COMANDOS AGI - ASTERISK.

ANSWER

```
Usage:   ANSWER

        Asserts answer.
        Answers channel if not already in answer state.
                RETURNS:
                -1 on channel failure
                0 if successful
```

CHANNEL STATUS

```
Usage:   CHANNEL STATUS [<channelname>]

        Returns the status of the specified or connected channel.
        If no channel name is given it returns the status of the current
channel.
                RETURNS:
                0 Channel is down and available
                1 Channel is down, but reserved
                2 Channel is off hook
                3 Digits (or equivalent) have been dialed
                4 Line is ringing
                5 Remote end is ringing
                6 Line is up
                7 Line is busy
```

DATABASE DEL

```
Usage:   DATABASE DEL <family> <key>

        Removes database key/value.
        Deletes an entry in the Asterisk database for a given family and
key.
                RETURNS:
                1 if successful
                0 otherwise
```

DATABASE DELTREE

```
Usage:   DATABASE DELTREE <family> [keytree]

        Removes database keytree/value.
        Deletes a family or specific keytree within a family in the
Asterisk database.
                RETURNS:
                1 if successful
```

```
                     0 otherwise
```

DATABASE GET

```
Usage:   DATABASE GET <family> <key>

         Gets database value.
         Retrieves an entry in the Asterisk database for a given family and
key.
                 RETURNS:
                 0 if <key> is not set
                 1 if <key> is set and returns the variable in parenthesis
                 example return code: 200 result=1 (testvariable)
```

DATABASE PUT

```
Usage:   DATABASE PUT <family> <key> <value>

         Adds/updates database value.
         Adds or updates an entry in the Asterisk database for a given
family, key,
         and value.
                 RETURNS:
                 1 if successful
                 0 otherwise
```

EXEC

```
Usage:   EXEC <application> <options>

         Executes a given application.
         Executes <application> with given <options>.
                 RETURNS:
                 Whatever the application returns successfully
                 -2 on failure to find application
```

GET DATA

```
Usage:   GET DATA <file to be streamed> [timeout] [max digits]

         Gets data on a channel.
         Stream the given file, and receive DTMF data.
         the channel at the other end.
                 RETURNS:
                 Digits received from the channel at the other end.
```

GET VARIABLE

```
Usage:   GET VARIABLE <variablename>

         Gets a channel variable.
                 RETURNS:
                 0 if <variablename> is not set
                 1 if <variablename> is set and returns the variable in
parenthesis
                 example return code: 200 result=1 (testvariable)
```

HANGUP

```
Usage:   HANGUP [<channelname>]

         Hangs up the current or specified channel.
         If no channel name is given, hangs up the current channel
                 RETURNS:
                 1 on success
                 -1 on failure
```

NOOP

```
Usage:   NOOP

         Does nothing.
                 RETURNS:
                 0 - always
```

RECEIVE CHAR

```
Usage:   RECEIVE CHAR <timeout>

         Receives text from channels supporting it.
         Receives a character of text on a channel. Specify timeout to be
the maximum
         time to wait for input in milliseconds, or 0 for infinite. Most
channels do
         not support the reception of text.
                 RETURNS:
                 ASCII numerical value of the character if one is received
                 0 if the channel does not support text reception
                 -1 only on error/hangup.
```

RECORD FILE

```
Usage:   RECORD FILE <filename> <format>
                 <escape digits> <timeout> [offset samples] [BEEP]
[s=silence]

         Records to a given file.
         Record to a file until a given DTMF digit in the sequence is
received.
         The format will specify what kind of file will be recorded.  The
timeout is the
         maximum record time in milliseconds, or -1 for no timeout. "offset
samples" is
         optional, and if provided will seek to the offset without exceeding
the end of
         the file.  "silence" is the number of seconds of silence allowed
before the
         function returns despite the lack of DTMF digits or reaching
timeout.  The
         "silence" value must be preceded by "s=" and is optional.
                 RETURNS:
                 -1 on hangup or error
```

SAY DIGITS

```
Usage:   SAY DIGITS <number> <escape digits>
```

          Say a given digit string, returning early if any of the given DTMF
digits are
          received on the channel.
                  RETURNS:
                  0 if playback completes without a digit being pressed
                  ASCII numerical value of the digit if one was pressed
                  -1 on error/hangup

SAY NUMBER

Usage: SAY NUMBER <number> <escape digits>

          Say a given number, returning early if any of the given DTMF digits
are
          received on the channel.
                  RETURNS:
                  0 if playback completes without a digit being pressed
                  ASCII numerical value of the digit if one was pressed
                  -1 on error/hangup

SAY PHONETIC

Usage: SAY PHONETIC <string> <escape digits>

          Say a given character string with phonetics, returning early if any
of the
          given DTMF digits are received on the channel.
                  RETURNS:
                  0 if playback completes without a digit being pressed
                  ASCII numerical value of the digit if one was pressed
                  -1 on error/hangup

SAY TIME

Usage: SAY TIME <time> <escape digits>

          Say a given time, returning early if any of the given DTMF digits
are received
          on the channel. <time> is the number of seconds elapsed since
00:00:00
          January 1, 1970, Coordinated Universal Time (UTC).
                  RETURNS:
                  0 if playback completes without a digit being pressed
                  ASCII numerical value of the digit if one was pressed
                  -1 on error/hangup

SEND IMAGE

Usage: SEND IMAGE <image>

          Sends the given image on a channel.
          Most channels do not support the transmission of images. Image
names should not
          include extensions.
                  RETURNS:
                  0 if image is sent or if the channel does not support image
transmission
                  -1 only on error/hangup

SEND TEXT

```
Usage:   SEND TEXT "<text to send>"

         Sends the given text on a channel.
         Most channels do not support the transmission of text. Text
consisting of
         greater than one word should be placed in quotes since the command
only
         accepts a single argument.
                 RETURNS:
                 0 if text is sent, or if the channel does not support text
transmission
                 -1 only on error/hangup
```

SET AUTOHANGUP

```
Usage:   SET AUTOHANGUP <time>

         Autohangup channel in some time.
         Cause the channel to automatically hangup at <time> seconds in the
         future. Of course it can be hungup before then as well. Setting to
0 will
         cause the autohangup feature to be disabled on this channel.
                 RETURNS:
                 0 - always
```

SET CALLERID

```
Usage:   SET CALLERID <number>

         Changes the callerid of the current channel.
                 RETURNS:
                 1 - always
```

SET CONTEXT

```
Usage:   SET CONTEXT <desired context>

          Sets the context for continuation upon exiting the application.
                 RETURNS:
                 0 - always
```

SET EXTENSION

```
Usage:   SET EXTENSION <new extension>

          Changes the extension for continuation upon exiting the
application.
                 RETURNS:
                 0 - always
```

SET MUSIC

```
Usage:   SET MUSIC ON <on|off> <class>

         Enables/Disables the music on hold generator.  If <class> is not
```

specified then the default music on hold class will be used.
            RETURNS:
            0 - always

SET PRIORITY

Usage: SET PRIORITY <num>

    Changes the priority for continuation upon exiting the application.
            RETURNS:
            0 - always

SET VARIABLE

Usage: SET VARIABLE <variablename> <value>

        Sets a channel variable.
            RETURNS:
            1 - always

STREAM FILE

Usage: STREAM FILE <filename> <escape digits> [sample offset]

        Sends audio file on channel.
        Send the given file, allowing playback to be interrupted by the
given digits,
        if any. Use double quotes for the digits if you wish none to be
permitted. If
        sample offset is provided then the audio will seek to sample offset
before play
        starts. Remember, the file extension must not be included in the
filename.
            RETURNS:
            0 if playback completes without a digit being pressed
            ASCII numerical value of the digit if one was pressed
            -1 on error or if the channel was disconnected

TDD MODE

Usage: TDD MODE <on|off>

        Enable/Disable TDD transmission/reception on a channel.
            RETURNS:
            1 if successful
            0 if channel is not TDD-capable

VERBOSE

Usage: VERBOSE <message> <level>

        Logs a message to the asterisk verbose log.
        Sends <message> to the console via verbose message system.
        <level> is the the verbose level (1-4)
            RETURNS:
            1 - always

WAIT FOR DIGIT

```
Usage:   WAIT FOR DIGIT <timeout>

         Waits for a digit to be pressed.
         Waits up to 'timeout' milliseconds for channel to receive a DTMF
digit.
         Use -1 for the timeout value if you desire the call to block
indefinitely.
                   RETURNS:
                   ASCII numerical value of the digit if one is received
                   -1 on channel failure
                   0 if no digit is received in the timeout
```