only those iOS features available on the target platform/device. If your application attempts to use iOS features that are not available on the device, your application may crash.

Device Requirements

Applications built with PortSIP UC SDK for iOS can be run on iPhone 4S or higher, iPod touch 4 or higher, and iPad 2 or higher devices. These devices must be running iOS 9 or higher. We strongly recommend that you test your applications on actual devices to ensure that they work as expected and perform well. Testing on the simulator alone does not provide a good measure of how the application will perform on the physical device.

Frequently Asked Questions

1. Does PortSIP UC SDK is free?

Yes, the PortSIP UC SDK is totally free, but it was limited only works with PortSIP PBX.

2. What is the difference between PortSIP UC SDK and PortSIP VoIP SDK?

The PortSIP UC SDK is free, but was limited to works with PortSIP PBX; The PortSIP VoIP SDK is not free that can works with any 3rd SIP based PBX. The UC SDK also have a lot of unique features than the VoIP SDK which provided by PortSIP PBX.

3. Where can I download the PortSIP UC SDK for test?

All sample projects of the PortSIP UC SDK can be found and downloaded at: https://www.portsip.com/download-portsip-uc-sdk/

4. How can I compile the sample project?

1. Download the sample project from PortSIP website.
2. Extract the .zip file.
3. Open the project by your Eclipse or Android studio:
4. Compile the sample project directly.

5. How can I create a new project with PortSIP VoIP SDK?

1. Download the Sample project and extract it to a directory.
2. Run the Xcode and create a new iOS Project.
3. Drag and drop PortSIPUCSDK.framework from Finder to XCode->Frameworks.
4. Add depend Frameworks: Build Phases->Link Binary With Libraries, add libc++.tbd, libresolv.tbd, VideoToolbox.framework, GLKit.framework, MetalKit.framework.
5. Add "-ObjC" to "Build Settings"-> "Other Linker Flags"
6. Add the code in .h file to import the SDK, example:

```
#import <PortSIPUCSDK/PortSIPUCSDK.h>
```

7. Inherit the interface PortSIPEventDelegate to process the callback events. For example:

```
@interface AppDelegate : UIResponder <UIApplicationDelegate,PortSIPEventDelegate>{
       PortSIPSDK* mPortSIPSDK;
}
@end
```

8. Initialize sdk. For example:

```
mPortSIPSDK = [[PortSIPSDK alloc] init];
mPortSIPSDK.delegate = self;
```

9. For more details, please read the Sample project source code.

6. Is the SDK thread safe?

Yes, the SDK is thread safe. You can call any of the API functions without the need to consider the multiple threads. Note: the SDK allows to call API functions in callback events directly - except for the "onAudioRawCallback", "onVideoRawCallback", "onReceivedRtpPacket", "onSendingRtpPacket" callbacks.

7. Does the SDK support native 64-bit?

Yes, both 32-bit and 64-bit are supported for SDK.

8. Does the SDK support VoIP PUSH?

Yes, please refer to https://www.portsip.com/knowledge-base/ for more details.

Module Index

Modules

Here is a list of all modules:

Hierarchical Index

Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Class Index

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Module Documentation

SDK Callback events

SDK Callback events.

Modules

- Register events
  Register events.
- Call events
- Refer events
- Signaling events
- MWI events
- DTMF events
- INFO/OPTIONS message events
- Presence events
- MESSAGE message events
- Play audio and video file finished events
- RTP callback events
- Audio and video stream callback events

Detailed Description

SDK Callback events.

Register events

Register events.

Functions

- (void) - <PortSIPEventDelegate>::onRegisterSuccess:statusCode:sipMessage:
- (void) - <PortSIPEventDelegate>::onRegisterFailure:statusCode:sipMessage:

Detailed Description

Register events.

Function Documentation

- (void) onRegisterSuccess: (char *) *statusText* statusCode: (int) *statusCode* sipMessage: (char *) *sipMessage*

When successfully registered to server, this event will be triggered.

Parameters

statusText	The status text.
statusCode	The status code.

sipMessage	The SIP message received.

- (void) onRegisterFailure: (char *) *statusText* statusCode: (int) *statusCode* sipMessage: (char *) *sipMessage*

If registration to SIP server fails, this event will be triggered.

Parameters

statusText	The status text.
statusCode	The status code.
sipMessage	The SIP message received.

Call events

Functions

- (void) - <PortSIPEventDelegate>::onInviteIncoming:callerDisplayName:caller:calleeDisplayName:callee:audioCodecs:videoCodecs:existsAudio:existsVideo:sipMessage:
- (void) - <PortSIPEventDelegate>::onInviteTrying:
- (void) - <PortSIPEventDelegate>::onInviteSessionProgress:audioCodecs:videoCodecs:existsEarlyMedia:existsAudio:existsVideo:sipMessage:
- (void) - <PortSIPEventDelegate>::onInviteRinging:statusText:statusCode:sipMessage:
- (void) - <PortSIPEventDelegate>::onInviteAnswered:callerDisplayName:caller:calleeDisplayName:callee:audioCodecs:videoCodecs:existsAudio:existsVideo:sipMessage:
- (void) - <PortSIPEventDelegate>::onInviteFailure:reason:code:sipMessage:
- (void) - <PortSIPEventDelegate>::onInviteUpdated:audioCodecs:videoCodecs:existsAudio:existsVideo:sipMessage:
- (void) - <PortSIPEventDelegate>::onInviteConnected:
- (void) - <PortSIPEventDelegate>::onInviteBeginingForward:
- (void) - <PortSIPEventDelegate>::onInviteClosed:
- (void) - <PortSIPEventDelegate>::onDialogStateUpdated:BLFDialogState:BLFDialogId:BLFDialogDirection:
- (void) - <PortSIPEventDelegate>::onRemoteHold:
- (void) - <PortSIPEventDelegate>::onRemoteUnHold:audioCodecs:videoCodecs:existsAudio:existsVideo:

Detailed Description

Function Documentation

- (void) onInviteIncoming: (long) *sessionId* callerDisplayName: (char *) *callerDisplayName* caller: (char *) *caller* calleeDisplayName: (char *) *calleeDisplayName* callee: (char *) *callee* audioCodecs: (char *) *audioCodecs* videoCodecs: (char *) *videoCodecs* existsAudio: (BOOL) *existsAudio* existsVideo: (BOOL) *existsVideo* sipMessage: (char *) *sipMessage*

When the call is coming, this event will be triggered.

Parameters

sessionId	The session ID of the call.
callerDisplayName	The display name of caller
caller	The caller.
calleeDisplayName	The display name of callee.
callee	The callee.
audioCodecs	The matched audio codecs. It's separated by "#" if there are more than one codecs.
videoCodecs	The matched video codecs. It's separated by "#" if there are more than one codecs.
existsAudio	By setting to true, it indicates that this call includes the audio.
existsVideo	By setting to true, it indicates that this call includes the video.
sipMessage	The SIP message received.

- (void) onInviteTrying: (long) *sessionId*

If the outgoing call is being processed, this event will be triggered.

Parameters

sessionId	The session ID of the call.

- (void) onInviteSessionProgress: (long) *sessionId* audioCodecs: (char *) *audioCodecs* videoCodecs: (char *) *videoCodecs* existsEarlyMedia: (BOOL) *existsEarlyMedia* existsAudio: (BOOL) *existsAudio* existsVideo: (BOOL) *existsVideo* sipMessage: (char *) *sipMessage*

Once the caller received the "183 session in progress" message, this event will be triggered.

Parameters

sessionId	The session ID of the call.
audioCodecs	The matched audio codecs. It's separated by "#" if there are more than one codecs.
videoCodecs	The matched video codecs. It's separated by "#" if there are more than one codecs.
existsEarlyMedia	By setting to true, it indicates that the call has early media.
existsAudio	By setting to true, it indicates that this call includes the audio.
existsVideo	By setting to true, it indicates that this call includes the video.
sipMessage	The SIP message received.

- (void) onInviteRinging: (long) *sessionId* statusText: (char *) *statusText* statusCode: (int) *statusCode* sipMessage: (char *) *sipMessage*

If the outgoing call is ringing, this event will be triggered.

Parameters

sessionId	The session ID of the call.
statusText	The status text.
statusCode	The status code.
sipMessage	The SIP message received.

- (void) onInviteAnswered: (long) *sessionId* callerDisplayName: (char *) *callerDisplayName* caller: (char *) *caller* calleeDisplayName: (char *) *calleeDisplayName* callee: (char *) *callee* audioCodecs: (char *) *audioCodecs* videoCodecs: (char *) *videoCodecs* existsAudio: (BOOL) *existsAudio* existsVideo: (BOOL) *existsVideo* sipMessage: (char *) *sipMessage*

If the remote party answered the call, this event would be triggered.

Parameters

sessionId	The session ID of the call.
callerDisplayName	The display name of caller
caller	The caller.
calleeDisplayName	The display name of callee.
callee	The callee.
audioCodecs	The matched audio codecs. It's separated by "#" if there are more than one codecs.
videoCodecs	The matched video codecs. It's separated by "#" if there are more than one codecs.
existsAudio	By setting to true, it indicates that this call includes the audio.
existsVideo	By setting to true, it indicates that this call includes the video.
sipMessage	The SIP message received.

- (void) onInviteFailure: (long) *sessionId* reason: (char *) *reason* code: (int) *code* sipMessage: (char *) *sipMessage*

If the outgoing call fails, this event will be triggered.

Parameters

sessionId	The session ID of the call.
reason	The failure reason.
code	The failure code.
sipMessage	The SIP message received.

- (void) onInviteUpdated: (long) *sessionId* audioCodecs: (char *) *audioCodecs* videoCodecs: (char *) *videoCodecs* existsAudio: (BOOL) *existsAudio* existsVideo: (BOOL) *existsVideo* sipMessage: (char *) *sipMessage*

This event will be triggered when remote party updates this call.

Parameters

sessionId	The session ID of the call.
audioCodecs	The matched audio codecs. It's separated by "#" if there are more than one codecs.
videoCodecs	The matched video codecs. It's separated by "#" if there are more than one codecs.
existsAudio	By setting to true, it indicates that this call includes the audio.
existsVideo	By setting to true, it indicates that this call includes the video.
sipMessage	The SIP message received.

- (void) onInviteConnected: (long) *sessionId*

This event will be triggered when UAC sent/UAS received ACK (the call is connected). Some functions (hold, updateCall etc...) can be called only after the call is connected, otherwise it will return error.

Parameters

sessionId	The session ID of the call.

- (void) onInviteBeginingForward: (char *) *forwardTo*

If the enableCallForward method is called and a call is incoming, the call will be forwarded automatically and this event will be triggered.

Parameters

forwardTo	The target SIP URI for forwarding.

- (void) onInviteClosed: (long) *sessionId*

This event will be triggered once remote side closes the call.

Parameters

sessionId	The session ID of the call.

- (void) onDialogStateUpdated: (char *) *BLFMonitoredUri* BLFDialogState: (char *) *BLFDialogState* BLFDialogId: (char *) *BLFDialogId* BLFDialogDirection: (char *) *BLFDialogDirection*

If a user subscribed and his dialog status monitored, when the monitored user is holding a call or being rang, this event will be triggered.

Parameters

BLFMonitoredUri	the monitored user's URI
BLFDialogState	- the status of the call
BLFDialogId	- the id of the call
BLFDialogDirection	- the direction of the call

- (void) onRemoteHold: (long) *sessionId*

If the remote side has placed the call on hold, this event will be triggered.

Parameters

sessionId	The session ID of the call.

- (void) onRemoteUnHold: (long) *sessionId* audioCodecs: (char *) *audioCodecs* videoCodecs: (char *) *videoCodecs* existsAudio: (BOOL) *existsAudio* existsVideo: (BOOL) *existsVideo*

If the remote side un-holds the call, this event will be triggered.

Parameters

sessionId	The session ID of the call.
audioCodecs	The matched audio codecs. It's separated by "#" if there are more than one codecs.
videoCodecs	The matched video codecs. It's separated by "#" if there are more than one codecs.
existsAudio	By setting to true, it indicates that this call includes the audio.
existsVideo	By setting to true, it indicates that this call includes the video.

Refer events

Functions

- (void) - <PortSIPEventDelegate>::onReceivedRefer:referId:to:from:referSipMessage:
- (void) - <PortSIPEventDelegate>::onReferAccepted:
- (void) - <PortSIPEventDelegate>::onReferRejected:reason:code:
- (void) - <PortSIPEventDelegate>::onTransferTrying:
- (void) - <PortSIPEventDelegate>::onTransferRinging:
- (void) - <PortSIPEventDelegate>::onACTVTransferSuccess:
- (void) - <PortSIPEventDelegate>::onACTVTransferFailure:reason:code:

Detailed Description

Function Documentation

- (void) onReceivedRefer: (long) *sessionId* referId: (long) *referId* to: (char *) *to* from: (char *) *from* referSipMessage: (char *) *referSipMessage*

This event will be triggered once receiving a REFER message.

Parameters

sessionId	The session ID of the call.
referId	The ID of the REFER message. Pass it to acceptRefer or rejectRefer.
to	The refer target.
from	The sender of REFER message.
referSipMessage	The SIP message of "REFER". Pass it to "acceptRefer" function.

- (void) onReferAccepted: (long) *sessionId*

This callback will be triggered once remote side calls "acceptRefer" to accept the REFER.

Parameters

sessionId	The session ID of the call.

- (void) onReferRejected: (long) *sessionId* reason: (char *) *reason* code: (int) *code*

This callback will be triggered once remote side calls "rejectRefer" to reject the REFER.

Parameters

sessionId	The session ID of the call.
reason	Reason for rejecting.
code	Rejecting code.

- (void) onTransferTrying: (long) *sessionId*

When the refer call is being processed, this event will be trigged.

Parameters

sessionId	The session ID of the call.

- (void) onTransferRinging: (long) *sessionId*

When the refer call rings, this event will be triggered.

Parameters

sessionId	The session ID of the call.

- (void) onACTVTransferSuccess: (long) *sessionId*

When the refer call succeeds, this event will be triggered. ACTV means Active. For example: A starts the call with B, and A transfers B to C. When C accepts the refered call, A will receive this event.

Parameters

sessionId	The session ID of the call.

- (void) onACTVTransferFailure: (long) *sessionId* reason: (char *) *reason* code: (int) *code*

When the refer call fails, this event will be triggered. ACTV means Active. For example: A starts the call with B, and A transfers B to C. When C rejects the refered call, A will receive this event.

Parameters

sessionId	The session ID of the call.
reason	The error reason.
code	The error code.

Signaling events

Functions

- (void) - <PortSIPEventDelegate>::onReceivedSignaling:message:
- (void) - <PortSIPEventDelegate>::onSendingSignaling:message:

Detailed Description

Function Documentation

- (void) onReceivedSignaling: (long) *sessionId* message: (char *) *message*

This event will be triggered when receiving an SIP message. This event is disabled by default. To enable, use enableCallbackSignaling.

Parameters

sessionId	The session ID of the call.
message	The SIP message received.

- (void) onSendingSignaling: (long) *sessionId* message: (char *) *message*

This event will be triggered when a SIP message is sent. This event is disabled by default. To enable, use enableCallbackSignaling.

Parameters

sessionId	The session ID of the call.
message	The SIP message sent.

MWI events

Functions

- (void) - <PortSIPEventDelegate>::onWaitingVoiceMessage:urgentNewMessageCount:urgentOldMessageCount:newMessageCount:oldMessageCount:
- (void) - <PortSIPEventDelegate>::onWaitingFaxMessage:urgentNewMessageCount:urgentOldMessageCount:newMessageCount:oldMessageCount:

Detailed Description

Function Documentation

- (void) onWaitingVoiceMessage: (char *) ***messageAccount*** **urgentNewMessageCount: (int)** ***urgentNewMessageCount*** **urgentOldMessageCount: (int)** ***urgentOldMessageCount*** **newMessageCount: (int)** ***newMessageCount*** **oldMessageCount: (int)** ***oldMessageCount***

If there are any waiting voice messages (MWI), this event will be triggered.

Parameters

messageAccount	Account for voice message.
urgentNewMessageCount	Count of new urgent messages.
urgentOldMessageCount	Count of old urgent messages.
newMessageCount	Count of new messages.
oldMessageCount	Count of old messages.

- (void) onWaitingFaxMessage: (char *) ***messageAccount*** **urgentNewMessageCount: (int)** ***urgentNewMessageCount*** **urgentOldMessageCount: (int)** ***urgentOldMessageCount*** **newMessageCount: (int)** ***newMessageCount*** **oldMessageCount: (int)** ***oldMessageCount***

If there are any waiting fax messages (MWI), this event will be triggered.

Parameters

messageAccount	Account for fax message.
urgentNewMessageCount	Count of new urgent messages.
urgentOldMessageCount	Count of old urgent messages.
newMessageCount	Count of new messages.
oldMessageCount	Count of old messages.

DTMF events

Functions

- (void) - <PortSIPEventDelegate>::onRecvDtmfTone:tone:

Detailed Description

Function Documentation

- (void) onRecvDtmfTone: (long) ***sessionId*** **tone: (int)** ***tone***

This event will be triggered when receiving a DTMF tone from remote side.

Parameters

sessionId	The session ID of the call.
tone	DTMF tone.

code	Description
0	The DTMF tone 0.

1	The DTMF tone 1.
2	The DTMF tone 2.
3	The DTMF tone 3.
4	The DTMF tone 4.
5	The DTMF tone 5.
6	The DTMF tone 6.
7	The DTMF tone 7.
8	The DTMF tone 8.
9	The DTMF tone 9.
10	The DTMF tone *.
11	The DTMF tone #.
12	The DTMF tone A.
13	The DTMF tone B.
14	The DTMF tone C.
15	The DTMF tone D.
16	The DTMF tone FLASH.

INFO/OPTIONS message events

Functions

- (void) - <PortSIPEventDelegate>::onRecvOptions:
- (void) - <PortSIPEventDelegate>::onRecvInfo:
- (void) - <PortSIPEventDelegate>::onRecvNotifyOfSubscription:notifyMessage:messageData:messageDataLength:

Detailed Description

Function Documentation

- (void) onRecvOptions: (char *) *optionsMessage*

This event will be triggered when receiving the OPTIONS message.

Parameters

optionsMessage	The whole received OPTIONS message in text format.

- (void) onRecvInfo: (char *) *infoMessage*

This event will be triggered when receiving the INFO message.

Parameters

infoMessage	The whole received INFO message in text format.

- (void) onRecvNotifyOfSubscription: (long) *subscribeId* notifyMessage: (char *) *notifyMessage* messageData: (unsigned char *) *messageData* messageDataLength: (int) *messageDataLength*

This event will be triggered when receiving a NOTIFY message of the subscription.

Parameters

subscribeId	The ID of SUBSCRIBE request.
notifyMessage	The received INFO message in text format.
messageData	The received message body. It can be either text or binary data.
messageDataLength	The length of "messageData".

Presence events

Functions

- (void) - <PortSIPEventDelegate>::onPresenceRecvSubscribe:fromDisplayName:from:subject:
- (void) - <PortSIPEventDelegate>::onPresenceOnline:from:stateText:
- (void) - <PortSIPEventDelegate>::onPresenceOffline:from:

Detailed Description

Function Documentation

- (void) onPresenceRecvSubscribe: (long) *subscribeId* fromDisplayName: (char *) *fromDisplayName* from: (char *) *from* subject: (char *) *subject*

This event will be triggered when receiving the SUBSCRIBE request from a contact.

Parameters

subscribeId	The ID of SUBSCRIBE request.
fromDisplayName	The display name of contact.
from	The contact who sends the SUBSCRIBE request.
subject	The subject of the SUBSCRIBE request.

- (void) onPresenceOnline: (char *) *fromDisplayName* from: (char *) *from* stateText: (char *) *stateText*

This event will be triggered when the contact is online or changes presence status.

Parameters

fromDisplayName	The display name of contact.
from	The contact who sends the SUBSCRIBE request.
stateText	The presence status text.

- (void) onPresenceOffline: (char *) *fromDisplayName* from: (char *) *from*

When the contact status is changed to offline, this event will be triggered.

Parameters

fromDisplayName	The display name of contact.
from	The contact who sends the SUBSCRIBE request

MESSAGE message events

Functions

- (void) - <PortSIPEventDelegate>::onRecvMessage:mimeType:subMimeType:messageData:messageDataLength:
- (void) - <PortSIPEventDelegate>::onRecvOutOfDialogMessage:from:toDisplayName:to:mimeType:subMimeType:messageData:messageDataLength:sipMessage:
- (void) - <PortSIPEventDelegate>::onSendMessageSuccess:messageId:
- (void) - <PortSIPEventDelegate>::onSendMessageFailure:messageId:reason:code:
- (void) - <PortSIPEventDelegate>::onSendOutOfDialogMessageSuccess:fromDisplayName:from:toDisplayName:to:
- (void) - <PortSIPEventDelegate>::onSendOutOfDialogMessageFailure:fromDisplayName:from:toDisplayName:to:reason:code:
- (void) - <PortSIPEventDelegate>::onSubscriptionFailure:statusCode:
- (void) - <PortSIPEventDelegate>::onSubscriptionTerminated:

Detailed Description

Function Documentation

- (void) onRecvMessage: (long) *sessionId* mimeType: (char *) *mimeType* subMimeType: (char *) *subMimeType* messageData: (unsigned char *) *messageData* messageDataLength: (int) *messageDataLength*

This event will be triggered when receiving a MESSAGE message in dialog.

Parameters

sessionId	The session ID of the call.
mimeType	The message mime type.
subMimeType	The message sub mime type.
messageData	The received message body. It can be either text or binary data.
messageDataLength	The length of "messageData".

- (void) onRecvOutOfDialogMessage: (char *) *fromDisplayName* from: (char *) *from* toDisplayName: (char *) *toDisplayName* to: (char *) *to* mimeType: (char *) *mimeType* subMimeType: (char *) *subMimeType* messageData: (unsigned char *) *messageData* messageDataLength: (int) *messageDataLength* sipMessage: (char *) *sipMessage*

This event will be triggered when receiving a MESSAGE message out of dialog. For example: pager message.

Parameters

fromDisplayName	The display name of sender.
from	The message sender.
toDisplayName	The display name of receiver.
to	The recipient.

mimeType	The message mime type.
subMimeType	The message sub mime type.
messageData	The received message body. It can be text or binary data.
messageDataLength	The length of "messageData".
sipMessage	The SIP message received.

- (void) onSendMessageSuccess: (long) *sessionId* messageId: (long) *messageId*

This event will be triggered when the message is sent successfully in dialog.

Parameters

sessionId	The session ID of the call.
messageId	The message ID. It's equal to the return value of sendMessage function.

- (void) onSendMessageFailure: (long) *sessionId* messageId: (long) *messageId* reason: (char *) *reason* code: (int) *code*

This event will be triggered when the message fails to be sent out of dialog.

Parameters

sessionId	The session ID of the call.
messageId	The message ID. It's equal to the return value of sendMessage function.
reason	The failure reason.
code	Failure code.

- (void) onSendOutOfDialogMessageSuccess: (long) *messageId* fromDisplayName: (char *) *fromDisplayName* from: (char *) *from* toDisplayName: (char *) *toDisplayName* to: (char *) *to*

This event will be triggered when the message is sent successfully out of dialog.

Parameters

messageId	The message ID. It's equal to the return value of SendOutOfDialogMessage function.
fromDisplayName	The display name of message sender.
from	The message sender.
toDisplayName	The display name of message receiver.
to	The message receiver.

- (void) onSendOutOfDialogMessageFailure: (long) *messageId* fromDisplayName: (char *) *fromDisplayName* from: (char *) *from* toDisplayName: (char *) *toDisplayName* to: (char *) *to* reason: (char *) *reason* code: (int) *code*

This event will be triggered when the message fails to be sent out of dialog.

Parameters

messageId	The message ID. It's equal to the return value of SendOutOfDialogMessage function.
fromDisplayName	The display name of message sender
from	The message sender.
toDisplayName	The display name of message receiver.
to	The message recipient.
reason	The failure reason.
code	The failure code.

- (void) onSubscriptionFailure: (long) *subscribeId* statusCode: (int) *statusCode*

This event will be triggered on sending SUBSCRIBE failure.

Parameters

subscribeId	The ID of SUBSCRIBE request.

statusCode	The status code.

- (void) onSubscriptionTerminated: (long) *subscribeId*

This event will be triggered when a SUBSCRIPTION is terminated or expired.

Parameters

subscribeId	The ID of SUBSCRIBE request.

Play audio and video file finished events

Functions

- (void) - <PortSIPEventDelegate>::onPlayAudioFileFinished:fileName:
- (void) - <PortSIPEventDelegate>::onPlayVideoFileFinished:

Detailed Description

Function Documentation

- (void) onPlayAudioFileFinished: (long) *sessionId* fileName: (char *) *fileName*

If playAudioFileToRemote function is called with no loop mode, this event will be triggered once the file play finished.

Parameters

sessionId	The session ID of the call.
fileName	The play file name.

- (void) onPlayVideoFileFinished: (long) *sessionId*

If playVideoFileToRemote function is called with no loop mode, this event will be triggered once the file play finished.

Parameters

sessionId	The session ID of the call.

RTP callback events

Functions

- (void) - <PortSIPEventDelegate>::onReceivedRTPPacket:isAudio:RTPPacket:packetSize:
- (void) - <PortSIPEventDelegate>::onSendingRTPPacket:isAudio:RTPPacket:packetSize:

Detailed Description

Function Documentation

- (void) onReceivedRTPPacket: (long) ***sessionId*** **isAudio: (BOOL)** ***isAudio*** **RTPPacket: (unsigned char *)** ***RTPPacket*** **packetSize: (int)** ***packetSize***

If setRTPCallback function is called to enable the RTP callback, this event will be triggered once a RTP packet received.

Parameters

sessionId	The session ID of the call.
isAudio	If the received RTP packet is of audio, this parameter is true, otherwise false.
RTPPacket	The memory of whole RTP packet.
packetSize	The size of received RTP Packet.

Note

Don't call any SDK API functions in this event directly. If you want to call the API functions or other code, which is time-consuming, you should post a message to another thread and execute SDK API functions or other code in another thread.

- (void) onSendingRTPPacket: (long) ***sessionId*** **isAudio: (BOOL)** ***isAudio*** **RTPPacket: (unsigned char *)** ***RTPPacket*** **packetSize: (int)** ***packetSize***

If setRTPCallback function is called to enable the RTP callback, this event will be triggered once a RTP packet sent.

Parameters

sessionId	The session ID of the call.
isAudio	If the received RTP packet is of audio, this parameter returns true, otherwise false.
RTPPacket	The memory of whole RTP packet.
packetSize	The size of received RTP Packet.

Note

Don't call any SDK API functions in this event directly. If you want to call the API functions or other code, which is time-consuming, you should post a message to another thread and execute SDK API functions or other code in another thread.

Audio and video stream callback events

Functions

- (void) - <PortSIPEventDelegate>::onAudioRawCallback:audioCallbackMode:data:dataLength:samplingFreqHz:
- (int) - <PortSIPEventDelegate>::onVideoRawCallback:videoCallbackMode:width:height:data:dataLength:

Detailed Description

Function Documentation

- (void) onAudioRawCallback: (long) *sessionId* audioCallbackMode: (int) *audioCallbackMode* data: (unsigned char *) *data* dataLength: (int) *dataLength* samplingFreqHz: (int) *samplingFreqHz*

This event will be triggered once receiving the audio packets when enableAudioStreamCallback function is called.

Parameters

sessionId	The session ID of the call.
audioCallbackMode	The type that is passed in enableAudioStreamCallback function.
data	The memory of audio stream. It's in PCM format.
dataLength	The data size.
samplingFreqHz	The audio stream sample in HZ. For example, it could be 8000 or 16000.

Note

Don't call any SDK API functions in this event directly. If you want to call the API functions or other code, which is time-consuming, you should post a message to another thread and execute SDK API functions or other code in another thread.

- (int) onVideoRawCallback: (long) *sessionId* videoCallbackMode: (int) *videoCallbackMode* width: (int) *width* height: (int) *height* data: (unsigned char *) *data* dataLength: (int) *dataLength*

This event will be triggered once received the video packets if called enableVideoStreamCallback function.

Parameters

sessionId	The session ID of the call.
videoCallbackMode	The type passed in enableVideoStreamCallback function.
width	The width of video image.
height	The height of video image.
data	The memory of video stream. It's in YUV420 format, such as YV12.
dataLength	The data size.

Returns

If you changed the sent video data, dataLength should be returned, otherwise 0.

Note

Don't call any SDK API functions in this event directly. If you want to call the API functions or other code, which is time-consuming, you should post a message to another thread and execute SDK API functions or other code in another thread.

SDK functions

SDK functions.

Modules

- Initialize and register functions
  Initialize and register functions.
- NIC and local IP functions
- Audio and video codecs functions
- Additional settings functions

- Access SIP message header functions
- Audio and video functions
- Call functions
- Refer functions
- Send audio and video stream functions
- RTP packets, audio stream and video stream callback functions
- Record functions
- Play audio and video files to remote party
- Conference functions
- RTP and RTCP QOS functions
- Media statistics functions
- Audio effect functions
- Send OPTIONS/INFO/MESSAGE functions
- Presence functions
- Keep awake functions
- Audio Controller

Detailed Description

SDK functions.

Initialize and register functions

Initialize and register functions.

Functions

- (int) - PortSIPSDK::initialize:localIP:localSIPPort:loglevel:logPath:maxLine:agent:audioDeviceLayer:videoDeviceLayer:TLSCertificatesRootPath:TLSCipherList:verifyTLSCertificate:
  Initialize the SDK.

- (int) - PortSIPSDK::setInstanceId:
  Set the instance Id, the outbound instanceId((RFC5626)) used in contact headers.

- (void) - PortSIPSDK::unInitialize
  Un-initialize the SDK and release resources.

- (int) - PortSIPSDK::setUser:displayName:authName:password:userDomain:SIPServer:SIPServerPort:STUNServer:STUNServerPort:outboundServer:outboundServerPort:
  Set user account info.

- (void) - PortSIPSDK::removeUser
  Remove user account info.

- (int) - PortSIPSDK::setDisplayName:
  Set the display name of user.

- (int) - PortSIPSDK::registerServer:retryTimes:
  Register to SIP proxy server (login to server)

- (int) - PortSIPSDK::refreshRegistration:
  Refresh the registration manually after successfully registered.

- (int) - PortSIPSDK::unRegisterServer
  Un-register from the SIP proxy server.

Detailed Description

Initialize and register functions.

Function Documentation

- (int) initialize: (TRANSPORT_TYPE) *transport* localIP: (NSString *) *localIP* localSIPPort: (int) *localSIPPort* loglevel: (PORTSIP_LOG_LEVEL) *logLevel* logPath: (NSString *) *logFilePath* maxLine: (int) *maxCallLines* agent: (NSString *) *sipAgent* audioDeviceLayer: (int) *audioDeviceLayer* videoDeviceLayer: (int) *videoDeviceLayer* TLSCertificatesRootPath: (NSString *) *TLSCertificatesRootPath* TLSCipherList: (NSString *) *TLSCipherList* verifyTLSCertificate: (BOOL) *verifyTLSCertificate*

Initialize the SDK.

Parameters

transport	Transport for SIP signaling. TRANSPORT_PERS_UDP/TRANSPORT_PERS_TCP is the PortSIP private transport for anti SIP blocking. It must be used with PERS Server.
localIP	The local computer IP address to be bounded (for example: 192.168.1.108). It will be used for sending and receiving SIP messages and RTP packets. If this IP is transferred in IPv6 format, the SDK will use IPv6. If you want the SDK to choose correct network interface (IP) automatically, please pass the "0.0.0.0"(for IPv4) or "::" (for IPv6).
localSIPPort	The SIP message transport listener port (for example: 5060).
logLevel	Set the application log level. The SDK will generate "PortSIP_Log_datatime.log" file if the log enabled.
logFilePath	The log file path. The path (folder) MUST be existent.
maxCallLines	Theoretically, unlimited lines are supported depending on the device capability. For SIP client recommended value ranges 1 - 100.
sipAgent	The User-Agent header to be inserted in SIP messages.
audioDeviceLayer	0 = Use OS default device 1 = Set to 1 to use the virtual audio device if the no sound device installed.
videoDeviceLayer	0 = Use OS default device 1 = Set to 1 to use the virtual video device if no camera installed.
TLSCertificatesRootPath	Specify the TLS certificate path, from which the SDK will load the certificates automatically. Note: On Windows, this path will be ignored, and SDK will read the certificates from Windows certificates stored area instead.
TLSCipherList	Specify the TLS cipher list. This parameter is usually passed as empty so that the SDK will offer all available ciphers.
verifyTLSCertificate	Indicate if SDK will verify the TLS certificate. By setting to false, the SDK will not verify the validity of TLS certificate.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setInstanceId: (NSString *) *instanceId*

Set the instance Id, the outbound instanceId((RFC5626)) used in contact headers.

Parameters

instanceId	The SIP instance ID. If this function is not called, the SDK will generate an instance ID automatically. The instance ID MUST be unique on the same device (device ID or IMEI ID is recommended). Recommend to call this function to set the ID on Android devices.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setUser: (NSString *) *userName* displayName: (NSString *) *displayName* authName: (NSString *) *authName* password: (NSString *) *password* userDomain: (NSString *) *userDomain* SIPServer: (NSString *) *sipServer* SIPServerPort: (int) *sipServerPort* STUNServer: (NSString *) *stunServer* STUNServerPort: (int) *stunServerPort* outboundServer: (NSString *) *outboundServer* outboundServerPort: (int) *outboundServerPort*

Set user account info.

Parameters

userName	Account (username) of the SIP. It's usually provided by an IP-Telephony service provider.
displayName	The display name of user. You can set it as your like, such as "James Kend". It's optional.
authName	Authorization user name (usually equal to the username).
password	The password of user. It's optional.
userDomain	User domain. This parameter is optional. It allows to pass an empty string if you are not using domain.
sipServer	SIP proxy server IP or domain. For example: xx.xxx.xx.x or sip.xxx.com.
sipServerPort	Port of the SIP proxy server. For example: 5060.
stunServer	Stun server, used for NAT traversal. It's optional and can pass an empty string to disable STUN.
stunServerPort	STUN server port. It will be ignored if the outboundServer is empty.
outboundServer	Outbound proxy server. For example: sip.domain.com. It's optional and allows to pass an empty string if not using outbound server.
outboundServerPort	Outbound proxy server port. It will be ignored if the outboundServer is empty.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) removeUser

Remove user account info.

- (int) setDisplayName: (NSString *) *displayName*

Set the display name of user.

Parameters

displayName	that will appear in the From/To Header.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) registerServer: (int) *expires* retryTimes: (int) *retryTimes*

Register to SIP proxy server (login to server)

Parameters

expires	Registration refreshment interval in seconds. Maximum of 3600 allowed. It will be inserted into SIP REGISTER message headers.
retryTimes	The retry times if failed to refresh the registration. Once set to <= 0, the retry will be disabled and onRegisterFailure callback triggered for retry failure.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code. If registration to server succeeds, onRegisterSuccess will be triggered, otherwise onRegisterFailure triggered.

- (int) refreshRegistration: (int) *expires*

Refresh the registration manually after successfully registered.

Parameters

expires	Registration refreshment interval in seconds. Maximum of 3600 supported. It will be inserted into SIP REGISTER message header. If it's set to 0, default value will be used.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code. If registration to server succeeds, onRegisterSuccess will be triggered, otherwise onRegisterFailure triggered.

- (int) unRegisterServer

Un-register from the SIP proxy server.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

NIC and local IP functions

Functions

- (int) - PortSIPSDK::getNICNums
  Get the Network Interface Card numbers.

- (NSString *) - PortSIPSDK::getLocalIpAddress:
  Get the local IP address by Network Interface Card index.

Detailed Description

Function Documentation

- (int) getNICNums

Get the Network Interface Card numbers.

Returns

If the function succeeds, it will return NIC numbers, which are greater than or equal to 0. If the function fails, it will return a specific error code.

- (NSString*) getLocalIpAddress: (int) *index*

Get the local IP address by Network Interface Card index.

Parameters

index	The IP address index. For example, suppose the PC has two NICs. If we want to obtain the second NIC IP, please set this parameter as 1, and the first NIC IP index 0.

Returns

The buffer for receiving the IP.

Audio and video codecs functions

Functions

- (int) - PortSIPSDK::addAudioCodec:
  Enable an audio codec. It will appear in SDP.

- (int) - PortSIPSDK::addVideoCodec:

Enable a video codec. It will appear in SDP.

- (BOOL) - PortSIPSDK::isAudioCodecEmpty
  Detect if the enabled audio codecs is empty.

- (BOOL) - PortSIPSDK::isVideoCodecEmpty
  Detect if enabled video codecs is empty or not.

- (int) - PortSIPSDK::setAudioCodecPayloadType:payloadType:
  Set the RTP payload type for dynamic audio codec.

- (int) - PortSIPSDK::setVideoCodecPayloadType:payloadType:
  Set the RTP payload type for dynamic Video codec.

- (void) - PortSIPSDK::clearAudioCodec
  Remove all enabled audio codecs.

- (void) - PortSIPSDK::clearVideoCodec
  Remove all enabled video codecs.

- (int) - PortSIPSDK::setAudioCodecParameter:parameter:
  Set the codec parameter for audio codec.

- (int) - PortSIPSDK::setVideoCodecParameter:parameter:
  Set the codec parameter for video codec.

Detailed Description

Function Documentation

- (int) addAudioCodec: (AUDIOCODEC_TYPE) *codecType*

Enable an audio codec. It will appear in SDP.

Parameters

codecType	Audio codec type.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) addVideoCodec: (VIDEOCODEC_TYPE) *codecType*

Enable a video codec. It will appear in SDP.

Parameters

codecType	Video codec type.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (BOOL) isAudioCodecEmpty

Detect if the enabled audio codecs is empty.

Returns

If no audio codec is enabled, it will return value true, otherwise false.

- (BOOL) isVideoCodecEmpty

Detect if enabled video codecs is empty or not.

Returns

If no video codec is enabled, it will return value true, otherwise false.

- (int) setAudioCodecPayloadType: (AUDIOCODEC_TYPE) *codecType* payloadType: (int) *payloadType*

Set the RTP payload type for dynamic audio codec.

Parameters

codecType	Audio codec type defined in the PortSIPTypes file.
payloadType	The new RTP payload type that you want to set.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoCodecPayloadType: (VIDEOCODEC_TYPE) *codecType* payloadType: (int) *payloadType*

Set the RTP payload type for dynamic Video codec.

Parameters

codecType	Video codec type defined in the PortSIPTypes file.
payloadType	The new RTP payload type that you want to set.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setAudioCodecParameter: (AUDIOCODEC_TYPE) *codecType* parameter: (NSString *) *parameter*

Set the codec parameter for audio codec.

Parameters

codecType	Audio codec type defined in the PortSIPTypes file.
parameter	The parameter in string format.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Example:

```
[myVoIPsdk setAudioCodecParameter:AUDIOCODEC_AMR parameter:"mode-set=0;
octet-align=1; robust-sorting=0"];
```

- (int) setVideoCodecParameter: (VIDEOCODEC_TYPE) *codecType* parameter: (NSString *) *parameter*

Set the codec parameter for video codec.

Parameters

codecType	Video codec type defined in the PortSIPTypes file.
parameter	The parameter in string format.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return value a specific error code.

Remarks

Example:

```
[myVoIPsdk setVideoCodecParameter:VIDEOCODEC_H264
parameter:"profile-level-id=420033; packetization-mode=0"];
```

Additional settings functions

Functions

- (NSString *) - PortSIPSDK::getVersion
  Get the current version number of the SDK.

- (int) - PortSIPSDK::enableRport:
  Enable/disable rport(RFC3581).

- (int) - PortSIPSDK::enableEarlyMedia:
  Enable/disable Early Media.

- (int) - PortSIPSDK::enableReliableProvisional:
  Enable/disable PRACK.

- (int) - PortSIPSDK::enable3GppTags:
  Enable/disable the 3Gpp tags, including "ims.icsi.mmtel" and "g.3gpp.smsip".

- (void) - PortSIPSDK::enableCallbackSignaling:enableReceived:
  Enable/disable to callback the SIP messages.

- (int) - PortSIPSDK::setSrtpPolicy:
  Set the SRTP policy.

- (int) - PortSIPSDK::setRtpPortRange:maximumRtpAudioPort:minimumRtpVideoPort:maximumRtpVideoPort:
  Set the RTP ports range for audio and video streaming.

- (int) - PortSIPSDK::setRtcpPortRange:maximumRtcpAudioPort:minimumRtcpVideoPort:maximumRtcpVideoPort:
  Set the RTCP ports range for audio and video streaming.

- (int) - PortSIPSDK::enableCallForward:forwardTo:
  Enable call forwarding.

- (int) - PortSIPSDK::disableCallForward
  Disable the call forwarding. The SDK is not forwarding any incoming calls once this function is called.

- (int) - PortSIPSDK::enableSessionTimer:refreshMode:
  Allows to periodically refresh Session Initiation Protocol (SIP) sessions by sending INVITE requests repeatedly.

- (int) - PortSIPSDK::disableSessionTimer
  Disable the session timer.

- (void) - PortSIPSDK::setDoNotDisturb:
  Enable the "Do not disturb" to enable/disable.

- (void) - PortSIPSDK::enableAutoCheckMwi:
  Enable the CheckMwi to enable/disable.

- (int) - PortSIPSDK::setRtpKeepAlive:keepAlivePayloadType:deltaTransmitTimeMS:
  Enable or disable to send RTP keep-alive packet when the call is established.

- (int) - PortSIPSDK::setKeepAliveTime:
  Enable or disable to send SIP keep-alive packet.

- (int) - PortSIPSDK::setAudioSamples:maxPtime:

Set the audio capturing sample.

- (int) - PortSIPSDK::addSupportedMimeType:mimeType:subMimeType:

Detailed Description

Function Documentation

- (NSString*) getVersion

Get the current version number of the SDK.

Returns

Return a current version number MAJOR.MINOR.PATCH of the SDK.

- (int) enableRport: (BOOL) *enable*

Enable/disable rport(RFC3581).

Parameters

enable	Set to true to enable the SDK to support rport. By default it is enabled.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enableEarlyMedia: (BOOL) *enable*

Enable/disable Early Media.

Parameters

enable	Set to true to enable the SDK to support Early Media. By default the Early Media is disabled.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enableReliableProvisional: (BOOL) *enable*

Enable/disable PRACK.

Parameters

enable	Set to true to enable the SDK to support PRACK. By default the PRACK is disabled.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enable3GppTags: (BOOL) *enable*

Enable/disable the 3Gpp tags, including "ims.icsi.mmtel" and "g.3gpp.smsip".

Parameters

enable	Set to true to enable the SDK to support 3Gpp tags.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) enableCallbackSignaling: (BOOL) *enableSending* enableReceived: (BOOL) *enableReceived*

Enable/disable to callback the SIP messages.

Parameters

enableSending	Set as true to enable to callback the sent SIP messages, or false to disable. Once enabled, the "onSendingSignaling" event will be triggered when the SDK sends a SIP message.
enableReceived	Set as true to enable to callback the received SIP messages, or false to disable. Once enabled, the "onReceivedSignaling" event will be triggered when the SDK receives a SIP message.

- (int) setSrtpPolicy: (SRTP_POLICY) *srtpPolicy*

Set the SRTP policy.

Parameters

srtpPolicy	The SRTP policy.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setRtpPortRange: (int) *minimumRtpAudioPort* maximumRtpAudioPort: (int) *maximumRtpAudioPort* minimumRtpVideoPort: (int) *minimumRtpVideoPort* maximumRtpVideoPort: (int) *maximumRtpVideoPort*

Set the RTP ports range for audio and video streaming.

Parameters

minimumRtpAudioPort	The minimum RTP port for audio stream.
maximumRtpAudioPort	The maximum RTP port for audio stream.
minimumRtpVideo	The minimum RTP port for video stream.

Port	
maximumRtpVideo Port	The maximum RTP port for video stream.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

The port range ((max - min) / maxCallLines) should be greater than 4.

- (int) setRtcpPortRange: (int) *minimumRtcpAudioPort* maximumRtcpAudioPort: (int) *maximumRtcpAudioPort* minimumRtcpVideoPort: (int) *minimumRtcpVideoPort* maximumRtcpVideoPort: (int) *maximumRtcpVideoPort*

Set the RTCP ports range for audio and video streaming.

Parameters

minimumRtcpAudioPort	The minimum RTCP port for audio stream.
maximumRtcpAudioPort	The maximum RTCP port for audio stream.
minimumRtcpVideoPort	The minimum RTCP port for video stream.
maximumRtcpVideoPort	The maximum RTCP port for video stream.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

The port range ((max - min) / maxCallLines) should be greater than 4.

- (int) enableCallForward: (BOOL) *forBusyOnly* forwardTo: (NSString *) *forwardTo*

Enable call forwarding.

Parameters

forBusyOnly	If this parameter is set as true, the SDK will forward all incoming calls when currently it's busy. If it's set as false, the SDK forward all incoming calls anyway.
forwardTo	The target of call forwarding. It must in the format of sip:xxxx@sip.portsip.com.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) disableCallForward

Disable the call forwarding. The SDK is not forwarding any incoming calls once this function is called.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enableSessionTimer: (int) *timerSeconds* refreshMode: (SESSION_REFRESH_MODE) *refreshMode*

Allows to periodically refresh Session Initiation Protocol (SIP) sessions by sending INVITE requests repeatedly.

Parameters

timerSeconds	The value of the refreshment interval in seconds. Minimum of 90 seconds required.
refreshMode	Allow to set the session refreshment by UAC or UAS: SESSION_REFERESH_UAC or SESSION_REFERESH_UAS;

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

The INVITE requests, or re-INVITEs, are sent repeatedly during an active call log to allow user agents (UA) or proxies to determine the status of a SIP session. Without this keep-alive mechanism, proxies for remembering incoming and outgoing requests (stateful proxies) may continue to retain call state needlessly. If a UA fails to send a BYE message at the end of a session or if the BYE message is lost because of network problems, a stateful proxy does not know that the session has ended. The re-INVITEs ensure that active sessions stay active and completed sessions are terminated.

- (int) disableSessionTimer

Disable the session timer.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) setDoNotDisturb: (BOOL) *state*

Enable the "Do not disturb" to enable/disable.

Parameters

state	If it is set to true, the SDK will reject all incoming calls anyway.

- (void) enableAutoCheckMwi: (BOOL) *state*

Enable the CheckMwi to enable/disable.

Parameters

state	If it is set to true, the SDK will check Mwi automatically.

- (int) setRtpKeepAlive: (BOOL) *state* keepAlivePayloadType: (int) *keepAlivePayloadType* deltaTransmitTimeMS: (int) *deltaTransmitTimeMS*

Enable or disable to send RTP keep-alive packet when the call is established.

Parameters

state	Set as true to allow to send the keep-alive packet during the conversation.
keepAlivePayload Type	The payload type of the keep-alive RTP packet. It's usually set to 126.
deltaTransmitTime MS	The keep-alive RTP packet sending interval, in milliseconds. Recommended value ranges 15000 - 300000.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setKeepAliveTime: (int) *keepAliveTime*

Enable or disable to send SIP keep-alive packet.

Parameters

keepAliveTime	This is the SIP keep-alive time interval in seconds. By setting to 0, the SIP keep-alive will be disabled. Recommended value is 30 or 50.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setAudioSamples: (int) *ptime* maxPtime: (int) *maxPtime*

Set the audio capturing sample.

Parameters

ptime	It should be a multiple of 10 between 10 - 60 (with 10 and 60 inclusive).
maxPtime	For the "maxptime" attribute, it should be a multiple of 10 between 10 - 60 (with 10 and 60 inclusive). It cannot be less than "ptime".

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

It will appear in the SDP of INVITE and 200 OK message as "ptime and "maxptime" attribute.

- (int) addSupportedMimeType: (NSString *) *methodName* mimeType: (NSString *) *mimeType* subMimeType: (NSString *) *subMimeType*

```
@brief Set the SDK to receive the SIP message that includes special mime type.

@param methodName  Method name of the SIP message, such as INVITE, OPTION, INFO, MESSAGE,
UPDATE, ACK etc. For more details please refer to the RFC3261.
@param mimeType    The mime type of SIP message.
@param subMimeType The sub mime type of SIP message.
```

```
@return If the function succeeds, it will return value 0. If the function fails, it
will return a specific error code.
```

Remarks

By default, PortSIP VoIP SDK supports the media types (mime types) listed in the below incoming SIP messages:

```
"message/sipfrag" in NOTIFY message.
"application/simple-message-summary" in NOTIFY message.
"text/plain" in MESSAGE message.
"application/dtmf-relay" in INFO message.
"application/media_control+xml" in INFO message.
```

The SDK allows to receive SIP messages that include above mime types. Now if remote side sends an INFO SIP message with its "Content-Type" header value "text/plain", SDK will reject this INFO message, for "text/plain" of INFO message is not included in the default supported list. How should we enable the SDK to receive the SIP INFO messages that include "text/plain" mime type? The answer is to use addSupportedMimyType:

```
[myVoIPSdk addSupportedMimeType:@"INFO" mimeType:@"text" subMimeType:@"plain"];
```

To receive the NOTIFY message with "application/media_control+xml":

```
[myVoIPSdk addSupportedMimeType:@"NOTIFY" mimeType:@"application"
subMimeType:@"media_control+xml"];
```

For more details about the mime type, please visit:
http://www.iana.org/assignments/media-types/

Access SIP message header functions

Functions

- (NSString *) - PortSIPSDK::getSipMessageHeaderValue:headerName:
  Access the SIP header of SIP message.

- (long) - PortSIPSDK::addSipMessageHeader:methodName:msgType:headerName:headerValue:
  Add the SIP Message header into the specified outgoing SIP message.

- (int) - PortSIPSDK::removeAddedSipMessageHeader:
  Remove the headers (custom header) added by addSipMessageHeader.

- (void) - PortSIPSDK::clearAddedSipMessageHeaders
  Clear the added extension headers (custom headers)

- (long) - PortSIPSDK::modifySipMessageHeader:methodName:msgType:headerName:headerValue:
  Modify the special SIP header value for every outgoing SIP message.

- (int) - PortSIPSDK::removeModifiedSipMessageHeader:
  Remove the extension header (custom header) from every outgoing SIP message.

- (void) - PortSIPSDK::clearModifiedSipMessageHeaders
  Clear the modified headers value, and do not modify every outgoing SIP message header values any longer.

Detailed Description

Function Documentation

- (NSString*) getSipMessageHeaderValue: (NSString *) *sipMessage* headerName: (NSString *) *headerName*

Access the SIP header of SIP message.

Parameters

sipMessage	The SIP message.
headerName	The header with which to access the SIP message.

Returns

If the function succeeds, it will return value headerValue. If the function fails, it will return value null.

Remarks

When receiving an SIP message in the onReceivedSignaling callback event, and user wishes to get SIP message header value, use getExtensionHeaderValue:

```
NSString* headerValue = [myVoIPSdk getSipMessageHeaderValue:message
headerName:name];
```

- (long) addSipMessageHeader: (long) *sessionId* methodName: (NSString *) *methodName* msgType: (int) *msgType* headerName: (NSString *) *headerName* headerValue: (NSString *) *headerValue*

Add the SIP Message header into the specified outgoing SIP message.

Parameters

sessionId	Add the header to the SIP message with the specified session Id only. By setting to -1, it will be added to all messages.
methodName	Just add the header to the SIP message with specified method name. For example: "INVITE", "REGISTER", "INFO" etc. If "ALL" specified, it will add all SIP messages.
msgType	1 refers to apply to the request message, 2 refers to apply to the response message, 3 refers to apply to both request and response.
headerName	The header name that will appear in SIP message.
headerValue	The custom header value.

Returns

If the function succeeds, it will return addedSipMessageId, which is greater than 0. If the function fails, it will return a specific error code.

- (int) removeAddedSipMessageHeader: (long) *addedSipMessageId*

Remove the headers (custom header) added by addSipMessageHeader.

Parameters

addedSipMessageId	The addedSipMessageId return by addSipMessageHeader.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) clearAddedSipMessageHeaders

Clear the added extension headers (custom headers)

Remarks

For example, we have added two custom headers into every outgoing SIP message and wish to remove them.

```
[myVoIPSdk addedSipMessageId:-1 methodName:@"ALL" msgType:3
headerName:@"Blling" headerValue:@"usd100.00"];
[myVoIPSdk addedSipMessageId:-1 methodName:@"ALL" msgType:3
headerName:@"ServiceId" headerValue:@"8873456"];
[myVoIPSdk clearAddedSipMessageHeaders];
```

- (long) modifySipMessageHeader: (long) *sessionId* methodName: (NSString *) *methodName* msgType: (int) *msgType* headerName: (NSString *) *headerName* headerValue: (NSString *) *headerValue*

Modify the special SIP header value for every outgoing SIP message.

Parameters

sessionId	The header to the SIP message with the specified session Id. By setting to -1, it will be added to all messages.
methodName	Modify the header to the SIP message with specified method name only. For example: "INVITE", "REGISTER", "INFO" etc. If "ALL" specified, it will add all SIP messages.
msgType	1 refers to apply to the request message, 2 refers to apply to the response message, 3 refers to apply to both request and response.
headerName	The SIP header name of which the value will be modified.
headerValue	The heaver value to be modified.

Returns

If the function succeeds, it will return modifiedSipMessageId, which is greater than 0. If the function fails, it will return a specific error code.

- (int) removeModifiedSipMessageHeader: (long) *modifiedSipMessageId*

Remove the extension header (custom header) from every outgoing SIP message.

Parameters

modifiedSipMessageId	The modifiedSipMessageId is returned by modifySipMessageHeader.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) clearModifiedSipMessageHeaders

Clear the modified headers value, and do not modify every outgoing SIP message header values any longer.

Remarks

For example, to modify two headers' value for every outging SIP message and wish to clear it:

```
[myVoIPSdk removeModifiedSipMessageHeader:-1 methodName:@"ALL" msgType:3
headerName:@"Expires" headerValue:@"1000"];
[myVoIPSdk removeModifiedSipMessageHeader:-1 methodName:@"ALL" msgType:3
headerName:@"User-Agent" headerValue:@"MyTest Softphone 1.0"];
[myVoIPSdk clearModifiedSipMessageHeaders];
```

Audio and video functions

Functions

- (int) - PortSIPSDK::setVideoDeviceId:
  Set the video device that will be used for video call.

- (int) - PortSIPSDK::setVideoResolution:height:
  Set the video capturing resolution.

- (int) - PortSIPSDK::setVideoCropAndScale:
  When the camera does not support specified resolution, enable or disable SDK to crop and scale to the specified resolution.

- (int) - PortSIPSDK::setAudioBitrate:codecType:bitrateKbps:
  Set the audio bit rate.

- (int) - PortSIPSDK::setVideoBitrate:bitrateKbps:
  Set the video bitrate.

- (int) - PortSIPSDK::setVideoFrameRate:frameRate:
  Set the video frame rate.

- (int) - PortSIPSDK::sendVideo:sendState:
  Send the video to remote side.

- (void) - PortSIPSDK::setLocalVideoWindow:
  Set the window on which the local video image will be displayed.

- (int) - PortSIPSDK::setRemoteVideoWindow:remoteVideoWindow:
  Set the window for a session to display the received remote video image.

- (int) - PortSIPSDK::displayLocalVideo:mirror:
  Start/stop displaying the local video image.

- (int) - PortSIPSDK::setVideoNackStatus:
  Enable/disable the NACK feature (RFC4585) to help to improve the video quality.

- (void) - PortSIPSDK::muteMicrophone:
  Mute the device microphone. It's unavailable for Android and iOS.

- (void) - PortSIPSDK::muteSpeaker:
  Mute the device speaker. It's unavailable for Android and iOS.

- (int) - PortSIPSDK::setLoudspeakerStatus:
  Set the audio device that will be used for audio call.

- (int) - PortSIPSDK::setChannelOutputVolumeScaling:scaling:
- (int) - PortSIPSDK::setChannelInputVolumeScaling:scaling:

Detailed Description

Function Documentation

- (int) setVideoDeviceId: (int) *deviceId*

Set the video device that will be used for video call.

Parameters

deviceId	Device ID (index) for video device (camera).

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoResolution: (int) *width* height: (int) *height*

Set the video capturing resolution.

Parameters

width	Video width.
height	Video height.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoCropAndScale: (BOOL) *enable*

When the camera does not support specified resolution, enable or disable SDK to crop and scale to the specified resolution.

Parameters

enable	Enable or disable to Video crop or scale the video to fit in specified resolution. By default it is disabled.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setAudioBitrate: (long) *sessionId* codecType: (AUDIOCODEC_TYPE) *codecType* bitrateKbps: (int) *bitrateKbps*

Set the audio bit rate.

Parameters

sessionId	The session ID of the call.
codecType	Audio codec type.
bitrateKbps	The Audio bit rate in KBPS.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoBitrate: (long) *sessionId* bitrateKbps: (int) *bitrateKbps*

Set the video bitrate.

Parameters

sessionId	The session ID of the call. Set it to -1 for all calls.
bitrateKbps	The video bit rate in KBPS.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoFrameRate: (long) *sessionId* frameRate: (int) *frameRate*

Set the video frame rate.

Parameters

sessionId	The session ID of the call. Set it to -1 for all calls.
frameRate	The frame rate value, with its minimum value 5, and maximum value 30. Greater value renders better video quality but requires more bandwidth.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Usually you do not need to call this function to set the frame rate, as the SDK uses default frame rate.

- (int) sendVideo: (long) *sessionId* sendState: (BOOL) *sendState*

Send the video to remote side.

Parameters

sessionId	The session ID of the call.
sendState	Set to true to send the video, or false to stop sending.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) setLocalVideoWindow: (PortSIPVideoRenderView *) *localVideoWindow*

Set the window on which the local video image will be displayed.

Parameters

localVideoWindow	The PortSIPVideoRenderView for displaying local video image from camera.

- (int) setRemoteVideoWindow: (long) *sessionId* remoteVideoWindow: (PortSIPVideoRenderView *) *remoteVideoWindow*

Set the window for a session to display the received remote video image.

Parameters

sessionId	The session ID of the call.
remoteVideoWindow	The PortSIPVideoRenderView for displaying received remote video image.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) displayLocalVideo: (BOOL) *state* mirror: (BOOL) *mirror*

Start/stop displaying the local video image.

Parameters

state	Set to true to display local video image.
mirror	Set to true to display the mirror image of local video.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoNackStatus: (BOOL) *state*

Enable/disable the NACK feature (RFC4585) to help to improve the video quality.

Parameters

state	Set to true to enable.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) muteMicrophone: (BOOL) *mute*

Mute the device microphone. It's unavailable for Android and iOS.

Parameters

mute	If the value is set to true, the microphone is muted, or set to false to be un-muted.

- (void) muteSpeaker: (BOOL) *mute*

Mute the device speaker. It's unavailable for Android and iOS.

Parameters

mute	If the value is set to true, the speaker is muted, or set to false to be un-muted.

- (int) setLoudspeakerStatus: (BOOL) *enable*

Set the audio device that will be used for audio call.

Parameters

enable	By setting to true the SDK uses loudspeaker for audio call. This is available for mobile platform only.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Allow to switch between earphone and loudspeaker only.

- (int) setChannelOutputVolumeScaling: (long) *sessionId* scaling: (int) *scaling*

Set a volume |scaling| to be applied to the outgoing signal of a specific audio channel.

Parameters

sessionId	The session ID of the call.
scaling	Valid scale ranges [0, 1000]. Default is 100.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setChannelInputVolumeScaling: (long) *sessionId* scaling: (int) *scaling*

Set a volume |scaling| to be applied to the microphone signal of a specific audio channel.

Parameters

sessionId	The session ID of the call.

scaling	Valid scale ranges [0, 1000]. Default is 100.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Call functions

Functions

- (long) - PortSIPSDK::call:sendSdp:videoCall:
  Make a call.

- (int) - PortSIPSDK::rejectCall:code:
  rejectCall Reject the incoming call.

- (int) - PortSIPSDK::hangUp:
  hangUp Hang up the call.

- (int) - PortSIPSDK::answerCall:videoCall:
  answerCall Answer the incoming call.

- (int) - PortSIPSDK::updateCall:enableAudio:enableVideo:
  Use the re-INVITE to update the established call.

- (int) - PortSIPSDK::hold:
  Place a call on hold.

- (int) - PortSIPSDK::unHold:
  Take off hold.

- (int) - PortSIPSDK::muteSession:muteIncomingAudio:muteOutgoingAudio:muteIncomingVideo:muteOutgoingVideo:
  Mute the specified session audio or video.

- (int) - PortSIPSDK::forwardCall:forwardTo:
  Forward the call to another user once received an incoming call.

- (long) - PortSIPSDK::pickupBLFCall:videoCall:
  This function will be used for picking up a call based on the BLF (Busy Lamp Field) status.

- (int) - PortSIPSDK::sendDtmf:dtmfMethod:code:dtmfDration:playDtmfTone:
  Send DTMF tone.

Detailed Description

Function Documentation

- (long) call: (NSString *) *callee* sendSdp: (BOOL) *sendSdp* videoCall: (BOOL) *videoCall*

Make a call.

Parameters

callee	The callee. It can be a name only or full SIP URI. For example, user001, sip:user001@sip.iptel.org or sip:user002@sip.yourdomain.com:5068.
sendSdp	If set to false, the outgoing call will not include the SDP in INVITE message.
videoCall	If set to true and at least one video codec was added, the outgoing call will include the video codec into SDP.

Returns

If the function succeeds, it will return the session ID of the call, which is greater than 0. If the function fails, it will return a specific error code. Note: the function success just means the outgoing call is being processed, and you need to detect the final state of calling in onInviteTrying, onInviteRinging, onInviteFailure callback events.

- (int) rejectCall: (long) *sessionId* code: (int) *code*

rejectCall Reject the incoming call.

Parameters

sessionId	The session ID of the call.
code	Reject code. For example, 486 and 480.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) hangUp: (long) *sessionId*

hangUp Hang up the call.

Parameters

sessionId	Session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) answerCall: (long) *sessionId* videoCall: (BOOL) *videoCall*

answerCall Answer the incoming call.

Parameters

sessionId	The session ID of the call.
videoCall	If the incoming call is a video call and the video codec is matched, set it to true to answer the video call. If set to false, the answer call will not include video codec answer anyway.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) updateCall: (long) *sessionId* enableAudio: (BOOL) *enableAudio* enableVideo: (BOOL) *enableVideo*

Use the re-INVITE to update the established call.

Parameters

sessionId	The session ID of call.
enableAudio	Set to true to allow the audio in updated call, or false to disable audio in updated call.
enableVideo	Set to true to allow the video in updated call, or false to disable video in updated call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Example usage:

Example 1: A called B with the audio only, and B answered A, then there would be an audio conversation between A and B. Now if A wants to see B visually, A could use these functions to fulfill it.

```
[myVoIPSdk clearVideoCodec];
[myVoIPSdk addVideoCodec:VIDEOCODEC_H264];
[myVoIPSdk updateCall:sessionId enableAudio:true enableVideo:true];
```

Example 2: Remove video stream from current conversation.

```
[myVoIPSdk updateCall:sessionId enableAudio:true enableVideo:false];
```

- (int) hold: (long) *sessionId*

Place a call on hold.

Parameters

sessionId	The session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) unHold: (long) *sessionId*

Take off hold.

Parameters

sessionId	The session ID of call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) muteSession: (long) *sessionId* muteIncomingAudio: (BOOL) *muteIncomingAudio* muteOutgoingAudio: (BOOL) *muteOutgoingAudio* muteIncomingVideo: (BOOL) *muteIncomingVideo* muteOutgoingVideo: (BOOL) *muteOutgoingVideo*

Mute the specified session audio or video.

Parameters

sessionId	The session ID of the call.
muteIncomingAudio	Set it true to mute incoming audio stream, and user cannot hear from remote side audio.
muteOutgoingAudio	Set it true to mute outgoing audio stream, and the remote side cannot hear the audio.
muteIncomingVideo	Set it true to mute incoming video stream, and user cannot see remote side video.
muteOutgoingVideo	Set it true to mute outgoing video stream, and the remote side cannot see video.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) forwardCall: (long) *sessionId* forwardTo: (NSString *) *forwardTo*

Forward the call to another user once received an incoming call.

Parameters

sessionId	The session ID of the call.
forwardTo	Target of the call forwarding. It can be "sip:number@sipserver.com" or "number" only.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (long) pickupBLFCall: (const char *) *replaceDialogId* videoCall: (BOOL) *videoCall*

This function will be used for picking up a call based on the BLF (Busy Lamp Field) status.

Parameters

replaceDialogId	The ID of the call to be picked up. It comes with onDialogStateUpdated callback.
videoCall	Indicates if it is video call or audio call to be picked up.

Returns

If the function succeeds, it will return a session ID that is greater than 0 to the new call, otherwise returns a specific error code that is less than 0.

Remarks

The scenario is:

1. User 101 subscribed the user 100's call status: sendSubscription(mSipLib, "100", "dialog");
2. When 100 hold a call or 100 is ringing, onDialogStateUpdated callback will be triggered, and 101 will receive this callback. Now 101 can use pickupBLFCall function to pick the call rather than 100 to talk with caller.

- (int) sendDtmf: (long) *sessionId* dtmfMethod: (DTMF_METHOD) *dtmfMethod* code: (int) *code* dtmfDration: (int) *dtmfDuration* playDtmfTone: (BOOL) *playDtmfTone*

Send DTMF tone.

Parameters

sessionId	The session ID of the call.
dtmfMethod	Support sending DTMF tone with two methods: DTMF_RFC2833 and DTMF_INFO. The DTMF_RFC2833 is recommended.
code	The DTMF tone (0-16).

code	Description
0	The DTMF tone 0.
1	The DTMF tone 1.
2	The DTMF tone 2.
3	The DTMF tone 3.
4	The DTMF tone 4.
5	The DTMF tone 5.
6	The DTMF tone 6.
7	The DTMF tone 7.
8	The DTMF tone 8.
9	The DTMF tone 9.
10	The DTMF tone *.
11	The DTMF tone #.
12	The DTMF tone A.
13	The DTMF tone B.
14	The DTMF tone C.
15	The DTMF tone D.
16	The DTMF tone FLASH.

Parameters

dtmfDuration	The DTMF tone samples. Recommended value 160.
playDtmfTone	By setting to true, the SDK plays local DTMF tone sound when sending DTMF.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Refer functions

Functions

- (int) - PortSIPSDK::refer:referTo:
- (int) - PortSIPSDK::attendedRefer:replaceSessionId:referTo:
  Make an attended refer.

- (int) - PortSIPSDK::attendedRefer2:replaceSessionId:replaceMethod:target:referTo:
  Make an attended refer with specified request line and specified method embedded into the "Refer-To" header.

- (int) - PortSIPSDK::outOfDialogRefer:replaceMethod:target:referTo:
  Send an out of dialog REFER to replace the specified call.

- (long) - PortSIPSDK::acceptRefer:referSignaling:
  Once the REFER request accepted, a new call will be made if called this function. The function is usually called after onReceivedRefer callback event.

- (int) - PortSIPSDK::rejectRefer:
  Reject the REFER request.

Detailed Description

Function Documentation

- (int) refer: (long) *sessionId* referTo: (NSString *) *referTo*

```
@brief Refer the current call to another one.<br>
@param sessionId The session ID of the call.
@param referTo   Target of the refer. It could be either "sip:number@sipserver.com" or
"number".

@return If the function succeeds, it will return value 0. If the function fails, it
will return a specific error code.
@remark
```

```
[myVoIPSdk refer:sessionId  referTo:@"sip:testuser12@sip.portsip.com"];
```

You can watch the video on YouTube at https://www.youtube.com/watch?v=_2w9EGgr3FY. It will demonstrate the transfer.

- (int) attendedRefer: (long) *sessionId* replaceSessionId: (long) *replaceSessionId* referTo: (NSString *) *referTo*

Make an attended refer.

Parameters

sessionId	The session ID of the call.
replaceSessionId	Session ID of the replaced call.
referTo	Target of the refer. It can be either "sip:number@sipserver.com" or "number".

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Please read the sample project source code for more details, or you can watch the video on YouTube at https://www.youtube.com/watch?v=_2w9EGgr3FY, which will demonstrate the transfer.

- (int) attendedRefer2: (long) *sessionId* replaceSessionId: (long) *replaceSessionId* replaceMethod: (NSString *) *replaceMethod* target: (NSString *) *target* referTo: (NSString *) *referTo*

Make an attended refer with specified request line and specified method embedded into the "Refer-To" header.

Parameters

sessionId	Session ID of the call.
replaceSessionId	Session ID of the replaced call.
replaceMethod	The SIP method name which will be embedded in the "Refer-To" header, usually INVITE or BYE.
target	The target to which the REFER message will be sent. It appears in the "Request Line" of REFER message.
referTo	Target of the refer that appears in the "Refer-To" header. It can be either "sip:number@sipserver.com" or "number".

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Please refer to the sample project source code for more details. Or you can watch the video on YouTube at https://www.youtube.com/watch?v=_2w9EGgr3FY. It will demonstrate the transmission.

- (int) outOfDialogRefer: (long) *replaceSessionId* replaceMethod: (NSString *) *replaceMethod* target: (NSString *) *target* referTo: (NSString *) *referTo*

Send an out of dialog REFER to replace the specified call.

Parameters

replaceSessionId	The session ID of the session which will be replaced.
replaceMethod	The SIP method name which will be added in the "Refer-To" header, usually INVITE or BYE.
target	The target to which the REFER message will be sent.
referTo	The URI to be added into the "Refer-To" header.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (long) acceptRefer: (long) *referId* referSignaling: (NSString *) *referSignaling*

Once the REFER request accepted, a new call will be made if called this function. The function is usually called after onReceivedRefer callback event.

Parameters

referId	The ID of REFER request that comes from onReceivedRefer callback event.
referSignaling	The SIP message of REFER request that comes from onReceivedRefer callback event.

Returns

If the function succeeds, it will return a session ID that is greater than 0 to the new call for REFER, otherwise returns a specific error code that is less than 0.

- (int) rejectRefer: (long) *referId*

Reject the REFER request.

Parameters

referId	The ID of REFER request that comes from onReceivedRefer callback event.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Send audio and video stream functions

Functions

- (int) - PortSIPSDK::enableSendPcmStreamToRemote:state:streamSamplesPerSec:
  Enable the SDK to send PCM stream data to remote side from another source instead of microphone.

- (int) - PortSIPSDK::sendPcmStreamToRemote:data:
  Send the audio stream in PCM format from another source instead of audio device capturing (microphone).

- (int) - PortSIPSDK::enableSendVideoStreamToRemote:state:
  Enable the SDK to send video stream data to remote side from another source instead of camera.

- (int) - PortSIPSDK::sendVideoStreamToRemote:data:width:height:
  Send the video stream to remote side.

Detailed Description

Function Documentation

- (int) enableSendPcmStreamToRemote: (long) *sessionId* state: (BOOL) *state* streamSamplesPerSec: (int) *streamSamplesPerSec*

Enable the SDK to send PCM stream data to remote side from another source instead of microphone.

Parameters

sessionId	The session ID of call.
state	Set to true to enable the sending stream, or false to disable.
streamSamplesPerSec	The PCM stream data sample in seconds. For example: 8000 or 16000.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

To send the PCM stream data to another side, this function MUST be called first.

- (int) sendPcmStreamToRemote: (long) *sessionId* data: (NSData *) *data*

Send the audio stream in PCM format from another source instead of audio device capturing (microphone).

Parameters

sessionId	Session ID of the call conversation.
data	The PCM audio stream data. It must be in 16bit, mono.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Usually we should use it like below:

```
[myVoIPSdk enableSendPcmStreamToRemote:sessionId state:YES
streamSamplesPerSec:16000];
[myVoIPSdk sendPcmStreamToRemote:sessionId data:data];
```

You can't have too much audio data at one time as we have 100ms audio buffer only. Once you put too much, data will be lost. It is recommended to send 20ms audio data every 20ms.

- (int) enableSendVideoStreamToRemote: (long) *sessionId* state: (BOOL) *state*

Enable the SDK to send video stream data to remote side from another source instead of camera.

Parameters

sessionId	The session ID of call.
state	Set to true to enable the sending stream, or false to disable.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) sendVideoStreamToRemote: (long) *sessionId* data: (NSData *) *data* width: (int) *width* height: (int) *height*

Send the video stream to remote side.

Parameters

sessionId	Session ID of the call conversation.
data	The video stream data. It must be in i420 format.
width	The video image width.
height	The video image height.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Send the video stream in i420 from another source instead of video device capturing (camera).

Before calling this function, you MUST call the enableSendVideoStreamToRemote function.

Usually we should use it like below:

```
[myVoIPSdk enableSendVideoStreamToRemote:sessionId state:YES];
[myVoIPSdk sendVideoStreamToRemote:sessionId data:data width:352 height:288];
```

RTP packets, audio stream and video stream callback functions

Functions

- (int) - PortSIPSDK::setRtpCallback:
  Set the RTP callbacks to allow to access the sent and received RTP packets.

- (int) - PortSIPSDK::enableAudioStreamCallback:enable:callbackMode:
  Enable/disable the audio stream callback.

- (int) - PortSIPSDK::enableVideoStreamCallback:callbackMode:
  Enable/disable the video stream callback.

Detailed Description

Function Documentation

- (int) setRtpCallback: (BOOL) *enable*

Set the RTP callbacks to allow to access the sent and received RTP packets.

Parameters

enable	Set to true to enable the RTP callback for received and sent RTP packets. The onSendingRtpPacket and onReceivedRtpPacket events will be triggered.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enableAudioStreamCallback: (long) *sessionId* enable: (BOOL) *enable* callbackMode: (AUDIOSTREAM_CALLBACK_MODE) *callbackMode*

Enable/disable the audio stream callback.

Parameters

sessionId	The session ID of call.
enable	Set to true to enable audio stream callback, or false to stop the callback.
callbackMode	The audio stream callback mode.

Type	Description
AUDIOSTREAM_LOCAL_PER_CHANNEL	Callback the audio stream from microphone for one channel based on the given sessionId.
AUDIOSTREAM_REMOTE_PER_CHANNEL	Callback the received audio stream for one channel based on the given sessionId.
AUDIOSTREAM_BOTH	Callback both local and remote audio stream on the given sessionId.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

onAudioRawCallback event will be triggered if the callback is enabled.

- (int) enableVideoStreamCallback: (long) *sessionId* callbackMode: (VIDEOSTREAM_CALLBACK_MODE) *callbackMode*

Enable/disable the video stream callback.

Parameters

sessionId	The session ID of call.
callbackMode	The video stream callback mode.

Mode	Description
VIDEOSTREAM_NONE	Disable video stream callback.
VIDEOSTREAM_LOCAL	Local video stream callback.
VIDEOSTREAM_REMOTE	Remote video stream callback.
VIDEOSTREAM_BOTH	Both of local and remote video stream callback.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

The onVideoRawCallback event will be triggered if the callback is enabled.

Record functions

Functions

- (int) - PortSIPSDK::startRecord:recordFilePath:recordFileName:appendTimeStamp:audioFileFormat:audioRecordMode:aviFileCodecType:videoRecordMode:
  Start recording the call.

- (int) - PortSIPSDK::stopRecord:
  Stop recording.

Detailed Description

Function Documentation

- (int) startRecord: (long) *sessionId* recordFilePath: (NSString *) *recordFilePath* recordFileName: (NSString *) *recordFileName* appendTimeStamp: (BOOL) *appendTimeStamp* audioFileFormat: (AUDIO_FILE_FORMAT) *audioFileFormat* audioRecordMode: (RECORD_MODE) *audioRecordMode* aviFileCodecType: (VIDEOCODEC_TYPE) *aviFileCodecType* videoRecordMode: (RECORD_MODE) *videoRecordMode*

Start recording the call.

Parameters

sessionId	The session ID of call conversation.
recordFilePath	The filepath to which the recording will be saved. It must be existent.
recordFileName	The filename of the recording. For example audiorecord.wav or videorecord.avi.
appendTimeStamp	Set to true to append the timestamp to the filename of the recording.
audioFileFormat	The file format for the audio recording.
audioRecordMode	The audio recording mode.
aviFileCodecType	The codec that is used for compressing the video data to save into video recording.
videoRecordMode	Allow to set video recording mode. Support to record received and/or sent video.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) stopRecord: (long) *sessionId*

Stop recording.

Parameters

sessionId	The session ID of call conversation.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Play audio and video files to remote party

Functions

- (int) - PortSIPSDK::playVideoFileToRemote:aviFile:loop:playAudio:
  Play an AVI file to remote party.
- (int) - PortSIPSDK::stopPlayVideoFileToRemote:
  Stop playing video file to remote party.
- (int) - PortSIPSDK::playAudioFileToRemote:filename:fileSamplesPerSec:loop:
  Play a wave file to remote party.
- (int) - PortSIPSDK::stopPlayAudioFileToRemote:
  Stop playing wave file to remote party.
- (int) - PortSIPSDK::playAudioFileToRemoteAsBackground:filename:fileSamplesPerSec:
  Play a wave file to remote party as conversation background sound.
- (int) - PortSIPSDK::stopPlayAudioFileToRemoteAsBackground:
  Stop playing a wave file to remote party as conversation background sound.
- (void) - PortSIPSDK::audioPlayLoopbackTest:
  Used for the loop back testing against audio device.

Detailed Description

Function Documentation

- (int) playVideoFileToRemote: (long) *sessionId* aviFile: (NSString *) *aviFile* loop: (BOOL) *loop* playAudio: (BOOL) *playAudio*

Play an AVI file to remote party.

Parameters

sessionId	Session ID of the call.
aviFile	The full filepath, such as "/test.avi".
loop	Set to false to stop playing video file when it is ended, or true to play it repeatedly.
playAudio	If it is set to true, audio and video will be played together, or false with video played only.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) stopPlayVideoFileToRemote: (long) *sessionId*

Stop playing video file to remote party.

Parameters

sessionId	Session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) playAudioFileToRemote: (long) *sessionId* filename: (NSString *) *filename* fileSamplesPerSec: (int) *fileSamplesPerSec* loop: (BOOL) *loop*

Play a wave file to remote party.

Parameters

sessionId	Session ID of the call.
filename	The full filepath, such as "/test.wav".
fileSamplesPerSec	The sample wave file in seconds. It should be 8000, 16000 or 32000.
loop	Set to false to stop playing audio file when it is ended, or true to play it repeatedly.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) stopPlayAudioFileToRemote: (long) *sessionId*

Stop playing wave file to remote party.

Parameters

sessionId	Session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) playAudioFileToRemoteAsBackground: (long) *sessionId* filename: (NSString *) *filename* fileSamplesPerSec: (int) *fileSamplesPerSec*

Play a wave file to remote party as conversation background sound.

Parameters

sessionId	Session ID of the call.
filename	The full filepath, such as "/test.wav".
fileSamplesPerSec	The sample wave file in seconds. It should be 8000, 16000 or 32000.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) stopPlayAudioFileToRemoteAsBackground: (long) *sessionId*

Stop playing a wave file to remote party as conversation background sound.

Parameters

sessionId	Session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (void) audioPlayLoopbackTest: (BOOL) *enable*

Used for the loop back testing against audio device.

Parameters

enable	Set to true to start audio look back test, or false to stop.

Conference functions

Functions

- (int) - PortSIPSDK::createAudioConference
  Create an audio conference.

- (int) - PortSIPSDK::createVideoConference:videoWidth:videoHeight:displayLocalVideo:
  Create a video conference.

- (void) - PortSIPSDK::destroyConference
  Destroy the existent conference.

- (int) - PortSIPSDK::setConferenceVideoWindow:
  Set the window for a conference that is used to display the received remote video image.

- (int) - PortSIPSDK::joinToConference:
  Join a session into existent conference. If the call is in hold, please un-hold first.

- (int) - PortSIPSDK::removeFromConference:
  Remove a session from an existent conference.

Detailed Description

Function Documentation

- (int) createAudioConference

Create an audio conference.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) createVideoConference: (PortSIPVideoRenderView *) *conferenceVideoWindow* videoWidth: (int) *videoWidth* videoHeight: (int) *videoHeight* displayLocalVideo: (BOOL) *displayLocalVideoInConference*

Create a video conference.

Parameters

conferenceVideoWindow	The PortSIPVideoRenderView used for displaying the conference video.
videoWidth	The conference video width.
videoHeight	The conference video height.
displayLocalVideoInConference	Display the local video on video window.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setConferenceVideoWindow: (PortSIPVideoRenderView *) *conferenceVideoWindow*

Set the window for a conference that is used to display the received remote video image.

Parameters

conferenceVideoWindow	The PortSIPVideoRenderView used to display the conference video.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) joinToConference: (long) *sessionId*

Join a session into existent conference. If the call is in hold, please un-hold first.

Parameters

sessionId	Session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) removeFromConference: (long) *sessionId*

Remove a session from an existent conference.

Parameters

sessionId	Session ID of the call.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

RTP and RTCP QOS functions

Functions

- (int) - PortSIPSDK::setAudioRtcpBandwidth:BitsRR:BitsRS:KBitsAS:
  Set the audio RTCP bandwidth parameters as the RFC3556.

- (int) - PortSIPSDK::setVideoRtcpBandwidth:BitsRR:BitsRS:KBitsAS:
  Set the video RTCP bandwidth parameters as the RFC3556.

- (int) - PortSIPSDK::enableAudioQos:
  Set the DSCP (differentiated services code point) value of QoS (Quality of Service) for audio channel.

- (int) - PortSIPSDK::enableVideoQos:
  Set the DSCP (differentiated services code point) value of QoS (Quality of Service) for video channel.

- (int) - PortSIPSDK::setVideoMTU:
  Set the MTU size for video RTP packet.

Detailed Description

Function Documentation

- (int) setAudioRtcpBandwidth: (long) *sessionId* BitsRR: (int) *BitsRR* BitsRS: (int) *BitsRS* KBitsAS: (int) *KBitsAS*

Set the audio RTCP bandwidth parameters as the RFC3556.

Parameters

sessionId	The session ID of call conversation.
BitsRR	The bits for the RR parameter.
BitsRS	The bits for the RS parameter.
KBitsAS	The Kbits for the AS parameter.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoRtcpBandwidth: (long) *sessionId* BitsRR: (int) *BitsRR* BitsRS: (int) *BitsRS* KBitsAS: (int) *KBitsAS*

Set the video RTCP bandwidth parameters as the RFC3556.

Parameters

sessionId	The session ID of call conversation.
BitsRR	The bits for the RR parameter.
BitsRS	The bits for the RS parameter.
KBitsAS	The Kbits for the AS parameter.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enableAudioQos: (BOOL) *state*

Set the DSCP (differentiated services code point) value of QoS (Quality of Service) for audio channel.

Parameters

state	Set to YES to enable audio QoS, and DSCP value will be 46; or NO to disable audio QoS, and DSCP value will be 0.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) enableVideoQos: (BOOL) *state*

Set the DSCP (differentiated services code point) value of QoS (Quality of Service) for video channel.

Parameters

state	Set to YES to enable video QoS and DSCP value will be 34; or NO to disable video QoS, and DSCP value will be 0.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setVideoMTU: (int) *mtu*

Set the MTU size for video RTP packet.

Parameters

mtu	Set MTU value. Allowed value ranges 512-65507. Other values will be automatically changed to the default 1400.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Media statistics functions

Functions

- (int) - PortSIPSDK::getAudioStatistics:sendBytes:sendPackets:sendPacketsLost:sendFractionLost:sendRttMS:sendCodecType:sendJitterMS:sendAudioLevel:recvBytes:recvPackets:recvPacketsLost:recvFractionLost:recvCodecType:recvJitterMS:recvAudioLevel:
  Obtain the statistics of audio channel.

- (int) - PortSIPSDK::getVideoStatistics:sendBytes:sendPackets:sendPacketsLost:sendFractionLost:sendRttMS:sendCodecType:sendFrameWidth:sendFrameHeight:sendBitrateBPS:sendFramerate:recvBytes:recvPackets:recvPacketsLost:recvFractionLost:recvCodecType:recvFrameWidth:recvFrameHeight:recvBitrateBPS:recvFramerate:
  Obtain the statistics of video channel.

Detailed Description

Function Documentation

- (int) getAudioStatistics: (long) *sessionId* sendBytes: (int *) *sendBytes* sendPackets: (int *) *sendPackets* sendPacketsLost: (int *) *sendPacketsLost* sendFractionLost: (int *) *sendFractionLost* sendRttMS: (int *) *sendRttMS* sendCodecType: (int *) *sendCodecType* sendJitterMS: (int *) *sendJitterMS* sendAudioLevel: (int *) *sendAudioLevel* recvBytes: (int *) *recvBytes* recvPackets: (int *) *recvPackets* recvPacketsLost: (int *) *recvPacketsLost* recvFractionLost: (int *)

recvFractionLost **recvCodecType: (int *)** ***recvCodecType*** **recvJitterMS: (int *)** ***recvJitterMS*** **recvAudioLevel: (int *)** ***recvAudioLevel***

Obtain the statistics of audio channel.

Parameters

sessionId	The session ID of call conversation.
sendBytes	The number of sent bytes.
sendPackets	The number of sent packets.
sendPacketsLost	The number of sent but lost packet.
sendFractionLost	Fraction of sent but lost packet in percentage.
sendRttMS	The round-trip time of the session, in milliseconds.
sendCodecType	Send Audio codec Type.
sendJitterMS	The sent jitter, in milliseconds.
sendAudioLevel	The sent audio level.It ranges 0 - 9.
recvBytes	The number of received bytes.
recvPackets	The number of received packets.
recvPacketsLost	The number of received but lost packet.
recvFractionLost	Fraction of received but lost packet in percentage.
recvCodecType	Received Audio codec Type.
recvJitterMS	The received jitter, in milliseconds.
recvAudioLevel	The received audio level.It ranges 0 - 9.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) getVideoStatistics: (long) ***sessionId*** **sendBytes: (int *)** ***sendBytes*** **sendPackets: (int *)** ***sendPackets*** **sendPacketsLost: (int *)** ***sendPacketsLost*** **sendFractionLost: (int *)** ***sendFractionLost*** **sendRttMS: (int *)** ***sendRttMS*** **sendCodecType: (int *)** ***sendCodecType*** **sendFrameWidth: (int *)** ***sendFrameWidth*** **sendFrameHeight: (int *)** ***sendFrameHeight*** **sendBitrateBPS: (int *)** ***sendBitrateBPS*** **sendFramerate: (int *)** ***sendFramerate*** **recvBytes: (int *)** ***recvBytes*** **recvPackets: (int *)** ***recvPackets*** **recvPacketsLost: (int *)** ***recvPacketsLost*** **recvFractionLost: (int *)** ***recvFractionLost*** **recvCodecType: (int *)** ***recvCodecType*** **recvFrameWidth: (int *)** ***recvFrameWidth*** **recvFrameHeight: (int *)** ***recvFrameHeight*** **recvBitrateBPS: (int *)** ***recvBitrateBPS*** **recvFramerate: (int *)** ***recvFramerate***

Obtain the statistics of video channel.

Parameters

sessionId	The session ID of call conversation.
sendBytes	The number of sent bytes.
sendPackets	The number of sent packets.
sendPacketsLost	The number of sent but lost packet.
sendFractionLost	Fraction of sent lost in percentage.
sendRttMS	The round-trip time of the session, in milliseconds.
sendCodecType	Send Video codec Type.
sendFrameWidth	Frame width for the sent video.
sendFrameHeight	Frame height for the sent video.
sendBitrateBPS	Bitrate in BPS for the sent video.
sendFramerate	Frame rate for the sent video.
recvBytes	The number of received bytes.
recvPackets	The number of received packets.
recvPacketsLost	The number of received but lost packet.

recvFractionLost	Fraction of received but lost packet in percentage.
recvCodecType	Received Video codec Type.
recvFrameWidth	Frame width for the received video.
recvFrameHeight	Frame height for the received video.
recvBitrateBPS	(This parameter is not implemented yet) Bitrate in BPS for the received video.
recvFramerate	Framerate for the received video.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Audio effect functions

Functions

- (void) - PortSIPSDK::enableVAD:
  Enable/disable Voice Activity Detection (VAD).

- (void) - PortSIPSDK::enableCNG:
  Enable/disable Comfort Noise Generator (CNG).

Detailed Description

Function Documentation

- (void) enableVAD: (BOOL) *state*

Enable/disable Voice Activity Detection (VAD).

Parameters

state	Set to true to enable VAD, or false to disable it.

- (void) enableCNG: (BOOL) *state*

Enable/disable Comfort Noise Generator (CNG).

Parameters

state	Set to true to enable CNG, or false to disable.

Send OPTIONS/INFO/MESSAGE functions

Functions

- (int) - PortSIPSDK::sendOptions:sdp:
  Send OPTIONS message.

- (int) - PortSIPSDK::sendInfo:mimeType:subMimeType:infoContents:
  Send an INFO message to remote side in dialog.

- (long) - PortSIPSDK::sendMessage:mimeType:subMimeType:message:messageLength:
  Send a MESSAGE message to remote side in dialog.

- (long) - PortSIPSDK::sendOutOfDialogMessage:mimeType:subMimeType:isSMS:message:messageLength:
  Send an out of dialog MESSAGE message to remote side.

Detailed Description

Function Documentation

- (int) sendOptions: (NSString *) *to* sdp: (NSString *) *sdp*

Send OPTIONS message.

Parameters

to	The recipient of OPTIONS message.
sdp	The SDP of OPTIONS message. It's optional if user does not wish to send the SDP with OPTIONS message.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) sendInfo: (long) *sessionId* mimeType: (NSString *) *mimeType* subMimeType: (NSString *) *subMimeType* infoContents: (NSString *) *infoContents*

Send an INFO message to remote side in dialog.

Parameters

sessionId	The session ID of call.
mimeType	The mime type of INFO message.
subMimeType	The sub mime type of INFO message.

infoContents	The contents to be sent with INFO message.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (long) sendMessage: (long) *sessionId* mimeType: (NSString *) *mimeType* subMimeType: (NSString *) *subMimeType* message: (NSData *) *message* messageLength: (int) *messageLength*

Send a MESSAGE message to remote side in dialog.

Parameters

sessionId	The session ID of the call.
mimeType	The mime type of MESSAGE message.
subMimeType	The sub mime type of MESSAGE message.
message	The contents to be sent with MESSAGE message. Binary data allowed.
messageLength	The message size.

Returns

If the function succeeds, it will return a message ID that allows to track the message sending state in onSendMessageSuccess and onSendMessageFailure. If the function fails, it will return a specific error code less than 0.

Remarks

Example 1: Send a plain text message. Note: to send other languages text, please use the UTF-8 to encode the message before sending.

```
[myVoIPsdk sendMessage:sessionId mimeType:@"text" subMimeType:@"plain"
message:data messageLength:dataLen];
```

Example 2: Send a binary message.

```
[myVoIPsdk sendMessage:sessionId mimeType:@"application"
subMimeType:@"vnd.3gpp.sms" message:data messageLength:dataLen];
```

- (long) sendOutOfDialogMessage: (NSString *) *to* mimeType: (NSString *) *mimeType* subMimeType: (NSString *) *subMimeType* isSMS: (BOOL) *isSMS* message: (NSData *) *message* messageLength: (int) *messageLength*

Send an out of dialog MESSAGE message to remote side.

Parameters

to	The message recipient, such as sip:receiver@portsip.com.
mimeType	The mime type of MESSAGE message.
subMimeType	The sub mime type of MESSAGE message. @isSMS isSMS Set to YES to specify "messagetype=SMS" in the To line, or NO to disable.
message	The contents sent with MESSAGE message. Binary data allowed.
messageLength	The message size.

Returns

If the function succeeds, it will return a message ID that allows to track the message sending state in onSendOutOfMessageSuccess and onSendOutOfMessageFailure. If the function fails, it will return a specific error code less than 0.

Remarks

Example 1: Send a plain text message. Note: to send text in other languages, please use UTF-8 to encode the message before sending.

```
[myVoIPsdk sendOutOfDialogMessage:@"sip:user1@sip.portsip.com" mimeType:@"text"
subMimeType:@"plain" message:data messageLength:dataLen];
```

Example 2: Send a binary message.

```
[myVoIPsdk sendOutOfDialogMessage:@"sip:user1@sip.portsip.com"
mimeType:@"application" subMimeType:@"vnd.3gpp.sms" isSMS:NO message:data
messageLength:dataLen];
```

Presence functions

Functions

- (int) - PortSIPSDK::setPresenceMode:
  Indicate that SDK uses the P2P mode for presence or presence agent mode.

- (int) - PortSIPSDK::setDefaultSubscriptionTime:
  Set the default expiration time to be used when creating a subscription.

- (int) - PortSIPSDK::setDefaultPublicationTime:
  Set the default expiration time to be used when creating a publication.

- (long) - PortSIPSDK::presenceSubscribe:subject:
  Send a SUBSCRIBE message for subscribing the contact's presence status.

- (int) - PortSIPSDK::presenceTerminateSubscribe:
  Terminate the given presence subscription.

- (int) - PortSIPSDK::presenceAcceptSubscribe:
  Accept the presence SUBSCRIBE request which is received from contact.

- (int) - PortSIPSDK::presenceRejectSubscribe:
  Reject a presence SUBSCRIBE request which is received from contact.

- (int) - PortSIPSDK::setPresenceStatus:statusText:
  Send a NOTIFY message to contact to notify that presence status is online/offline/changed.

- (long) - PortSIPSDK::sendSubscription:eventName:
  Send a SUBSCRIBE message to remote side.

- (int) - PortSIPSDK::terminateSubscription:
  Terminate the given subscription.

Detailed Description

Function Documentation

- (int) setPresenceMode: (int) *mode*

Indicate that SDK uses the P2P mode for presence or presence agent mode.

Parameters

mode	0 - P2P mode; 1 - Presence Agent mode, default is P2P mode.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Since presence agent mode requires the PBX/Server support the PUBLISH, please ensure you have your server and PortSIP PBX support this feature. For more details please visit: https://www.portsip.com/portsip-pbx

- (int) setDefaultSubscriptionTime: (int) *secs*

Set the default expiration time to be used when creating a subscription.

Parameters

secs	The default expiration time of subscription.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) setDefaultPublicationTime: (int) *secs*

Set the default expiration time to be used when creating a publication.

Parameters

secs	The default expiration time of publication.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (long) presenceSubscribe: (NSString *) *contact* subject: (NSString *) *subject*

Send a SUBSCRIBE message for subscribing the contact's presence status.

Parameters

contact	The target contact. It must be like sip:contact001@sip.portsip.com.
subject	This subject text will be inserted into the SUBSCRIBE message. For example: "Hello, I'm Jason". The subject maybe in UTF-8 format. You should use UTF-8 to decode it.

Returns

If the function succeeds, it will return subscribeId. If the function fails, it will return a specific error code.

- (int) presenceTerminateSubscribe: (long) *subscribeId*

Terminate the given presence subscription.

Parameters

subscribeId	The ID of the subscription.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

- (int) presenceAcceptSubscribe: (long) *subscribeId*

Accept the presence SUBSCRIBE request which is received from contact.

Parameters

subscribeId	Subscription ID. When receiving a SUBSCRIBE request from contact, the event onPresenceRecvSubscribe will be triggered. The event will include the subscription ID.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

If the P2P presence mode is enabled, when someone subscribes your presence status, you will receive the subscription request in the callback, and you can use this function to reject it.

- (int) presenceRejectSubscribe: (long) *subscribeId*

Reject a presence SUBSCRIBE request which is received from contact.

Parameters

subscribeId	Subscription ID. When receiving a SUBSCRIBE request from contact, the event onPresenceRecvSubscribe will be triggered. The event includes the subscription ID.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

If the P2P presence mode is enabled, when someone subscribe your presence status, you will receive the subscribe request in the callback, and you can use this function to accept it.

- (int) setPresenceStatus: (long) *subscribeId* statusText: (NSString *) *statusText*

Send a NOTIFY message to contact to notify that presence status is online/offline/changed.

Parameters

subscribeId	Subscription ID. When receiving a SUBSCRIBE request from contact, the event onPresenceRecvSubscribe that includes the Subscription ID will be triggered.
statusText	The state text of presence status. For example: "I'm here", offline must use "offline"

Returns

If the function succeeds, it will return value 0. If the function fails, it will return value a specific error code.

- (long) sendSubscription: (NSString *) *to* eventName: (NSString *) *eventName*

Send a SUBSCRIBE message to remote side.

Parameters

to	The subscribe user.
eventName	The event name to be subscribed.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

Example 1, to subscribe the MWI (Message Waiting notifications), You can use this code:
long mwiSubId = sendSubscription("sip:101@test.com", "message-summary");

Example 2, to monitor a user/extension call status, You can use code: sendSubscription(mSipLib, "100", "dialog"); Extension 100 is the one to be monitored. Once being monitored, when extension 100 hold a call or is ringing, the onDialogStateUpdated callback will be triggered.

- (int) terminateSubscription: (long) *subscribeId*

Terminate the given subscription.

Parameters

subscribeId	The ID of the subscription.

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Remarks

For example, if you want stop check the MWI, use below code:

```
terminateSubscription(mwiSubId);
```

Keep awake functions

Functions

- (BOOL) - [PortSIPSDK::startKeepAwake]()
  Keep VoIP awake in the background. @discussion If you want your application to be able to receive the incoming call while it's running in background, you should call this function in applicationDidEnterBackground.

- (BOOL) - [PortSIPSDK::stopKeepAwake]()
  Keep VoIP awake in the background. @discussion Call this function in applicationWillEnterForeground once your application comes back to foreground.

Detailed Description

Function Documentation

- (BOOL) startKeepAwake

Keep VoIP awake in the background. @discussion If you want your application to be able to receive the incoming call while it's running in background, you should call this function in applicationDidEnterBackground.

Returns

If the function succeeds, it will return value true. If the function fails, it will return value false.

- (BOOL) stopKeepAwake

Keep VoIP awake in the background. @discussion Call this function in applicationWillEnterForeground once your application comes back to foreground.

Returns

If the function succeeds, it will return value true. If the function fails, it will return value false.

Audio Controller

Functions

- (BOOL) - [PortSIPSDK::startAudio]()
  Start Audio Device. @discussion Call it as AVAudioSessionInterruptionTypeEnded.

- (BOOL) - [PortSIPSDK::stopAudio]()

Stop Audio Device. @discussion Call it as AVAudioSessionInterruptionTypeBegan.

- (int) - PortSIPSDK::enableCallKit:
  Enable/disable CallKit(Native Integration).

Detailed Description

Function Documentation

- (BOOL) startAudio

Start Audio Device. @discussion Call it as AVAudioSessionInterruptionTypeEnded.

Returns

If the function succeeds, it will return value true. If the function fails, it will return value false.

- (BOOL) stopAudio

Stop Audio Device. @discussion Call it as AVAudioSessionInterruptionTypeBegan.

Returns

If the function succeeds, it will return value true. If the function fails, it will return value false.

- (int) enableCallKit: (BOOL) *state*

Enable/disable CallKit(Native Integration).

Parameters

state	Set to true to enable CallKit, or false to disable..

Returns

If the function succeeds, it will return value 0. If the function fails, it will return a specific error code.

Class Documentation

<PortSIPEventDelegate> Protocol Reference

PortSIP SDK Callback events Delegate.

`#import <PortSIPEventDelegate.h>`

Inherits <NSObject>.

Instance Methods

- (void) - onRegisterSuccess:statusCode:sipMessage:
- (void) - onRegisterFailure:statusCode:sipMessage:
- (void) - onInviteIncoming:callerDisplayName:caller:calleeDisplayName:callee:audioCodecs:videoCodecs:existsAudio:existsVideo:sipMessage:
- (void) - onInviteTrying:
- (void) - onInviteSessionProgress:audioCodecs:videoCodecs:existsEarlyMedia:existsAudio:existsVideo:sipMessage:
- (void) - onInviteRinging:statusText:statusCode:sipMessage:
- (void) - onInviteAnswered:callerDisplayName:caller:calleeDisplayName:callee:audioCodecs:videoCodecs:existsAudio:existsVideo:sipMessage:
- (void) - onInviteFailure:reason:code:sipMessage:
- (void) - onInviteUpdated:audioCodecs:videoCodecs:existsAudio:existsVideo:sipMessage:
- (void) - onInviteConnected:
- (void) - onInviteBeginingForward:
- (void) - onInviteClosed:
- (void) - onDialogStateUpdated:BLFDialogState:BLFDialogId:BLFDialogDirection:
- (void) - onRemoteHold:
- (void) - onRemoteUnHold:audioCodecs:videoCodecs:existsAudio:existsVideo:
- (void) - onReceivedRefer:referId:to:from:referSipMessage:
- (void) - onReferAccepted:
- (void) - onReferRejected:reason:code:
- (void) - onTransferTrying:
- (void) - onTransferRinging:
- (void) - onACTVTransferSuccess:
- (void) - onACTVTransferFailure:reason:code:
- (void) - onReceivedSignaling:message:
- (void) - onSendingSignaling:message:
- (void) - onWaitingVoiceMessage:urgentNewMessageCount:urgentOldMessageCount:newMessageCount:oldMessageCount:
- (void) - onWaitingFaxMessage:urgentNewMessageCount:urgentOldMessageCount:newMessageCount:oldMessageCount:
- (void) - onRecvDtmfTone:tone:
- (void) - onRecvOptions:
- (void) - onRecvInfo:
- (void) - onRecvNotifyOfSubscription:notifyMessage:messageData:messageDataLength:
- (void) - onPresenceRecvSubscribe:fromDisplayName:from:subject:
- (void) - onPresenceOnline:from:stateText:
- (void) - onPresenceOffline:from:
- (void) - onRecvMessage:mimeType:subMimeType:messageData:messageDataLength:
- (void) - onRecvOutOfDialogMessage:from:toDisplayName:to:mimeType:subMimeType:messageData:messageDataLength:sipMessage:

- (void) - onSendMessageSuccess:messageId:
- (void) - onSendMessageFailure:messageId:reason:code:
- (void) - onSendOutOfDialogMessageSuccess:fromDisplayName:from:toDisplayName:to:
- (void) - onSendOutOfDialogMessageFailure:fromDisplayName:from:toDisplayName:to:reason:code:
- (void) - onSubscriptionFailure:statusCode:
- (void) - onSubscriptionTerminated:
- (void) - onPlayAudioFileFinished:fileName:
- (void) - onPlayVideoFileFinished:
- (void) - onReceivedRTPPacket:isAudio:RTPPacket:packetSize:
- (void) - onSendingRTPPacket:isAudio:RTPPacket:packetSize:
- (void) - onAudioRawCallback:audioCallbackMode:data:dataLength:samplingFreqHz:
- (int) - onVideoRawCallback:videoCallbackMode:width:height:data:dataLength:

Detailed Description

PortSIP SDK Callback events Delegate.

Author

Version

17

See also

http://www.PortSIP.com PortSIP SDK Callback events Delegate description.

The documentation for this protocol was generated from the following file:

- PortSIPEventDelegate.h

PortSIPSDK Class Reference

PortSIP VoIP SDK functions class.

`#import <PortSIPSDK.h>`

Inherits NSObject.

Instance Methods

- (int) -
  initialize:localIP:localSIPPort:loglevel:logPath:maxLine:agent:audioDeviceLayer:videoDeviceLayer:TLSCertificatesRootPath:TLSCipherList:verifyTLSCertificate:
  Initialize the SDK.

- (int) - setInstanceId:
  Set the instance Id, the outbound instanceId((RFC5626)) used in contact headers.

- (void) - unInitialize
  Un-initialize the SDK and release resources.

- (int) -
  setUser:displayName:authName:password:userDomain:SIPServer:SIPServerPort:STUNServer:STUNServerPort:outboundServer:outboundServerPort:
  Set user account info.

- (void) - removeUser
  Remove user account info.

- (int) - setDisplayName:
  Set the display name of user.

- (int) - registerServer:retryTimes:
  Register to SIP proxy server (login to server)

- (int) - refreshRegistration:
  Refresh the registration manually after successfully registered.

- (int) - unRegisterServer
  Un-register from the SIP proxy server.

- (int) - getNICNums
  Get the Network Interface Card numbers.

- (NSString *) - getLocalIpAddress:
  Get the local IP address by Network Interface Card index.

- (int) - addAudioCodec:
  Enable an audio codec. It will appear in SDP.

- (int) - addVideoCodec:

Enable a video codec. It will appear in SDP.

- (BOOL) - isAudioCodecEmpty
  Detect if the enabled audio codecs is empty.

- (BOOL) - isVideoCodecEmpty
  Detect if enabled video codecs is empty or not.

- (int) - setAudioCodecPayloadType:payloadType:
  Set the RTP payload type for dynamic audio codec.

- (int) - setVideoCodecPayloadType:payloadType:
  Set the RTP payload type for dynamic Video codec.

- (void) - clearAudioCodec
  Remove all enabled audio codecs.

- (void) - clearVideoCodec
  Remove all enabled video codecs.

- (int) - setAudioCodecParameter:parameter:
  Set the codec parameter for audio codec.

- (int) - setVideoCodecParameter:parameter:
  Set the codec parameter for video codec.

- (NSString *) - getVersion
  Get the current version number of the SDK.

- (int) - enableRport:
  Enable/disable rport(RFC3581).

- (int) - enableEarlyMedia:
  Enable/disable Early Media.

- (int) - enableReliableProvisional:
  Enable/disable PRACK.

- (int) - enable3GppTags:
  Enable/disable the 3Gpp tags, including "ims.icsi.mmtel" and "g.3gpp.smsip".

- (void) - enableCallbackSignaling:enableReceived:
  Enable/disable to callback the SIP messages.

- (int) - setSrtpPolicy:
  Set the SRTP policy.

- (int) - setRtpPortRange:maximumRtpAudioPort:minimumRtpVideoPort:maximumRtpVideoPort:

Set the RTP ports range for audio and video streaming.

- (int) - setRtcpPortRange:maximumRtcpAudioPort:minimumRtcpVideoPort:maximumRtcpVideoPort:
  Set the RTCP ports range for audio and video streaming.

- (int) - enableCallForward:forwardTo:
  Enable call forwarding.

- (int) - disableCallForward
  Disable the call forwarding. The SDK is not forwarding any incoming calls once this function is called.

- (int) - enableSessionTimer:refreshMode:
  Allows to periodically refresh Session Initiation Protocol (SIP) sessions by sending INVITE requests repeatedly.

- (int) - disableSessionTimer
  Disable the session timer.

- (void) - setDoNotDisturb:
  Enable the "Do not disturb" to enable/disable.

- (void) - enableAutoCheckMwi:
  Enable the CheckMwi to enable/disable.

- (int) - setRtpKeepAlive:keepAlivePayloadType:deltaTransmitTimeMS:
  Enable or disable to send RTP keep-alive packet when the call is established.

- (int) - setKeepAliveTime:
  Enable or disable to send SIP keep-alive packet.

- (int) - setAudioSamples:maxPtime:
  Set the audio capturing sample.

- (int) - addSupportedMimeType:mimeType:subMimeType:
- (NSString *) - getSipMessageHeaderValue:headerName:
  Access the SIP header of SIP message.

- (long) - addSipMessageHeader:methodName:msgType:headerName:headerValue:
  Add the SIP Message header into the specified outgoing SIP message.

- (int) - removeAddedSipMessageHeader:
  Remove the headers (custom header) added by addSipMessageHeader.

- (void) - clearAddedSipMessageHeaders
  Clear the added extension headers (custom headers)

- (long) - modifySipMessageHeader:methodName:msgType:headerName:headerValue:

Modify the special SIP header value for every outgoing SIP message.

- (int) - removeModifiedSipMessageHeader:
  Remove the extension header (custom header) from every outgoing SIP message.

- (void) - clearModifiedSipMessageHeaders
  Clear the modified headers value, and do not modify every outgoing SIP message header values any longer.

- (int) - setVideoDeviceId:
  Set the video device that will be used for video call.

- (int) - setVideoResolution:height:
  Set the video capturing resolution.

- (int) - setVideoCropAndScale:
  When the camera does not support specified resolution, enable or disable SDK to crop and scale to the specified resolution.

- (int) - setAudioBitrate:codecType:bitrateKbps:
  Set the audio bit rate.

- (int) - setVideoBitrate:bitrateKbps:
  Set the video bitrate.

- (int) - setVideoFrameRate:frameRate:
  Set the video frame rate.

- (int) - sendVideo:sendState:
  Send the video to remote side.

- (void) - setLocalVideoWindow:
  Set the window on which the local video image will be displayed.

- (int) - setRemoteVideoWindow:remoteVideoWindow:
  Set the window for a session to display the received remote video image.

- (int) - displayLocalVideo:mirror:
  Start/stop displaying the local video image.

- (int) - setVideoNackStatus:
  Enable/disable the NACK feature (RFC4585) to help to improve the video quality.

- (void) - muteMicrophone:
  Mute the device microphone. It's unavailable for Android and iOS.

- (void) - muteSpeaker:
  Mute the device speaker. It's unavailable for Android and iOS.

- (int) - setLoudspeakerStatus:
  Set the audio device that will be used for audio call.

- (int) - setChannelOutputVolumeScaling:scaling:
- (int) - setChannelInputVolumeScaling:scaling:
- (long) - call:sendSdp:videoCall:
  Make a call.

- (int) - rejectCall:code:
  rejectCall Reject the incoming call.

- (int) - hangUp:
  hangUp Hang up the call.

- (int) - answerCall:videoCall:
  answerCall Answer the incoming call.

- (int) - updateCall:enableAudio:enableVideo:
  Use the re-INVITE to update the established call.

- (int) - hold:
  Place a call on hold.

- (int) - unHold:
  Take off hold.

- (int) - muteSession:muteIncomingAudio:muteOutgoingAudio:muteIncomingVideo:muteOutgoingVideo:
  Mute the specified session audio or video.

- (int) - forwardCall:forwardTo:
  Forward the call to another user once received an incoming call.

- (long) - pickupBLFCall:videoCall:
  This function will be used for picking up a call based on the BLF (Busy Lamp Field) status.

- (int) - sendDtmf:dtmfMethod:code:dtmfDration:playDtmfTone:
  Send DTMF tone.

- (int) - refer:referTo:
- (int) - attendedRefer:replaceSessionId:referTo:
  Make an attended refer.

- (int) - attendedRefer2:replaceSessionId:replaceMethod:target:referTo:
  Make an attended refer with specified request line and specified method embedded into the "Refer-To" header.

- (int) - outOfDialogRefer:replaceMethod:target:referTo:

Send an out of dialog REFER to replace the specified call.

- (long) - acceptRefer:referSignaling:
  Once the REFER request accepted, a new call will be made if called this function. The function is usually called after onReceivedRefer callback event.

- (int) - rejectRefer:
  Reject the REFER request.

- (int) - enableSendPcmStreamToRemote:state:streamSamplesPerSec:
  Enable the SDK to send PCM stream data to remote side from another source instead of microphone.

- (int) - sendPcmStreamToRemote:data:
  Send the audio stream in PCM format from another source instead of audio device capturing (microphone).

- (int) - enableSendVideoStreamToRemote:state:
  Enable the SDK to send video stream data to remote side from another source instead of camera.

- (int) - sendVideoStreamToRemote:data:width:height:
  Send the video stream to remote side.

- (int) - setRtpCallback:
  Set the RTP callbacks to allow to access the sent and received RTP packets.

- (int) - enableAudioStreamCallback:enable:callbackMode:
  Enable/disable the audio stream callback.

- (int) - enableVideoStreamCallback:callbackMode:
  Enable/disable the video stream callback.

- (int) - startRecord:recordFilePath:recordFileName:appendTimeStamp:audioFileFormat:audioRecordMode:aviFileCodecType:videoRecordMode:
  Start recording the call.

- (int) - stopRecord:
  Stop recording.

- (int) - playVideoFileToRemote:aviFile:loop:playAudio:
  Play an AVI file to remote party.

- (int) - stopPlayVideoFileToRemote:
  Stop playing video file to remote party.

- (int) - playAudioFileToRemote:filename:fileSamplesPerSec:loop:
  Play a wave file to remote party.

- (int) - stopPlayAudioFileToRemote:
  Stop playing wave file to remote party.

- (int) - playAudioFileToRemoteAsBackground:filename:fileSamplesPerSec:
  Play a wave file to remote party as conversation background sound.

- (int) - stopPlayAudioFileToRemoteAsBackground:
  Stop playing a wave file to remote party as conversation background sound.

- (void) - audioPlayLoopbackTest:
  Used for the loop back testing against audio device.

- (int) - createAudioConference
  Create an audio conference.

- (int) - createVideoConference:videoWidth:videoHeight:displayLocalVideo:
  Create a video conference.

- (void) - destroyConference
  Destroy the existent conference.

- (int) - setConferenceVideoWindow:
  Set the window for a conference that is used to display the received remote video image.

- (int) - joinToConference:
  Join a session into existent conference. If the call is in hold, please un-hold first.

- (int) - removeFromConference:
  Remove a session from an existent conference.

- (int) - setAudioRtcpBandwidth:BitsRR:BitsRS:KBitsAS:
  Set the audio RTCP bandwidth parameters as the RFC3556.

- (int) - setVideoRtcpBandwidth:BitsRR:BitsRS:KBitsAS:
  Set the video RTCP bandwidth parameters as the RFC3556.

- (int) - enableAudioQos:
  Set the DSCP (differentiated services code point) value of QoS (Quality of Service) for audio channel.

- (int) - enableVideoQos:
  Set the DSCP (differentiated services code point) value of QoS (Quality of Service) for video channel.

- (int) - setVideoMTU:
  Set the MTU size for video RTP packet.

- (int) - getAudioStatistics:sendBytes:sendPackets:sendPacketsLost:sendFractionLost:sendRttMS:sendCodecType:sendJitterMS:sendAudioLevel:recvBytes:recvPackets:recvPacketsLost:recvFractionLost:recvCodecType:recvJitterMS:recvAudioLevel:
  Obtain the statistics of audio channel.

- (int) - getVideoStatistics:sendBytes:sendPackets:sendPacketsLost:sendFractionLost:sendRttMS:sendCodecType:sendFrameWidth:sendFrameHeight:sendBitrateBPS:sendFramerate:recvBytes:recvPackets:recvPacketsLost:recvFractionLost:recvCodecType:recvFrameWidth:recvFrameHeight:recvBitrateBPS:recvFramerate:
  Obtain the statistics of video channel.

- (void) - enableVAD:
  Enable/disable Voice Activity Detection (VAD).

- (void) - enableCNG:
  Enable/disable Comfort Noise Generator (CNG).

- (int) - sendOptions:sdp:
  Send OPTIONS message.

- (int) - sendInfo:mimeType:subMimeType:infoContents:
  Send an INFO message to remote side in dialog.

- (long) - sendMessage:mimeType:subMimeType:message:messageLength:
  Send a MESSAGE message to remote side in dialog.

- (long) - sendOutOfDialogMessage:mimeType:subMimeType:isSMS:message:messageLength:
  Send an out of dialog MESSAGE message to remote side.

- (int) - setPresenceMode:
  Indicate that SDK uses the P2P mode for presence or presence agent mode.

- (int) - setDefaultSubscriptionTime:
  Set the default expiration time to be used when creating a subscription.

- (int) - setDefaultPublicationTime:
  Set the default expiration time to be used when creating a publication.

- (long) - presenceSubscribe:subject:
  Send a SUBSCRIBE message for subscribing the contact's presence status.

- (int) - presenceTerminateSubscribe:
  Terminate the given presence subscription.

- (int) - presenceAcceptSubscribe:
  Accept the presence SUBSCRIBE request which is received from contact.

- (int) - presenceRejectSubscribe:
  Reject a presence SUBSCRIBE request which is received from contact.

- (int) - setPresenceStatus:statusText:
  Send a NOTIFY message to contact to notify that presence status is online/offline/changed.

- (long) - sendSubscription:eventName:
  Send a SUBSCRIBE message to remote side.

- (int) - terminateSubscription:
  Terminate the given subscription.

- (BOOL) - startKeepAwake
  Keep VoIP awake in the background. @discussion If you want your application to be able to receive the incoming call while it's running in background, you should call this function in applicationDidEnterBackground.

- (BOOL) - stopKeepAwake
  Keep VoIP awake in the background. @discussion Call this function in applicationWillEnterForeground once your application comes back to foreground.

- (BOOL) - startAudio
  Start Audio Device. @discussion Call it as AVAudioSessionInterruptionTypeEnded.

- (BOOL) - stopAudio
  Stop Audio Device. @discussion Call it as AVAudioSessionInterruptionTypeBegan.

- (int) - enableCallKit:
  Enable/disable CallKit(Native Integration).

Properties

- id< PortSIPEventDelegate > **delegate**

Detailed Description

PortSIP VoIP SDK functions class.

Author

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Version

17

See also

http://www.PortSIP.com

PortSIP SDK functions class description.

The documentation for this class was generated from the following file:

- PortSIPSDK.h

PortSIPVideoRenderView Class Reference

PortSIP VoIP SDK Video Render View class.
`#import <PortSIPVideoRenderView.h>`
Inherits UIView.

Instance Methods

- (void) - initVideoRender
  Initialize the Video Render view. Render should be initialized before using.

- (void) - releaseVideoRender
  Release the Video Render.

- (void *) - getVideoRenderView
  Don't use this. Just call by SDK.

- (void) - updateVideoRenderFrame:
  Change the Video Render size.

Detailed Description

PortSIP VoIP SDK Video Render View class.

Author

Version

17

See also

http://www.PortSIP.com

PortSIP VoIP SDK Video Render View class description.

Method Documentation

- (void) updateVideoRenderFrame: (CGRect) *frameRect*

Change the Video Render size.

Remarks

Example:

```
NSRect rect = videoRenderView.frame;
rect.size.width += 20;
rect.size.height += 20;

videoRenderView.frame = rect;
[videoRenderView setNeedsDisplay:YES];
```

```
NSRect renderRect = [videoRenderView bounds];
[videoRenderView updateVideoRenderFrame:renderRect];
```

The documentation for this class was generated from the following file:

- PortSIPVideoRenderView.h

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