



# Cisco Device-Specific Extensions

This chapter describes the Cisco device-specific TAPI extensions. `CiscoLineDevSpecific` and the `CCiscoPhoneDevSpecific` class represent the parent class. This chapter describes how to invoke the Cisco device-specific TAPI extensions with the `lineDevSpecific` function. It also describes a set of classes that you can use when you call `phoneDevSpecific`. It contains the following sections:

- [Cisco Line Device Specific Extensions, on page 1](#)
- [Cisco Line Device Feature Extensions, on page 75](#)
- [CCiscoPhoneDevSpecific, on page 79](#)
- [Messages, on page 89](#)

## Cisco Line Device Specific Extensions

The following table lists and describes the subclasses of Cisco Line Device-Specific Extensions. This section contains all of the extensions in the table and descriptions of the following data structures:

- [LINEDEVCAPS, on page 5](#)
- [LINECALLINFO, on page 8](#)
- [LINECALLPARAMS, on page 27](#)
- [LINEDEVSTATUS, on page 28](#)

Cisco functions	Synopsis
<a href="#">CCiscoLineDevSpecific, on page 30</a>	The <code>CCiscoLineDevSpecific</code> class specifies the parent class to the following classes.
<a href="#">Message Waiting, on page 33</a>	The <code>CCiscoLineDevSpecificMsgWaiting</code> class turns the message waiting lamp on or off for the line that the <code>hLine</code> parameter specifies.
<a href="#">Message Waiting Dirn, on page 33</a>	The <code>CCiscoLineDevSpecificMsgWaiting</code> class turns the message waiting lamp on or off for the line that a parameter specifies and remains independent of the <code>hLine</code> parameter.

Cisco functions	Synopsis
<a href="#">Message Summary, on page 34</a>	The <code>CCiscoLineDevSpecificSetMsgSummary</code> class turns the message waiting lamp on or off, as well as provides voice and fax message counts for the line specified by the <code>hLine</code> parameter.
<a href="#">Message Summary Dirn, on page 36</a>	The <code>CCiscoLineDevSpecificSetMsgSummaryDirn</code> class turns the message waiting lamp on or off and provides voice and fax message counts for the line specified by a parameter and is independent of the <code>hLine</code> parameter.
<a href="#">Audio Stream Control, on page 37</a>	The <code>CCiscoLineDevSpecificUserControlRTPStream</code> class controls the audio stream for a line.
<a href="#">Set Status Messages, on page 39</a>	The <code>CCiscoLineDevSpecificSetStatusMsgs</code> class controls the reporting of certain line device specific messages for a line.
<a href="#">Swap-Hold/SetupTransfer, on page 42</a>	Cisco Unified TSP 4.0 and later do not support this function. The <code>CCiscoLineDevSpecificSwapHoldSetupTransfer</code> class performs a <code>setupTransfer</code> between a call that is in <code>CONNECTED</code> state and a call that is in <code>ONHOLD</code> state. This function will change the state of the connected call to <code>ONHOLDPENDTRANSFER</code> state and the <code>ONHOLD</code> call to <code>CONNECTED</code> state. This action will then allow a <code>completeTransfer</code> to be performed on the two calls.
<a href="#">Redirect Reset Original Called ID, on page 43</a>	The <code>CCiscoLineDevSpecificRedirectResetOrigCalled</code> class gets used to redirect a call to another party while resetting the original called ID of the call to the destination of the redirect.
<a href="#">Port Registration per Call, on page 43</a>	The <code>CciscoLineDevSpecificPortRegistrationPerCall</code> class gets used to register a CTI port or route point for the Dynamic Port Registration feature, which allows applications to specify the IP address and UDP port number on a call-by-call basis.
<a href="#">Setting RTP Parameters for Call, on page 46</a>	The <code>CciscoLineDevSpecificSetRTPParamsForCall</code> class sets the IP address and UDP port number for the specified call.
<a href="#">Redirect Set Original Called ID, on page 46</a>	The <code>CCiscoLineDevSpecificRedirectSetOrigCalled</code> class to redirect a call to another party while setting the original called ID of the call to any other party.
<a href="#">Join, on page 47</a>	The <code>CciscoLineDevSpecificJoin</code> class joins two or more calls into one conference call.
<a href="#">Set User SRTP Algorithm IDs, on page 48</a>	The <code>CciscoLineDevSpecificUserSetSRTPAlgorithmID</code> class allows the application to set SRTP algorithm IDs. You should use this class after <code>lineopen</code> and before <code>CCiscoLineDevSpecificSetRTPParamsForCall</code> or <code>CCiscoLineDevSpecificUserControlRTPStream</code>

Cisco functions	Synopsis
<a href="#">Explicit Acquire, on page 50</a>	The CciscoLineDevSpecificAcquire class explicitly acquires any CTI Controllable device in the Cisco Unified Communications Manager system, which needs to be opened in Super Provider mode.
<a href="#">Explicit De-Acquire, on page 50</a>	The CciscoLineDevSpecificDeacquire class explicitly de-acquires any CTI controllable device in the Cisco Unified Communications Manager system.
<a href="#">Redirect FAC CMC, on page 51</a>	The CCiscoLineDevSpecificRedirectFACCMC class redirects a call to another party while including a FAC, CMC, or both.
<a href="#">Blind Transfer FAC CMC, on page 52</a>	The CCiscoLineDevSpecificBlindTransferFACCMC class blind transfers a call to another party while including a FAC, CMC, or both.
<a href="#">CTI Port Third Party Monitor, on page 53</a>	The CCiscoLineDevSpecificCTIPortThirdPartyMonitor class opens a CTI port in third-party mode.
<a href="#">Send Line Open, on page 54</a>	The CciscoLineDevSpecificSendLineOpen class triggers actual line open from TSP side. Use this for delayed open mechanism.
<a href="#">Set Intercom SpeedDial, on page 55</a>	The CciscoLineSetIntercomSpeeddial class allows the application to set or reset SpeedDial/Label on an intercom line.
<a href="#">Intercom Talk Back, on page 56</a>	The CciscoLineIntercomTalkback class allows the application to initiate talk back on an incoming Intercom call on an Intercom line.
<a href="#">Redirect with Feature Priority, on page 57</a>	The CciscoLineRedirectWithFeaturePriority class enables the application to redirect calls with specified priority.
<a href="#">Start Call Monitoring, on page 57</a>	The CCiscoLineDevSpecificStartCallMonitoring class allows applications to send a start monitoring request for the active call on a line.
<a href="#">Start Call Recording, on page 59</a>	The CCiscoLineDevSpecificStartCallRecording allows the application to send a recording request for the active call on that line.
<a href="#">StopCall Recording, on page 60</a>	The CCiscoLineDevSpecificStopCallRecording allows the application to stop recording a call on that line.
<a href="#">Set IPv6 Address and Mode, on page 61</a>	The CciscoLineDevSpecificSetIPv6AddressAndMode enables the application to set the IPv6 address and addressing mode during registration.
<a href="#">Set RTP Parameters for IPv6 Calls, on page 62</a>	The CciscoLineDevSpecificSetRTTPParamsForCallIPv6 class sets the RTP parameters for calls for which you must specify IPv6 address.

Cisco functions	Synopsis
<a href="#">Direct Transfer, on page 63</a>	The CciscoLineDevSpecificDirectTransfer class transfers calls across lines or on the same line.
<a href="#">RegisterCallPickUpGroupForNotification, on page 64</a>	The CciscoLineDevSpecificRegisterCallPickupGroupForNotification class is used to register the call Pickup Group for notification on calls for Pickup.
<a href="#">UnRegisterCallPickUpGroupForNotification, on page 65</a>	The CciscoLineDevSpecificUnRegisterCallPickupGroupForNotification class is used to unregister the call Pickup Group for notification on calls for Pickup.
<a href="#">CallPickUpRequest, on page 65</a>	<p>This feature allows to invoke the pickup, group-pickup, other-pickup, and directed pickup feature from the application. Apart from providing API to invoke feature, application will have capability to register Call pickup group for alert notification, whenever a call is available for pickup.</p> <p>The CciscoLineDevSpecificCallPickupRequest class is used to Pickup the call from the PickGroup.</p>
<a href="#">Start Send Media to BIB, on page 66</a>	The CCiscoLineDevSpecificStartSendMediaToBIBRequest class allows the application to initiate agent greeting to the customer call.
<a href="#">Stop Send Media to BIB, on page 67</a>	The CCiscoLineDevSpecificStopSendMediaToBIBRequest class allows the application to stop agent greeting that is playing on the agent-to-customer call.
<a href="#">Agent Zip Tone, on page 68</a>	The CciscoLineDevSpecificEnableFeatureSupport class allows the application to initiate Zip tone on the Agent Call.
<a href="#">Enable Feature, on page 69</a>	The CciscoLineDevSpecificEnableFeatureSupport class allows the application to enhance or update feature support.
<a href="#">Add Remote Destination, on page 72</a>	The CciscoLineDevSpecificAddRemoteDestination class is used to add new Remote Destination to CTI Remote Device.
<a href="#">Remove Remote Destination, on page 73</a>	The CciscoLineDevSpecificRemoveRemoteDestination class is used to remove Remote Destination from List of Remote Destinations of CTI Remote Device.
<a href="#">Update Remote Destination, on page 74</a>	The CciscoLineDevSpecificUpdateRemoteDestination class is used to update Remote Destination information on a CTI Remote Device.
<a href="#">lineHold Enhancement, on page 75</a>	CciscoLineDevSpecificHoldEx class is used to put call on hold and specify media content that should be played while call is on hold.

Cisco functions	Synopsis
Transfer with media	The CiscoSetupTransferWithoutMedia class allows the application to transfer a call that does not have media setup.

## LINEDEVCAPS

Cisco TSP implements several line device-specific extensions and uses the DevSpecific (dwDevSpecificSize and dwDevSpecificOffset) variably sized area of the LINEDEVCAPS data structure for those extensions. The Cisco\_LineDevCaps\_Ext structure in the CiscoLineDevSpecificMsg.h header file defines the DevSpecific area layout. Cisco TSP organizes the data in that structure based on the extension version in which the data was introduced:

```
// LINEDEVCAPS Dev Specific extension //
typedef struct Cisco_LineDevCaps_Ext
{
    Cisco_LineDevCaps_Ext00030000    ext30;
    Cisco_LineDevCaps_Ext00060000    ext60;
    Cisco_LineDevCaps_Ext00070000    ext70;
    Cisco_LineDevCaps_Ext00080000    ext80;
    Cisco_LineDevCaps_Ext00090000    ext90;
    Cisco_LineDevCaps_Ext00090001    ext91;
    Cisco_LineDevCaps_Ext000A0000    extA0;
    Cisco_LineDevCaps_Ext000C0000    extC0;
    Cisco_LineDevCaps_Ext000D0000    extD0;
    Cisco_LineDevCaps_Ext000E0000    extE0;
```

```
} CISCO_LINEDEVCAPS_EXT;
```

For a specific line device, the extension area will include a portion of this structure starting from the beginning and up to the extension version that an application negotiated.

The individual extension version substructure definitions follow:

```
// LINEDEVCAPS 00030000 extension //
typedef struct Cisco_LineDevCaps_Ext00030000
{
    DWORD dwLineTypeFlags;
} CISCO_LINEDEVCAPS_EXT00030000;

// LINEDEVCAPS 00060000 extension //
typedef struct Cisco_LineDevCaps_Ext00060000
{
    DWORD dwLocale;
} CISCO_LINEDEVCAPS_EXT00060000;

// LINEDEVCAPS 00070000 extension //
typedef struct Cisco_LineDevCaps_Ext00070000
{
    DWORD dwPartitionOffset;
    DWORD dwPartitionSize;
} CISCO_LINEDEVCAPS_EXT00070000;

// LINEDEVCAPS 00080000 extension //
typedef struct Cisco_LineDevCaps_Ext00080000
{
```

```

        DWORD                dwLineDevCaps_DevSpecificFlags;           //
LINEFEATURE_DEVSPECIFIC
        DWORD                dwLineDevCaps_DevSpecificFeatureFlags; //
LINEFEATURE_DEVSPECIFICFEAT
        RECORD_TYPE_INFO    recordTypeInfo;
        INTERCOM_SPEEDDIAL_INFO intercomSpeedDialInfo;
} CISCO_LINEDEVCAPS_EXT00080000;

//      LINEDEVCAPS 00090000 extension //
//      -----
typedef struct Cisco_LineDevCaps_Ext00090000
{
        IpAddressingMode    dwLineDevCapsIPAddressingMode;           //
        LINEFEATURE_DEVSPECIFIC
} CISCO_LINEDEVCAPS_EXT00090000;

// = = = = =
// = = = = =
//      Cisco Extension 00090001
// = = = = =
// = = = = =
//      LINEDEVCAPS 00090001 extension //
//      -----
typedef struct Cisco_LineDevCaps_Ext00090001
{
        DWORD    MaxCalls ;
        DWORD    BusyTrigger ;
        DWORD    LineInstanceNumber ;
        DWORD    LineLabelASCIIOffset ;
        DWORD    LineLabelASCIISize ;
        DWORD    LineLabelUnicodeOffset ;
        DWORD    LineLabelUnicodeSize ;
        DWORD    VoiceMailPilotDNOffset ;
        DWORD    VoiceMailPilotDNSize ;
        DWORD    RegisteredIPAddressMode;// IpAddressingMode
        DWORD    RegisteredIPv4Address ;
        DWORD    RegisteredIPv6AddressOffset;
        DWORD    RegisteredIPv6AddressSize;
        DWORD    ApplicationFeatureFlagBitMap;// CiscoFeatureInformation
        DWORD    DeviceFeatureFlagBitMap; // CiscoFeatureInformation
} CISCO_LINEDEVCAPS_EXT00090001;

typedef struct Cisco_LineDevCaps_Ext000A0000
{
        DWORD dwPickUpGroupDNOffset;
        DWORD dwPickUpGroupDNSize;
        DWORD dwPickUpGroupPartitionOffset;
        DWORD dwPickUpGroupPartitionSize;
} CISCO_LINEDEVCAPS_EXT000A0000;

typedef struct Cisco_LineDevCaps_Ext000C0000
{
        DWORD DeviceProtocolType;
        DWORD RemoteDestinationOffset;
        DWORD RemoteDestinationSize;
        DWORD RemoteDestinationCount;
        DWORD RemoteDestinationElementFixedSize;
        DWORD IsMyAppLastToSetActiveRD;
} CISCO_LINEDEVCAPS_EXT000C0000;
typedef struct Cisco_LineDevCaps_Ext000D0000
{
        DWORD DeviceMultiMediaCapabilityBitMask;
        DWORD DeviceMultiMediaCapabilityOffset;
        DWORD DeviceMultiMediaCapabilitySize;
}

```

```

DWORD DeviceMultiMediaCapabilityCount;
DWORD DeviceMultiMediaCapabilityElementFixedSize;
DWORD ClusterIDSize;
DWORD ClusterIDOffset;
} CISCO_LINEDEVCAPS_EXT000D0000;

```

See the CiscoLineDevSpecificMsg.h header file for additional information on the DevSpecific structure layout and data.

CISCO\_LINEDEVCAPS\_EXT000D000 structure contains following information:

**Table 1: CISCO\_LINEDEVCAPS\_EXT000D000 Structure**

Fields	Description
DWORD DeviceMultiMediaCapabilityBitMask	Bitmask field indicates which fields in MultiMediaCapability structure Info are valid
DWORD DeviceMultiMediaCapabilityOffset	Offset pointing to the DeviceMultiMediaCapability structure Information
DWORD DeviceMultiMediaCapabilitySize	Size of the DeviceMultiMediaCapability Information
DWORD DeviceMultiMediaCapabilityCount	Count of MultiMediaCapaility Info available
DWORD DeviceMultiMediaCapabilityElementFixedSize	Size of MultiMediaCapability Structure
DWORD ClusterIDSize DWORD ClusterIDOffset	Offset/Size of the name of the cluster ID where the line is located

### MultiMediacapability Information

**CiscoDeviceMultiMediaCapInfoBitMask** - Bit mask indicates which fields in MultiMediaCapability Structure Exposed are valid and can be used by Applications. Following is the Enum Definition which is used to update this bitmask field.

```

enum CiscoDeviceMultiMediaCapInfoBitMask
{
    CiscoDeviceMultiMediaCapability_None                = 0x00000000,
    CiscoDeviceMultiMediaCapability_VideoCapability     = 0x00000001,
    CiscoDeviceMultiMediaCapability_TelepresenceInfo    = 0x00000002,
    CiscoDeviceMultiMediaCapability_ScreenCount        = 0x00000004
};

```

Device MultiMedia Capability of the Device is exposed as a structure DeviceMultiMediaCapability in the DevSpecific part. This structure contains the fields deviceVideoCapability, telepresenceInfo and screenCount.

```

typedef struct DeviceMultiMediaCapability
{
    DWORD deviceVideoCapability;
    DWORD telepresenceInfo;
    DWORD screenCount;
} DeviceMultiMediaCapability;

```

Data fields	Value
DeviceVideoCapability	This field contains the type value defined in the following enumeration. [CiscoDeviceVideoCapabilityInfo]
TelepresenceInfo	This field indicates if Telepresence interop is supported by the device, defined in the following enumeration. [CiscoDeviceTelepresenceInfo]
ScreenCount	This field indicates the number of screens present on the device.

```
enum CiscoLineDeviceVideoCapabilityInfo
{
    CiscoLineDeviceVideoCapability_None =          0x00000000,
    CiscoLineDeviceVideoCapability_Enabled =      0x00000001,
};

enum CiscoDeviceTelepresenceInfo
{
    CiscoDeviceTelepresence_None =                0x00000000,
    CiscoDeviceTelepresence_Enabled =            0x00000001,
};
```

As part of 11.5 release, CISCO\_LINEDEVCAPS\_EXT has been modified to include CISCO\_LINEDEVCAPS\_EXT000E0000 structure.

The structure for the new extension Cisco\_LineDevCaps\_Ext000E0000 is:

```
// LINEDEVCAPS 000E0000 extention //
typedef struct Cisco_LineDevCaps_Ext000E0000
{
    DWORD DeviceHuntGroupLoginStatus;
}CISCO_LINEDEVCAPS_EXT000E0000;
```

Data fields	Value
DeviceHuntGroupLoginStatus	DeviceHuntGroupLoginStatus field contains the type value defined in the following enumeration [CiscoDeviceHuntGroupLoginStatus].

```
enum CiscoDeviceHuntGroupLoginStatus
{
    CiscoDeviceHuntGroupLoginStatus_NotApplicable = 0,
    CiscoDeviceHuntGroupLoginStatus_Login = 1,
    CiscoDeviceHuntGroupLoginStatus_Logout = 2
};
```

## LINECALLINFO

Cisco TSP implements several line device-specific extensions and uses the DevSpecific (dwDevSpecificSize and dwDevSpecificOffset) variably sized area of the LINECALLINFO data structure for those extensions. The Cisco\_LineCallInfo\_Ext structure in the CiscoLineDevSpecificMsg.h header file defines DevSpecific area layout. Cisco TSP organizes the data in the structure, that is based on the extension version, in which the data is introduced:

```
// LINECALLINFO Dev Specific extention //
typedef struct Cisco_LineCallInfo_Ext
{
```



```

Cisco_LineCallInfo_Ext00060000  ext60;
Cisco_LineCallInfo_Ext00070000  ext70;
Cisco_LineCallInfo_Ext00080000  ext80;
Cisco_LineCallInfo_Ext00080001  ext81;
Cisco_LineCallInfo_Ext00090000  ext90;
Cisco_LineCallInfo_Ext00090000  ext91;
Cisco_LineCallInfo_Ext000A0000  extA0;
Cisco_LineCallInfo_Ext000D0000  extD0;
Cisco_LineCallInfo_Ext000F0000  extF0;

```

```

} CISCO_LINECALLINFO_EXT;

```

For a specific line device, the extension area includes, a portion of the structure from the beginning to the extension version that an application negotiated.

The definitions for individual extension version substructure are as follows:

```

// LINECALLINFO 00060000  extention  //
typedef struct Cisco_LineCallInfo_Ext00060000
{
    TSP_UNICODE_PARTY_NAMES  unicodePartyNames;
} CISCO_LINECALLINFO_EXT00060000;

// LINECALLINFO 00070000  extention  //
typedef struct Cisco_LineCallInfo_Ext00070000
{
    DWORD  SRTPKeyInfoStructureOffset;    // offset from base of LINECALLINFO
    DWORD  SRTPKeyInfoStructureSize;     // includes variable length data total
size
    DWORD  SRTPKeyInfoStructureElementCount;
    DWORD  SRTPKeyInfoStructureElementFixedSize;
    DWORD  DSCPInformationOffset;        // offset from base of LINECALLINFO
    DWORD  DSCPInformationSize;         // fixed size of the DSCPInformation
structure
    DWORD  DSCPInformationElementCount;
    DWORD  DSCPInformationElementFixedSize;
    DWORD  CallPartitionInfoOffset;     // offset from base of LINECALLINFO
    DWORD  CallPartitionInfoSize;      // fixed size of the
CallPartitionInformation
    structure
    DWORD  CallPartitionInfoElementCount;
    DWORD  CallPartitionInfoElementFixedSize;
    DWORD  ExtendedCallInfoOffset;     // = = = > ExtendedCallInfo { }
    DWORD  ExtendedCallInfoSize;      //
    DWORD  ExtendedCallInfoElementCount; //
    DWORD  ExtendedCallInfoElementSize; //
} CISCO_LINECALLINFO_EXT00070000;

// LINECALLINFO 00080000  extention  //
// -----
typedef struct Cisco_LineCallInfo_Ext00080000
{
    DWORD  CallSecurityStatusOffset;
    DWORD  CallSecurityStatusSize;
    DWORD  CallSecurityStatusElementCount;
    DWORD  CallSecurityStatusElementFixedSize;
    DWORD  CCMCallIDInfoOffset;
    DWORD  CCMCallIDInfoSize;
    DWORD  CCMCallIDInfoElementCount;
    DWORD  CCMCallIDInfoElementFixedSize;

```

```

    DWORD CallAttrttributeInfoOffset;
    DWORD CallAttrttributeInfoSize;
    DWORD CallAttrttributeInfoElementCount;
    DWORD CallAttrttributeInfoElementFixedSize;
    DWORD TSPIntercomSideInfo;
    DWORD CallingPartyIpAddr;
} CISCO_LINECALLINFO_EXT00080000;

//    LINECALLINFO 00080001 extension    //
//    -----
typedef struct Cisco_LineCallInfo_Ext00080001
{
    DWORD CPNInfoOffset;           //array of structure of CPNInfo structure
    DWORD CPNInfoSize;
    DWORD CPNInfoElementCount;
    DWORD CPNInfoElementFixedSize;
} CISCO_LINECALLINFO_EXT00080001;
//    LINECALLINFO 00090000 extention    //
//    -----
typedef struct Cisco_LineCallInfo_Ext00090000
{
    DWORD IPv6InfoOffset;
    DWORD IPv6InfoSize;
    DWORD IPv6InfoElementCount;
    DWORD IPv6InfoElementFixedSize;
    DWORD FarEndIPAddressingMode;
}CISCO_LINECALLINFO_EXT00090000;

//    LINECALLINFO 000A0000 extention    //
//    -----
typedef struct Cisco_LineCallInfo_Ext000A0000
{
    DWORD CallAttributeBitMask;
    DWORD UniqueCallRefIDInfoOffset;
    DWORD UniqueCallRefIDInfoSize;
    DWORD UniqueCallRefIDInfoElementCount;
    DWORD UniqueCallRefIDElementFixedSize;
    //HuntList
    DWORD HuntPilotInfoOffset; //point to HuntPoiltInfo
    DWORD HuntPilotInfoSize;
    DWORD HuntPilotInfoCount;
    DWORD HuntPilotInfoElementFixedSize;
    DWORD GlobalCallID;
    DWORD CallManagerID;
} CISCO_LINECALLINFO_EXT000A0000;

```

```

typedef struct Cisco_LineCallInfo_Ext000D0000
{
    DWORD CallingPartyMultiMediaCapBitMask; //refer to
CiscoDeviceMultiMediaCapInfoBitMask
    DWORD CalledPartyMultiMediaCapBitMask; //refer to
CiscoDeviceMultiMediaCapInfoBitMask
    DWORD CallingPartyMultiMediaCapInfoOffset; //refer to
DeviceCallMultiMediaCapInfo
    DWORD CallingPartyMultiMediaCapInfoSize;
    DWORD CallingPartyMultiMediaCapInfoCount;
    DWORD CallingPartyMultiMediaCapInfoElementFixedSize;
    DWORD CalledPartyMultiMediaCapInfoOffset; //refer to
DeviceCallMultiMediaCapInfo
    DWORD CalledPartyMultiMediaCapInfoSize;
    DWORD CalledPartyMultiMediaCapInfoCount;
}

```

```

DWORD CalledPartyMultiMediaCapInfoElementFixedSize;
DWORD MultiMediaStreamsInfoOffset; //refer to VideoStreamInfo
DWORD MultiMediaStreamsInfoSize;
DWORD MultiMediaStreamsInfoCount;
DWORD MultiMediaStreamsInfoElementFixedSize;
DWORD RecordingAttributeInfo_ExtD0_Offset;
DWORD RecordingAttributeInfo_ExtD0_Size;
DWORD RecordingAttributeInfo_ExtD0_Count;
DWORD RecordingAttributeInfo_ExtD0_ElementFixedSize;
} CISCO_LINECALLINFO_EXT000D0000;

```

### Calling and Called MultiMediaCapability Information

The video capability of the calling party and the called party is exposed as a structure DeviceCallMultiMediaCapInfo in the DevSpecific part. The structure contains the following fields:

- VideoCapStatus,
- TelepresenceInfo, and
- ScreenCount

```

typedef struct DeviceCallMultiMediaCapInfo
{
DWORD VideoCapStatus;
DWORD TelepresenceInfo;
DWORD ScreenCount;
} DeviceCallMultiMediaCapInfo;

```

Data fields	Value
DeviceVideoCapability	Contains the value that is defined in the following enumeration [CiscoDeviceVideoCapabilityInfo].
TelepresenceInfo	Indicates if Telepresence is enabled on the device, which is defined in the following enumeration [CiscoDeviceTelepresenceInfo].
ScreenCount	Indicates the number of screens present on the device.
CallingPartyMultiMediaCapInfoBitMask	Indicates which fields of DeviceCallMultiMediaCapInfo structure have valid information [CiscoDeviceMultiMediaCapInfoBitMask].
CalledPartyMultiMediaCapInfoBitMask	Indicates which fields of DeviceCallMultiMediaCapInfo structure have valid information [CiscoDeviceMultiMediaCapInfoBitMask].

```

enum CiscoDeviceVideoCapabilityInfo
{
CiscoDeviceVideoCapability_None = 0x00000000,
CiscoDeviceVideoCapability_Enabled = 0x00000001,
};
enum CiscoDeviceTelepresenceInfo

```

```

{
CiscoDeviceTelepresence_None = 0x00000000,
CiscoDeviceTelepresence_Enabled = 0x00000001,
};
enum CiscoDeviceMultiMediaCapInfoBitMask
{
CiscoDeviceMultiMediaCapability_None = 0x00000000,
CiscoDeviceMultiMediaCapability_VideoCapability = 0x00000001,
CiscoDeviceMultiMediaCapability_TelepresenceInfo = 0x00000002,
CiscoDeviceMultiMediaCapability_ScreenCount = 0x00000004
};

```

### MultiMediaStream Information

When the call arrives on an opened line, the TSP sends the LINE\_CALLDEVSPECIFIC event to the application with Multimedia Stream information.

The application then sends a query to the LINECALLINFO to get a detailed Multimedia Stream information. The information is exposed as a part of the VideoStreamInfo structure in the DevSpecific part of the LineCallInfo.

The structure contains the following data.

```

typedef struct VideoStreamInfo
{
    DWORD StreamId;
    DWORD CompressionType; // MEDIAPAYLOAD
    DWORD BitRate;
    DWORD MediaMode;
    DWORD bKeyInfoPresent;
    //ipv6
    DWORD RxRTPDestinationV6Offset;
    DWORD RxRTPDestinationV6Size;
    DWORD RxRTPDestinationV4;
    DWORD RxIpAddrMode;
    DWORD TxRTPDestinationV6Offset;
    DWORD TxRTPDestinationV6Size;
    DWORD TxRTPDestinationV4;
    DWORD TxIpAddrMode;
    MultiMediaEncryptionKeyInfo MediaEncryptionKeyInfo;
} VideoStreamInfo;

```

Data fields	Value
StreamId	Indicates the index of the MultiMedia stream.
CompressionType	Indicates the compression type of the video stream.
BitRate	Indicates the bit rate of the video stream.
MediaMode	Indicates the media mode of the video stream.
PacketSize	Indicates the packet size of the video stream.
bKeyInfoPresent	Indicates whether Key Information is present.

Data fields	Value
RxRTPDestinationV6Offset RxRTPDestinationV6Size	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Reception RTP destination IPv6 information.
RxRTPDestinationV4	Indicates the IPv4 address of the video stream.
RxIpAddrMode	Specifies the reception IP addressing mode.
TxRTPDestinationV6Offset TxRTPDestinationV6Size	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Transmission RTP destination IPv6 information.
TxRTPDestinationV4	Indicates the IPv4 address of the video stream.
TxIpAddrMode	Specifies the transmission IP addressing mode.
MediaEncryptionKeyInfo	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Multimedia Encryption Key information.

Cisco TSP reports a detailed multimedia Encryption Key Information to the applications as a part of the structure CiscoTsp\_MultiMediaEncryptionKeyInfo, if there is secure connection to CTIManager. The application user is authorized to receive multimedia Encryption Key Information.

The multimedia Encryption Key information that is provided by Cisco TSP includes TxKeylen, RxKeylen, Txkey, RxKey, TxSalt, RxSalt, AlgorithmID, TxIsMKIPresent, RxIsMKIPresent, and SecurityIndicator.

The administrator must configure TLS Enabled and SRTP Enabled flags on CallManager Admin User pages to receive the key materials. TLS link must be established between TSP and CTIManager.

```
typedef struct CiscoTsp_MultiMediaEncryptionKeyInfo
{
    DWORD AlgorithmID;
    DWORD TxKeyOffset;
    DWORD TxKeySize;
    DWORD RxKeyOffset;
    DWORD RxKeySize;
    DWORD TxSaltOffset;
    DWORD TxSaltSize;
    DWORD RxSaltOffset;
    DWORD RxSaltSize;
    DWORD TxIsMKIPresent;
    DWORD RxIsMKIPresent;
    DWORD SecurityIndicator;
} CiscoTsp_MultiMediaEncryptionKeyInfo;
```

AlgorithmID	Specifies the negotiated algorithm id.
-------------	--

TxKeyOffset TxKeySize	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Transmission Key information.
RxKeyOffset RxKeySize	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Reception Key information.
TxSaltOffset TxSaltSize	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Transmission Salt information.
RxSaltOffset RxSaltSize	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized Reception Salt information.
TxIsMKIPresent	Indicates whether Transmission MKI is present.
RxIsMKIPresent	Indicates whether Reception MKI is present.
SecurityIndicator	Specifies the security indicator.

See the CiscoLineDevSpecificMsg.h header file for additional information on the DevSpecific structure layout and data.

A new **CISCO\_LINECALLINFO\_EXT000F0000** structure is introduced and contains the following information:

```
typedef struct Cisco_LineCallInfo_Ext000F0000
{
    DWORD MultiForkingRecorderInfo_ExtF0_Offset;
    DWORD MultiForkingRecorderInfo_ExtF0_Size;
    DWORD MultiForkingRecorderInfo_ExtF0_Count;
    DWORD MultiForkingRecorderInfo_ExtF0_ElementFixedSize;
    DWORD SessionIDInfo_ExtF0_Offset;
    DWORD SessionIDInfo_ExtF0_Size;
    DWORD SessionIDInfo_ExtF0_Count;
    DWORD SessionIDInfo_ExtF0_ElementFixedSize;
}Cisco_LineCallInfo_Ext000F0000;
```

The following table details the fields in the **CISCO\_LINECALLINFO\_EXT000F0000** structure:

Data fields	Value
MultiForkingRecorderInfo_ExtF0_Offset	Refers to MultiForkingRecorderInfo.
MultiForkingRecorderInfo_ExtF0_Size	
MultiForkingRecorderInfo_ExtF0_Count	
MultiForkingRecorderInfo_ExtF0_ElementFixedSize	

Data fields	Value
SessionIDInfo_ExtF0_Offset	Refers to SessionIDInfo.
SessionIDInfo_ExtF0_ExtF0_Size	
SessionIDInfo_ExtF0_ExtF0_Count	
SessionIDInfo_ExtF0_ExtF0_ElementFixedSize	

### MultiForkingRecorder Information

TSP reports the detailed MultiForking Recorders information to the applications as a part of the structure **MultiForkingRecorderInfo**. The MultiForking information that is provided by Cisco TSP includes RecorderType, RecorderStatus, RecorderUri, and RecorderErrorMsg.

```
typedef struct MultiForkingRecorderInfo
{
    DWORD RecorderType;
    DWORD RecorderStatus;
    DWORD RecorderUriOffset;
    DWORD RecorderUriSize;
    DWORD RecorderErrorMsgOffset;
    DWORD RecorderErrorMsgSize;
} MultiForkingRecorderInfo;
```

Data fields	Value
RecorderType	Contains the value that is defined in the following: enumeration ( <b>CiscoMultiForkingRecorderType</b> ).
RecorderStatus	Contains the value that is defined in the following: enumeration ( <b>CiscoMultiForkingRecorderStatus</b> ).
RecorderUriOffset	Contains the value in bytes from the beginning of LINECALLINFO structure.
RecorderUriSize	Contains the value in bytes of the variably sized Recorder URI (IP and Port number).
RecorderErrorMsgOffset	Contains the value in bytes from the beginning of LINECALLINFO structure.
RecorderErrorMsgSize	Contains the value in bytes of the variably sized Recorder Error Message, when the recording fails.

```
enum CiscoMultiForkingRecorderType
{
    CiscoMultiForkingRecorderType_Unknown = 0,
    CiscoMultiForkingRecorderType_Mandatory,
    CiscoMultiForkingRecorderType_Optional
};

enum CiscoMultiForkingRecorderStatus
{
    CiscoMultiForkingRecorderStatus_Unknown = 0,
```

```

CiscoMultiForkingRecorderStatus_Success,
CiscoMultiForkingRecorderStatus_Failure
};

```

### SessionID Information

TSP reports the SessionID information to the applications as a part of the structure **SessionIDInfo**. The SessionID information that is provided by Cisco TSP includes DeviceUUID and PeerUUID.

```

typedef struct SessionIdInfo
{
    DWORD DeviceUuidOffset;
    DWORD DeviceUuidSize;
    DWORD PeerUuidOffset;
    DWORD PeerUuidSize;
} SessionIdInfo;

```

Data fields	Value
DeviceUuidOffset DeviceUuidSize	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized UUID, of one of the two sessions in the call (Either Calling or Called session).
PeerUuidOffset PeerUuidSize	Contains the value in bytes from the beginning of LINECALLINFO structure.  Contains the value in bytes of the variably sized UUID of the other session.

## Details

The TSP\_Unicode\_Party\_names structure and SRTP information structure describe the device-specific extensions that the Cisco Unified TSP made to the LINECALLINFO structure. DSCPValueForAudioCalls will contain the DSCP value that CTI sent in the StartTransmissionEvent.

ExtendedCallInfo structure has extra call information. For Cisco Unified Communications Manager Release 7.0(1), the ExtendedCallReason field belongs to the ExtendedCallInfo structure.

CallAttributeInfo contains the information about attributeType (Monitoring, Monitored, Recorder,securityStatus) and PartyInfo (Dn,Partition,DeviceName)

CCMCallID contains CCM Call identifier value.

CallingPartyIPAddress contains the IP address of the calling party if the calling party device supports it.

CallSecurityStatus structure contains the overall security status of the call for two-party call as well as conference call.

```

DWORD TapiCallerPartyUnicodeNameOffset;
DWORD TapiCallerPartyUnicodeNameSize;
DWORD TapiCallerPartyLocale;

DWORD TapiCalledPartyUnicodeNameOffset;

```



```

DWORD TapiCalledPartyUnicodeNameSize;
DWORD TapiCalledPartyLocale;

DWORD TapiConnectedPartyUnicodeNameOffset;
DWORD TapiConnectedPartyUnicodeNameSize;
DWORD TapiConnectedPartyLocale;

DWORD TapiRedirectionPartyUnicodeNameOffset;
DWORD TapiRedirectionPartyUnicodeNameSize;
DWORD TapiRedirectionPartyLocale;

DWORD TapiRedirectingPartyUnicodeNameOffset;
DWORD TapiRedirectingPartyUnicodeNameSize;
DWORD TapiRedirectingPartyLocale;

DWORD SRTPKeyInfoStructureOffset; // offset from base of LINECALLINFO
DWORD SRTPKeyInfoStructureSize; // includes variable length data total size
DWORD SRTPKeyInfoStructureElementCount;
DWORD SRTPKeyInfoStructureElementFixedSize;
DWORD DSCPValueInformationOffset;
DWORD DSCPValueInformationSize;
DWORD DSCPValueInformationElementCount;
DWORD DSCPValueInformationElementFixedSize;
DWORD PartitionInformationOffset; // offset from base of LINECALLINFO
DWORD PartitionInformationSize; // includes variable length data total size
DWORD PartitionInformationElementCount;
DWORD PartitionInformationElementFixedSize;
DWORD ExtendedCallInfoOffset;
DWORD ExtendedCallInfoSize;
DWORD ExtendedCallInfoElementCount;
DWORD ExtendedCallInfoElementSize;
DWORD CallAttributeInfoOffset;
DWORD CallAttributeInfoSize;
DWORD CallAttributeInfoElementCount;
DWORD CallAttributeInfoElementSize;
DWORD CallingPartyIPAddress;
DWORD CCMCallIDInfoOffset;
DWORD CCMCallIDInfoSize;
DWORD CCMCallIDInfoElementCount;
DWORD CCMCallIDInfoElementFixedSize;
DWORD CallSecurityStatusOffset;
DWORD CallSecurityStatusSize;
DWORD CallSecurityStatusElementCount;
DWORD CallSecurityStatusElementFixedSize;
DWORD IsChaperoneCall;
DWORD UniqueCallRefIDInfoOffset;
DWORD UniqueCallRefIDInfoSize;
DWORD CallAttributeBitMask;

typedef struct SRTPKeyInfoStructure
{
    SRTPKeyInformation TransmissionSRTPInfo;
    SRTPKeyInformation ReceptionSRTPInfo;
} SRTPKeyInfoStructure;

typedef struct SRTPKeyInformation
{
    DWORD IsSRTPDataAvailable;
    DWORD SecureMediaIndicator; // CiscoSecurityIndicator
    DWORD MasterKeyOffset;
    DWORD MasterKeySize;
    DWORD MasterSaltOffset;
    DWORD MasterSaltSize;
    DWORD AlgorithmID; // CiscoSRTPAlgorithmIDs

```

```

DWORDIsMKIPresent;
DWORDKeyDerivationRate;
} SRTPKeyInformation;
enum CiscoSRTPAlgorithmIDs
{
SRTP_NO_ENCRYPTION=0,
SRTP_AES_128_COUNTER=1
};

enum CiscoSecurityIndicator
{
SRTP_MEDIA_ENCRYPT_KEYS_AVAILABLE,
SRTP_MEDIA_ENCRYPT_USER_NOT_AUTH,
SRTP_MEDIA_ENCRYPT_KEYS_UNAVAILABLE,
SRTP_MEDIA_NOT_ENCRYPTED
};

```

If `isSRTPInfoavailable` is set to `False`, rest of the information from `SRTPKeyInformation` must be ignored.

If `MasterKeySize` or `MasterSlatSize` is set to 0, then corresponding `MasterKeyOffset` or `MasterSaltOffset` must be ignored.

```

typedef struct DSCPValueInformation{
DWORD DSCPValueForAudioCalls;
}

typedef struct PartitionInformation
{
DWORD CallerIDPartitionOffset;
DWORD CallerIDPartitionSize;
DWORD CalledIDPartitionOffset;
DWORD CalledIDPartitionSize;
DWORD ConnecetedIDPartitionOffset;
DWORD ConnecetedIDPartitionSize;
DWORD RedirectionIDPartitionOffset;
DWORD RedirectionIDPartitionSize;
DWORD RedirectingIDPartitionOffset;
DWORD RedirectingIDPartitionSize;
} PartitionInformation;

Struct ExtendedCallInfo
{
DWORD ExtendedCallReason ;
DWORD CallerIDURLOffset;// CallPartySipURLInfo
DWORD CallerIDURISize;
DWORD CalledIDURLOffset;// CallPartySipURLInfo
DWORD CalledIDURISize;
DWORD ConnectedIDURIOffset;// CallPartySipURLInfo
DWORD ConnectedIDURISize;
DWORD RedirectionIDURIOffset;// CallPartySipURLInfo
DWORD RedirectionIDURISize;
DWORD RedirectingIDURIOffset;// CallPartySipURLInfo
DWORD RedirectingIDURISize;
}

Struct CallPartySipURLInfo
{
DWORD dwUserOffset; //sip user string
DWORDdwUserSize;
DWORDdwHostOffset; //host name string
}

```

```

DWORDdwHostSize;
DWORDdwPort;// integer port number
DWORD dwTransportType; // SIP_TRANS_TYPE
DWORD dwURLType;// SIP_URL_TYPE
}

enum {
    CTI_SIP_TRANSPORT_TCP=1,
    CTI_SIP_TRANSPORT_UDP,
    CTI_SIP_TRANSPORT_TLS
} SIP_TRANS_TYPE;
enum {
    CTI_NO_URL = 0,
    CTI_SIP_URL,
    CTI_TEL_URL
} SIP_URL_TYPE;

typedef struct CallAttributeInfo
{
    DWORD CallAttributeType;
    DWORD PartyDNOffset;
    DWORD PartyDNSize;
    DWORD PartyPartitionOffset;
    DWORD PartyPartitionSize;
    DWORD DeviceNameOffset;
    DWORD DeviceNameSize;
    DWORD OverallCallSecurityStatus;
}

typedef struct CallAttributeInfo_ExtA0
{
    DWORD CallAttributeType;
    DWORD PartyDNOffset;
    DWORD PartyDNSize;
    DWORD PartyPartitionOffset;
    DWORD PartyPartitionSize;
    DWORD DeviceNameOffset;
    DWORD DeviceNameSize;
    DWORD OverallCallSecurityStatus;
    DWORD TransactionID;//Secure R & M
} CallAttributeInfo_ExtA0;

typedef struct CallAttributeInfo_ExtB0
{
    CallAttributeInfo_ExtA0 attr_a0;
    DWORD ActiveToneDirection;
} CallAttributeInfo_ExtB0;

typedef struct CCMCallHandleInformation
{
    DWORD CCMCallID;
}

enum
{
    CallAttribute_Regular = 0,
    CallAttribute_SilentMonitorCall,
    CallAttribute_SilentMonitorCall_Target,
    CallAttribute_RecordedCall,
    CallAttribute_WhisperCoachingCall,
    CallAttribute_WhisperCoachingCall_Target,
    CallAttribute_Recorded_Automatic,
    CallAttribute_Recorded_AppInitiatedSilent,
    CallAttribute_Recorded_UserInitiatedFromApp,

```

```

    CallAttribute_Recorded_UserInitiatedFromDevice
} CallAttributeType
typedef struct CallSecurityStausInfo
{
    DWORD CallSecurityStaus
} CallSecurityStausInfo
enum OverallCallSecurityStatus
{
    OverallCallSecurityStatus_Unknown = 0,
    OverallCallSecurityStatus_NotAuthenticated,
    OverallCallSecurityStatus_Authenticated,
    OverallCallSecurityStatus_Encrypted
};

typedef struct CPNInfo
{
    DWORD CallerPartyNumberType;//refer to CiscoNumberType
    DWORD CalledPartyNumberType;
    DWORD ConnectedIdNumberType;
    DWORD RedirectingPartyNumberType;
    DWORD RedirectionPartyNumberType;
    DWORD ModifiedCallingPartySize;
    DWORD ModifiedCallingPartyOffset;
    DWORD ModifiedCalledPartySize;
    DWORD ModifiedCalledPartyOffset;
    DWORD ModifiedConnectedIdSize;
    DWORD ModifiedConnectedIdOffset;
    DWORD ModifiedRedirectingPartySize;
    DWORD ModifiedRedirectingPartyOffset;
    DWORD ModifiedRedirectionPartySize;
    DWORD ModifiedRedirectionPartyOffset;
    DWORD GlobalizedCallingPartySize;
    DWORD GlobalizedCallingPartyOffset;
} CPNInfo;

enum CiscoNumberType {
    NumberType_Unknown = 0,           // UNKNOWN_NUMBER
    NumberType_International = 1,     // INTERNATIONAL_NUMBER
    NumberType_National = 2,          // NATIONAL_NUMBER
    NumberType_NetSpecificNum = 3,    // NET_SPECIFIC_NUMBER
    NumberType_Subscriber = 4,        // SUBSCRIBER_NUMBER
    NumberType_Abbreviated = 6        // ABBREVIATED_NUMBER
};

typedef struct Cisco_LineCallInfo_Ext000A0000
{
    ...
    //HuntList
    DWORD HuntPilotInfoOffset;//point to HuntPoiltInfo
    DWORD HuntPilotInfoSize;
    DWORD HuntPilotInfoCount;
    DWORD HuntPilotInfoElementFixedSize;
} CISCO_LINECALLINFO_EXT000A0000;

//HuntList
typedef struct HuntPilotInfo
{
    DWORD CallingPartyHuntPilotDNOffset;
    DWORD CallingPartyHuntPilotDNSize;
    DWORD CallingPartyHuntPilotPartitionOffset;
    DWORD CallingPartyHuntPilotPartitionSize;
    DWORD CalledPartyHuntPilotDNOffset;
    DWORD CalledPartyHuntPilotDNSize;
    DWORD CalledPartyHuntPilotPartitionOffset;
}

```

```

DWORD CalledPartyHuntPilotPartitionSize;
DWORD ConnectedPartyHuntPilotDNOffset;
DWORD ConnectedPartyHuntPilotDNSize;
DWORD ConnectedPartyHuntPilotPartitionOffset;
DWORD ConnectedPartyHuntPilotPartitionSize;
}HuntPilotInfo;

typedef struct UniqueCallRefIDInfo
{
DWORD UniqueCallRefIDOffset;
DWORD UniqueCallRefIDSize;
} UniqueCallRefIDInfo;

typedef enum
{
TSPCallAttribute_Normal = 0x00000000,
TSPCallAttribute_IntercomOriginator = 0x00000001,
TSPCallAttribute_IntercomTarget = 0x00000002,
TSPCallAttribute_SilentMonitorCall = 0x00000004,
TSPCallAttribute_SilentMonitorCall_Target = 0x00000008,
TSPCallAttribute_RecordedCall = 0x00000010,
TSPCallAttribute_ChaperoneCall = 0x00000020,
TSPCallAttribute_CallForwardAllSet = 0x00000040,
TSPCallAttribute_CallForwardAllClear = 0x00000080,
TSPCallAttribute_WhisperMonitorCall = 0x00000100,
TSPCallAttribute_WhisperMonitorCall_Target= 0x00000200,
TSPCallAttribute_BIBCall = 0x00000400,
TSPCallAttribute_ServerCall =0x00000800,
TSPCallAttribute_SendMediaToBIB = 0x00001000
} CallAttributeBits

```

Cisco TSP exposes the multimedia capability information of a linedevice in the devspecific data of LINEGETCALLINFO when LineGetCallInfo is invoked with Extension version 0x000D0000 or higher.

The calling party and the called party multimedia capability is exposed as a structure DeviceVideoCapInfo in the DevSpecific part. This structure contains three fields:

- deviceVideoCapability,
- telepresenceInfo, and,
- screenCount.

```

typedef struct DeviceVideoCapInfo{
    DWORD VideoCapStatus;
    DWORD TelepresenceInfo;
    DWORD ScreenCount;
} DeviceVideoCapInfo;

```

Data fields	Value
DeviceVideoCapability	DeviceVideoCapability field contains the type value defined in the following enumeration [CiscoDeviceVideoCapabilityInfo].
TelepresenceInfo	This field indicates if Telepresence is enabled on the device, defined in the following enumeration [CiscoDeviceTelepresenceInfo].
ScreenCount	This field indicated the number of screens present on the device.

```

enum CiscoDeviceVideoCapabilityInfo
{
    CiscoDeviceVideoCapability_None =          0x00000000,
    CiscoDeviceVideoCapability_Enabled =      0x00000001,
};

enum CiscoDeviceTelepresenceInfo
{
    CiscoDeviceTelepresence_None =           0x00000000,
    CiscoDeviceTelepresence_Enabled =       0x00000001,
};

```

## Parameters

Parameter	Value
TapiCallerPartyUnicodeNameOffsetTapiCallerPartyUnicodeNameSize	The size, in bytes, of the variably sized field that contains the Unicode Caller party identifier name information, and the offset, in bytes, from the beginning of the LINECALLINFO data structure
TapiCallerPartyLocale	The Unicode Caller party identifier name Locale information
TapiCallerPartyUnicodeNameOffsetTapiCallerPartyUnicodeNameSize	The size, in bytes, of the variably sized field that contains the Unicode Caller party identifier name information, and the offset, in bytes, from the beginning of the LINECALLINFO data structure
TapiCallerPartyLocale	The Unicode Caller party identifier name Locale information
TapiCalledPartyUnicodeNameOffsetTapiCalledPartyUnicodeNameSize	The size, in bytes, of the variably sized field that contains the Unicode Called party identifier name information and the offset, in bytes, from the beginning of the LINECALLINFO data structure
TapiCalledPartyLocale	The Unicode Called party identifier name locale information
TapiConnectedPartyUnicodeNameOffsetTapiConnectedPartyUnicodeNameSize	The size, in bytes, of the variably sized field that contains the Unicode Connected party identifier name information and the offset, in bytes, from the beginning of the LINECALLINFO data structure
TapiConnectedPartyLocale	The Unicode Connected party identifier name locale information
TapiRedirectionPartyUnicodeNameOffsetTapiRedirectionPartyUnicodeNameSize	The size, in bytes, of the variably sized field that contains the Unicode Redirection party identifier name information and the offset, in bytes, from the beginning of the LINECALLINFO data structure
TapiRedirectionPartyLocale	The Unicode Redirection party identifier name locale information

Parameter	Value
TapiRedirectingPartyUnicodeNameOffsetTapiRedirectingPartyUnicodeNameSize	The size, in bytes, of the variably sized field that contains the Unicode Redirecting party identifier name information and the offset, in bytes, from the beginning of the LINECALLINFO data structure
TapiRedirectingPartyLocale	The Unicode Redirecting party identifier name locale information
SRTPKeyInfoStructureOffset	Point to SRTPKeyInfoStructure
SRTPKeyInfoStructureSize	Total size of SRTP information
SRTPKeyInfoStructureElementCount	Number of SRTPKeyInfoStructure element
SRTPKeyInfoStructureElementFixedSize	Fixed size of SRTPKeyInfoStructure
SecureMediaIndicator	Indicates whether media is secure and whether application is authorized for key information
MasterKeyOffsetMasterKeySize	The offset and size of SRTP MasterKey information
MasterSaltOffsetMasterSaltSize	The offset and size of SRTP MasterSaltKey information
AlgorithmID	Specifies negotiated SRTP algorithm ID
IsMKIPresent	Indicates whether MKI is present
KeyDerivationRate	Provides the KeyDerivationRate
DSCPValueForAudioCalls	The DSCP value for Audio Calls
CallerIDPartitionOffsetCallerIDPartitionSize	The size, in bytes, of the variably sized field that contains the Caller party identifier partition information and the offset, in bytes, from the beginning of LINECALLINFO data structure
CalledIDPartitionOffsetCalledIDPartitionSize	The size, in bytes, of the variably sized field that contains the Called party identifier partition information and the offset, in bytes, from the beginning of LINECALLINFO data structure
ConnectedIDPartitionOffsetConnecetedIDPartitionSize	The size, in bytes, of the variably sized field that contains the Connected party identifier partition information and the offset, in bytes, from the beginning of LINECALLINFO data structure
RedirectionIDPartitionOffsetRedirectionIDPartitionSize	The size, in bytes, of the variably sized field that contains the Redirection party identifier partition information, and the offset, in bytes, from the beginning of LINECALLINFO data structure

Parameter	Value
RedirectingIDPartitionOffsetRedirectingIDPartitionSize	The size, in bytes, of the variably sized field that contains the Redirecting party identifier partition information and the offset, in bytes, from the beginning of LINECALLINFO data structure
ExtendedCallReason	<p>Presents all the last feature-related CTI Call reason code to the application as an extension to the standard reason codes that TAPI supports. This provides the feature-specific information per call. As phones that are running SIP are supported through CTI, new features can get introduced for phones that are running on SIP during releases.</p> <p><b>Note</b> Be aware that this field is not backward compatible and can change as changes or additions are made in the SIP phone support for a feature. Applications should implement some default behavior to handle any unknown reason codes that might be provided through this field.</p> <p>For Refer, the reason code specified is CtiCallReason_Refer.</p> <p>For Replaces, the reason code specified is CtiCallReason_Replaces.</p>
CallerIDURLOffsetCallerIDURLSize	The size, in bytes, of the variably sized field that contains the Caller party identifier URL information and the offset, in bytes, from the beginning of LINECALLINFO data structure
CalledIDURLOffsetCalledIDURLSize	The size, in bytes, of the variably sized field that contains the Called party identifier URL information and the offset, in bytes, from the beginning of LINECALLINFO data structure
ConnectedIDURLOffsetConnecetedIDURLSize	The size, in bytes, of the variably sized field that contains the Connected party identifier URL information and the offset, in bytes, from the beginning of LINECALLINFO data structure
RedirectionIDURLOffsetRedirectionIDURLSize	The size, in bytes, of the variably sized field that contains the Redirection party identifier URL information and the offset, in bytes, from the beginning of LINECALLINFO data structure



Parameter	Value
RedirectingIDURLOffsetRedirectingIDURLSize	The size, in bytes, of the variably sized field that contains the Redirecting party identifier URL information and the offset, in bytes, from the beginning of LINECALLINFO data structure
CallAttributeType	Identifies whether the following information (DN.Partition.DeviceName) is for a regular call, a monitoring call, a monitored call, or a recording call
PartyDNOffset, PartyDNSize,	The size, in bytes, of the variably sized field that contains the Monitoring/Monitored/Recorder party DN information and the offset, in bytes, from the beginning of the LINECALLINFO data structure
PartyPartitionOffset PartyPartitionSize	The size, in bytes, of the variably sized field that contains the Monitoring/Monitored/Recorder party partition information and the offset, in bytes, from the beginning of the LINECALLINFO data structure
DeviceNameOffset DeviceNameSize	The size, in bytes, of the variably sized field that contains the Monitoring/Monitored/Recorder party device name and the offset, in bytes, from the beginning of the LINECALLINFO data structure
OverallCallSecurityStatus	The security status of the call for two-party calls and conference calls
CCMCallID	The Cisco Unified Communications Manager caller ID for each call leg
CallingPartyHuntPilotDNOffset CallingPartyHuntPilotDNSize	The size, in bytes, of the variably sized field containing the Hunt Pilot DN, and the offset, in bytes, from the beginning of LINECALLINFO data structure.
CallingPartyHuntPilotPartitionOffset CallingPartyHuntPilotPartitionSize	The size, in bytes, of the variably sized field containing the Hunt Pilot Partition, and the offset, in bytes, from the beginning of LINECALLINFO data structure.
CalledPartyHuntPilotDNOffset CalledPartyHuntPilotDNSize	The size, in bytes, of the variably sized field containing the Hunt Pilot DN, and the offset, in bytes, from the beginning of LINECALLINFO data structure.
CalledPartyHuntPilotPartitionOffset CalledPartyHuntPilotPartitionSize	The size, in bytes, of the variably sized field containing the Hunt Pilot Partition, and the offset, in bytes, from the beginning of LINECALLINFO data structure.

## Parameters

Parameter	Value
ConnectedPartyHuntPilotDNOffset ConnectedPartyHuntPilotDNSize	The size, in bytes, of the variably sized field containing the Hunt Pilot DN, and the offset, in bytes, from the beginning of LINECALLINFO data structure.
ConnectedPartyHuntPilotPartitionOffset ConnectedPartyHuntPilotPartitionSize	The size, in bytes, of the variably sized field containing the Hunt Pilot Partition, and the offset, in bytes, from the beginning of LINECALLINFO data structure.
IsChaperoneCall	This field specifies whether the call is a chaperone call or not.

To indicate that partition information exists in the LINECALLINFO structure, the system fires a LINECALLINFOSTATE\_DEVSPECIFIC event. The bit map indicating the change is defined as the following:

SLDST_SRTP_INFO	0x00000001
SLDST_QOS_INFO	0x00000002
SLDST_PARTITION_INFO	0x00000004
SLDST_EXTENDED_CALL_INFO	0x00000008
SLDST_CALL_ATTRIBUTE_INFO	0x00000010 //M&R
SLDST_CCM_CALL_ID	0x00000020 //M&R
SLDST_SECURITY_STATUS_INFO	0x00000040 //SecureConf
SLDST_NUMBER_TYPE_CHANGED	0x00000080 //CPN
SLDST_GLOBALIZED_CALLING_PARTY_CHANGED	0x00000100 //CPN
SLDST_FAR_END_IP_ADDRESS_CHANGED	0x00000200//IPv6 new
SLDST_UNIQUE_CALL_REF_ID_INFO	0x00000400
SLDST_DEVICE_VIDEO_CAP_INFO	0x00000800
SLDST_MULTIMEDIA_STREAMS_INFO	0x00001000

```
LINEDEVSPECIFIC{
    hDevice = hcall //call handle for which the info has changed.
    dwParam1 = SLDSMT_LINECALLINFO_DEVSPECIFICDATA //indicates DevSpecific portion's
    changed
    dwParam2 = SLDST_SRTP_INFO | SLDST_QOS_INFO | SLDST_PARTITION_INFO |
    SLDST_EXTENDED_CALL_INFO | SLDST_CALL_ATTRIBUTE_INFO | SLDST_CCM_CALLID |
    SLDST_CALL_SECURITY_STATUS | SLDST_NUMBER_TYPE_CHANGED |
    SLDST_GLOBALIZED_CALLING_PARTY_CHANGED | SLDST_FAR_END_IP_ADDRESS_CHANGED |
    SLDST_UNIQUE_CALL_REF_ID_INFO | SLDST_DEVICE_VIDEO_CAP_INFO |
    SLDST_MULTIMEDIA_STREAMS_INFO
```

```
dwParam3 = ...
    dwParam3 will be security indicator if dwParam2 has bit set for SLDST_SRTP_INFO
}
```

## LINECALLPARAMS

Cisco TSP implements several line device-specific extensions that require applications to use LINECALLPARAMS structure to pass relevant data in the lineMakeCall request.

### Details

With extension 0x00080001 feature priority is introduced for DoNotDisturb-Reject feature. Feature priority can be specified in DevSpecific part of LINECALLPARAMS (dwDevSpecificSize and dwDevSpecificOffset) as

```
typedef struct LineParams
{
    DWORD FeaturePriority;
} LINE_PARAMS;
```

Starting with extension 0x000D0000 Feature Priority data is included in Cisco\_CallParamsDevSpecific structure that replaces LineParams structure. The Cisco\_CallParamsDevSpecific structure is defined in CiscoLineDevSpecificMsg.h header file as follows:

```
typedef struct Cisco_CallParamsDevSpecific_tag
{
    DWORD CallPriority;
    DWORD DevSpecificFlags;
} Cisco_CallParamsDevSpecific;
```

The DevSpecificFlags field in that structure is used to identify a specific feature and can be set to one of the following:

```
#define Cisco_CALLPARAMS_DEVSPECIFICFLAGS_PRIORITYCALL    0x00000001
#define Cisco_CALLPARAMS_DEVSPECIFICFLAGS_PERSISTENTCALL 0x00000002
#define Cisco_CALLPARAMS_DEVSPECIFICFLAGS_ANNOUNCEMENTCALL 0x00000004
```

Cisco\_CALLPARAMS\_DEVSPECIFICFLAGS\_PRIORITYCALL indicates the feature priority call for DoNotDisturb-Reject feature. The CallPriority field in Cisco\_CallParamsDevSpecific structure should be used to specify feature priority.

Cisco\_CALLPARAMS\_DEVSPECIFICFLAGS\_PERSISTENTCALL indicates that Persistent Call is to be created. In this case, two other LINECALLPARAMS fields are used:

- CallingPartyID (dwCallingPartyIDSize and dwCallingPartyIDOffset) is used to specify calling-party ID
- DisplayableAddress (dwDisplayableAddress Size and dwDisplayableAddress Offset) is used to specify calling-party ID name

Cisco\_CALLPARAMS\_DEVSPECIFICFLAGS\_ANNOUNCEMENTCALL indicates that Announcement call is to be created. In that case CallData field in the LINECALLPARAMS structure is used to specify an

announcement ID. Announcement ID (or media-content ID) is a string with a maximum length defined in CiscoLineDevSpecificMsg.h as MAX\_CISCO\_TSP\_MEDIA\_CONTENT\_ID\_SIZE.

## LINEDEVSTATUS

Cisco TSP implements several line device-specific extensions and uses the DevSpecific (dwDevSpecificSize and dwDevSpecificOffset) variably sized area of the LINEDEVSTATUS data structure for those extensions. Cisco TSP defines the DevSpecific area layout in the Cisco\_LineDevStatus\_Ext structure in the CiscoLineDevSpecificMsg.h header file. The extension version in which the data was introduced provides basis for how the data in that structure is organized.

```
// LINEDEVSTATUS Dev Specific extension //
typedef struct Cisco_LineDevStatus_Ext
{
    Cisco_LineDevStatus_Ext00060000  ext60;
    Cisco_LineDevStatus_Ext00070000  ext70;
    Cisco_LineDevStatus_Ext00080000  ext80;
} CISCO_LINEDEVSTATUS_EXT;

typedef struct Cisco_LineDevStatus_Ext00080000
{
    CISCOLINEDEVSTATUS_DONOTDISTURB doNotDisturbStatus;
} CISCO_LINEDEVSTATUS_EXT00080000;

typedef struct CiscoLineDevStatus_DoNotDisturb
{
    DWORD m_LineDevStatus_DoNotDisturbOption;
    DWORD m_LineDevStatus_DoNotDisturbStatus;
} CISCOLINEDEVSTATUS_DONOTDISTURB;
```

For a specific line device, the extension area will include a portion of this structure, starting from the beginning and up to the extension version that an application negotiated.

## Detail

The individual extension version substructure definitions follow:

```
// LINEDEVSTATUS 00060000 extension //
typedef struct Cisco_LineDevStatus_Ext00060000
{
    DWORD dwSupportedEncoding;
} CISCO_LINEDEVSTATUS_EXT00060000;

// LINEDEVSTATUS 00070000 extension //
typedef struct Cisco_LineDevStatus_Ext00070000
{
    char lpszAlternateScript[MAX_ALTERNATE_SCRIPT_SIZE];
    // An empty string means there is no alternate script configured
    // or the phone does not support alternate scripts
} CISCO_LINEDEVSTATUS_EXT00070000;

// LINEDEVSTATUS 00080000 extension //
// Status extension 00080000 Data Structure//
typedef struct Cisco_LineDevStatus_Ext00080000
{
    CISCOLINEDEVSTATUS_DONOTDISTURB doNotDisturbStatus;
} CISCO_LINEDEVSTATUS_EXT00080000;
```

```
typedef struct CiscoLineDevStatus_DoNotDisturb
{
    DWORD m_LineDevStatus_DoNotDisturbOption;
    DWORD m_LineDevStatus_DoNotDisturbStatus;
} CISCOLINEDEVSTATUS_DONOTDISTURB;
```

You can find additional information on the DevSpecific structure layout and data in the CiscoLineDevSpecificMsg.h header file.

The CiscoLineDevStatus\_DoNotDisturb structure belongs to the LINEDEVSTATUS\_DEV\_SPECIFIC\_DATA structure and gets used to reflect the current state of the Do Not Disturb feature.

## Parameters

### DWORD dwSupportEncoding

This parameter indicates the Support Encoding for the Unicode Party names that are being sent in device-specific extension of the LINECALLINFO structure.

The typical values could be

```
enum {
    UnknownEncoding = 0, // Unknown encoding
    NotApplicableEncoding = 1, // Encoding not applicable to this device
    AsciiEncoding = 2, // ASCII encoding
    Ucs2UnicodeEncoding = 3 // UCS-2 Unicode encoding
}
```



**Note** Be aware that the dwSupportedEncoding extension is only available if extension version 0x00060000 or higher is negotiated.

### LPCSTR lpszAlternateScript

This parameter specifies the alternate script that the device supports. An empty string indicates the device does not support or is not configured with an alternate script.

The only supported script in this release is "Kanji" for the Japanese locale.

### m\_LineDevStatus\_DoNotDisturbOption

This field contains DND option that is configured for the device and can comprise one of the following enum values:

```
enum CiscoDoNotDisturbOption {    DoNotDisturbOption_NONE        = 0,
    DoNotDisturbOption_RINGEROFF = 1,
    DoNotDisturbOption_REJECT    = 2
};
```

m\_LineDevStatus\_DoNotDisturbStatus field contains current DND status on the device and can be one of the following enum values:

```
enum CiscoDoNotDisturbStatus {
    DoNotDisturbStatus_UNKNOWN = 0,
    DoNotDisturbStatus_ENABLED = 1,
    DoNotDisturbStatus_DISABLED = 2
};
```



**Note** Be aware that this extension is only available if extension version 8.0 (0x00080000) or higher is negotiated.

## CCiscoLineDevSpecific

This section provides information on how to perform Cisco Unified TAPI specific functions with the CCiscoLineDevSpecific class, which represents the parent class to all the following classes. It comprises a virtual class and is provided here for informational purposes.

```

CCiscoLineDevSpecific |
+--CCiscoLineDevSpecificMsgWaiting
|
+--CCiscoLineDevSpecificMsgWaitingDirn
|
+--CCiscoLineDevSpecificUserControlRTPStream
|
+--CCiscoLineDevSpecificSetStatusMsgs
|
+--CCiscoLineDevSpecificSwapHoldSetupTransfer
|
+--CCiscoLineDevSpecificRedirectResetOrigCalled
|
+--CCiscoLineDevSpecificRedirectSetOrigCalled
|
+--CCiscoLineDevSpecificPortRegistrationPerCall
|
+--CCiscoLineDevSpecificSetRTTPParamsForCall
|
+--CCiscoLineDevSpecificJoin
|
+--CCiscoLineDevSpecificRedirectFACCMC
|
+--CCiscoLineDevSpecificBlindTransferFACCMC
|
+--CCiscoLineDevSpecificCTIPortThirdPartyMonitor
|
+--CCiscoLineDevSpecificUserSetSRTPAlgorithmID
|
+--CCiscoLineDevSpecificSendLineOpen
|
+--CCiscoLineDevSpecificAcquire
|
+--CCiscoLineDevSpecificDeacquire
|
+--CCiscoLineDevSpecificStartCallMonitoring
|
+--CCiscoLineDevSpecificStartCallRecording
|
+--CCiscoLineDevSpecificStopCallRecording
|
+--CCiscoLineSetIntercomSpeeddial
|
+--CCiscoLineIntercomTalkback
|
+--CciscoSetupTransferWithoutMedia
|
+--CCiscoLineDevSpecificSetMsgSummary
|

```

```

+--CCiscoLineDevSpecificSetMsgSummaryDirn
|
+--CCiscoLineDevSpecificSetRTPParamsForCallIPv6
|
+--CCiscoLineDevSpecificSetIPv6AddressAndMode
|
+--CCiscoLineDevSpecificDirectTransfer
|
+--CCiscoLineDevSpecificRegisterCallPickupGroupForNotification
|
+--CCiscoLineDevSpecificUnRegisterCallPickupGroupForNotification
|
+--CCiscoLineDevSpecificCallPickupRequest
|
+--CCiscoLineDevSpecificPlaytone
|
+--CCiscoLineDevSpecificStartSendMediaToBIBRequest
|
+--CCiscoLineDevSpecificStopSendMediaToBIBRequest
|
+--CCiscoLineDevSpecificMonitoringUpdateMode
|
+--CCiscoLineDevSpecificEnableFeatureSupport
|
+--CCiscoLineRedirectWithFeaturePriority
|
+--CciscoLineDevSpecificAddRemoteDestination
|
+--CciscoLineDevSpecificUpdateRemoteDestination
|
+--CciscoLineDevSpecificRemoveRemoteDestination
|
+--CciscoLineDevSpecificHoldEx
|
+--CciscoLineDevSpecificRedirectEx

```

## Header File

The file `CiscoLineDevSpecific.h` contains the constant, structure, and class definition for the Cisco line device-specific classes.

## Class Detail

```

class CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecific(DWORD msgType);
    virtual ~CCiscoLineDevSpecific();
    DWORD GetMsgType(void) const {return m_MsgType;}
    void* lpParams() {return &m_MsgType;}
    virtual DWORD dwSize() = 0;
private:
    DWORD m_MsgType;
};

```

## Functions

### lpParams()

You can use function to obtain the pointer to the parameter block.

**dwSize()**

Function will give the size of the parameter block area.

**Parameter****m\_MsgType**

Specifies the type of message.

**Subclasses**

Each subclass of `CCiscoLineDevSpecific` includes a different value that is assigned to the parameter `m_MsgType`. If you are using C instead of C++, this represents the first parameter in the structure.

**Enumeration**

The `CiscoLineDevSpecificType` enumeration provides valid message identifiers.

```
enum CiscoLineDevSpecificType
{
    SLDST_MSG_WAITING = 1,
    SLDST_MSG_WAITING_DIRN,
    SLDST_USER_CTRL_OF_RTP_STREAM,
    SLDST_SET_STATUS_MESSAGES,
    SLDST_NUM_TYPE,
    SLDST_SWAP_HOLD_SETUP_TRANSFER, // Not Supported in CiscoTSP 3.4 and Beyond
    SLDST_REDIRECT_RESET_ORIG_CALLED,
    SLDST_REDIRECT_SET_ORIG_CALLED,
    SLDST_USER_RECEIVE_RTP_INFO,
    SLDST_USER_SET_RTP_INFO,
    SLDST_JOIN,
    SLDST_REDIRECT_FAC_CMC,
    SLDST_BLIND_TRANSFER_FAC_CMC,
    SLDST_CTI_PORT_THIRD_PARTY_MONITOR,
    SLDST_ACQUIRE,
    SLDST_DE_ACQUIRE,
    SLDST_USER_SET_SRTP_ALGORITHM_ID,
    SLDST_SEND_LINE_OPEN,
    SLDST_START_CALL_MONITORING,
    SLDST_START_CALL_RECORDING,
    SLDST_STOP_CALL_RECORDING,
    SLDST_LINE_SET_INTERCOM_SPEEDDIAL,
    SLDST_LINE_INTERCOM_TALKBACK,
    SLDST_REDIRECT_WITH_FEATURE_PRIORITY,
    SLDST_USER_SET_RTP_INFO_IPV6,
    SLDST_USER_SET_IPV6_ADDRESS_AND_MODE,
    SLDST_SETUP_TRANSFER_WITHOUT_MEDIA,
    SLDST_DIRECT_TRANSFER,
    SLDST_MSG_SUMMARY,
    SLDST_MSG_SUMMARY_DIRN,
    SLDST_CALLPICKUP_GROUP_REGISTER,
    SLDST_CALLPICKUP_GROUP_UNREGISTER,
    SLDST_CALLPICKUP_CALL,
    SLDST_PLAY_TONE,
    SLDST_START_SEND_MEDIA_TO_BIB,
    SLDST_STOP_SEND_MEDIA_TO_BIB,
    SLDST_UPDATE_MONITOR_MODE,
    SLDST_ENABLE_FEATURE_SUPPORT,
    SLDST_ADD_REMOTE_DESTINATION,
    SLDST_REMOVE_REMOTE_DESTINATION,
}
```



```
SLDST_UPDATE_REMOTE_DESTINATION,
SLDST_HOLD_EX
SLDST_REDIRECT_EX
};
```

## Message Waiting

The `CCiscoLineDevSpecificMsgWaiting` class turns the message waiting lamp on or off for the line that the `hLine` parameter specifies.




---

**Note** This extension does not require an extension version to be negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificMsgWaiting
```

## Class Detail

```
class CCiscoLineDevSpecificMsgWaiting : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificMsgWaiting() : CCiscoLineDevSpecific(SLDST_MSG_WAITING) {}
    virtual ~CCiscoLineDevSpecificMsgWaiting() {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    DWORD m_BlinkRate;
};
```

## Parameters

### **DWORD m\_MsgType**

Equals `SLDST_MSG_WAITING`.

### **DWORD m\_BlinkRate**

Any supported `PHONELAMPMODE_` constants that are specified in the `phoneSetLamp()` function.




---

**Note** Cisco Unified IP Phone 7900 Series supports only `PHONELAMPMODE_OFF` and `PHONELAMPMODE_STEADY`

---

## Message Waiting Dirn

The `CCiscoLineDevSpecificMsgWaitingDirn` class turns the message waiting lamp on or off for the line that a parameter specifies and remains independent of the `hLine` parameter.




---

**Note** This extension does not require an extension version to be negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificMsgWaitingDirn
```

## Class Detail

```
class CCiscoLineDevSpecificMsgWaitingDirn : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificMsgWaitingDirn() :
        CCiscoLineDevSpecific(SLDST_MSG_WAITING_DIRN) {}
    virtual ~CCiscoLineDevSpecificMsgWaitingDirn() {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    DWORD m_BlinkRate;
    char m_Dirn[25];
};
```

## Parameters

### DWORD m\_MsgType

Specifies SLDST\_MSG\_WAITING\_DIRN.

### DWORD m\_BlinkRate

As in the CCiscoLineDevSpecificMsgWaiting message.




---

**Note** Cisco Unified IP Phone 7900 Series supports only PHONELAMPMODE\_OFF and PHONELAMPMODE\_STEADY

---

### char m\_Dirn[25]

The directory number for which the message waiting lamp should be set.

## Message Summary

Use the CCiscoLineDevSpecificSetMsgSummary class to turn the message waiting lamp on or off as well as to provide voice and fax message counts for the line specified by the hLine parameter.




---

**Note** Be aware that this extension does not require an extension version to be negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificSetMsgSummary
```

## Class Detail

```
class CCiscoLineDevSpecificSetMsgSummary : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificSetMsgSummary() : CCiscoLineDevSpecific(SLDST_MSG_SUMMARY) {}

    virtual ~CCiscoLineDevSpecificSetMsgSummary() {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    DWORD m_BlinkRate;
    MSG_SUMMARY m_MessageSummary;
};
```

## Parameters

### DWORD m\_MsgType

equals SLDST\_MSG\_SUMMARY.

### DWORD m\_BlinkRate

is any supported PHONELAMPMODE\_constants specified in the phoneSetLamp() function.

### MSG\_SUMMARY m\_MessageSummary

A data structure with the following format:

```
typedef struct {
DWORD m_voiceCounts; // indicates if new voice counts are
// provided. True = counts will be displayed
// on supported phones.
DWORD m_totalNewVoiceMsgs; // specifies the total number of new
// voice messages. This number includes all
// the high and normal priority voice
// messages that are new.
DWORD m_totalOldVoiceMsgs; // specifies the total number of old
// voice messages. This number includes all
// high and normal priority voice messages
// that are old.
DWORD m_highPriorityVoiceCounts; // indicates if old voice
// counts are provided. True = counts will be
// displayed on supported phones.
DWORD m_newHighPriorityVoiceMsgs; //specifies the number of new
// high priority voice messages.
DWORD m_oldHighPriorityVoiceMsgs; //specifies the number of old
// high priority voice messages.
DWORD m_faxCounts; // indicates if new fax counts are
// provided. True = counts will be displayed
// on supported phones.
DWORD m_totalNewFaxMsgs; // specifies the total number of new
// fax messages. This number includes all
// the high and normal priority fax
// messages that are new.
DWORD m_totalOldFaxMsgs; // specifies the total number of old
// fax messages. This number includes all
// high and normal priority fax messages
// that are old.
DWORD m_highPriorityFaxCounts; // indicates if old fax counts
// are provided. True = counts will be
// displayed on supported phones.
DWORD m_newHighPriorityFaxMsgs; // specifies the number of new
```

```

// high priority fax messages.
DWORD m_oldHighPriorityFaxMsgs; // specifies the number of old
// high priority fax messages.
} MSG_SUMMARY;

```

## Message Summary Dirn

Use the `CCiscoLineDevSpecificSetMsgSummaryDirn` class to turn the message waiting lamp on or off and to provide voice and fax message counts for the line specified by a parameter and is independent of the `hLine` parameter.



**Note** Be aware that this extension does not require an extension version to be negotiated.

```

CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificSetMsgSummaryDirn

```

## Class Detail

```

class CCiscoLineDevSpecificSetMsgSummaryDirn : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificSetMsgSummaryDirn() :
    CCiscoLineDevSpecific(SLDST_MSG_SUMMARY_DIRN) {}
    virtual ~CCiscoLineDevSpecificSetMsgSummaryDirn() {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    DWORD m_BlinkRate;
    char m_Dirn[25];
    MSG_SUMMARY m_MessageSummary;
};

```

## Parameters

### **DWORD m\_MsgType**

equals `SLDST_MSG_SUMMARY_DIRN`.

### **DWORD m\_BlinkRate**

is as in the `CCiscoLineDevSpecificSetMsgSummary` message.

`char m_Dirn[25]`

is the directory number for which the message waiting lamp should be set.

### **MSG\_SUMMARY m\_MessageSummary**

A data structure with the following format:

```

typedef struct {
    DWORD m_voiceCounts; // indicates if new voice counts are
                        // provided. True = counts will be displayed
                        // on supported phones.
}

```

```

DWORD m_totalNewVoiceMsgs; // specifies the total number of new
                          // voice messages. This number includes all
                          // the high and normal priority voice
                          // messages that are new.
DWORD m_totalOldVoiceMsgs; // specifies the total number of old
                          // voice messages. This number includes all
                          // high and normal priority voice messages
                          // that are old.
DWORD m_highPriorityVoiceCounts; // indicates if old voice
                          // counts are provided. True = counts will be
                          // displayed on supported phones.
DWORD m_newHighPriorityVoiceMsgs; //specifies the number of new
                          // high priority voice messages.
DWORD m_oldHighPriorityVoiceMsgs; //specifies the number of old
                          // high priority voice messages.
DWORD m_faxCounts; // indicates if new fax counts are
                          // provided. True = counts will be displayed
                          // on supported phones.
DWORD m_totalNewFaxMsgs; // specifies the total number of new
                          // fax messages. This number includes all
                          // the high and normal priority fax
                          // messages that are new.
DWORD m_totalOldFaxMsgs; // specifies the total number of old
                          // fax messages. This number includes all
                          // high and normal priority fax messages
                          // that are old.
DWORD m_highPriorityFaxCounts; // indicates if old fax counts
                          // are provided. True = counts will be
                          // displayed on supported phones.
DWORD m_newHighPriorityFaxMsgs; // specifies the number of new
                          // high priority fax messages.
DWORD m_oldHighPriorityFaxMsgs; // specifies the number of old
                          // high priority fax messages.
    } MSG_SUMMARY;

```

## Audio Stream Control

The `CCiscoLineDevSpecificUserControlRTPStream` class controls the audio stream of a line. To use this class you must call the `lineNegotiateExtVersion` API before opening the line. When `lineNegotiateExtVersion` is called ensure the highest bit is set on both the `dwExtLowVersion` and `dwExtHighVersion` parameters. This causes the call to `lineOpen` to behave differently. The line does not actually open, but waits for a `lineDevSpecific` call to complete the open with more information. The `CCiscoLineDevSpecificUserControlRTPStream` class provides the extra information that is required.

```

CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificUserControlRTPStream

```

### Procedure

1. Call `lineNegotiateExtVersion` for the `deviceId` of the line that is to be opened (OR `0x80000000` with the `dwExtLowVersion` and `dwExtHighVersion` parameters).
2. Call `lineOpen` for the `deviceId` of the line that is to be opened.
3. Call `lineDevSpecific` with a `CCiscoLineDevSpecificUserControlRTPStream` message in the `lpParams` parameter.

## Class Detail

```
class CCiscoLineDevSpecificUserControlRTPStream : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificUserControlRTPStream() :
        CCiscoLineDevSpecific(SLDST_USER_CTRL_OF_RTP_STREAM),
        m_ReceiveIP(-1),
        m_ReceivePort(-1),
        m_NumAffectedDevices(0)
        {
            memset(m_AffectedDeviceID, 0, sizeof(m_AffectedDeviceID));
        }
    virtual ~CCiscoLineDevSpecificUserControlRTPStream() {}
    DWORD m_ReceiveIP; // UDP audio reception IP
    DWORD m_ReceivePort; // UDP audio reception port
    DWORD m_NumAffectedDevices;
    DWORD m_AffectedDeviceID[10];
    DWORD m_MediaCapCount;
    MEDIA_CAPS m_MediaCaps;
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
};
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_USER\_CTRL\_OF\_RTP\_STREAM

### DWORD m\_ReceiveIP:

The RTP audio reception IP address in network byte order

### DWORD m\_ReceivePort:

The RTP audio reception port in network byte order

### DWORD m\_NumAffectedDevices:

The TSP returns this value. It contains the number of deviceIDs in the m\_AffectedDeviceID array that are valid. Any device with multiple directory numbers that are assigned to it will have multiple TAPI lines, one per directory number.

### DWORD m\_AffectedDeviceID[10]:

The TSP returns this value. It contains the list of deviceIDs for any device that is affected by this call. Do not call lineDevSpecific for any other device in this list.

### DWORD m\_mediaCapCount

The number of codecs that are supported for this line.

### MEDIA\_CAPS m\_MediaCaps -

A data structure with the following format:

```
typedef struct {
    DWORD MediaPayload;
    DWORD MaxFramesPerPacket;
    DWORD G723BitRate;
} MEDIA_CAPS[MAX_MEDIA_CAPS_PER_DEVICE];
```

This data structure defines each codec that is supported on a line. The limit specifies 18. The following description shows each member in the MEDIA\_CAPS data structure:

MediaPayload specifies an enumerated integer that contains one of the following values:

```
enum    {
Media_Payload_G711Alaw64k = 2,
Media_Payload_G711Alaw56k = 3, // "restricted"
Media_Payload_G711Ulaw64k = 4,
Media_Payload_G711Ulaw56k = 5, // "restricted"
Media_Payload_G722_64k = 6,
Media_Payload_G722_56k = 7,
Media_Payload_G722_48k = 8,
Media_Payload_G723l = 9,
Media_Payload_G728 = 10,
Media_Payload_G729 = 11,
Media_Payload_G729AnnexA = 12,
Media_Payload_G729AnnexB = 15,
Media_Payload_G729AnnexAwAnnexB = 16,
Media_Payload_GSM_Full_Rate = 18,
Media_Payload_GSM_Half_Rate = 19,
Media_Payload_GSM_Enhanced_Full_Rate = 20,
Media_Payload_Wide_Band_256k = 25,
Media_Payload_Data64 = 32,
Media_Payload_Data56 = 33,
Media_Payload_GSM = 80,
Media_Payload_G726_32K = 82,
Media_Payload_G726_24K = 83,
Media_Payload_G726_16K = 84,
// Media_Payload_G729_B = 85,
// Media_Payload_G729_B_LOW_COMPLEXITY = 86,
}    Media_PayloadType;
```

Read MaxFramesPerPacket as MaxPacketSize. It specifies a 16-bit integer that indicates the maximum desired RTP packet size in milliseconds. Typically, this value gets set to 20.

G723BitRate specifies a 6-byte field that contains either the G.723.1 information bit rate, or it gets ignored. The following list provides values for the G.723.1 field values:

```
enum    {
    Media_G723BRate_5_3 = 1, //5.3Kbps
    Media_G723BRate_6_4 = 2  //6.4Kbps
}    Media_G723BitRate;
```

## Set Status Messages

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificSetStatusMsgs
```

### Description

Use the CCiscoLineDevSpecificSetStatusMsgs class to turn on or off the status messages for the line that the hLine parameter specifies. The Cisco Unified TSP supports the following flags:

- **DEVSPECIFIC\_MEDIA\_STREAM**—Setting this flag on a line turns on the reporting of media streaming messages for that line. Clearing this flag turns off the reporting of media streaming messages for that line.
- **DEVSPECIFIC\_CALL\_TONE\_CHANGED**—Setting this flag on a line turns on the reporting of call tone changed events for that line. Clearing this flag turns off the reporting of call tone changed events for that line.
- **DEVSPECIFIC\_SILENT\_MONITORING\_TERMINATED**—Setting this flag on a line turns on the reporting of Monitoring Session Terminated Event messages for that line. Clearing this flag turns off the reporting of Monitoring Session Terminated Event Messages for that line.
- **DEVSPECIFIC\_GET\_IP\_PORT**—Setting this flag on a line turns on the reporting of Get IP and Port Notification Event messages for that line. Clearing this flag turns off the reporting of Get IP and Port Notification Event Messages for that line.
- **DEVSPECIFIC\_HOLD\_REVERSION**—Setting this flag on a line causes the application to receive a **LINE\_DEVSPECIFIC(dwParam1 = SLDSMT\_HOLD\_REVERSION)** when a hold reversion happens on a held call. Clearing this flag on a line turns off the reporting of the **LINE\_DEVSPECIFIC(dwParam1 = SLDSMT\_HOLD\_REVERSION)** event.
- **DEVSPECIFIC\_IDLE\_TRANSFER\_REASON**—Setting this flag on a line causes the reason to be reported as **LINECALLREASON\_TRANSFER** when calls go to the **LINECALLSTATE\_IDLE** state after a transfer is completed at the transfer controller. Clearing this flag on a line causes the reason to be reported as **LINECALLREASON\_DIRECT** when calls go to the **LINECALLSTATE\_IDLE** state after a transfer is completed at the transfer controller.
- **DEVSPECIFIC\_SPEEDDIAL\_CHANGED**—Setting this flag on a line causes a **LINE\_DEVSPECIFIC(dwParam1 = SLDSMT\_LINE\_PROPERTY\_CHANGED, dwParam2 = LPCT\_INTERCOM\_LINE, and dwParam3 = CiscoIntercomLineChangeResult)** to be fired to the application when there is a change in the database or the application overwrites the speed dial setting. Clearing this flag turns off the reporting of the **LINE\_DEVSPECIFIC(dwParam1 = SLDSMT\_LINE\_PROPERTY\_CHANGED, dwParam2 = LPCT\_INTERCOM\_LINE, and dwParam3 = CiscoIntercomLineChangeResult)** event.
- **DEVSPECIFIC\_DONOTDISTURB\_CHANGED**—Setting this flag on a line causes a **LINE\_DEVSPECIFICFEATURE(dwParam1 = PHONEBUTTONFUNCTION\_DONOTDISTURB, dwParam2 = typeOfChange, and dwParam3 = currentValue)** to be fired to the application when there is a change in the DND configuration or status. Clearing this flag turns off the reporting of the **LINE\_DEVSPECIFICFEATURE(dwParam1 = PHONEBUTTONFUNCTION\_DONOTDISTURB, dwParam2 = typeOfChange, and dwParam3 = currentValue)** event.
- **DEVSPECIFIC\_DISPLAYABLE\_ADDRESS**—Setting this flag on a line causes the **DisplayableAddress** field in **LINECALLINFO** to be filled with the latest called partyDN/ASCCI name/Unicode name/Partition (separated by ":"). Clearing this flag causes the **DisplayableAddress** field in **LINECALLINFO** to be empty.
- **DEVSPECIFIC\_DEVICE\_STATE**—Setting this flag gets the accumulative state of all the lines on the device and with the state being fired to the application using the **LINE\_DEVSPECIFIC(dwParam1 = SLDSMT\_DEVICE\_STATE, dwParam2 = State)** events. Clearing this flag turns off the reporting of the accumulative state of all the lines on the device.

The **DEVSPECIFIC\_DEVICE\_STATE** state is defined as:



```
enum lineDeviceState{
    lineDeviceState_UNKNOWN = 0,
    lineDeviceState_ACTIVE = 1,
    lineDeviceState_ALERTING = 2,
    lineDeviceState_HELD = 3,
    lineDeviceState_WHISPER = 4,
    lineDeviceState_IDLE = 5
};
```

- **DEVSPECIFIC\_PARK\_MONITORING**—Setting this flag on a line causes the Park Monitoring events to be fired to the application. Clearing this flag turns off the reporting of the Park Monitoring events. For more information, see [Park Monitoring](#).
- **DEVSPECIFIC\_OTHER\_DEVICE\_STATE\_NOTIFY**—Setting this flag on a line notifies the application about the non-opened device state changes. Clearing this flag turns off the reporting of the other non-opened device state changes. For more information, see [Other-Device State Notification](#).



**Note** This extension only applies if extension version 0x00020001 or higher is negotiated.

## Class Detail

```
class CCiscoLineDevSpecificSetStatusMsgs : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificSetStatusMsgs() :
    CCiscoLineDevSpecific(SLDST_SET_STATUS_MESSAGES) {}
    virtual ~CCiscoLineDevSpecificSetStatusMsgs() {}
    DWORD m_DevSpecificStatusMsgsFlag;
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
};
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_SET\_STATUS\_MESSAGES.

### DWORD m\_DevSpecificStatusMsgsFlag

Identifies which status changes cause a LINE\_DEVSPECIFIC message to be sent to the application.

The supported values follow:

```
#define DEVSPECIFIC_MEDIA_STREAM0x00000001#define
DEVSPECIFIC_CALL_TONE_CHANGED0x00000002
#define CALL_DEVSPECIFIC_RTP_EVENTS0x00000003
#define DEVSPECIFIC_IDLE_TRANSFER_REASON 0x00000004
#define DEVSPECIFIC_HOLD_REVERSION 0x00000008
#define DEVSPECIFIC_SPEEDDIAL_CHANGED0x00000010
#define DEVSPECIFIC_DONOTDISTURB_CHANGED0x00000020
#define DEVSPECIFIC_DISPLAYABLE_ADDRESS0x00000040
#define DEVSPECIFIC_PARK_MONITORING0x00000080
#define DEVSPECIFIC_DEVICE_STATE0x00000100
#define DEVSPECIFIC_SILENT_MONITORING_TERMINATED0x00000200
```

```
#define DEVSPECIFIC_OTHER_DEVICE_STATE NOTIFY0x00000400
#define DEVSPECIFIC_GET_IP_PORT0x00000800
```

## Swap-Hold/SetupTransfer



**Note** Cisco Unified TSP 4.0 and later do not support this.

The `CCiscoLineDevSpecificSwapHoldSetupTransfer` class gets used to perform a `SetupTransfer` between a call that is in `CONNECTED` state and a call that is in the `ONHOLD` state. This function changes the state of the connected call to `ONHOLDPENDTRANSFER` state and the `ONHOLD` call to `CONNECTED` state. This allows a `CompleteTransfer` to be performed on the two calls. In Cisco Unified TSP 4.0 and later, the TSP allows applications to use `lineCompleteTransfer()` to transfer the calls without having to use the `CCiscoLineDevSpecificSwapHoldSetupTransfer` function. Therefore, this function returns `LINEERR_OPERATIONUNAVAIL` in Cisco Unified TSP 4.0 and beyond.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificSwapHoldSetupTransfer
```



**Note** This extension only applies if extension version 0x00020002 or higher is negotiated.

## Class Details

```
class CCiscoLineDevSpecificSwapHoldSetupTransfer : public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificSwapHoldSetupTransfer() :
CCiscoLineDevSpecific(SLDST_SWAP_HOLD_SETUP_TRANSFER) {}
    virtual ~CCiscoLineDevSpecificSwapHoldSetupTransfer() {}
    DWORD heldCallID;
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;} // subtract out
the
virtual function table pointer
};
```

## Parameters

### **DWORD m\_MsgType**

Equals `SLDST_SWAP_HOLD_SETUP_TRANSFER`.

### **DWORD heldCallID**

Equals the callid of the held call that is returned in `dwCallID` of `LPLINECALLINFO`.

### **HCALL hCall (in lineDevSpecific parameter list)**

Equals the handle of the connected call.

## Redirect Reset Original Called ID

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificRedirectResetOrigCalled
```

### Description

The `CCiscoLineDevSpecificRedirectResetOrigCalled` class redirects a call to another party while it resets the original called ID of the call to the destination of the redirect.



**Note** This extension only applies if extension version 0x00020003 or higher is negotiated.

### Class Details

```
class CCiscoLineDevSpecificRedirectResetOrigCalled: public CCiscoLineDevSpecific
{
    public:
        CCiscoLineDevSpecificRedirectResetOrigCalled:
CCiscoLineDevSpecific(SLDST_REDIRECT_RESET_ORIG_CALLED) {}
        virtual ~CCiscoLineDevSpecificRedirectResetOrigCalled{}
        char m_DestDirn[25]; //redirect destination address
        virtual DWORD dwSize(void) const {return sizeof(*this)-4;} // subtract out
the
virtual function table pointer
};
```

### Parameters

#### DWORD m\_MsgType

Equals `SLDST_REDIRECT_RESET_ORIG_CALLED`.

#### DWORD m\_DestDirn

Equals the destination address where the call needs to be redirected.

#### HCALL hCall (In `lineDevSpecific` parameter list)

Equals the handle of the connected call.

## Port Registration per Call

The `CCiscoLineDevSpecificPortRegistrationPerCall` class registers the CTI Port for the RTP parameters on a per-call basis. With this request, the application receives the new `lineDevSpecific` event that requests that it needs to set the RTP parameters for the call.

To use this class, ensure the `lineNegotiateExtVersion` API is called before opening the line. When calling `lineNegotiateExtVersion`, ensure the highest bit is set on both the `dwExtLowVersion` and `dwExtHighVersion` parameters.

This causes the call to `lineOpen` to behave differently. The line does not actually open, but waits for a `lineDevSpecific` call to complete the open with more information. The extra information required is provided in the `CciscoLineDevSpecificPortRegistrationPerCall` class.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificPortRegistrationPerCall
```

#### Procedure

1. Call `lineNegotiateExtVersion` for the deviceID of the line that is to be opened (or 0x80000000 with the `dwExtLowVersion` and `dwExtHighVersion` parameters)
2. Call `lineOpen` for the deviceID of the line that is to be opened.
3. Call `lineDevSpecific` with a `CciscoLineDevSpecificPortRegistrationPerCall` message in the `lpParams` parameter.




---

**Note** This extension is only available if the extension version 0x00040000 or higher gets negotiated.

---

## Class Details

```
class CCiscoLineDevSpecificPortRegistrationPerCall: public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificPortRegistrationPerCall () :
    CCiscoLineDevSpecific(SLDST_USER_RECEIVE RTP_INFO),
    m_RecieveIP(-1), m_RecievePort(-1), m_NumAffectedDevices(0)
    {
        memset((char*)m_AffectedDeviceID, 0, sizeof(m_AffectedDeviceID));
    }

    virtual ~ CCiscoLineDevSpecificPortRegistrationPerCall () {}
    DWORD m_NumAffectedDevices;
    DWORD m_AffectedDeviceID[10];
    DWORD m_MediaCapCount;
    MEDIA_CAPSm MediaCaps;
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

Equals `SLDST_USER_RECEIVE RTP_INFO`

### DWORD m\_NumAffectedDevices:

TSP returns this value. It contains the number of deviceIDs in the `m_AffectedDeviceID` array that are valid. Any device with multiple directory numbers that are assigned to it will have multiple TAPI lines, one per directory number.

**DWORD m\_AffectedDeviceID[10]:**

TSP returns this value. It contains the list of deviceIDs for any device that is affected by this call. Do not call lineDevSpecific for any other device in this list.

**DWORD m\_mediaCapCount**

The number of codecs that are supported for this line.

**MEDIA\_CAPS m\_MediaCaps -**

A data structure with the following format:

```
typedef struct {
    DWORD MediaPayload;
    DWORD MaxFramesPerPacket;
    DWORD G723BitRate;
} MEDIA_CAPS[MAX_MEDIA_CAPS_PER_DEVICE];
```

This data structure defines each codec that is supported on a line. The limit specifies 18. The following description applies for each member in the MEDIA\_CAPS data structure:

MediaPayload is an enumerated integer that contains one of the following values.

```
enum{
    Media_Payload_G711Alaw64k = 2,
    Media_Payload_G711Alaw56k = 3, // "restricted"
    Media_Payload_G711Ulaw64k = 4,
    Media_Payload_G711Ulaw56k = 5, // "restricted"
    Media_Payload_G722_64k = 6,
    Media_Payload_G722_56k = 7,
    Media_Payload_G722_48k = 8,
    Media_Payload_G723l = 9,
    Media_Payload_G728 = 10,
    Media_Payload_G729 = 11,
    Media_Payload_G729AnnexA = 12,
    Media_Payload_G729AnnexB = 15,
    Media_Payload_G729AnnexAwAnnexB = 16,
    Media_Payload_GSM_Full_Rate = 18,
    Media_Payload_GSM_Half_Rate = 19,
    Media_Payload_GSM_Enhanced_Full_Rate = 20,
    Media_Payload_Wide_Band_256k = 25,
    Media_Payload_Data64 = 32,
    Media_Payload_Data56 = 33,
    Media_Payload_GSM = 80,
    Media_Payload_G726_32K = 82,
    Media_Payload_G726_24K = 83,
    Media_Payload_G726_16K = 84,
    // Media_Payload_G729_B = 85,
    // Media_Payload_G729_B_LOW_COMPLEXITY = 86,
} Media_PayloadType;
```

MaxFramesPerPacket should read as MaxPacketSize and comprises a 16 bit integer that is specified in milliseconds. It indicates the RTP packet size. Typically, this value gets set to 20.

G723BitRate comprises a six byte field that contains either the G.723.1 information bit rate, or gets ignored. The values for the G.723.1 field comprises values that are enumerated as follows.

```
enum
```

```
{
Media_G723BRate_5_3 = 1, //5.3Kbps
Media_G723BRate_6_4 = 2 //6.4Kbps
} Media_G723BitRate;
```

## Setting RTP Parameters for Call

The `CCiscoLineDevSpecificSetRTPParamsForCall` class sets the RTP parameters for a specific call.



**Note** This extension only applies if extension version 0x00040000 or higher gets negotiated.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificSetRTPParamsForCall
```

## Class Details

```
class CciscoLineDevSpecificSetRTPParamsForCall: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificSetRTPParamsForCall () :
    CCiscoLineDevSpecific(SLDST_USER_SET RTP_INFO) {}
    virtual ~ CciscoLineDevSpecificSetRTPParamsForCall () {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
    DWORD m_RecieveIP; // UDP audio reception IP
    DWORD m_RecievePort; // UDP audio reception port
};
```

## Parameters

### **DWORD m\_MsgType**

Equals `SLDST_USER_SET RTP_INFO`

### **DWORD m\_ReceiveIP**

This specifies the RTP audio reception IP address in the network byte order to set for the call.

### **DWORD m\_ReceivePort**

This specifies the RTP audio reception port in the network byte order to set for the call.

## Redirect Set Original Called ID

The `CCiscoLineDevSpecificRedirectSetOrigCalled` class redirects a call to another party while it sets the original called ID of the call to any other party.



**Note** This extension only applies if extension version 0x00040000 or higher gets negotiated.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificRedirectSetOrigCalled
```

## Class Details

```
class CCiscoLineDevSpecificRedirectSetOrigCalled: public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificRedirectSetOrigCalled () :
CCiscoLineDevSpecific(SLDST_REDIRECT_SET_ORIG_CALLED) {}
    virtual ~ CCiscoLineDevSpecificRedirectSetOrigCalled () {}
    char m_DestDirn[25];
    char m_SetOriginalCalledTo[25];
    // subtract virtual function table pointer
    virtual DWORD dwSize(void) const {return (sizeof (*this) -4) ;
}
}
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_REDIRECT\_SET\_ORIG\_CALLED

### char m\_DestDirn[25]

Indicates the destination of the redirect. If this request is being used to transfer to voice mail, set this field to the voice mail pilot number of the DN of the line for the voice mail, to which you want to transfer.

### char m\_SetOriginalCalledTo[25]

Indicates the DN to which the OriginalCalledParty needs to be set. If this request is being used to transfer to voice mail, set this field to the DN of the line for the voice mail, to which you want to transfer.

### HCALL hCall (in lineDevSpecific parameter list)

Equals the handle of the connected call.

## Join

The CCiscoLineDevSpecificJoin class joins two or more calls into one conference call. Each call that is being joined can be in the ONHOLD or the CONNECTED call state.

The Cisco Unified Communications Manager may succeed in joining some calls that are specified in the Join request, but not all. In this case, the Join request will succeed and the Cisco Unified Communications Manager attempts to join as many calls as possible.




---

**Note** This extension only applies if extension version 0x00040000 or higher gets negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificJoin
```

## Class Details

```
class CCiscoLineDevSpecificJoin : public CCiscoLineDevSpecific{
public:
    CCiscoLineDevSpecificJoin () : CCiscoLineDevSpecific(SLDST_JOIN) {}
    virtual ~ CCiscoLineDevSpecificJoin () {}
    DWORD m_CallIDsToJoinCount;
    CALLIDS_TO_JOIN m_CallIDsToJoin;
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_JOIN

### DWORD m\_CallIDsToJoinCount

The number of callIDs that are contained in the m\_CallIDsToJoin parameter.

### CALLIDS\_TO\_JOIN m\_CallIDsToJoin

A data structure that contains an array of dwCallIDs to join with the following format:

```
typedef struct {
    DWORD CallID; // dwCallID to Join
} CALLIDS_TO_JOIN[MAX_CALLIDS_TO_JOIN];
```

where MAX\_CALLIDS\_TO\_JOIN is defined as:

```
const DWORD MAX_CALLIDS_TO_JOIN = 14;
```

### HCALL hCall (in LineDevSpecific parameter list)

Equals the handle of the call that is being joined with callIDsToJoin to create the conference.

## Set User SRTP Algorithm IDs

The CCiscoLineDevSpecificUserSetSRTPAlgorithmID class gets used to allow applications to set SRTP algorithm IDs. To use this class, ensure the lineNegotiateExtVersion API is called before opening the line. When calling lineNegotiateExtVersion, ensure the highest bit or second highest bit is set on both the dwExtLowVersion and dwExtHighVersion parameters. This causes the call to lineOpen to behave differently. The line does not actually open, but waits for a lineDevSpecific call to complete the open with more information. Provide the extra information that is required in the CCiscoLineDevSpecificUserSetSRTPAlgorithmID class.




---

**Note** This extension is only available if extension version 0x80070000, 0x4007000 or higher is negotiated.

---



```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificUserSetSRTPAlgorithmID
```

#### Procedure

1. Call `lineNegotiateExtVersion` for the `deviceID` of the line that is to be opened. (0x80070000 or 0x40070000 with the `dwExtLowVersion` and `dwExtHighVersion` parameters)
2. Call `lineOpen` for the `deviceID` of the line that is to be opened.
3. Call `lineDevSpecific` with a `CciscoLineDevSpecificUserSetSRTPAlgorithmID` message in the `lpParams` parameter to specify SRTP algorithm IDs.
4. Call `lineDevSpecific` with either `CciscoLineDevSpecificPortRegistrationPerCall` or `CCiscoLineDevSpecificUserControlRTPStream` message in the `lpParams` parameter.

## Class Detail

```
class CciscoLineDevSpecificUserSetSRTPAlgorithmID: public CCiscoLineDevSpecific{
public:
    CciscoLineDevSpecificUserSetSRTPAlgorithmID () :
        CCiscoLineDevSpecific(SLDST_USER_SET_SRTP_ALGORITHM_ID),
        m_SRTPAlgorithmCount(0),
        m_SRTP_Fixed_Element_Size(4)
    {
    }

    virtual ~ CciscoLineDevSpecificUserSetSRTPAlgorithmID () {}
    DWORD m_SRTPAlgorithmCount; //Maximum is MAX_CISCO_SRTP_ALGORITHM_IDS
    DWORD m_SRTP_Fixed_Element_Size; //Should be size of DWORD, it should be always
    4.
    DWORD m_SRTPAlgorithm_Offset; //offset from beginning of the message
buffer
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;} // subtract out
the
virtual function table pointer
};
```

## Supported Algorithm Constants

```
enum CiscoSRTPAlgorithmIDs{
    SRTP_NO_ENCRYPTION = 0,
    SRTP_AES_128_COUNTER = 1
};
```

## Parameters

### DWORD `m_MsgType`

Equals `SLDST_USER_SET_SRTP_ALGORITHM_ID`

### DWORD `m_SRTPAlgorithmCount`

This numbers of algorithm IDs that are specified in this message.

**DWORD m\_SRTP\_Fixed\_Element\_Size**

Should be size of DWORD, it should be always 4.

**DWORD m\_S RTPAlgorithm\_Offset**

Offset from the beginning of the message buffer. This is offset where you start put algorithm ID array.




---

**Note** Be aware that the dwSize should be recalculated based on size of the structure, m\_S RTPAlgorithmCount and m\_SRTP\_Fixed\_Element\_Size.

---

## Explicit Acquire

The CCiscoLineDevSpecificAcquire class gets used to explicitly acquire any CTI controllable device.

If a Superprovider application needs to open any CTI Controllable device on the Cisco Unified Communications Manager system, the application should explicitly acquire that device by using the above interface. After successful response, it can open the device as usual.




---

**Note** Be aware that this extension is only available if extension version 0x00070000 or higher is negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificAcquire
```

## Class Details

```
class CCiscoLineDevSpecificAcquire : public CCiscoLineDevSpecific{
public:
    CCiscoLineDevSpecificAcquire () : CCiscoLineDevSpecific(SLDST_ACQUIRE)
{}
    virtual ~ CCiscoLineDevSpecificAcquire () {}
    char m_DeviceName[16];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

**DWORD m\_MsgType**

Equals SLDST\_ACQUIRE

**m\_DeviceName[16]**

The DeviceName that needs to be explicitly acquired.

## Explicit De-Acquire

The CCiscoLineDevSpecificDeacquire class is used to explicitly de-acquire the explicitly acquired device.

If a Superprovider application has explicitly acquired any CTI Controllable device on the Cisco Unified Communications Manager system, then the application should explicitly De-acquire that device by using the above interface.



**Note** Be aware that this extension is only available if extension version 0x00070000 or higher is negotiated.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificDeacquire
```

## Class Details

```
class CCiscoLineDevSpecificDeacquire : public CCiscoLineDevSpecific{
public:
CCiscoLineDevSpecificDeacquire () : CCiscoLineDevSpecific(SLDST_ACQUIRE) {}
virtual ~ CCiscoLineDevSpecificDeacquire () {}
char m_DeviceName[16];
virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
// subtract out the virtual function table pointer
};
```

## Parameters

**DWORD m\_MsgType**

Equals SLDST\_DEACQUIRE

**char m\_DeviceName[16]**

The DeviceName that needs to be explicitly de-acquired.

## Redirect FAC CMC

The CCiscoLineDevSpecificRedirectFACCMC class is used to redirect a call to another party that requires a FAC, CMC, or both.



**Note** Be aware that this extension is only available if extension version 0x00050000 or higher is negotiated.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificRedirectFACCMC
```

If the FAC is invalid, the TSP will return a new device-specific error code LINEERR\_INVALIDFAC. If the CMC is invalid, the TSP will return a new device-specific error code LINEERR\_INVALIDCMC.

## Class Detail

```
class CCiscoLineDevSpecificRedirectFACCMC: public CCiscoLineDevSpecific{
public:
    CCiscoLineDevSpecificRedirectFACCMC () :
CCiscoLineDevSpecific(SLDST_REDIRECT_FAC_CMC) {}
    virtual ~ CCiscoLineDevSpecificRedirectFACCMC () {}
    char m_DestDirn[49];
    char m_FAC[17];
    char m_CMC[17];
    // subtract virtual function table pointer
    virtual DWORD dwSize(void) const {return (sizeof (*this) -4) ;
}
}
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_REDIRECT\_FAC\_CMC

### char m\_DestDirn[49]

Indicates the destination of the redirect.

### char m\_FAC[17]

Indicates the FAC digits. If the application does not want to pass any FAC digits, it must set this parameter to a NULL string.

### char m\_CMC[17]

Indicates the CMC digits. If the application does not want to pass any CMC digits, it must set this parameter to a NULL string.

### HCALL hCall (in lineDevSpecific parameter list)

Equals the handle of the call to be redirected.

## Blind Transfer FAC CMC

The CCiscoLineDevSpecificBlindTransferFACCMC class is used to blind transfer a call to another party that requires a FAC, CMC, or both. If the FAC is invalid, the TSP will return a new device specific error code LINEERR\_INVALIDFAC. If the CMC is invalid, the TSP will return a new device specific error code LINEERR\_INVALIDCMC.




---

**Note** Be aware that this extension is only available if extension version 0x00050000 or higher is negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificBlindTransferFACCMC
```

## Class Detail

```
class CCiscoLineDevSpecificBlindTransferFACCMC: public CCiscoLineDevSpecific{
public:
    CCiscoLineDevSpecificBlindTransferFACCMC () :
CCiscoLineDevSpecific(SLDST_BLIND_TRANSFER_FAC_CMC) {}
    virtual ~ CCiscoLineDevSpecificBlindTransferFACCMC () {}
    char m_DestDirn[49];
    char m_FAC[17];
    char m_CMC[17];
    // subtract virtual function table pointer
    virtual DWORD dwSize(void) const {return (sizeof (*this) -4) ;
}
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_BLIND\_TRANSFER\_FAC\_CMC

### char m\_DestDirn[49]

Indicates the destination of the blind transfer.

### char m\_FAC[17]

Indicates the FAC digits. If the application does not want to pass any FAC digits, it must set this parameter to a NULL string.

### char m\_CMC[17]

Indicates the CMC digits. If the application does not want to pass any CMC digits, it must set this parameter to a NULL string.

### HCALL hCall (in lineDevSpecific parameter list)

Equals the handle of the call that is to be blind transferred.

## CTI Port Third Party Monitor

The CCiscoLineDevSpecificCTIPortThirdPartyMonitor class is used for opening CTI ports in third-party mode.

To use this class, ensure the lineNegotiateExtVersion API is called before opening the line. When calling lineNegotiateExtVersion, ensure the highest bit is set on both the dwExtLowVersion and dwExtHighVersion parameters. This causes the call to lineOpen to behave differently. The line does not actually open, but waits for a lineDevSpecific call to complete the open with more information. Provide the extra information that is required in the CCiscoLineDevSpecificCTIPortThirdPartyMonitor class.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificCTIPortThirdPartyMonitor
```

### Procedure

1. Call lineNegotiateExtVersion for the deviceID of the line that is to be opened. (OR 0x80000000 with the dwExtLowVersion and dwExtHighVersion parameters)

2. Call `lineOpen` for the `deviceID` of the line that is to be opened.
3. Call `lineDevSpecific` with a `CCiscoLineDevSpecificCTIPortThirdPartyMonitor` message in the `lpParams` parameter.



**Note** Be aware that this extension is only available if extension version 0x00050000 or higher is negotiated.

## Class Detail

```
class CCiscoLineDevSpecificCTIPortThirdPartyMonitor: public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificCTIPortThirdPartyMonitor () :
        CCiscoLineDevSpecific(SLDST_CTI_PORT_THIRD_PARTY_MONITOR) {}
    virtual ~ CCiscoLineDevSpecificCTIPortThirdPartyMonitor () {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

equals `SLDST_CTI_PORT_THIRD_PARTY_MONITOR`

## Send Line Open

The `CciscoLineDevSpecificSendLineOpen` class is used for general delayed open purpose. To use this class, ensure the `lineNegotiateExtVersion` API is called before opening the line. When calling `lineNegotiateExtVersion`, ensure the second highest bit is set on both the `dwExtLowVersion` and `dwExtHighVersion` parameters. This causes the call to `lineOpen` to behave differently. The line does not actually open, but waits for a `lineDevSpecific` call to complete the open with more information. The extra information required is provided in the `CciscoLineDevSpecificUserSetSRTPAlgorithmID` class.

```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificSendLineOpen
```

### Procedure

1. Call `lineNegotiateExtVersion` for the `deviceID` of the line that is to be opened. (0x40070000 with the `dwExtLowVersion` and `dwExtHighVersion` parameters).
2. Call `lineOpen` for the `deviceID` of the line that is to be opened.
3. Call other `lineDevSpecific`, like `CciscoLineDevSpecificUserSetSRTPAlgorithmID` message in the `lpParams` parameter to specify SRTP algorithm IDs.
4. Call `lineDevSpecific` with either `CciscoLineDevSpecificSendLineOpen` to trigger the `lineopen` from TSP side.



**Note** Be aware that this extension is only available if extension version 0x40070000 or higher is negotiated.

## Class Detail

```
class CciscoLineDevSpecificSendLineOpen: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificSendLineOpen () :
        CCiscoLineDevSpecific(SLDST_SEND_LINE_OPEN) {}

    virtual ~ CciscoLineDevSpecificSendLineOpen () {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Set Intercom SpeedDial

Use the CciscoLineSetIntercomSpeeddial class to allow application to set or reset SpeedDial/Label on an intercom line.



**Note** Be aware that this extension is only available if extension version 0x00080000 or higher is negotiated

```
CCiscoLineDevSpecific
|
+--CciscoLineSetIntercomSpeeddial
```

### Procedure

1. Call lineNegotiateExtVersion for the deviceID of the line that is to be opened (0x00080000 or higher).
2. Call lineOpen for the deviceID of the line that is to be opened.
3. Wait for line in service.
4. Call CciscoLineSetIntercomSpeeddial to set or reset speed dial setting on the intercom line.

## Class Detail

```
class CciscoLineSetIntercomSpeeddial: public CCiscoLineDevSpecific {
public:
    CciscoLineSetIntercomSpeeddial () :
        CCiscoLineDevSpecific(SLDST_LINE_SET_INTERCOM_SPEEDDIAL) {}

    virtual ~ CciscoLineSetIntercomSpeeddial () {}
    DWORD SetOption;          //0 = clear app value, 1 = set App Value
    char Intercom_DN[MAX_DIRN];
    char Intercom_Ascii_Label[MAX_DIRN];
    wchar_t Intercom_Unicode_Label[MAX_DIRN];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
};
```

```
// subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_USER\_SET\_INTERCOM\_SPEEDDIAL

### DWORD SetOption

Use this parameter to indicate whether the application wants to set a new intercom speed dial value or clear the previous value. 0 = clear, 1 = set.

### Char Intercom\_DN [MAX\_DIRN]

A DN array that indicates the intercom target

### Char Intercom\_Ascii\_Label[MAX\_DIRN]

Indicates the ASCII value of the intercom line label

### Wchar\_tIntercom\_Unicode\_Label[MAX\_DIRN]

Indicates the Unicode value of the intercom line label

MAX\_DIRN is defined as 25.

## Intercom Talk Back

Use the CciscoLineIntercomTalkback class to allow the application to initiate talk back on an incoming intercom call on an intercom line.




---

**Note** Be aware that this extension is only available if extension version 0x00080000 or higher is negotiated.

---

```
CCiscoLineDevSpecific
|
+--CciscoLineIntercomTalkback
```

## Class Detail

```
class CciscoLineIntercomTalkback: public CCiscoLineDevSpecific{
public:
    CciscoLineIntercomTalkback () :
        CCiscoLineDevSpecific(SLDST_INTERCOM_TALKBACK) {}

    virtual ~ CciscoLineIntercomTalkback () {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```



## Redirect with Feature Priority

CCiscoLineRedirectWithFeaturePriority enables an application to redirect calls with specified feature priorities. The following is the structure of CciscoLineDevSpecific:

```
CCiscoLineDevSpecific
|
+--CciscoLineRedirectWithFeaturePriority
```




---

**Note** Be aware that this extension is only available if the extension version 0x00080001 or higher is negotiated.

---

### Detail

```
class CciscoLineRedirectWithFeaturePriority: public CCiscoLineDevSpecific {
public:
    CciscoLineRedirectWithFeaturePriority() :
        CCiscoLineDevSpecific(SLDST_REDIRECT_WITH_FEATURE_PRIORITY) {}

    virtual ~ CciscoLineRedirectWithFeaturePriority () {}
    CiscoDoNotDisturbFeaturePriority FeaturePriority;
    char m_DestDirn[25];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

### Parameters

**DWORD m\_MsgType**

Equals SLDST\_REDIRECT\_WITH\_FEATURE\_PRIORITY

**enum CiscoDoNotDisturbFeaturePriority {CallPriority\_NORMAL = 1, CallPriority\_URGENT = 2, CallPriority\_EMERGENCY = 3};**

This identifies the priorities.

**char m\_DestDirn[25];**

This is redirect destination.

## Start Call Monitoring

Use CCiscoLineDevSpecificStartCallMonitoring to allow application to send a start monitoring request for the active call on a line.




---

**Note** Be aware that this extension is only available if extension version 0x00080000 or higher is negotiated.

---

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificStartCallMonitoring
```

## Class Detail

```
class CCiscoLineDevSpecificStartCallMonitoring: public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificStartCallMonitoring () :
        CCiscoLineDevSpecific(SLDST_START_CALL_MONITORING) {}
    virtual ~    CCiscoLineDevSpecificStartCallMonitoring () {}
    DWORD m_PermanentLineID ;
    DWORD m_MonitorMode;
    DWORD m_ToneDirection;
    // subtract out the virtual function table pointer
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
} ;
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_START\_MONITORING

### DWORD m\_PermanentLineID

The permanent lineID of the line whose active call has to be monitored.

### DWORD MonitorMode

This can have the following enum value:

```
enum
{
    MonitorMode_None      = 0,
    MonitorMode_Silent    = 1,
    MonitorMode_Whisper   = 2,    // Not used
    MonitorMode_Active    = 3     // Not used
} MonitorMode;
```



**Note** Silent Monitoring mode represents the only mode that is supported in which the supervisor cannot talk to the agent.

### DWORD PlayToneDirection

This parameter specifies whether a tone should play at the agent or customer phone when monitoring starts. It can have following enum values:

```
enum
{
    PlayToneDirection_LocalOnly = 0,
    PlayToneDirection_RemoteOnly,
    PlayToneDirection_BothLocalAndRemote,
    PlayToneDirection_NoLocalOrRemote
} PlayToneDirection
```

## Return Values

```
-LINEERR_OPERATIONFAILED-LINEERR_OPERATIONUNAVAIL
-LINEERR_RESOURCEUNAVAIL
-LINEERR_BIB_RESOURCE_UNAVAIL
-LINEERR_PENDING_REQUEST
-LINEERR_OPERATION_ALREADY_INPROGRESS
-LINEERR_ALREADY_IN_REQUESTED_STATE
-LINEERR_PRIMARY_CALL_INVALID
-LINEERR_PRIMARY_CALL_STATE_INVALID
```

## Start Call Recording

Use `CCiscoLineDevSpecificStartCallRecording` to allow applications to send a recording request for the active call on that line.



**Note** Be aware that this extension is only available if extension version 0x00080000 or higher is negotiated

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificStartCallRecording
```

## Class Detail

```
class CCiscoLineDevSpecificStartCallRecording: public CCiscoLineDevSpecific{
public:
CCiscoLineDevSpecificStartCallRecording () :
CCiscoLineDevSpecific(SLDST_START_CALL_RECORDING) {}

virtual ~CCiscoLineDevSpecificStartCallRecording () {}

DWORD m_ToneDirection;
DWORD m_InvocationType;

virtual DWORD dwSize(void) const {
// subtract out the virtual function table pointer
return sizeof(*this)-sizeof(void*);
}
};
```

## Parameters

DWORD `m_MsgType`

Equals `SLDST_START_RECORDING`

DWORD `m_ToneDirection`

This parameter specifies whether a tone should play at the agent or customer phone when recording starts. It can have the following values:

```
enum
{
    PlayToneDirection_NoLocalOrRemote = 0,
    PlayToneDirection_LocalOnly,
    PlayToneDirection_RemoteOnly,
    PlayToneDirection_BothLocalAndRemote,
    PlayToneDirection_NotApplicable
} PlayToneDirection
```

#### DWORD m\_InvocationType

This parameter specifies whether the recording status is displayed on the phone (user-controlled recording) or not displayed (silent recording).

```
enum RecordingInvocationType
{
    RecordingInvocationType_SilentRecording = 1,
    RecordingInvocationType_UserControlledRecording = 2
}
```

## Return Values

```
-LINERR_OPERATIONFAILED-LINEERR_OPERATIONUNAVAIL
-LINEERR_INVALCALLHANDLE
-LINEERR_BIB_RESOURCE_UNAVAIL
-LINERR_PENDING_REQUEST
-LINERR_OPERATION_ALREADY_INPROGRESS
-LINEERR_RECORDING_INVOCATION_TYPE_NOT_MATCHING
-LINEERR_RECORDING_CONFIG_NOT_MATCHING
```

## StopCall Recording

Use `CCiscoLineDevSpecificStopCallRecording` to allow application to stop recording a call on that line.



**Note** Be aware that this extension is only available if extension version 0x00080000 or higher is negotiated.

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificStopCallRecording
```

## Class Detail

```
class CCiscoLineDevSpecificStopCallRecording: public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificStopCallRecording () :
        CCiscoLineDevSpecific(SLDST_STOP_CALL_RECORDING) {}

    virtual ~CCiscoLineDevSpecificStopCallRecording () {}

    DWORD m_InvocationType;

    virtual DWORD dwSize(void) const {
        // subtract out the virtual function table pointer
```

```

    return sizeof(*this)-sizeof(void*);
}

};

```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_STOP\_RECORDING

### DWORD m\_InvocationType

This parameter specifies whether the recording status is displayed on the phone (user-controlled recording) or not displayed (silent recording).

```

enum RecordingInvocationType
{
    RecordingInvocationType_SilentRecording = 1,
    RecordingInvocationType_UserControlledRecording = 2
}

```

## Return Values

```

-LINERR_OPERATIONFAILED-LINEERR_OPERATIONUNAVAIL
-LINEERR_INVALCALLHANDLE
-LINEERR_PENDING_REQUEST
-LINEERR_RECORDING_INVOCATION_TYPE_NOT_MATCHING
-LINEERR_NO_RECORDING_SESSION
-LINEERR_RECORDING_SESSION_INACTIVE

```

## Set IPv6 Address and Mode

Use the `CciscoLineDevSpecificSetIPv6AddressAndMode` class to allow the application to set IPv6 address and addressing mode during the static registration. To use this class, ensure the `lineNegotiateExtVersion` API must be called before opening the line. When calling `lineNegotiateExtVersion`, ensure the highest bit or the second highest must be set on both the `dwExtLowVersion` and `dwExtHighVersion` parameters. This causes the call to `lineOpen` to behave differently. The line does not actually open, but waits for a `lineDevSpecific` call to complete the open with more information. The extra information required is provided in the `CciscoLineDevSpecificSetIPv6AddressAndMode` class.

```

CCiscoLineDevSpecific|
+--CciscoLineDevSpecificSetIPv6AddressAndMode

```



**Note** This extension is available only if extension version 0x80090000, 0x40090000 or higher is negotiated.

### Procedure

1. Open Call `lineNegotiateExtVersion` for the deviceID of the line (0x80090000 or 0x40090000 with the `dwExtLowVersion` and `dwExtHighVersion` parameters)

2. Open Call lineOpen for the deviceID of the line.
3. Call lineDevSpecific with a CciscoLineDevSpecificSetIPv6AddressAndMode message in the lpParams parameter to specify IPv6 address and the IP Addressing mode as IPv6.

## Class Detail

```
class CciscoLineDevSpecificSetIPv6AddressAndMode: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificSetIPv6AddressAndMode() :
        CCiscoLineDevSpecific(SLDST_USER_SET_IPv6_ADDRESS_AND_MODE),
        m_ReceivePort(-1), m_IPAddressMode( (IPAddressingMode) 1)
    {
    }
    virtual ~ CciscoLineDevSpecificSetIPv6AddressAndMode()
    {
    }
    char m_ReceiveIPv6Address[16];
    DWORD m_ReceivePort;
    IPAddressingMode m_IPAddressMode;
    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) -4;
    } // subtract out the virtual function table pointer
};
```

## Parameters

### DWORDm\_MsgType

Equals SLDST\_USER\_SET\_IPv6\_ADDRESS

### Charm\_ReceiveIPv6Address[16]

User has to specify the IPv6 address to register the CTI Port with

### DWORDm\_ReceivePort

This specifies the port number for the user to register the CTI Port.

### Intm\_IPAddressMode

This specifies the Addressing mode with which user wants the CTI Port/RP registered.

## Set RTP Parameters for IPv6 Calls

Use CciscoLineDevSpecificSetRTTPParamsForCallIPv6 class to set the RTP parameters for calls for which you must specify IPv6 address.




---

**Note** Be aware that this extension is available only if extension version 0x00090000 or higher is negotiated.

---

## Class Detail

```
class CciscoLineDevSpecificSetRTPParamsForCallIPv6: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificSetRTPParamsForCallIPv6 () :
        CCiscoLineDevSpecific(SLDST_USER_SET RTP_INFO_IPv6) {}
    virtual ~ CciscoLineDevSpecificSetRTPParamsForCallIPv6 () {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
    char m_RecieveIPv6[16]; // UDP audio reception IPv6
    DWORD m_RecievePort // UDP audio reception port
};
```

## Parameters

### DWORD m\_MsgType

Equals SLDST\_USER\_SET RTP\_INFO\_IPv6

### DWORD m\_ReceiveIPv6

This is the RTP audio reception IPv6 address to set for the call

### DWORD m\_RecievePort

This is the RTP audio reception port to set for the call.

## Direct Transfer

Use the CciscoLineDevSpecificDirectTransfer to transfer calls across lines or on the same line.

```
CCiscoLineDevSpecific
|
|--CciscoLineDevSpecificDirectTransfer
```



**Note** Be aware that this extension is available only if extension version 0x00090001 or higher is negotiated.

## Class Detail

```
class CciscoLineDevSpecificDirectTransfer: public CCiscoLineDevSpecific{
public:
    CciscoLineDevSpecificDirectTransfer () :
        CCiscoLineDevSpecific(SLDST_DIRECT_TRANSFER) {}
    virtual ~ CciscoLineDevSpecificDirectTransfer () {}
    DWORD m_CallIDsToTransfer;
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

**DWORD m\_MsgType**

equals SLDST\_DIRECT\_TRANSFER

**DWORD m\_CallIDsToTransfer**

Consult dwCallID to be transferred

**HCALL hCall (in LineDevSpecific parameter list)**

Equals the handle of the call that is being transferred.

## RegisterCallPickUpGroupForNotification

The CciscoLineDevSpecificRegisterCallPickupGroupForNotification class is used to register the call Pickup Group for notification on calls for Pickup.

```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificRegisterCallPickupGroupForNotification
```



**Note** This extension is available only if extension version 0x000A0000 or higher is negotiated.

## Class Detail

```
class CciscoLineDevSpecificRegisterCallPickupGroupForNotification:
public CciscoLineDevSpecific
{
public:
    CciscoLineDevSpecificRegisterCallPickupGroupForNotification ():
CCiscoLineDevSpecific (SLDST_CALLPICKUP_GROUP_REGISTER) {}
    virtual ~ CciscoLineDevSpecificRegisterCallPickupGroupForNotification () {}
    char callPickupGroupDN[MAX_DIRN];
    char callPickupGroupPartition[MAX_PARTITION];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

**DWORD m\_MsgType**

equals SLDST\_CALLPICKUP\_GROUP\_REGISTER

**Char CallPickupGroupDN []**

-DN of the pickup Group

**Char CallPickupGroupPartition []**

-Partition of the PickupGroup



## UnRegisterCallPickUpGroupForNotification

The `CciscoLineDevSpecificUnRegisterCallPickupGroupForNotification` class is used to unregister the call Pickup Group for notification on calls for Pickup.

```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificUnRegisterCallPickupGroupForNotification
```



**Note** This extension is available only if extension version 0x000A0000 or higher is negotiated

### Class Details

```
class CciscoLineDevSpecificUnRegisterCallPickupGroupForNotification:
public CCiscoLineDevSpecific{
    Public:
        CciscoLineDevSpecificUnRegisterCallPickupGroupForNotification () :
        CCiscoLineDevSpecific(SLDST_CALLPICKUP_GROUP_UNREGISTER) {}
        virtual ~ CciscoLineDevSpecificUnRegisterCallPickupGroupForNotification
() {}
        virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
        // subtract out the virtual function table pointer
};
```

### Parameters

**DWORD m\_MsgType**

equals SLDST\_CALLPICKUP\_GROUP\_UNREGISTER

## CallPickUpRequest

The `CciscoLineDevSpecificCallPickupRequest` class is used to Pickup the call from the PickGroup.

```
CCiscoLineDevSpecific
+--CciscoLineDevSpecificCallPickupRequest
```



**Note** This extension is available only if extension version 0x000A0000 or higher is negotiated.

### Class Details

```
class CciscoLineDevSpecificCallPickupRequest:
public CCiscoLineDevSpecific{
    public:
        CciscoLineDevSpecificCallPickupRequest () :
        CCiscoLineDevSpecific (SLDST_CALLPICKUP_CALL) {}
};
```

```
virtual ~ CciscoLineDevSpecificCallPickupRequest () {}
DWORD PickupType;
char PickupGroupDN[MAX_DIRN];
virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
// subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

equals SLDST\_CALLPICKUP\_CALL

### Char PickupGroupDN []

-DN of the pickup Group/DN;will be required for GroupCallPickUp and DirectedCallPickUp

### DWORD PickupType

-indicates the type of pickup (CtiCallPickUp, CtiGroupCallPickUp, , CtiOtherPickup, DirectedCallPickup)

```
enum CallPickupType{
    CallPickup_Simple = 0,
    CallPickup_Group = 1,
    CallPickup_Other = 2,
    CallPickup_Direct = 3
};
```

## Start Send Media to BIB

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificStartSendMediaToBIBRequest
```

## Description

The CCiscoLineDevSpecificStartSendMediaToBIBRequest class allows the application to initiate agent greeting to the customer call.



**Note** This extension is only available if extension version 0x000B0000 or higher is negotiated.

TAPI line handle and TAPI call handle are required for this request.

## Class Detail

```
class CCiscoLineDevSpecificStartSendMediaToBIBRequest:
public CCiscoLineDevSpecific{
public:
    CCiscoLineDevSpecificStartSendMediaToBIBRequest (): CCiscoLineDevSpecific
(SLDST_START_SEND_MEDIA_TO_BIB) {}
    virtual ~ CCiscoLineDevSpecificStartSendMediaToBIBRequest () {}
    char m_IVRDN [49];
```

```
char m_CGPNTTOIVR [49];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
```

## Parameters

### DWORD m\_MsgType

equals SLDST\_START\_SEND\_MEDIA\_TO\_BIB

### char m\_IVRDN [49]

IVR port DN where Agent Greeting will be played from

### char m\_CGPNTTOIVR [49]

The CallingPartyDN passed to IVR. The application can use this field to pass DN as CallingPartyDN for the agent greeting call.

## Stop Send Media to BIB

```
CCiscoLineDevSpecific
|
+--CCiscoLineDevSpecificStopSendMediaToBIBRequest
```

## Description

The CCiscoLineDevSpecificStopSendMediaToBIBRequest class allows the application to stop the agent greeting that is playing on the agent-to-customer call.




---

**Note** This extension is only available if extension version 0x000B0000 or higher is negotiated.

---

TAPI line handle and TAPI call handle are required for this request.

## Class Detail

```
class CCiscoLineDevSpecificStopSendMediaToBIBRequest:
public CCiscoLineDevSpecific
{
    public:
        CCiscoLineDevSpecificStopSendMediaToBIBRequest ():
CCiscoLineDevSpecific (SLDST_STOP_SEND_MEDIA_TO_BIB) {}
    virtual ~ CCiscoLineDevSpecificStopSendMediaToBIBRequest () {}
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

equals SLDST\_START\_SEND\_MEDIA\_TO\_BIB

## Agent Zip Tone

```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificEnableFeatureSupport
```

### Description

The CCiscoLineDevSpecificPlaytone class is used to play the tone (Zip Tone) to the direction specified in the request.




---

**Note** This extension is only available if extension version 0x000B0000 or higher is negotiated.

---

### Class Detail

```
class CCiscoLineDevSpecificPlaytone:
public CCiscoLineDevSpecific //AgentZiptone
{
public:
    CCiscoLineDevSpecificPlaytone() :
        CCiscoLineDevSpecific(SLDST_PLAY_TONE)
    {
    }
    virtual ~ CCiscoLineDevSpecificPlaytone()
    {
    }
    DWORD m_Tone;
    DWORD m_ToneDirection;
    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) -4;
    } // subtract out the virtual function table pointer
};
```

### Parameters

**DWORD m\_Tone -Indicates the Tone type**

equals CTONE\_ZIP

**DWORD m\_ToneDirection -Indicates the direction of the tone to be played;**

equals Tonedirection (Local/Remote)

### Early Offer

New error Code – LINEERR\_REGISTER\_GETPORT\_SUPPORT\_MISMATCH 0xC000000F

## Enable Feature

```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificEnableFeatureSupport
```

### Description

The CciscoLineDevSpecificEnableFeatureSupport class allows application to enhance or update feature support.




---

**Note** This extension is only available if extension version 0x000B0000 or higher is negotiated.

---

### Class Detail

```
class CciscoLineDevSpecificEnableFeatureSupport:
public CCiscoLineDevSpecific{
public:
    CciscoLineDevSpecificEnableFeatureSupport () :
        CCiscoLineDevSpecific(SLDST_ENABLE_FEATURE_SUPPORT)
    {
    }

    virtual ~ CciscoLineDevSpecificEnableFeatureSupport ()
    {
    }
    DWORD m_Feature;
    DWORD m_Feature_Capability;
    //Should have Value_supported for Feature specified in m_Feature
    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) -4;
    } // subtract out the virtual function table pointer
```

### Parameters

#### DWORD m\_MsgType

equals SLDST\_ENABLE\_FEATURE\_SUPPORT

#### DWORD m\_Feature

Feature value for which the capability needs to be changed and should have a value from the following Enum:

```
enum TspFeatureSupport
{
    Feature_unknown = 0,
    Feature_EarlyOffer = 1
};
```

**DWORD m\_Feature\_Capability**

The Capability information that needs to be changed/updated for the feature. This information changes depending on the feature.

Early Offer (Get Port) Support:

m\_Feature should be Feature\_EarlyOffer(1) and

m\_Feature\_Capability should have a value from following Enum:

```
enum TspFeatureOption{
    Feature_Disable = 0,
    Feature_Enable = 1
};
```

Sample Code:

Here is a sample code that illustrates how applications must use this devspecific type, and fill the Class Object to enable/disable the Early Offer feature support.

```
void main(){
... ..
CciscoLineDevSpecificEnableFeatureSupport featureObject;
featureObject.m_MsgType = SLDST_ENABLE_FEATURE_SUPPORT;
featureObject.m_Feature = Feature_EarlyOffer(1);
featureObject.m_Feature_Capability = Feature_Enable(1)/ Feature_Disable(0);

int result = TSPI_lineDevSpecific(dwRequestID,hdLine,
dwAddressID, NULL, &featureObject,
sizeof(CciscoLineDevSpecificEnableFeatureSupport));
... ..
}

New CiscoLineDevStateOutOfServiceReason_EMLogin and
CiscoLineDevStateOutOfServiceReason_EMLogout values in the
CiscoLineDevStateOtherReason enumeration type in CiscoLineDevSpecificMsg.h:

enum CiscoLineDevStateOutOfServiceReason
{
    CiscoLineDevStateOutOfServiceReason_Unknown = 0x00000000,
    CiscoLineDevStateOutOfServiceReason_CallManagerFailure = 0x00000001,
    CiscoLineDevStateOutOfServiceReason_ReHomeToHigherPriorityCM = 0x00000002,

    CiscoLineDevStateOutOfServiceReason_NoCallManagerAvailable = 0x00000003,
    CiscoLineDevStateOutOfServiceReason_DeviceFailure = 0x00000004,
    CiscoLineDevStateOutOfServiceReason_DeviceUnregistered = 0x00000005,
    CiscoLineDevStateOutOfServiceReason_EnergyWisePowerSavePlus = 0x00000006,

    CiscoLineDevStateOutOfServiceReason_EMLogin = 0x00000007,
    CiscoLineDevStateOutOfServiceReason_EMLogout = 0x00000008,
    CiscoLineDevStateOutOfServiceReason_CtiLinkFailure = 0x00000101
};

New CiscoLineDevStateCloseReason enumeration type in CiscoLineDevSpecificMsg.h:
enum CiscoLineDevStateCloseReason
{
    CiscoLineDevStateCloseReason_Unknown = 0,
    CiscoLineDevStateCloseReason_EMLogin = 1,
    CiscoLineDevStateCloseReason_EMLogout = 2
};

New CiscoLineDevStateOtherReason enumeration type in CiscoLineDevSpecificMsg.h:
```

```
enum CiscoLineDevStateOtherReason
{
CiscoLineDevStateOtherReason_Unknown = 0,
CiscoLineDevStateOtherReason_OtherLineInactive = 1,
CiscoLineDevStateOtherReason_OtherLineActive = 2,
CiscoLineDevStateOtherReason_OtherLineCapsChange = 3
};
```

New LINEERR\_DEVICE\_INACTIVE error is returned if an operation is invoked on a line device in "inactive" state.

## UpdateMonitorMode

```
CCiscoLineDevSpecific
|
+--CciscoLineDevSpecificMonitoringUpdateMode
```

### Description

The CciscoLineDevSpecificMonitoringUpdateMode class allows the application to toggle between the silent monitoring and whisper coaching modes, and vice versa.



**Note** This extension is only available if extension version 0x000B0000 or higher is negotiated.

### Class Detail

```
class CciscoLineDevSpecificMonitoringUpdateMode :
public CCiscoLineDevSpecific
{
public:
CciscoLineDevSpecificMonitoringUpdateMode ():
CCiscoLineDevSpecific (SLDST_UPDATE_MONITOR_MODE) {}
virtual ~ CciscoLineDevSpecificMonitoringUpdateMode () {}
DWORD m_MonitorMode;
DWORD m_ActiveToneDirection;
virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
// subtract out the virtual function table pointer
};
```

### Parameters

**DWORD m\_MsgType**

equals SLDST\_UPDATE\_MONITOR\_MODE

**DWORD m\_MonitorMode**

Monitoring mode to toggle to

**DWORD m\_ActiveToneDirection**

Direction of the tone to be played

## Add Remote Destination

```
CCiscoLineDevSpecific
|
+-- CciscoLineDevSpecificAddRemoteDestination
```

### Description

The CciscoLineDevSpecificAddRemoteDestination class is used to add new Remote Destination to CTI Remote Device.




---

**Note** This extension is only available on CTI Remote Device Line and if extension version 0x000C0000 or higher is negotiated.

---

### Class Details

```
class CciscoLineDevSpecificAddRemoteDestination: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificAddRemoteDestination() :
        CCiscoLineDevSpecific(SLDST_ADD_REMOTE_DESTINATION)
    {
    }

    virtual ~ CciscoLineDevSpecificAddRemoteDestination()
    {
    }

    char    m_RDNumber [MAX_CTI_LINE_DIR_SIZE];
    wchar_t m_UnicodeRDName [MAX_CTI_RD_UNICODE_DISPLAY_STRING];
    DWORD   m_ActiveRD;

    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) - sizeof(void*);
    } // subtract out the virtual function table pointer
};
```

### Parameters

#### **DWORD m\_MsgType**

Equals SLDST\_ADD\_REMOTE\_DESTINATION

#### **char m\_RDNumber [MAX\_CTI\_LINE\_DIR\_SIZE]**

Remote Destination Number [\*Mandatory Field]

#### **wchar\_t m\_UnicodeRDName [MAX\_UNICODE\_DISPLAY\_STRING]**

unicode Remote Destination Name

#### **DWORD m\_activeRD**

0 – if this Remote Destination is not Active

1 or greater – when this Remote Destination need to be set as Active Remote Destination



## Remove Remote Destination

```
CCiscoLineDevSpecific
|
+-- CciscoLineDevSpecificRemoveRemoteDestination
```

### Description

The CciscoLineDevSpecificRemoveRemoteDestination class is used to remove Remote Destination from List of Remote Destinations of CTI Remote Device.




---

**Note** This extension is only available on CTI Remote Device Line and if extension version 0x000C0000 or higher is negotiated.

---

### Class Details

```
class CciscoLineDevSpecificRemoveRemoteDestination: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificRemoveRemoteDestination() :
        CCiscoLineDevSpecific(SLDST_REMOVE_REMOTE_DESTINATION)
    {
    }

    virtual ~ CciscoLineDevSpecificRemoveRemoteDestination()
    {
    }

    char    m_RDNumber [MAX_CTI_LINE_DIR_SIZE];

    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) - sizeof(void*);
    } // subtract out the virtual function table pointer
};
```

### Parameters

#### DWORD m\_MsgType

Equals SLDST\_REMOVE\_REMOTE\_DESTINATION

#### char m\_RDNumber [MAX\_CTI\_LINE\_DIR\_SIZE]

Remote Destination Number [\*Mandatory Field]




---

**Note** Remote Destination can be removed using Remote Destination Number which is used a unique key for Remote Destinations on a CTI Remote Device.

---

## Update Remote Destination

```
CCiscoLineDevSpecific
|
+-- CciscoLineDevSpecificUpdateRemoteDestination
```

### Description

The CciscoLineDevSpecificUpdateRemoteDestination class is used to update Remote Destination information on a CTI Remote Device.




---

**Note** This extension is only available on CTI Remote Device Line and if extension version 0x000C0000 or higher is negotiated.

---

### Class Details

```
class CciscoLineDevSpecificUpdateRemoteDestination: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificUpdateRemoteDestination() :
        CCiscoLineDevSpecific(SLDST_UPDATE_REMOTE_DESTINATION)
    {
    }

    virtual ~CciscoLineDevSpecificUpdateRemoteDestination()
    {
    }

    char    m_RDNumber [MAX_CTI_LINE_DIR_SIZE];
    wchar_t m_UnicodeRDName [MAX_CTI_RD_UNICODE_DISPLAY_STRING];
    char    m_NewRDNumber [MAX_CTI_LINE_DIR_SIZE];
    DWORD   m_ActiveRD;

    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) - sizeof(void*);
    } // subtract out the virtual function table pointer
};
```

### Parameters

#### DWORD m\_MsgType

Equals SLDST\_UPDATE\_REMOTE\_DESTINATION.

#### char m\_RDNumber [MAX\_CTI\_LINE\_DIR\_SIZE]

Current Remote Destination Number which need to be updated [\*Mandatory Field]

#### wchar\_t m\_UnicodeRDName [MAX\_UNICODE\_DISPLAY\_STRING]

unicode Remote Destination Name

#### char m\_NewRDNumber [MAX\_CTI\_LINE\_DIR\_SIZE]

New Remote Destination Number [\*Mandatory Field]

#### DWORD m\_activeRD

0 – if this Remote Destination is not Active

1 or greater – when this Remote Destination need to be set as Active Remote Destination

## lineHold Enhancement

The `CciscoLineDevSpecificHoldEx` class is used to put a call on hold and specifies media content that is played while a call is on hold.

### Message Details

```
class CciscoLineDevSpecificHoldEx: public CCiscoLineDevSpecific
{
public:
    CciscoLineDevSpecificHoldEx() :
        CCiscoLineDevSpecific(SLDST_HOLD_EX) {}
    virtual ~ CciscoLineDevSpecificHoldEx() {}
    char    m_MediaContentId [MAX_CISCO_TSP_MEDIA_CONTENT_ID_SIZE];
    DWORD   m_MediaContentIdLength;
    virtual DWORD dwSize(void) const {return sizeof(*this) - sizeof(void*);}
};
```

### Parameters

**char m\_MediaContentId [MAX\_CISCO\_TSP\_MEDIA\_CONTENT\_ID\_SIZE]**

String that represents media content identifier (mediaContentID). Only known to UCM (uploaded to UCM) media content can be played.

**DWORD m\_MediaContentIdLength**

Actual length of the string in the `m_MediaContentId` field.

## Cisco Line Device Feature Extensions

`CCiscoLineDevSpecificFeature` represents the parent class. Currently, it consist of only one subclass: `CCiscoLineDevSpecificFeature_DoNotDisturb`, which allows applications to enable and disable the Do-Not-Disturb feature on a device.

This following sections describe the line device feature-specific extensions to the TAPI structures that Cisco TSP supports:

- [CCiscoLineDevSpecificFeature, on page 75](#)
- [Do-Not-Disturb, on page 77](#)
- [Do-Not-Disturb Change Notification Event, on page 77](#)

### CCiscoLineDevSpecificFeature

This section provides information on how to invoke Cisco-specific TAPI extensions with the `CCiscoLineDevSpecificFeature` class, which represents the parent class to all the following classes.



**Note** Be aware that this virtual class is provided for informational purposes only.

```
CCiscoLineDevSpecificFeature
```

## Header File

The file CiscoLineDevSpecific.h contains the corresponding constant, structure, and class definitions for the Cisco lineDevSpecificFeature extension classes.

## Class Detail

```
class CCiscoLineDevSpecificFeature
{
public:
    CCiscoLineDevSpecificFeature(const DWORD msgType): m_MsgType(msgType) {}
    virtual ~CCiscoLineDevSpecificFeature() {}
    DWORD GetMsgType(void) const {return m_MsgType;}
    void* lpParams(void) const {return (void*)&m_MsgType;}
    virtual DWORD dwSize(void) const = 0;
private:
    DWORD m_MsgType;
};
```

## Functions

### lpParams()

Function that can be used to obtain a pointer to the parameter block

### dwSize()

Function that returns size of the parameter block area

## Parameter

### m\_MsgType

Specifies the type of message. The parameter value uniquely identifies the feature to invoke on the device. The PHONEBUTTONFUNCTION\_ TAPI\_Constants definition lists the valid feature identifiers. Currently, the only recognized value specifies PHONEBUTTONFUNCTION\_DONOTDISTURB (0x0000001A).

Each subclass of CCiscoLineDevSpecificFeature includes a unique value that is assigned to the m\_MsgType parameter.

## Subclasses

Each subclass of CCiscoLineDevSpecificFeature carries a unique value that is assigned to the m\_MsgType parameter. If you are using C instead of C++, this represents the first parameter in the structure.

## Do-Not-Disturb

Use the `CCiscoLineDevSpecificFeature_DoNotDisturb` class in conjunction with the request to enable or disable the DND feature on a device.

The Do-Not-Disturb feature gives phone users the ability to go into a Do Not Disturb (DND) state on the phone when they are away from their phones or simply do not want to answer the incoming calls. A phone softkey, DND, allows users to enable or disable this feature.

```
CCiscoLineDevSpecificFeature
|
+--CCiscoLineDevSpecificFeature_DoNotDisturb
```

### Class Detail

```
class CCiscoLineDevSpecificFeature_DoNotDisturb :
public CCiscoLineDevSpecificFeature
{
public:
    CCiscoLineDevSpecificFeature_DoNotDisturb()
: CCiscoLineDevSpecificFeature(PHONEBUTTONFUNCTION_DONOTDISTURB),
  m_Operation((CiscoDoNotDisturbOperation)0) {}
virtual ~CCiscoLineDevSpecificFeature_DoNotDisturb() {}
virtual DWORD dwSize(void) const {return sizeof(*this)-4;}

CiscoDoNotDisturbOperation m_Operation;
};
```

### Parameters

#### **DWORD m\_MsgType**

Equals `PHONEBUTTONFUNCTION_DONOTDISTURB`.

#### **CiscoDoNotDisturbOperation m\_Operation**

Specifies a requested operation and can comprise one of the following enum values:

```
enum CiscoDoNotDisturbOperation {
    DoNotDisturbOperation_ENABLE = 1,
    DoNotDisturbOperation_DISABLE = 2
};
```

## Do-Not-Disturb Change Notification Event

Cisco TSP notifies applications via the `LINE_DEVSPECIFICFEATURE` message about changes in the DND configuration or status. To receive change notifications, an application needs to enable the `DEVSPECIFIC_DONOTDISTURB_CHANGED` message flag with a `lineDevSpecificSLDST_SET_STATUS_MESSAGES` request.

The `LINE_DEVSPECIFICFEATURE` message notifies the application about device-specific events that occur on a line device. In the case of a Do-Not-Disturb Change Notification, the message includes information about the type of change that occurred on a device and the resulting feature status or configured option.

## Message Details

```

LINE_DEVSPECIFICFEATUREdwDevice = (DWORD) hLine;
dwCallbackInstance = (DWORD) hCallback;
dwParam1 = (DWORD) PHONEBUTTONFUNCTION_DONOTDISTURB;
dwParam2 = (DWORD) typeOfChange;
dwParam3 = (DWORD) currentValue;

enum CiscoDoNotDisturbOption {
    DoNotDisturbOption_NONE = 0,
    DoNotDisturbOption_RINGEROFF = 1,
    DoNotDisturbOption_REJECT = 2
};

enum CiscoDoNotDisturbStatus {
    DoNotDisturbStatus_UNKNOWN = 0,
    DoNotDisturbStatus_ENABLED = 1,
    DoNotDisturbStatus_DISABLED = 2
};

enum CiscoDoNotDisturbNotification {
    DoNotDisturb_STATUS_CHANGED = 1,
    DoNotDisturb_OPTION_CHANGED = 2
};

```

## Parameters

### dwDevice

A handle to a line device

### dwCallbackInstance

The callback instance that is supplied when the line is opened

### dwParam1

Always equal to PHONEBUTTONFUNCTION\_DONOTDISTURB for the Do-Not-Disturb change notification

### dwParam2

Indicates type of change and can comprise one of the following enum values:

```

enum CiscoDoNotDisturbNotification {
    DoNotDisturb_STATUS_CHANGED = 1,
    DoNotDisturb_OPTION_CHANGED = 2
};

```

### dwParam3

If the dwParm2 indicates status change with the value DoNotDisturb\_STATUS\_CHANGED, this parameter can comprise one of the following enum values:

```

enum CiscoDoNotDisturbStatus {
    DoNotDisturbStatus_UNKNOWN = 0,
    DoNotDisturbStatus_ENABLED = 1,
    DoNotDisturbStatus_DISABLED = 2
};

```

If the dwParm2 indicates option change with the value DoNotDisturb\_OPTION\_CHANGED, this parameter can comprise one of the following enum values:

```
enum CiscoDoNotDisturbOption {
    DoNotDisturbOption_NONE = 0,
    DoNotDisturbOption_RINGEROFF = 1,
    DoNotDisturbOption_REJECT = 2
};
```

## Cisco Phone Device-Specific Extensions

The following table lists and describes the subclasses of CiscoPhoneDevSpecific.

**Table 2: Cisco Phone Device-Specific TAPI Functions**

Cisco Functions	Synopsis
<a href="#">CCiscoPhoneDevSpecific, on page 79</a>	The CCiscoPhoneDevSpecific class represents the parent class to the following classes.
<a href="#">Device Data PassThrough, on page 81</a>	Allows the application to send the Device Specific XSI data through CTI.
<a href="#">Explicit Acquire, on page 50</a>	Allows the application to acquire any CTI-controllable device that can get opened later in superprovider mode.
<a href="#">Explicit De-Acquire, on page 50</a>	Allows the application to deacquire a CTI-controllable device that was explicitly acquired.
<a href="#">Request Call RTP Snapshot, on page 85</a>	Allows the application to request secure RTP indicator for calls on the device.
<a href="#">Set Status Msgs, on page 82</a>	Allows the application to set status bit map to enable specific DEVICE_DEVSPECIFIC messages to be sent to the application.
<a href="#">Set Unicode Display, on page 83</a>	Sets the Unicode display on the phone.

## CCiscoPhoneDevSpecific

This section provides information on how to perform Cisco TAPI-specific functions with the CCiscoPhoneDevSpecific class, which represents the parent class to all the following classes.



**Note** Be aware that this virtual class is provided for informational purposes only.

```
CCiscoPhoneDevSpecific |
+--CCiscoPhoneDevSpecificDataPassThrough
|
+--CCiscoPhoneDevSpecificSetStatusMsgs
```

```

|
+--CCiscoPhoneDevSpecificSetUnicodeDisplay
|
+--CCiscoPhoneDevSpecificAcquire
|
+--CCiscoPhoneDevSpecificDeacquire
|
+--CCiscoPhoneDevSpecificGetRTPSnapshot

```

## Header File

The file CiscoLineDevSpecific.h contains the constant, structure, and class definition for the Cisco phone device-specific classes.

## Class Detail

```

class CCiscoPhoneDevSpecific
{
public :
    CCiscoPhoneDevSpecific(DWORD msgType):m_MsgType(msgType) {}
    virtual ~CCiscoPhoneDevSpecific() {}
    DWORD GetMsgType (void) const { return m_MsgType;}
    void *lpParams(void) const {return (void*)&m_MsgType;}
    virtual DWORD dwSize(void) const = 0;
private :
    DWORD m_MsgType ;
}

```

## Functions

### lpParms()

Function that can be used to obtain the pointer to the parameter block

### dwSize()

Function that will give the size of the parameter block area

## Parameter

### m\_MsgType

Specifies the type of message.

## Subclasses

Each subclass of CCiscoPhoneDevSpecific represents a different value that is assigned to the parameter m\_MsgType. If you are using C instead of C++, this represents the first parameter in the structure.

## Enumeration

The CiscoPhoneDevSpecificType enumeration includes valid message identifiers.

```

enum CiscoPhoneDevSpecificType
{

```



```

CPDST_DEVICE_DATA_PASSTHROUGH_REQUEST = 1,
CPDST_SET_DEVICE_STATUS_MESSAGES,
CPDST_SET_DEVICE_UNICODE_DISPLAY,
CPDST_ACQUIRE,
CPDST_DE_ACQUIRE,
CPDST_REQUEST_DEVICE_SNAPSHOT_INFO
};

```

## Device Data PassThrough

XSI-enabled IP phones allow applications to directly communicate with the phone and access XSI features (for example, manipulate display, get user input, play tone, and so on). To allow TAPI applications to have access to some of these XSI capabilities without having to setup and maintain an independent connection directly to the phone, TAPI will provide the ability to send device data through the CTI interface. This feature gets exposed as a Cisco Unified TSP device-specific extension.

PhoneDevSpecificDataPassthrough request only gets supported for the IP phone devices. Application must open a TAPI phone device with minimum extension version 0x00030000 to make use of this feature.

The CCiscoPhoneDevSpecificDataPassThrough class is used to send the device-specific data to CTI-controlled IP phone devices.



**Note** Be aware that this extension requires applications to negotiate extension version as 0x00030000.

```

CCiscoPhoneDevSpecific
|
+--CCiscoPhoneDevSpecificDataPassThrough

```

## Class Detail

```

class CCiscoPhoneDevSpecificDataPassThrough :
public CCiscoPhoneDevSpecific
{
public:
    CCiscoPhoneDevSpecificDataPassThrough () :
    CCiscoPhoneDevSpecific(CPDST_DEVICE_DATA_PASSTHROUGH_REQUEST)
    {
        memset((char*)m_DeviceData, 0, sizeof(m_DeviceData)) ;
    }
    virtual ~CCiscoPhoneDevSpecificDataPassThrough() {}
    // data size determined by MAX_DEVICE_DATA_PASSTHROUGH_SIZE
    TCHAR m_DeviceData[MAX_DEVICE_DATA_PASSTHROUGH_SIZE] ;
    // subtract out the virtual function table pointer size
    virtual DWORD dwSize (void) const {return (sizeof (*this)-4) ;}
}

```

## Parameters

### DWORD m\_MsgType

Equals CPDST\_DEVICE\_DATA\_PASSTHROUGH\_REQUEST.

**DWORD m\_DeviceData**

This character buffer contains the XML data that is to be sent to phone device.




---

**Note** Be aware that MAX\_DEVICE\_DATA\_PASSTHROUGH\_SIZE = 2000.

---

A phone can pass data to an application and it can get retrieved by using PhoneGetStatus (PHONESTATUS:devSpecificData). See PHONESTATUS description for further details.

## Set Status Msgs

PhoneDevSpecificSetStatusMsgs allows the application to set status bit map to enable specific DEVICE\_DEVSPECIFIC messages to be sent to the application.

The application must open a TAPI phone device with minimum extension version 0x00030000 to use this feature.




---

**Note** Be aware that this extension requires applications to negotiate extension version as 0x00030000.

---

```
CCiscoPhoneDevSpecific
|
+--CCiscoPhoneDevSpecificSetStatusMsgs
```

## Class Detail

```
class CCiscoPhoneDevSpecificSetStatusMsgs:public CCiscoPhoneDevSpecific{
public:
    CCiscoPhoneDevSpecificSetStatusMsgs() :
        CCiscoPhoneDevSpecific (CPDST_SET_DEVICE_STATUS_MESSAGES) {};}
    virtual ~CCiscoPhoneDevSpecificSetStatusMsgs() {};}
    DWORD m_DevSpecificStatusMsgFlags ; // PHONE_DEVSPECIFIC
    // subtract virtual function table pointer
    virtual DWORD dwSize(void) const {return (sizeof (*this) -4) ; }
} ;
```

## Parameters

**DWORD m\_MsgType**

equals CPDST\_SET\_DEVICE\_STATUS\_MESSAGES.

**DWORD m\_DevSpecificStatusMsgFlags**

Bit map of PHONE\_DEVSPECIFIC event flag

```
const DWORD DEVSPECIFIC_DEVICE_DATA_PASSTHROUGH_EVENT = 0x00000001;
```

```
const DWORD DEVSPECIFIC_DEVICE_SOFTKEY_PRESSED_EVENT = 0x00000002;
```

```
const DWORD DEVSPECIFIC_DEVICE_STATE_EVENT = 0x00000004;
```

```
const DWORD DEVSPECIFIC_DEVICE_PROPERTY_CHANGED_EVENT = 0x00000008;
```

## Set Unicode Display

PhoneDevSpecificSetUnicodeDisplay sets the Unicode display on the phone.

The application must open a TAPI phone device with minimum extension version 0x00060000 to use this feature.



**Note** Be aware that this extension requires applications to negotiate extension version as 0x00060000.

```
CCiscoPhoneDevSpecific
|
+--CCiscoPhoneDevSpecificSetUnicodeDisplay
```

## Class Detail

```
{
public:
    CCiscoPhoneDevSpecificSetUnicodeDisplay() :
    CCiscoPhoneDevSpecific (CPDST_SET_DEVICE_UNICODE_DISPLAY) {};
    virtual ~CCiscoPhoneDevSpecificSetUnicodeDisplay() {};
    DWORD dwRow;
        DWORD dwColumn;
        DWORD dwSizeOfUnicodeStr;
        wchar_t UnicodeDisplay[MAX_UNICODE_DISPLAY_STRING];
    // subtract virtual function table pointer
    virtual DWORD dwSize(void) const {return (sizeof (*this) -4) ; }
};
```

## Parameters

### DWORD m\_MsgType

Equals CPDST\_SET\_DEVICE\_UNICODE\_DISPLAY.

### DWORD m\_dwRow

Row number on the phone display where the Unicode string must be displayed

### DWORD m\_dwColumn

Column number on the phone display where the Unicode string must be displayed

### DWORD m\_dwSizeOfUnicodeStr

Size of the Unicode string

### wchar\_t UnicodeDisplay[MAX\_UNICODE\_DISPLAY\_STRING];

Unicode display string, with maximum size of MAX\_UNICODE\_DISPLAY\_STRING

**MAX\_UNICODE\_DISPLAY\_STRING = 100**

## Explicit Acquire

The CCiscoPhoneDevSpecificAcquire class gets used to explicitly acquire any CTI controllable device.

If a Super-provider application needs to open any CTI-controllable device on the Cisco Unified Communications Manager system, the application should explicitly acquire that device by using the preceding interface. After successful response, it can open the device as usual.



**Note** Be aware that this extension is only available if extension version 0x00070000 or higher is negotiated.

```
CCiscoPhoneDevSpecific
|
+--CCiscoPhoneDevSpecificAcquire
```

## Class Details

```
class CCiscoPhoneDevSpecificAcquire : public CCiscoPhoneDevSpecific{
public:
    CCiscoPhoneDevSpecificAcquire () : CCiscoPhoneDevSpecific (CPDST_ACQUIRE)
{}
    virtual ~ CCiscoPhoneDevSpecificAcquire () {}
    char m_DeviceName[16];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_MsgType

Equals CPDST\_ACQUIRE

### char m\_DeviceName[16]

The DeviceName that needs to be explicitly acquired.

## Explicit Deacquire

The CCiscoPhoneDevSpecificDeacquire class gets used to explicitly de-acquire an explicitly acquired device.

If a SuperProvider application explicitly acquired any CTI-controllable device on the Unified Communications Manager system, the application should explicitly de-acquire that device by using this interface.



**Note** Be aware that this extension is only available if extension version 0x00070000 or higher is negotiated.

```
CCiscoPhoneDevSpecific
|
+--CCiscoPhoneDevSpecificDeacquire
```

## Class Details

```
class CCiscoPhoneDevSpecificDeacquire : public CCiscoPhoneDevSpecific{
public:
    CCiscoPhoneDevSpecificDeacquire () : CCiscoPhoneDevSpecific (CPDST_ACQUIRE)
    {}
    virtual ~ CCiscoPhoneDevSpecificDeacquire () {}
    char m_DeviceName[16];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

DWORD m\_MsgType

Equals CPDST\_DEACQUIRE

char m\_DeviceName[16]

The DeviceName that needs to be explicitly de-acquired.

## Request Call RTP Snapshot

The CCiscoPhoneDevSpecificGetRTPSnapshot class gets used to request Call RTP snapshot event from the device. There will be LineCallDevSpecific event for each call on the device.



**Note** Be aware that this extension is only available if extension version 0x00070000 or higher is negotiated.

```
CCiscoPhoneDevSpecific
|
+--CCiscoPhoneDevSpecificGetRTPSnapshot
```

## Class Details

```
class CCiscoPhoneDevSpecificGetRTPSnapshot:
public CCiscoPhoneDevSpecific{
public:
    CCiscoPhoneDevSpecificGetRTPSnapshot () :
    CCiscoPhoneDevSpecific (CPDST_REQUEST_RTP_SNAPSHOT_INFO) {}
    virtual ~ CCiscoPhoneDevSpecificGetRTPSnapshot () {}
    char m_DeviceName[16];
    virtual DWORD dwSize(void) const {return sizeof(*this)-4;}
    // subtract out the virtual function table pointer
};
```

## Parameters

DWORD m\_MsgType

Equals CPDST\_DEACQUIRE

```
char m_DeviceName[16]
```

The DeviceName that needs to be explicitly de-acquired.

## Hunt Group Login Status

CCiscoPhoneDevSpecificSetHuntGroupLoginStatus is added in LineDevSpecificMsg.h. This class allows the application to set the HuntGroup Login Status of the device to login or logout.

```
{
|
CCiscoPhoneDevSpecificSetHuntGroupLoginStatus
}
```

## Class Detail

```
class CCiscoPhoneDevSpecificSetHuntGroupLoginStatus: public CCiscoPhoneDevSpecific
{
public:
    CCiscoPhoneDevSpecificSetHuntGroupLoginStatus () :
    CCiscoPhoneDevSpecific(CPDST_REQUEST_DEVICE_HUNTGROU_LOGIN_STATUS)
    {
    }
    virtual ~CCiscoPhoneDevSpecificSetHuntGroupLoginStatus ()
    {
    ;
    }
    CiscoDeviceHuntGroupLoginStatus m_HuntGroupLoginStatus;
    virtual DWORD dwSize(void) const
    {
        return (sizeof(*this) - sizeof(void*));
    }
};
```

The request is sent by the application with CPDST\_REQUEST\_DEVICE\_HUNTGROU\_LOGIN\_STATUS message type. enum CiscoPhoneDevSpecificType.

```
{
|
+-- CPDST_REQUEST_DEVICE_HUNTGROU_LOGIN_STATUS
}
```

## Parameter

CiscoDeviceHuntGroupLoginStatus m\_HuntGroupLoginStatus is an enumeration.

## Enumeration

The following enumeration is added to the LineDevSpecifcMsg.h:

```
enum CiscoDeviceHuntGroupLoginStatus
{
    CiscoDeviceHuntGroupLoginStatus_NotApplicable = 0,
    CiscoDeviceHuntGroupLoginStatus_Login = 1,
    CiscoDeviceHuntGroupLoginStatus_Logout = 2
};
```

where:

- CiscoDeviceHuntGroupLoginStatus\_NotApplicable is for devices which do not support Hunt Groups.

- CiscoDeviceHuntGroupLoginStatus\_Login is to set the Hunt Group Login Status to Login.
- CiscoDeviceHuntGroupLoginStatus\_Logout is to set the Hunt Group Login Status to Logout

## Redirect Enhancement

A new message type is added in LineDevSpecific message: CciscoLineDevSpecificRedirectEx : SLDST\_REDIRECT\_EX, This message type contains the new RedirectDeviceName field.

CCiscoLineDevSpecificRedirectEx enables an application to redirect calls. The following is the structure of CciscoLineDevSpecific:

```
CCiscoLineDevSpecific
+-- CCiscoLineDevSpecificRedirectEx
```

## Class Details

```
class CCiscoLineDevSpecificRedirectEx: public CCiscoLineDevSpecific
{
public:
    CCiscoLineDevSpecificRedirectEx () :
        CCiscoLineDevSpecific(SLDST_REDIRECT_EX)
    {
    }
    virtual ~ CCiscoLineDevSpecificRedirectEx ()
    {
    }
    DWORD m_RedirectBitMask;
    CiscoDoNotDisturbFeaturePriority FeaturePriority;
    char m_DestDirn[MAX_DESTINATION_DIRECTORY_NUMBER];
    char m_SetOriginalCalledTo[MAX_DEVICE_SIZE];
    char m_FAC[MAX_FAC_CMC_DIGITS];
    char m_CMC[MAX_FAC_CMC_DIGITS];
    char m_RedirectDeviceName[MAX_DEVICE_SIZE];
    DWORD m_ApplicationXMLDataSize;
    TCHAR m_ApplicationXMLData[MAX_XML_DATA_SIZE];
    CiscoCallingSearchSpace m_callingSearchSpace;

    virtual DWORD dwSize(void) const
    {
        return sizeof(*this) - sizeof(void*);
    } // subtract out the virtual function table pointer
};
```

## Parameters

### DWORD m\_RedirectBitMask

This bit mask field indicates which fields in CciscoLineRedirectEx class are valid and used by applications.

Following is the Enum Definition which is used to update this bitmask field:

```
enum RedirectInfoBitMask
{
    RedirectInfo_None = 0x00000000,
    RedirectInfo_SetOriginalCalledTo = 0x00000001,
    RedirectInfo_FAC= 0x00000002,
    RedirectInfo_CMC= 0x00000004,
    RedirectInfo_RedirectDeviceName = 0x00000008,
    RedirectInfo_CallingSearchSpace = 0x00000010,
```

```

        RedirectInfo_ApplicationXMLData = 0x00000020
};

```

### **CiscoCallingSearchSpace m\_callingSearchSpace:**

```

typedef enum
{
    CiscoCallingSearchSpace_Default = 0,
    CiscoCallingSearchSpace_CallingParty = 1,
    CiscoCallingSearchSpace_RedirectingParty = 2
} CiscoCallingSearchSpace;

```

where CiscoCallingSearchSpace\_Default is to use CSS of party being redirected,  
CiscoCallingSearchSpace\_CallingParty is to use CSS of party being redirected i.e calling party after redirect  
CiscoCallingSearchSpace\_RedirectingParty is to use CSS of redirecting party.

### **CiscoDoNotDisturbFeaturePriority FeaturePriority;**

Feature priority is introduced and defined in the enum type for making calls or redirecting existing calls.

The following enum defines the priority as:

```

{
    CallPriority_NORMAL = 1
    CallPriority_URGENT = 2
    CallPriority_EMERGENCY = 3
};

```

**char m\_DestDirn[MAX\_DESTINATION\_DIRECTORY\_NUMBER];**

Indicates the destination address where the call needs to be redirected.

**char m\_SetOriginalCalledTo[MAX\_DEVICE\_SIZE];**

Indicates the DN to which the OriginalCalledParty needs to be set.

**char m\_FAC[MAX\_FAC\_CMC\_DIGITS];**

Indicates the FAC digits. If the application does not want to pass any FAC digits, it can set this parameter to a NULL string.

**char m\_CMC[MAX\_FAC\_CMC\_DIGITS];**

Indicates the CMC digits. If the application does not want to pass any FAC digits, it can set this parameter to a NULL string.

**char m\_RedirectDeviceName[MAX\_DEVICE\_SIZE];**

Indicates the name of the device for which call needs to be redirected to.

**DWORD m\_ApplicationXMLDataSize;**

Indicates the size of the xml data that application sends to the call manager.

**TCHAR m\_ApplicationXMLData[MAX\_XML\_DATA\_SIZE];**

Indicates the content of the xml data.

Applications are allowed to send the xml data within the range of 0 to 10000 characters.

**CiscoCallingSearchSpace m\_callingSearchSpace;**

Indicates the calling search space which applications can set to the css of calling party or that of redirecting party, while doing a redirect.



## Constants

```
#define MAX_DEVICE_SIZE 49
#define MAX_DESTINATION_DIRECTORY_NUMBER 49
#define MAX_XML_DATA_SIZE 10000
```

## Phone State Event

When the capability of the device changes, a PHONE\_STATE event is fired with an indication of what is changed.

## Parameters

### PHONE\_STATE

dwParam1 - PHONE\_STATE

dwParam2 - PHONESTATE\_CAPSCHANGE (0x00040000)

dwParam3 - CiscoPhoneCapsDevSpecificStatus -  
PHONECAPS\_DEVSPECIFIC\_HUNTGROU\_LOGIN\_STATUS(0x00000001)

dwParam4 - updated value of HuntGroup Login Status of the device

The following enumerator is added:

```
enum CiscoPhoneCapsDevSpecificStatus
{
    PHONECAPS_DEVSPECIFIC_HUNTGROU_LOGIN_STATUS = 0x00000001
};
```

where PHONECAPS\_DEVSPECIFIC\_HUNTGROU\_LOGIN\_STATUS will notify the application about the successful change in the HuntGroup Login status of the device.

## Messages

This section describes the line device specific messages that the Cisco Unified TSP supports. An application receives nonstandard TAPI messages in the following LINE\_DEVSPECIFIC messages:

- A message to signal when to stop and start streaming RTP audio.
- A message that contains the call handle of active calls when the application starts up.
- A message that indicates to set the RTP parameters based on the data of the message.
- A message that indicates secure media status.

The message type represents an enumerated integer with the following values:

```
enum CiscoLineDevSpecificMsgType{
    SLDSMT_START_TRANSMISSION = 1,
    SLDSMT_STOP_TRANSMISSION,
    SLDSMT_START_RECEPTION,
    SLDSMT_STOP_RECEPTION,
```

```

SLDST_LINE_EXISTING_CALL,
SLDSMT_OPEN_LOGICAL_CHANNEL,
SLDSMT_CALL_TONE_CHANGED,
SLDSMT_LINECALLINFO_DEVSPECIFICDATA,
SLDSMT_HOLD_REVERSION,
SLDSMT_LINE_PROPERTY_CHANGED,
SLDSMT_MONITORING_STARTED,
SLDSMT_MONITORING_ENDED,
SLDSMT_RECORDING_STARTED,
SLDSMT_RECORDING_ENDED,
SLDSMT_NUM_TYPE,
SLDSMT_IP_ADDRESSING_MODE_CHANGED,
SLDSMT_START_TRANSMISSION_ADDRESSING_MODE,
SLDSMT_START_RECEPTION_ADDRESSING_MODE,
SLDSMT_DEVICE_STATE,
SLDSMT_MONITORING_TERMINATED,
SLDSMT_MEDIA_TO_BIB_STARTED,
SLDSMT_MEDIA_TO_BIB_ENDED,
SLDSMT_MONITORING_MODE_UPDATED,
SLDSMT_RTP_GET_IP_PORT
SLDSMT_MULTIMEDIA_STREAMSDATA,
SLDSMT_ANNOUNCEMENT_STARTED,
SLDSMT_ANNOUNCEMENT_ENDED,
SLDSMT_RECORDING_FAILED
};

```

## Announcement Events

### SLDSMT\_ANNOUNCEMENT\_STARTED

When an announcement starts, the SLDSMT\_ANNOUNCEMENT\_STARTED message is sent to the application. The format of the parameters follows:

#### LINE\_DEVSPECIFIC

hDevice -TAPI call handle

dwParam1 - **SLDSMT\_ANNOUNCEMENT\_STARTED**

dwParam2 -unused

dwParam3 -unused

### SLDSMT\_ANNOUNCEMENT\_ENDED

When an announcement ends, the SLDSMT\_ANNOUNCEMENT\_ENDED message is sent to the application. If the announcement does not play, the application analyzes the cause code parameter to verify whether the announcement was successful and the failure reason. The format of the parameters follows:

#### LINE\_DEVSPECIFIC

hDevice -TAPI call handle

dwParam1 - **SLDSMT\_ANNOUNCEMENT\_ENDED**

dwParam2 -result (0 or error code in case of failure)

dwParam3 -unused

**SLDSMT\_RECORDING\_FAILED**

An SLDSMT\_RECORDING\_FAILED is generated to the application when a recording is unable to restart after being interrupted. The application must then restart the recording. The format of the parameters follows:

**LINE\_DEVSPECIFIC**

hDevice -TAPI call handle

dwParam1 -SLDSMT\_RECORDING\_FAILED (0x1C)

dwParam2 -cause code for failure

dwParam3 -unused

## Start Transmission Events

**SLDSMT\_START\_TRANSMISSION**

When a message is received, the RTP stream transmission starts and:

- dwParam2 specifies the network byte order IP address of the remote machine to which the RTP stream should be directed.
- dwParam3, specifies the high-order word that is the network byte order IP port of the remote machine to which the RTP stream should be directed.
- dwParam3, specifies the low-order word that is the packet size, in milliseconds, to use.

The application receives these messages to signal when to start streaming RTP audio. At extension version 1.0 (0x00010000), the parameters have the following format:

- dwParam1 contains the message type.
- dwParam2 contains the IP address of the remote machine.
- dwParam3 contains the network byte order IP port of the remote machine to which the RTP stream should be directed in the high-order word and the packet size in milliseconds in the low-order word.

At extension version 2.0 (0x00020000), start transmission uses the following format:

- dwParam1: from highest order bit to lowest
- First two bits blank
- Precedence value 3 bits
- Maximum frames per packet 8 bits
- G723 bit rate 2 bits
- Silence suppression value 1 bit
- Compression type 8 bits
- Message type 8 bits
- dwParam2 contains the IP address of the remote machine

- dwParam3 contains the network byte order IP port of the remote machine to which the RTP stream should be directed in the high-order word and the packet size in milliseconds in the low-order word.

At extension version 4.0 (0x00040000), start transmission has the following format:

- hCall – The call of the Start Transmission event
- dwParam1 :from highest order bit to lowest
  - First two bits blank
  - Precedence value 3 bits
  - Maximum frames per packet 8 bits
  - G723 bit rate 2 bits
  - Silence suppression value 1 bit
  - Compression type 8 bits
  - Message type 8 bits
- dwParam2 contains the IP address of the remote machine
- dwParam3 contains the network byte order IP port of the remote machine to which the RTP stream should be directed in the high-order word and the packet size in milliseconds in the low-order word.

## Start Reception Events

### SLDSMT\_START\_RECEPTION

When a message is received, the RTP stream reception starts and:

- dwParam2 specifies the network byte order IP address of the local machine to use.
- dwParam3, specifies the high-order word that is the network byte order IP port to use.
- dwParam3, specifies the low-order high-order word that is the packet size, in milliseconds, to use.

When a message is received, the RTP stream reception should commence.

At extension version 1, the parameters have the following format:

- dwParam1 contains the message type.
- dwParam2 contains the IP address of the remote machine.
- dwParam3 contains the network byte order IP port of the remote machine to which the RTP stream should be directed in the high-order word and the packet size in milliseconds in the low-order word.

At extension version 2 start reception uses the following format:

- dwParam1 :from highest order bit to lowest
  - First 13 bits blank
  - G723 bit rate 2 bits

- Silence suppression value 1 bit
- Compression type 8 bits
- Message type 8 bits
- dwParam2 contains the IP address of the remote machine
- dwParam3 contains the network byte order IP port of the remote machine to which the RTP stream should be directed in the high-order word and the packet size in milliseconds in the low-order word.

At extension version 4.0 (0x00040000), start reception uses the following format:

- hCall – The call of the Start Reception event
- dwParam1: from highest order bit to lowest
  - First 13 bits blank
  - G723 bit rate 2 bits
  - Silence suppression value 1 bit
  - Compression type 8 bits
  - Message type 8 bits
- dwParam2 contains the IP address of the remote machine
- dwParam3 contains the network byte order IP port of the remote machine to which the RTP stream should be directed in the high-order word and the packet size in milliseconds in the low-order word.

## Stop Transmission Events

### SLDSMT\_STOP\_TRANSMISSION

When a message is received, transmission of the streaming should stop.

At extension version 1.0 (0x00010000), stop transmission uses the following format:

- dwParam1 – Message type

At extension version 4.0 (0x00040000), stop transmission uses the following format:

- hCall – The call for which the Stop Transmission event applies.
- dwParam1 – Message type

## Stop Reception Events

### SLDSMT\_STOP\_RECEPTION

When a message is received, reception of the streaming should stop.

At extension version 1.0 (0x00010000), stop reception uses the following format:

- dwParam1 -message type

At extension version 4.0 (0x00040000), stop reception uses the following format:

- hCall – The call for which the Stop Reception event applies.
- dwParam1 – Message type

## Existing Call Events

### SLDST\_LINE\_EXISTING\_CALL

These events inform the application of existing calls in the PBX when it starts up. The format of the parameters follows:

- dwParam1 – Message type
- dwParam2 – Call object
- dwParam3 – TAPI call handle

## Open Logical Channel Events

### SLDSMT\_OPEN\_LOGICAL\_CHANNEL

When a call has media established at a CTI Port or Route Point that is registered for Dynamic Port Registration, receipt of this message indicates that an IP address and UDP port number need to be set for the call.




---

**Note** This extension is only available if extension version 0x00040000 or higher gets negotiated.

---

The following format of the parameters applies:

- hCall -The call for which the Open Logical Channel event applies
- dwParam1 – Message type
- dwParam2 – Compression Type
- dwParam3 – Packet size in milliseconds

At extension version 9.0 (0x00090000), start transmission has the following format:

- hCall -The call the Open Logical Channel event is for
- dwParam1: from highest order bit to lowest
- First eight bits blank
- Maximum frames per packet 8 bits
- Compression type 8 bits
- Message type 8 bits

- dwParam2 contains the IP addressing mode
- dwParam3: Packet size in milliseconds

At extension version B.0 (0x000B0000), Open Logical channel has the following format:

- hCall -The call the Open Logical Channel event is for
- dwParam1: from highest order bit to lowest
- First sixteen bits blank
- Compression type 8 bits
- Message type 8 bits
- dwParam2: from highest order bit to lowest
- First twenty three bits blank
- SetRTPInfo (twenty fourth bit from MSB/ninth bit from LSB)
- IP addressing mode 8 bits
- dwParam3: Packet size in milliseconds

## LINECALLINFO\_DEVSPECIFICDATA Events

### SLDSMT\_LINECALLINFO\_DEVSPECIFICDATA

This message indicates that the DEVSPECIFICDATA information is changed in the DEVSPECIFIC portion of the LINECALLINFO structure for the different fields.



**Note** The fields are only available if the negotiated version contains support for the particular feature.

The following format applies for the parameters:

- hCall -The call handle
- dwParam1 -Message type
- dwParam2

```
SLDST_SRTP_INFO | SLDST_QOS_INFO | SLDST_PARTITION_INFO |
SLDST_EXTENDED_CALL_INFO | SLDST_CALL_ATTRIBUTE_INFO | SLDST_CCM_CALLID |
SLDST_CALL_SECURITY_STATUS | SLDST_NUMBER_TYPE_CHANGED |
SLDST_GLOBALIZED_CALLING_PARTY_CHANGED |
SLDST_FAR_END_IP_ADDRESS_CHANGED | SLDST_UNIQUE_CALL_REF_ID_INFO
SLDST_DEVICE_VIDEO_CAP_INFO | SLDST_MULTIMEDIA_STREAMS_INFO
```

The bit mask values follow:

SLDST_SRTP_INFO	0x00000001
SLDST_QOS_INFO	0x00000002

SLDST_PARTITION_INFO	0x00000004
SLDST_EXTENDED_CALL_INFO	0x00000008
SLDST_CALL_ATTRIBUTE_INFO	0x00000010
SLDST_CCM_CALL_ID	0x00000020
SLDST_SECURITY_STATUS_INFO	0x00000040
SLDST_NUMBER_TYPE_CHANGED	0x00000080
SLDST_GLOBALIZED_CALLING_PARTY_CHANGED	0x00000100
SLDST_FAR_END_IP_ADDRESS_CHANGED	0x00000200
SLDST_UNIQUE_CALL_REF_ID_INFO	0x00000400
SLDST_DEVICE_VIDEO_CAP_INFO	0x00000800
SLDST_MULTIMEDIA_STREAMS_INFO	0x00001000

For example, if there are changes in SRTP and QoS but not in Partition, then both the SLDST\_SRTP\_INFO and SLDST\_QOS\_INFO bits are set. The value for dwParam2 = SLDST\_SRTP\_INFO | SLDST\_QOS\_INFO = 0x00000011

- dwParam3 -If a change occurs in the SRTP information, then this field contains the CiscoSecurityIndicator.

```
enum CiscoSecurityIndicator
{
    SRTP_MEDIA_ENCRYPT_KEYS_AVAILABLE,
    SRTP_MEDIA_ENCRYPT_USER_NOT_AUTH,
    SRTP_MEDIA_ENCRYPT_KEYS_UNAVAILABLE,
    SRTP_MEDIA_NOT_ENCRYPTED
};
```



**Note** dwParam3 is used when dwParam2 has the SRTP bit mask set.

## Call Tone Changed Events

### SLDSMT\_CALL\_TONE\_CHANGED

When a tone change occurs on a call, receipt of this message indicates the tone and the feature that caused the tone change.



**Note** Be aware that this extension is only available if extension version 0x00050000 or higher is negotiated. In the Cisco Unified TSP 4.1 release and later, this event only gets sent for Call Tone Changed Events where the tone equals CTONE\_ZIPZIP and the tone gets generated as a result of the FAC/CMC feature.



The format of the parameters follows:

- hCall—The call for which the Call Tone Changed event applies
- dwParam—Message type
- dwParam2—CTONE\_ZIPZIP, 0x31 (Zip Zip tone), CTONE\_ZIP, 0x32 (Zip tone)
- dwParam3—If dwParam2 is CTONE\_ZIPZIP, this parameter contains a bitmask with the following possible values:
  - CZIPZIP\_FACREQUIRED—If this bit is set, it indicates that a FAC is required.
  - CZIPZIP\_CMCREQUIRED—If this bit is set, it indicates that a CMC is required.
  - If dwParam2 is CTONE\_ZIP, this parameter contains direction mode with the following possible values:
    - 0 -Tone is played at local End
    - 1 -Tone is played at Remote End



**Note** For a DN that requires both codes, the first event always applies for the FAC and CMC code. The application optionally can send both codes separated by # in the same request. The second event generation remains optional based on what the application sends in the first request.

## Line Property Changed Events

### SLDSMT\_LINE\_PROPERTY\_CHANGED

When a line property is changed, a LINEDEVSPECIFIC event is fired with indication of the changes.



**Note** This extension is available only if extension version 0x00080000 or higher is negotiated.

The format of the parameters follows:

dwParam1 -Message type

dwParam2 -indication type -CiscoLinePropertyChangeType

```
enum CiscoLinePropertyChangeType
{
LPCT_INTERCOM_LINE           = 0x00000001,
LPCT_RECORDING_TYPE          = 0x00000002,
LPCT_MAX_CALLS                = 0x00000004,
LPCT_BUSY_TRIGGER            = 0x00000008,
LPCT_LINE_INSTANCE           = 0x00000010,
LPCT_LINE_LABEL               = 0x00000020,
LPCT_VOICEMAIL_PILOT         = 0x00000040,
LPCT_DEVICE_IPADDRESS        = 0x00000080,
LPCT_NEWCALL_ROLLOVER        = 0x00000100,
LPCT_CONSULTCALL_ROLLOVER    = 0x00000200,
```

```

LPCT_JOIN_ON_SAME_LINE           = 0x00000400,
LPCT_JOIN_ACROSS_LINE           = 0x00000800,
LPCT_DIRECTTRANSFER_ON_SAME_LINE = 0x00001000,
LPCT_DIRECTTRANSFER_ACROSS_LINE = 0x00002000
};

```

dwParam3 -default = 0,

In case, dwParam2 = LPCT\_INTERCOM\_LINE, dwParam3 is the result of the change

```

Enum CiscoIntercomLineChangeResult
{
IntercomSettingChange_successful = 0;
IntercomSettingRestorationFail = 1
}

```

If dwParam2 = LPCT\_RECORDING\_TYPE, dwParam3 will have a new Recording Type:

```

enum recordType
{
RecordType_NoRecording = 0,
RecordType_AutomaticRecording = 1,
RecordType_ApplicationInvokedCallRecording = 2,
RecordType_DeviceInvokedCallRecording = 3
};

```

## Phone Property Changed Events

### CPDSMT\_PHONE\_PROPERTY\_CHANGED\_EVENT

When a Phone property is changed, a PHONE\_DEVSPECIFIC event is fired with indication of what has been changed.

The following format of the parameters applies:

dwParam1 – SLDSMT\_LINE\_PROPERTY\_CHANGED (0x04)

dwParam2 – indication type – CiscoLinePropertyChangeType

dwParam3 – updated based on dwParam2 (LinePropertyChangeType)

### CiscoPhonePropertyChangeType

```

enum CiscoPhonePropertyChangeType
{
PPCT_DEVICE_IPADDRESS = 0x00000001,
PPCT_NEWCALL_ROLLOVER = 0x00000002,
PPCT_CONSULTCALL_ROLLOVER = 0x00000004,
PPCT_JOIN_ON_SAME_LINE = 0x00000008,
PPCT_JOIN_ACROSS_LINE = 0x00000010,
PPCT_DIRECTTRANSFER_ON_SAME_LINE = 0x00000020,
PPCT_DIRECTTRANSFER_ACROSS_LINE = 0x00000040,
PPCT_DEVICE_MULTIMEDIACAP_INFO = 0x00000080,
PPCT_DEVICE_HUNTGROUPO_LOGIN_INFO = 0x00000090,
};

```

### PPCT\_DEVICE\_MULTIMEDIACAP\_INFO

Indicates or notifies application that Device Multi Media Capability Information on the Line/Device has changed.

#### **PPCT\_DEVICE\_HUNTGROU LOGIN\_INFO**

Indicates or notifies application that Device Hunt Group Login Status of the device has been changed.

## Monitoring Started Event

#### **SLDSMT\_MONITORING\_STARTED**

When monitoring starts on a particular call, this event is triggered for the monitored call to inform the application.



---

**Note** This event is available only if extension version 0x00080000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1—Message type
- dwParam2—0
- dwParam3—0

## Monitoring Ended Event

#### **SLDSMT\_MONITORING\_ENDED**

When monitoring is stopped for a particular call, this event is triggered for the monitored call to inform the application.



---

**Note** This event is available only if extension version 0x00080000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1—Message type
- dwParam2—Reason code
- dwParam3—0

## Recording Started Event

#### **SLDSMT\_RECORDING\_STARTED**

When recording starts on a particular call, this event is triggered to inform the same to the application.



---

**Note** This event is available only if extension version 0x00080000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1—Message type
- dwParam2—0
- dwParam3—0

## Recording Ended Event

### **SLDSMT\_RECORDING\_ENDED**

When recording is stopped on a particular call, this event is triggered to inform the same to the application.



---

**Note** This event is available only if extension version 0x00080000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1—Message type
- dwParam2—Reason code
- dwParam3—0

## Recording Failure Event

### **SLDSMT\_RECORDING\_FAILED**

When a recording is started and another feature can cause the recording to stop and start again. If the recording does not restart, an SLDSMT\_RECORDING\_FAILED message is generated to the application. The application then restarts the recording.

The format of the parameters follows:

- **LINE\_DEVSPECIFIC**
- hDevice -TAPI call handle
- dwParam1 - SLDSMT\_RECORDING\_FAILED (0x1C)
- dwParam2 -cause code for failure
- dwParam3 -unused

## Silent Monitoring Session Terminated Event

### SLDSMT\_MONITORING\_TERMINATED

When Monitoring Session is toned down as security capabilities of the supervisor do not meet or exceed the capabilities of agent, this event is fired on the supervisor to inform the same to the application.



---

**Note** This event is only available if extension version 0x000A0000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1 – Message type -SLDSMT\_MONITORING\_TERMINATED
- dwParam2 – TransactionID – which is unique for the Monitoring session
- dwParam3 – New Cause Code -LINEDISCONNECTMODE\_INCOMPATIBLE

## Media to BIB Started Event

### SLDSMT\_MEDIA\_TO\_BIB\_STARTED

This event indicates that agent greeting call has been successfully set up.



---

**Note** This event is only available if extension version 0x000B0000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1 – Message type -SLDSMT\_MEDIA\_TO\_BIB\_STARTED
- dwParam2 – reserved (0)
- dwParam3 – reserved (0)

## Media to BIB Ended Event

### SLDSMT\_MEDIA\_TO\_BIB\_ENDED

This event indicates that the agent greeting has ended.



---

**Note** This event is only available if extension version 0x000B0000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1 – Message type -SLDSMT\_MEDIA\_TO\_BIB\_ENDED
- dwParam2 – result code:

- non 0: Agent Greeting was successfully played
- 0: Agent Greeting was not successfully played dwParam3 – result code

## Get IP and Port Event

### SLDSMT\_RTP\_GET\_IP\_PORT

This event indicates that the application has to set the RTP Port and IP information using existing SetRTP devspecific Extension. The application has to set the RTP information only for Dynamically Registered CTI Ports or Route Points and for static Registered CTI Ports, application has to open the port used for registration.




---

**Note** This event is available only if extension version 0x000B0000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1 – Message type -SLDSMT\_RTP\_GET\_IP\_PORT
- dwParam2 – IP Addressing Capability (from highest order bit to lowest)
  - First twenty three bits blank
  - SetRTPInfo (twenty fourth bit from MSB or ninth bit from LSB)
  - IP addressing mode 8 bits
- dwParam3 – reserved (0)

## MultiMedia Streams Data Notification Event

### SLDSMT\_MULTIMEDIA\_STREAMSDATA

When MultiMediaStreams Data Information is changed on a Call, SLDSMT\_MULTIMEDIA\_STREAMSDATA message is sent to the application.

The format of the parameters follows:

#### LINE\_DEVSPECIFIC

hDevice – TAPI call handle

dwParam1 – **SLDSMT\_MULTIMEDIA\_STREAMSDATA**

dwParam2 – unused

dwParam3 – unused

## Monitor Mode Update Event

### SLDSMT\_MONITORING\_MODE\_UPDATED

This event indicates that the monitoring mode has been successfully updated to the value in dwParam1 and is sent to active supervisor and agent lines.



---

**Note** This event is available only if extension version 0x000B0000 or higher is negotiated.

---

The format of the parameters follows:

- dwParam1 – Message type -SLDSMT\_MONITORING\_MODE\_UPDATED
- dwParam2 – monitoring mode

```
enum
{
    MonitorMode_Silent    = 1,
    MonitorMode_Whisper  = 2,
    MonitorMode_Active    = 3    // Not currently used
} MonitorMode;
```

- dwParam3 – active tone direction

```
enum
{
    PlayToneDirection_NoLocalOrRemote = 0,
    PlayToneDirection_LocalOnly,
    PlayToneDirection_RemoteOnly,
    PlayToneDirection_BothLocalAndRemote
} PlayToneDirection
```

