

# WebSocket Server API Documentation

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WebSocket server for inbound call handling. Processes call-related events and handles binary audio data streaming. You need to implement your own WebSocket server and handle the events and actions during the WebSocket communication process.

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## Server Information

- **Port:** 4143 (Customizable - define your own port and inform the development team)
- **Protocol:** ws:// (Can be either ws:// or wss://)

## Message Formats

The server handles two types of messages:

1. **JSON Text:** For signaling and control events
2. **Binary:** For audio data streaming

## API Events

Client → Server Events

### incoming\_call

Sent when a new call is received by the server.

#### Payload:

```
{
  "event": "incoming_call",
  "callerId": "string",
  "didNumber": "string",
  "sessionId": "string"
}
```

#### Parameters:

- **callerId:** Caller phone number
- **didNumber:** Destination phone number
- **sessionId:** Unique session identifier for the call

**dtmf**

Sent when a DTMF digit is pressed by the caller.

**Payload:**

```
{  
  "event": "dtmf",  
  "digit": "string"  
}
```

**Valid Digits:** 0-9, \*, #, A-D

**hangup**

Sent when client terminates the call.

**Payload:**

```
{  
  "event": "hangup"  
}
```

**Server → Client Events****answer**

Sent to answer the incoming call.

**Payload:**

```
{  
  "event": "answer"  
}
```

**dtmf**

Sent to initiate DTMF tone to the caller.

**Payload:**

```
{  
  "event": "dtmf",  
  "digit": "string",  
}
```

```
"duration": number
}
```

**Parameters:**

- **digit**: DTMF digit to send (0-9, \*, #)
- **duration**: Tone duration in milliseconds (max 1000ms)

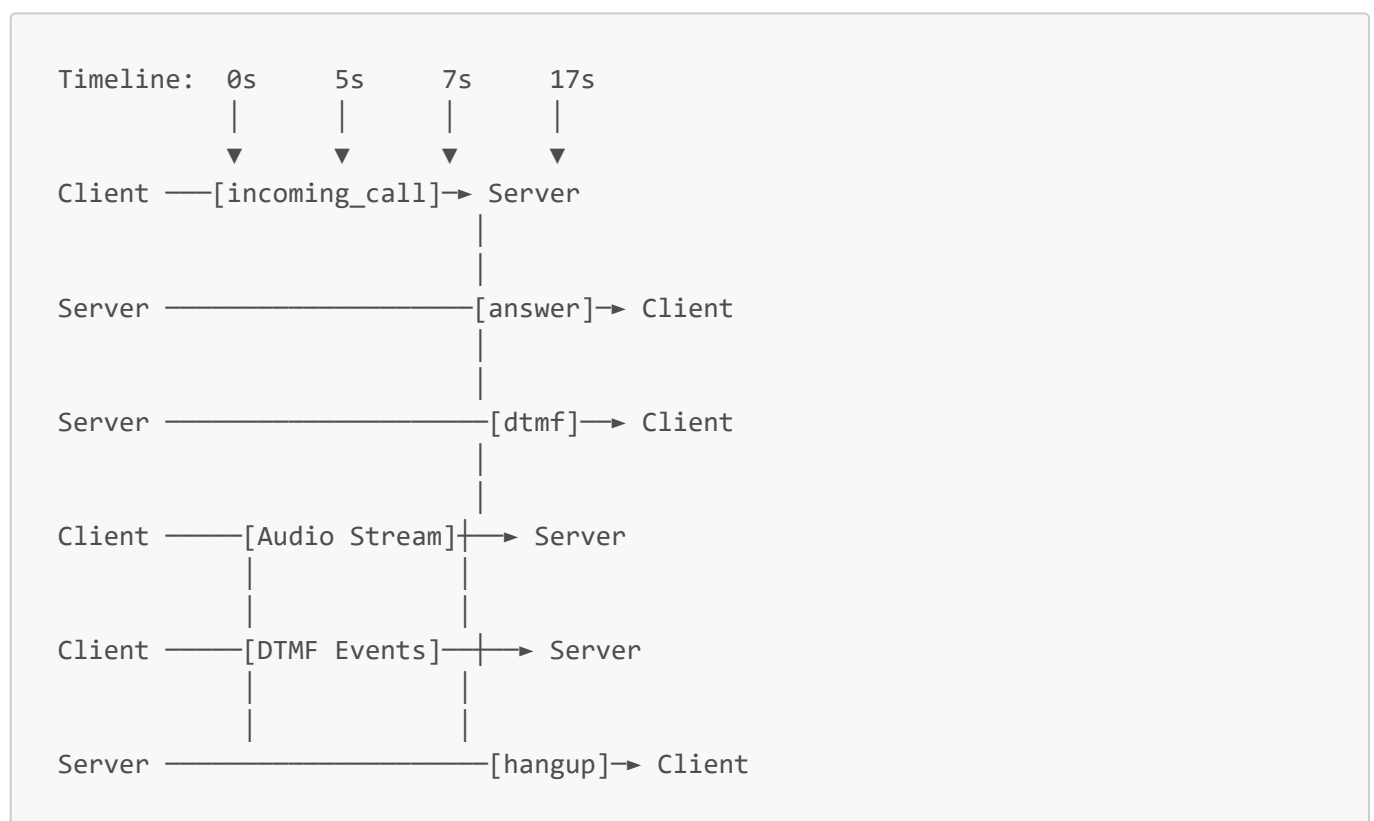
**hangup**

Sent to terminate the call.

**Payload:**

```
{
  "event": "hangup"
}
```

## Call Flow

**Detailed Flow:****1. Connection (0s)**

- Client connects to `ws://localhost:4143`

**2. Incoming Call (5s)**

- Client sends { "event": "incoming\_call", "callerId": "...", "didNumber": "...", "sessionId": "..." }

### 3. **Answer** (5s)

- Server sends { "event": "answer" }

### 4. **Send DTMF** (7s)

- Server sends { "event": "dtmf", "digit": "1", "duration": 200 }

### 5. **Audio Stream & DTMF** (7s - 17s)

- Client streams binary audio data
- Server echoes audio data back
- Client sends DTMF events: { "event": "dtmf", "digit": "1" }

### 6. **Hangup** (17s)

- Server sends { "event": "hangup" }
- Connection closes