



# **Dialogic® Diva® Component API Developer's Reference Guide**

Part of the Dialogic® Diva® Software Development Kit

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## CHAPTER 1

### About this Online Guide

#### How to use this online guide

- To view a section, click the corresponding bookmark located on the left.
- To view a topic that contains further information, click the corresponding blue underlined phrase.
- You may wish to print out the pages required for developing your communication application.

#### Structure of this guide

This guide presents details and functional descriptions of all Dialogic® Diva® ActiveX Components. Examples, data structures, and return codes are provided.

This guide is structured as follows:

Section	Contents
<a href="#">Dialogic® Diva® SDK Overview</a>	Introduction to the Dialogic® Diva® software development kit and its application programming interfaces: the Dialogic® Diva® API, the Dialogic® Diva® Component API, and the Dialogic® Diva® API for .NET.
<a href="#">Dialogic® Diva® Component API Overview</a>	Introduction to and overview of the Diva ActiveX Components and their functionality
<a href="#">Operation Modes</a>	Description of the operation modes provided with the Diva ActiveX Components
<a href="#">DivaCall Overview</a>	Introduction to the component DivaCall. Description of methods, events, and properties of DivaCall
<a href="#">DivaCall References</a>	Description of DivaCall references
<a href="#">DivaSystem References</a>	Description of DivaSystem references
<a href="#">DivaInstance References</a>	Description of DivaInstance references
<a href="#">DivaDevice References</a>	Description of DivaDevice references
<a href="#">DivaConference References</a>	Description of DivaConference references
<a href="#">DivaToneResult References</a>	Description of DivaToneResult references

## CHAPTER 2

### Dialogic® Diva® SDK Overview

The Dialogic Diva SDK can be used in combination with Dialogic® Diva® Media Boards and Dialogic® Host Media Processing (HMP) software. On these communication platforms, the Diva SDK provides the following application programming interfaces (APIs): the Dialogic® Diva® API, the Dialogic® Diva® Components API, and the Dialogic® Diva® API for .NET. For the Diva Media Boards, two additional APIs are available: the Dialogic® Diva® Management API and the Extended CAPI 2.0.

It is planned that new versions of the Diva SDK will be released periodically, and it is intended that such new versions will be backwards compatible so as to allow applications developed on the basis of earlier versions of the Diva SDK to be used with the new versions.

The Diva SDK includes the following components:

- Libraries providing functions to access the Dialogic® Diva® communication platforms
- DLLs containing the interfaces and component services
- Programming samples in source code
- Documentation explaining the functions of the Diva SDK

The components can be found as follows:

Component	Path
Libraries of the Diva SDK	\SDK\BASIC\LIB\
DLLs of the Diva SDK and compiled samples applications	\SDK\BASIC\BIN
Samples for the Diva SDK	\SDK\BASIC\SAMPLES\
Libraries of the Diva Management API	\SDK\MANAGEMENT\LIB
Samples for the Management API	\SDK\MANAGEMENT\SAMPLES
Documentation	\SDK\DOC\

The Diva SDK is available on the Dialogic® Diva® Software Suite CD-ROM. You can also download it from the Dialogic web site under [http://www.dialogic.com/products/tdm\\_boards/development\\_tools/default.htm](http://www.dialogic.com/products/tdm_boards/development_tools/default.htm). If you download the software from the Dialogic web site, extract the files to your hard disk and do not change the directory structure of the extracted files.

The Diva SDK is freely distributed with Dialogic® communication platforms. You do not have to purchase licences for developing applications based on the software development kit.

### Dialogic® Diva® SDK application programming interfaces

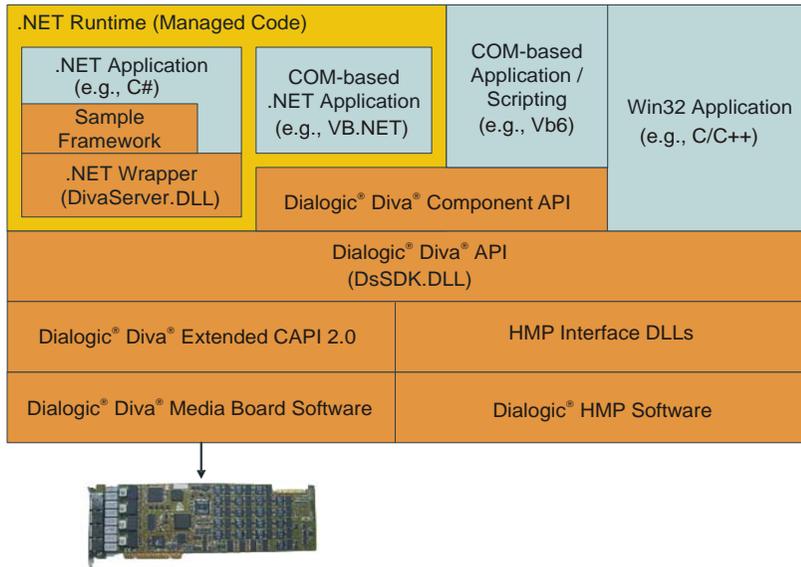
The five application programming interfaces (APIs) of the Dialogic® Diva® SDK represent different layers for the management and development of applications for Dialogic® Diva® communication platforms.

- Dialogic® Diva® API: It provides a high-level interface into the communication platforms that allows developers to implement communication applications. It also provides an additional library for data conversion like TIFF to SFF for fax applications.
- Dialogic® Diva® Component API: It provides a set of ActiveX components that allows developers to create new applications or to add telephony and communication features to existing applications. The Component API can be used from scripts and VB.NET and eliminates the need to write directly to a C / C++ API.
- Dialogic® Diva® API for .NET: It is based on the Dialogic® Diva® API and provides access to the Diva API from .NET based applications.
- Extended CAPI 2.0 (only for Dialogic® Diva® Media Boards): It provides Dialogic-specific CAPI extensions that are fully CAPI 2.0 compliant.

- Dialogic® Diva® Management API: It provides direct hardware access for monitoring, security, and statistics. This API should only be used by applications using CAPI 2.0.

Dialogic® communication platforms provide call control, media streaming, and management functionality that are available on the Diva API, the Diva Component API, and the Diva API for .NET.

The following figure shows the architecture of the programming interfaces and the applications that may access them:



### Dialogic® Diva® API

The Diva API is a high-level interface into the Diva communication platforms via a library of "C" function calls. This interface can allow developers to implement various communication applications faster and easier than in the traditional CAPI 2.0 application development.

The Diva API contains modules that can be used as basis for communication applications, such as fax and voice transfer or call control, and thus can facilitate the development of applications for these areas. The modules are intended to be updated so as to offer development bases for an ever increasing range of communication applications.

Even if the Diva API abstracts functions and provides a high level interface, access to low level functions is optionally available. Applications that require access to low level operations, e.g., control over signaling messages, can be performed on the Diva API. This allows existing applications to be extended using the same API, even if the requirements change. All CAPI 2.0 extensions are also available on the Diva API.

The Diva API also allows for access to the management interface of the Dialogic® Diva® Media Board for status and statistic information.

### Dialogic® Diva® Component API

The Diva® SDK includes the Diva Component API. This interface provides a set of ActiveX components that allow for creating new applications or for adding telephony and communication features to existing applications. The components can be used in Windows®-based development environments that support ActiveX components. The Diva Component API provides functionalities including: extended call control, voice streaming and recording, change of media on existing calls, conferencing, call transfer, retrieve status information of the hardware, flexible tone detection, and answering machine detection.

## Dialogic® Diva® API for .NET

The Diva API for .NET is based on the Dialogic® Diva® API. The functionality is exactly the same and where possible a one to one mapping is done. The Diva API for .NET documentation describes the architecture, the mapping of data types, and the modifications that have been done due to the .NET and especially the C# requirements.

Applications written for .NET may be based on two APIs provided by the Diva SDK: the Dialogic® Diva® Component API and the Dialogic® Diva® API for .NET. Both APIs use the feature rich Diva API to access the underlying communication platform. The Diva Component API allows for synchronous processing and is therefore often used by script-oriented applications. The decision as to which Dialogic® Diva® API can be used depends on the application requirements.

## Extended CAPI 2.0

The Extended CAPI 2.0 is only available for Dialogic® Diva® Media Boards and provides Dialogic-specific extensions for CAPI 2.0. The extensions are fully CAPI 2.0 compatible, and thus can be used with CAPI 2.0 applications. The following Dialogic-specific CAPI extensions are available:

- Echo canceller support for voice applications: This extension allows the voice application to place an echo canceller unit in the front end of a connection to suppress acoustical echo and signal return. The Dialogic extension and the new CAPI standard for echo canceller are supported.
- Extension for fax paper formats and resolutions: This extension enables fax transmission and reception with an extended range of paper formats and resolutions.
- Tone detection and generation extension for DTMF facility: This extension enables fax and voice applications to detect in-band signals such as busy tone, to report events like modem CNG or fax flag detection, to detect human speech, to report the unidentified tones, and to report that no signal is present on the line.
- Extensions for modem configuration: This extension enables to specify certain modulation and protocol-related parameters. Modulations can be removed from the auto moding list or specific modulations can be selected. The results of the modulation and the protocol negotiation are signaled to the application.
- Generic tone generator and detector support for voice applications: This extension provides built-in generic tone detector and generator facilities. The generic tone services include sine generators with programmable frequency and amplitude modulation, function generators with programmable signal shape, frequency, and amplitude modulation, noise generators with programmable crest factor and amplitude modulation, single tone detection, and dual tone detection.

Descriptions of the Dialogic-specific CAPI 2.0 extensions are available under `SDK/DOC`. The complete CAPI 2.0 specification can be downloaded from the web site [www.capi.org](http://www.capi.org).

**Note:** If you are developing CAPI 2.0 applications based on Dialogic® Diva® for Windows® software, the CAPI 2.0 is part of the Diva API in the Dialogic® Diva® Configuration Manager.

## Dialogic® Diva® Management API

The Diva Management API is only available for Dialogic® Diva® Media Boards and only applications based on the CAPI 2.0 may use this interface. Applications using the Dialogic® Diva® API, the Dialogic® Diva® Component API, or Dialogic® Diva® API for .NET should not use this API.

The Diva Management API offers a range of functions to retrieve status and statistics information:

- Retrieve status of lowest level ISDN access
- Retrieve active calls
- Generating statistic information for number of calls, etc.
- Notification of status changes

Applications using the Dialogic® Diva® API do not need to access the Diva Management API, because the Diva API already has built-in support for the Diva Management API.

The Diva Management API only registers information and executes functions within your system. You cannot use it for data transfer. For data transfer, you should use the Diva API or CAPI interface.

The status information provided by the Diva Management API is structured as a sort of "virtual" file space. It contains nodes (similar to directories) and values (similar to files), where each node and value is defined by its path and name. The information can be read out using Diva Management API functions. The DLL providing these functions is part of the Dialogic® Diva® for Windows® software.

The functions provided by the Diva Management API are extended periodically; however, the Diva Management API will remain backwards compatible such that applications based on an earlier Diva Management API can continue to be used with new versions.

## Dialogic communication platform-related information

The Dialogic® Diva® SDK uses the Dialogic® Diva® System Release software or the Dialogic® HMP System Release software to communicate to the TDM or IP-based communication resources. The Diva-based software is automatically started at system start and configured via the Dialogic® Diva® Configuration Manager.

The Dialogic HMP software is started either automatically when the system starts or manually depending on the configuration in the Dialogic® HMP Configuration Manager (DCM). With the initialization of the Dialogic® Diva® API by the application, the Dialogic HMP is initialized and configured. The configuration parameters are read from the file "dssdk.xml". Refer to the "Dialogic® HMP Software and Dialogic® Diva® SDK Installation and Configuration Guide" for details on those configuration parameters.

The Dialogic HMP features are based on licenses, and there are various options that can be combined. Based on the available licenses, Dialogic® Diva® API interface functions may return *DivaErrorNotSupported* if a requested function is not licensed or no more licenses are available. The following section provides detailed information.

The Diva API supports voice, conferencing, and fax on the Dialogic HMP software. In addition, mixed conferences between Dialogic® Diva® Media Boards and the Dialogic HMP software are supported. Tromboning, called Line Interconnect on the Diva API, is also supported between Diva Media Boards and the Dialogic HMP software.

The following license options are validated during startup of the Diva API:

- IP call control / RTP G.711
- voice
- speech integration
- conferencing
- fax

The Diva SDK allocates resources for the duration of a call. If a call is initiated as a voice call, a voice resource is allocated and assigned to this call. This resource remains allocated even if the application switches to fax mode later.

### IP call control / RTP G.711 resources

The amount of IP call control / RTP G.711 resources specifies the maximum number of channels. When started, the Dialogic® Diva® API creates the virtual line devices based on the configuration information that is specified in the configuration file. By default, only one line device is created for SIP-based communication using the available channels.

If line devices are configured and the amount of configured channels exceeds the licensed channels, the amount of channels for a line device or the amount of line devices may be limited. The application detects it in the information returned by *DivaGetNumLineDevices* and *DivaGetLineDeviceInfo*.

### Voice and speech integration resources

The Dialogic® HMP software provides voice resources for supporting features such as streaming audio, detecting DTMF tones, and generating DTMF tones. The capabilities of a voice resource depend on the license. If only "voice" is licensed, this resource can either play or record, but not both at the same time. A "speech integration" resource can play and record in parallel, and it supports an echo canceller. Based on the available voice resources, the Dialogic® Diva® API supports three different modes and the interface functions *DivaRecordVoiceFile* and *DivaSendVoiceFile* may behave differently. During system start, the Dialogic® Diva® SDK enumerates the Dialogic HMP software resources and selects one of the following three modes:

- Two voice resources per channel
- One speech integration voice resource per channel
- One voice resource per channel

### **Two voice resources per channel**

This mode allows to play and record in parallel and it is entered if two voice resources are available for each licensed IP-channel. The behavior of the functions *DivaRecordVoiceFile* and *DivaSendVoiceFile* is the same as on Dialogic® Diva® Media Boards.

When a call is established, the received audio is signaled to the application via the event *DivaEventDataAvailable* and can be retrieved by the application via *DivaReceiveAudio*.

### **One speech integration voice resource per channel**

This mode is entered if one speech integration license per IP-channel is available and it allows to play and to record in parallel. The functions *DivaRecordVoiceFile* and *DivaSendVoiceFile* behave like on Diva Media Boards. For received audio, the echo canceller can be enabled.

When a call is established, the received audio is signaled to the application via the event *DivaEventDataAvailable* and can be retrieved by the application via *DivaReceiveAudio*.

This mode allows for retrieving audio in small buffer sizes and is the base for bridging between TDM and IP-based calls.

### **One voice resource per channel**

This mode is entered if voice resources are licensed but none of the previously described modes can be selected. This mode allows to play or to record but not at the same time. If a recording is active, any *DivaSendVoice* function will fail.

When a call is established, the received audio is not automatically signaled to the application via the event *DivaEventDataAvailable*. If the application requires this event, it must enable this via the function *DivaEnableRxData* and ensure that no play is active.

### **Conference resources**

The Dialogic® Diva® SDK uses the HMP conference resources when an IP-based call is added to a conference. Note that creating a conference via *DivaCreateConference* will always succeed, even if no conference resource is licensed. The conference resource is allocated when an IP-based call is added to a conference using *DivaAddToConference*.

For each IP-based call that is added to a conference, one conference party resource is allocated and released when the call is disconnected or removed from the conference. An additional conference party resource is required if TDM and IP calls are bridged or if a play or record operation on the conference object is initiated. Note that once this additional resource is allocated, it remains at the conference object until the last IP-based call is removed from the conference or the conference object is released using *DivaDestroyConference*.

Applications may record from any conference member. Playing to an IP-based call that is part of a conference is not possible. In this case, the function *DivaSendVoiceFile* and the other sent voice-related functions will return *DivaErrorInvalidState*. The same is valid for a call that is line interconnected (tromboned) to another call.

### **Fax resources**

The fax resources licensed for the Dialogic® HMP software support T.38 and clear channel fax, and the maximum supported speed is 14.400 bps. Fax resources are allocated when the application initiates a fax call or when the remote peer indicates a call as a fax call. For Dialogic HMP-based IP calls, the supported fax data format is TIFF. The following fax formats are supported:

- DivaFaxFormatTIFF\_G3
- DivaFaxFormatTIFF\_G4
- DivaFaxFormatColorJPEG

## CHAPTER 3

### Dialogic® Diva® Component API Overview

The Dialogic® Diva® SDK provides a set of ActiveX components that allows for creating new applications or for adding telephony and communication features to existing applications. Using the Dialogic® Diva® Component API eliminates the need to write directly to a C / C++ API. It also abstracts the communication resources, so that users of the components do not need detailed understanding of communication architectures.

The Diva Component API can be used in any Windows®-based development environment that supports ActiveX components. The most common environment for the usage of ActiveX controls is Visual Basic®. The components of the Diva SDK are also designed to support scripting languages like Visual Basic Script and Java Script.

The Diva Component API provides a flexible interface to create applications easily, and to set and retrieve applications that specify communication details. Moreover, it provides well defined functionalities that include methods, properties, and events for call control, voice streaming, fax communication, data communication, and supplementary services. The Diva SDK abstracts the underlying ISDN specifications and ensures that the applications run in different environments without modification.

The communication channels of the installed Dialogic® Diva® Media Boards can be handled by the components, so that there is no need for the application to handle channel resources and call collisions.

#### Functionality

The Dialogic® Diva® Component API provides the following functionalities:

- Simple Call Control
- Extended Call Control
- Voice Streaming and Recording
- Fax Communication including Fax Polling
- Change of Media of existing calls
- Detection and Generation of DTMF Digits
- Supplementary Services, Call Transfer, Hold / Retrieve, Conference
- Line Interconnect
- Retrieve information on installed hardware
- Retrieve status information of devices

#### Components overview

The Dialogic® Diva® Component API provides the following components:

##### **DivaCall**

DivaCall handles exactly one call. It is used for call setup as well as media-specific communication and also supplementary services. It enables you to write scripts or programs easily.

##### **DivaSystem**

DivaSystem provides information on the number of installed Dialogic® Diva® communication resources and provides access to DivaDevice components for information on a specific board. In addition, instances are created that use DivaSystem.

##### **DivaInstance**

DivaInstance combines several DivaCall objects in one instance and is used for applications that process multiple calls at the same time. Call objects that are created based on DivaInstance get preset properties and the incoming call handling is optimized. The usage of DivaInstance is optional but recommended. DivaCall objects can also be created directly.

**DivaDevice**

DivaDevice represents a specific line with a well defined amount of channels and properties.

**DivaConference**

DivaConference allows for managing a conference with unlimited members. The conference, including mixing and automatic gain control, is handled by the underlying Dialogic® Diva® communication platform. Members of the conference are of the type DivaCall. The calls need to be connected before they can be added to the conference. The conference object is created based on DivaInstance. The method CreateConference returns an object of type DivaConference.

**Component install**

The Dialogic® Diva® SDK contains a set of binaries, libraries, and sample applications. In general, the installation of the Diva SDK is done by copying the directory tree to the hard disk or network. Developers are free to copy the directory tree manually to any location.

The components need to be registered on the target computer. The Diva SDK does not automatically register the components. Developers may register the components using the configuration utility CONFIG.EXE available in the bin directory of the SDK, or they may register the components manually using the regsrv32 utility of the operating system. In the bin directory of the SDK exists a batch file for registration and deregistration.

## CHAPTER 4

### Operation Modes

The methods of a component can handle requests synchronously or asynchronously. Synchronous means that the call for accessing a method or property returns when the method has been executed. Asynchronous means that the result of the access is delivered later by an event or a different method.

All properties are handled synchronously and return the information directly. For those methods that originally work asynchronously, the operation mode can be either synchronous or asynchronous. The default is synchronous mode.

#### Synchronous mode

If the synchronous mode is enabled, originally asynchronous methods are handled synchronously. In other words, they block the execution of the call until the requested operation is completed. This mode is also called blocking mode. It is selected by default if a component is created.

#### Asynchronous mode

If the asynchronous mode is enabled, asynchronous methods initiate the requested method and return right away. The progress or result is either reported by events, if enabled, or by methods that wait until the called method is completed. This mode is also called non-blocking mode.

#### Events

Events are optional and may be enabled by the application setting the *SignalEvents* property on the object. The ActiveX control exports an event interface that is conform to IDispatch. Applications may register to this interface and receive an event notification. Some scripting languages support the registration directly, e.g., in Visual Basic®, sub routines do the registration implicitly by writing to naming convention <object name>\_<Event name>.

A separate thread signals the events. The Dialogic® Diva® SDK ensures that thread blocking of the main application thread and the event signaling context is avoided.

#### Switching operation mode

Once the object is created, the default operation mode is synchronous. The application may change the operation mode at any time.

**Note:** Operation mode and events are independent. An application may enable event reporting for incoming calls and run the call synchronously from the event function like a call script.

## CHAPTER 5

### DivaCall Overview

This chapter explains the creating, programming, and deleting of DivaCall objects.

#### Creating DivaCall Objects

*DivaCall* can be created directly. The default is a voice call. All parameters are initialized to it. Applications that run one call per thread or process, e.g., a script, use a *DivaCall* object. A process may create several threads, each running one call.

A *DivaCall* object can also be created based on the component *DivaInstance*. *DivaCall* objects created on *DivaInstance* share common resources and have the same default properties, and they have to run in the same process space. Objects created on *DivaInstance* may use user-specific buffer sizes for communication. For applications serving several calls, it is recommended to create the *DivaCall* objects via *DivaInstance*.

#### Deleting DivaCall Objects

Deleting objects in languages like Visual Basic® using the command "Object=Nothing" does not immediately delete the object itself. This is done later by the garbage collector. The application should remove the listen before deleting the object, to ensure that objects, which are no longer used by the application, do not take any calls. In general, it is recommended to create the objects once and use them over the runtime of the application.

#### DivaCall programming

On the one hand, the methods and properties of *DivaCall* have been designed to ensure easy call control and media streaming. On the other hand, they provide extended information and capabilities to applications that require this information.

A *DivaCall* object handles one call and the media-specific streaming. The communication resources and the channel can be selected automatically or by setting a specific line device. The used media, e.g., voice or fax, may be changed during the call. The different media modes are named call types. The following call types are supported:

- Voice (default)
- Fax
- Analog Modem
- Digital Data
- X.75, reliable digital data
- V.120, reliable digital data
- GSM, V.110 for mobile connections

The following tables provide an overview of the methods, properties, and events of *DivaCall*. The tables separate them by call orientation, media-specific and supplementary service-specific.

Methods of DivaCall	
Name	Comment
Connect	Establishes a connection using the call properties set previously to this call.
Disconnect	Disconnects a connection.
Listen	Only available if events are enabled. For non-event mode, use WaitForCall.
Alert	Sends an alert for an incoming call.
Answer	Answers an incoming call. Only available if events are enabled. For non-event mode, use WaitForCall.
Reject	Rejects an incoming call with a specific reason.
WaitForCall	Timed wait for incoming calls of the selected properties.

<b>Methods of DivaCall</b>	
<b>Name</b>	<b>Comment</b>
SetCallType	Changes the type of the call, e.g., from voice to fax.
WaitAsyncComplete	Waits for the last initiated asynchronous action to complete.
SendVoiceFile	Sends a single file. Asynchronous or synchronous depending on property AsyncMode.
SendVoiceFiles	Sends multiple files, e.g., announcement of time. Asynchronous or synchronous depending on the property AsyncMode.
SendVoiceFilesEx	Sends single or multiple files with the ability to return on certain digits.
StopSending	Terminates any pending streaming.
RecordVoiceFile	Records a voice file, options to limit time and silence.
StopRecording	Stops recording.
GetDigits	Waits for specific digits.
ClearDetectedDigits	Clears the internal digit buffer.
SendDigits	Sends single or multiple DTMF digits.
SendTone	Sends a single tone, optional continuous tone.
StopTone	Stops the sending of a continuous tone.
ClearDetectedTones	Clears internal tone buffer.
EnableSingleToneDetector	Enables the generic detector for a single tone.
EnableDualToneDetector	Enables the generic detector for dual tones.
DisableToneDetector	Disables the generic tone detector.
GetToneDetectorResult	Retrieves the results for a detected tone.
EnableAMD	Enables the answering machine detector.
DisableAMD	Disables the answering machine detector.
SendFax	Sends a single fax file.
SendFaxes	Sends multiple fax files to one receiver.
ReceiveFax	Receives a fax document to a file.
SendData	Sends plain data, depends on the call type.
ReceiveData	Receives plain data.
Hold	Puts a call on hold.
Retrieve	Retrieves a call.
BlindCallTransfer	Transfers a call to the given destination.
SetupSupervisedCallTransfer	Creates a consultation call for a supervised call transfer.
CompleteSupervisedCallTransfer	Completes a supervised call transfer.
InterConnect	Trombones two calls with optional transaction recording.
InterDisconnect	Removes a previously set tromboning.
ConnectAudioProvider	Switches the audio stream for the call to an audio provider.
DisconnectAudioProvider	Disconnects the audio stream from the audio provider.

<b>Properties of DivaCall</b>			
<b>Name</b>	<b>Get</b>	<b>Put</b>	<b>Comment</b>
SignalEvents	x	x	If set, events are signaled. Please note that events and synchronous/asynchronous mode are independent.
AsyncMode	x	x	Selects if following calls to methods are synchronous or asynchronous.
Device	x	x	Sets the line device to be used for an outgoing call. Reads the used line device.
LocalNumber		x	Specifies the local number to be signaled with an outgoing call.
LocalSubAddress		x	Specifies the local subaddress to be signaled with an outgoing call.
CallingNumber	x		Calling number of an incoming call.
CalledNumber	x		Called number of an incoming call.
Channel	x		Used channel for the call.
RxSpeed	x		Speed in receive direction.
TxSpeed	x		Speed in send direction.
Compression	x		Negotiates compression. Only if call type allows it.
DisconnectReason	x		States the reason for the disconnection of the call.
DetectedDigits	x		Returns the detected digits from the internal buffer.
EnabledDTMFToneSplitting		x	If true, store DTMF and tones in separate buffers.
DetectedTones	x		Returns the detected tones.
SingleToneDetectorMinFrequency		x	Sets the lower range to report detected tones.
SingleToneDetectorMaxFrequency		x	Sets the upper range to report detected tones.
FaxLocalId		x	Sets the local fax ID.
FaxHeadLine		x	Sets the headline to be used for outgoing faxes.
FaxMaxSpeed		x	Sets the maximum speed allowed.
FaxEnablePolling		x	Enables the active or passive polling.
FaxDisableHighResolution		x	Forces the fax to standard mode.
FaxDisableMR		x	Disables Modified Read (MR) fax compression.
FaxDisableMMR		x	Disables Modified Modified Read (MMR) fax compression.
FaxDisableECM		x	Disables Error Correction Mode (ECM).
FaxMultipleDocument		x	Specifies that the fax session will send multiple documents.
FaxReverseSession		x	Fax session will change direction during a call.
FaxRemoteId	x		ID of the remote fax.
FaxHighResolution	x		Negotiated resolution, if true then high resolution.
FaxMRActive	x		If true, the current call uses MR compression.
FaxMMRActive	x		If true, the current call uses MMR compression.
FaxECMActive	x		If true, the current call uses ECM.
FaxPollingActive	x		If true, the fax session uses polling mode.
FaxPages	x		Contains the amount of sent fax pages.
FaxEnableColor		x	Enables the negotiation of the color fax mode.
FaxColorSelected	x		Reads the result of the color fax negotiation.
FaxStoreMode		x	Sets how received pages are stored.

Properties of DivaCall			
Name	Get	Put	Comment
VoiceEnableEchoCanceller		x	If set, the echo canceller will be enabled for the connection.
VoiceEchoCancellerActive	x		Specifies if the echo canceller is active.
EnableExtendedToneDetection			Enables or disables extended tone detection.
EnableDigitDetection			Enables the detection of DTMF and fax calling tones.
CallState	x		Retrieves the call state. Valid states are defined in <a href="#">DivaCallState</a> .
SignaledService	x		Retrieves the service signaled for an incoming call.
Signal Service		x	Set the service to be signaled for an outgoing call.
RemoveDigitsFromStream		x	Remove a received DTMF from a recorded audio signal.
X25CalledAddress	x	x	Sets the called address for an outgoing call. Read the called address for an incoming call.
X25CallingAddress	x	x	Sets the calling address for an outgoing call. Read the calling address for an incoming call.
X25NCPI	x	x	Sets or reads the plain NCPI for X.25.
TransferUseSameChannel		x	Sets that the same channel is used for a consultation call created by <a href="#">BlindCallTransfer</a> .
TransferNoHold		x	Sets that the main call is not placed on hold by <a href="#">BlindCallTransfer</a> and <a href="#">SetupSupervisedCallTransfer</a> .
TransferCompleteOnAlerting		x	Sets that the transfer initiated by <a href="#">BlindCallTransfer</a> is completed on alerting.
TransferCompleteOnProceeding		x	Set that the transfer initiated by <a href="#">BlindCallTransfer</a> is completed on proceeding.
InputVolume		x	Sets the input volume.
OutputVolume		x	Sets the output volume.
RedirectNumber	x		Reads the redirected number.
RedirectReason	x		Reads the redirect reason.
CalledNumberType	x	x	Sets or reads the type of the called number.
CalledNumberId	x	x	Sets or reads the identifier of the called number.
CallingNumberType	x	x	Sets or reads the type of the calling number.
CallingNumberId	x	x	Sets or reads the identifier of the calling number.
CallingNumberPresentation	x	x	Sets or reads the calling number presentation.
CallingNumberScreening	x	x	Sets or reads the calling number screening.

Events of DivaCall	
Name	Comment
OnIncomingCall	Called if an incoming call is detected. Requires that SignalEvent is set to true and a listen has been placed.
OnCallProgress	Called when the call reaches the proceeding or alerting state.
OnConnected	Called if the call is connected. Requires that SignalEvent is set to true.
OnDisconnected	Called if the call is disconnected. Requires that SignalEvent is set to true.
OnToneReceived	Called if a tone, DTMF, or specific tone is received. The tone is provided with the call and remains also in the DigitBuffer.
OnVoiceStreamed	Called when the streaming of audio is finished.
OnRecordEnded	Called when the recording is finished.
OnFaxPageProcessed	Called when a fax page has been sent or received.

Events of DivaCall	
Name	Comment
OnFaxProcessed	Called when a fax is successfully sent or received.
OnSuppServeCompleted	Called when a supplementary service operation is completed.
OnDataAvailable	Called when data for a data oriented call (not fax or voice) is available.
OnSingleToneDetected	Called when a single tone is detected.
OnDualToneDetected	Called when a dual tone is detected.
OnAMDFinished	Called when the answering machine detector has finished the analysis.

### Outbound calls

Outbound calls are made by calling the *Connect* method on the *DivaCall* object. The application may set certain properties like call type and local number before calling *Connect*. With calling the *Connect* method the call type and the destination is selected.

### Inbound calls

An application may receive incoming calls on two ways. Either the application places a listen and is notified via event when the call comes in, or the application calls *WaitForCall*. The application can select the kind of services and an optional number filter for both options.

### Streaming and Recording Voice

Streaming and recording of audio can be handled by various methods using different audio formats. Audio streaming and recording is file-based, either as a wave file or as a so called raw file. Raw files contain only the audio data without any header information. The supported audio formats are defined by *DivaAudioFmt*. The following codecs are available:

- a-law, 8 KHz, 8 Bit Mono
- $\mu$ -law, 8 KHz, 8 Bit Mono
- PCM, 8 KHz, 8 Bit Mono
- PCM, 8 KHz, 16 Bit Mono

Streaming and recording can be done synchronously or asynchronously depending on the settings of the property *AsyncMode*. In synchronous mode, the method returns when the streaming or recording is finished. In asynchronous mode, the method returns when the streaming or recording is in process and the end is either signaled by event or the application uses *WaitAsyncComplete* to detect the end.

Audio can be streamed from a single file using *SendVoiceFile*. Multiple files can be streamed using *SendMultipleVoiceFiles*. For continuous streaming with or without automatic return upon receive of digits, *SendVoiceFilesEx* is available. Continuous streaming can be limited by a maximum duration.

When the end of a streaming is indicated, either by return of the method or an event, the audio is sent to the line.

For recording of audio the method, *RecordVoiceFile* is available. The method provides various options to limit the recording. All options are optional. The maximum record time can be specified as well as the maximum silence. Recording can be interrupted when receiving certain digits.

### Sending and Receiving Faxes

Sending and receiving fax documents is supported by high level functions. Faxes are sent from or received to files. Supported formats are TIFF, class F RLE and G3 compression, and the SFF format.

In synchronous mode, the methods return when the fax has been sent or received. This may take several minutes depending on the amount of pages.

In asynchronous mode, events are signaled, if enabled, for each page and for the completion of the document.

**Note:** The page event is not signaled for the last page of a document.

Multiple fax documents may be sent using one connection via the method *SendFaxFiles*. Using this function requires that the property *FaxMultipleDocument* is enabled before the connection is established.

## Switching Media Modes

Depending on the application it may be necessary to change the media mode of the data channel, while the physical call remains connected. The method *SetCallType* provides this function.

The application may set any data channel-related properties, e.g., fax properties before calling *SetCallType*.

## Detecting Digits and Tones

The Dialogic® Diva® Media Board supports the detection of DTMF digits and extended tones. Handling of DTMF digits and extended tones can be selected separately. The way of retrieving and processing detected digits or extended tones is done via the same set of methods and properties. By default, no detection is enabled. Two properties exist to enable and disable digit detection and extended tone detection:

- *EnableDigitDetection*
- *EnableExtendedToneDetection*

If one or both are enabled, the detected digits or tones are written to the internal buffer. They can be retrieved using the *DetectedDigits* property (read only).

**Note:** The detected digits or tones remain in the buffer until they are reset with the method *ClearDetectedDigits*.

The function *GetDigits* is used to set certain parameters and waits in synchronous mode for the settings. *GetDigits* implicitly enables the DTMF digit detection. If extended tone detection is enabled, these tones are also handled.

If the asynchronous mode is set, the application either uses *WaitAsyncComplete* to get the result from *GetDigits* or establishes an event method.

Applications may want to receive detected digits and tones in separate buffers. This can be enabled via the property *EnableDTMFToneSplitting*. If the property is set to true, the detected tones are placed in a separate buffer. This buffer can be retrieved by the property *DetectedTones*.

## Generating Digits and Tones

Digits and various tones can be generated. The method *SendDigits* sends one or more digits. The method is always synchronous and returns when the digits have been sent.

Tones can be generated as a single tone or as continuous tone. The method *SendTone* initiates sending of a tone. If the duration is set to non-zero, the tone is automatically stopped after the specified time. By setting the duration to zero, the application can control the length of the tone manually. In this case, the application has to call *StopTone* to stop the tone.

## CHAPTER 6

### DivaCall References

DivaCall Methods, DivaCall Properties, DivaCall Events, and DivaCall Result Codes are part of DivaCall References. This chapter describes these references in detail. For a description of DivaCall Methods, see below. You can find a detailed description of DivaCall Properties in the section [DivaCall Properties](#) on page 56. DivaCall Events are described in [DivaCall Events](#) on page 81. DivaCall Result Codes are described in [DivaCall Result Codes](#) on page 118.

### DivaCall Methods

This section contains various DivaCall Methods.

#### Connect

Connects to a remote party.

```
retVal = object.Connect ( Destination, CallType )
```

#### Parameter

*Destination*

String value containing the number to dial.

*CallType* (optional)

Long value indicating the type of call. The parameter is optional. The default is voice.

#### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

#### Remarks

This is an asynchronous method. If the asynchronous mode is disabled (default), the method blocks until the call is completed or failed. The return code *DivaResultSuccess* indicates that the call has been established.

Note that call properties, e.g., Fax local Id and headline in case of call type Fax, must be set prior to the call to Connect.

If asynchronous mode is enabled, the method initiates the call and returns. The return code *DivaResultSuccess* indicates that the call is in progress. The state of the call is either signaled as event *OnConnected* or the application may wait for asynchronous completion by *WaitAsyncComplete*.

#### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711" )
If ( retVal= DivaResultSuccess ) Then
    CallObj.Disconnect ( )
End If
```

#### See also

[WaitAsyncComplete](#), [OnConnected](#), [OnCallProgress](#), [OnAMDFinished](#)

## Listen

Listens for a call on one or all devices.

```
retVal = object.Listen ( ServiceType, NumberFilter )
```

### Parameter

*ServiceType* (optional)

Long value indicating the service to listen for. The parameter is optional, the default is *DivaListenServiceAll*.

*NumberFilter* (optional)

String value containing the filter for incoming calls. This can be a single number, or a list of numbers separated by semicolons. The numbers may contain wildcards for a single digit or a sequence. Ranges can be defined by two numbers separated by a "-" sign. The parameter is optional, by default no filter is active.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

This is an asynchronous method and works only if event reporting is enabled. Applications that disable event reporting mode need to use *WaitForCall*.

Incoming calls are checked against the service and the number filter. The event *OnIncomingCall* indicates if the call matches. When implementing *OnIncomingCall*, the allocation may process the call via synchronous functions.

The property *Device* sets the devices that should be used. By default, listen is enabled on all devices.

### Example

The following Visual Basic® (VB) sample shows how incoming calls are signaled via event.

```
Dim WithEvents CallObj As DivaCall

Private Sub Form_Load ()
    Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
    retVal = CallObj.Listen ( DivaListenServiceAll )
End Sub

Sub CallObj_OnIncomingCall ( )
    'This will be called when the call is signaled.
    retVal = CallObj.Answer ( DivaCallTypeVoice )
    if ( retVal = DivaSuccess ) Then
        'Stream audio, then record and this is an answering machine.
    End If
EndSub
```

### See also

[WaitAsyncComplete](#), [OnConnected](#)

## WaitForCall

Waits for an incoming call for a maximum amount of time.

```
retVal = object.WaitForCall ( CallType, NumberFilter, MaxSecondsToWait )
```

### Parameter

*CallType* (optional)

A long value that indicates the type of calls to answer. The parameter is optional. The default is *DivaCallType\_Voice*.

*NumberFilter* (optional)

String value containing the filter for incoming calls. This can be a single number, or a list of numbers separated by semicolons. The numbers may contain wildcards for a single digit or a sequence. Ranges can be defined by two numbers separated by a "-" sign.

The parameter is optional, by default no filter is active.

*MaxSecondsToWait* (optional)

A long value indicating the maximum amount of seconds to wait for an incoming call. If it is set to zero, no timeout is set.

### Returns

*DivaResultSuccess* (0) if a call is successfully connected. *DivaResultTimeout* if the waiting time is reached. If the call setup failed, an error code returns.

### Remarks

This is a purely synchronous method that is only available if asynchronous mode is disabled.

Incoming calls are checked against the service and the number filter. If the call matches, the call is automatically accepted using the given call type, and the method returns *DivaResultSuccess*. Depending on the call type, the application can start streaming or data transfer right away.

The *ListenDeviceMask* property sets the devices that should be used. By default, waiting for calls on all devices is enabled.

### Example

The following VB sample shows how incoming calls are signaled via event.

```
Dim CallObj As DivaCall

Private Sub Form_Load ()
    Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
    retVal = CallObj.WaitForCall ( DivaCallType_Voice, "", 30 )
    If ( retVal = DivaResultSuccess ) Then
        CallObj.Disconnect ( )
    End If
End Sub
```

### See also

[Disconnect](#), [Listen](#), [OnIncomingCall](#)

## Alert

Sends alert for an incoming call.

```
retVal = object.Alert ( )
```

### Parameter

None

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

An application may need some time to decide if the call should be answered. In order to keep the remote side ringing, an alert may be sent to the remote party.

*Alert* is a synchronous method. However, *Alert* can only be used if the application listens for calls using the *Listen* method. Applications using *WaitForCall* cannot use this method.

### Example

The following VB sample shows how incoming calls are alerted.

```
Dim WithEvents CallObj As DivaCall

Private Sub Form_Load ()
    Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
    retVal = CallObj.Listen ( 0, "", 0 )
End Sub

Sub CallObj_OnIncomingCall ( )
    'This will be called when the call is signaled.
    Call CallObj.Alert ( )
EndSub
```

### See also

[Listen](#), [Answer](#), [Reject](#)

## Answer

Answers the call using the given call type.

```
retVal = object.Answer ( CallType )
```

### Parameter

*CallType* (optional)

Long value containing the call type to be used. The parameter is optional, the default value is *DivaCallType\_Voice*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

This is an asynchronous method and works only if asynchronous mode is enabled. Applications that disable asynchronous mode need to use *WaitForCall*.

The application needs to set the type of the call, e.g., voice or fax.

### Example

The following VB sample shows how incoming calls are signaled via event.

```
Dim WithEvents CallObj As DivaCall

Private Sub Form_Load ()
    Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
    retVal = CallObj.Listen ( )
End Sub

Sub CallObj_OnIncomingCall ( )
    'This will be called when the call is signaled.
    retVal = CallObj.Answer ( )
EndSub
```

### See also

[Listen](#), [OnConnected](#), [OnIncomingCall](#), [Disconnect](#)

### Reject

Rejects the call being signaled.

```
retVal = object.Reject ( Reason )
```

### Parameter

*Reason* (optional)

The parameter specifies the reason for the call rejection. The default value is *DivaRejectNormalCallClearing*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*Reject* is a synchronous method. It can only be used if the application listens for calls using the *Listen* method. Applications using *WaitForCall* cannot use this method.

The reason is sent to the network to inform the calling party why the call could not be answered. If the reason is set to *DivaAllowOthers*, the call is ignored. In certain environments, this allows other devices or applications to answer the call.

### Example

The following VB sample shows how incoming calls are signaled via event.

```
Dim WithEvents CallObj As DivaCall

Private Sub Form_Load ()
    Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
    retVal = CallObj.Listen ( 0, "", 0 )
End Sub

Sub CallObj_OnIncomingCall ( )
    'This will be called when the call is signaled.
    retVal = CallObj.Reject ( DivaRejectDestinationOutOfOrder )
EndSub
```

### See also

[Listen](#), [OnConnected](#), [OnIncomingCall](#), [Disconnect](#), [Alert](#), [Answer](#)

## Disconnect

Disconnects the call.

```
retVal = object.Disconnect ( )
```

### Parameter

None

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*Disconnect* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the call is completed or failed. The return code *DivaResultSuccess* indicates that the call has been disconnected.

If asynchronous mode is enabled, the method initiates the disconnection and returns. The change of the call's state is either signaled with the event *OnDisconnected* or the application may wait for asynchronous completion by *WaitAsyncComplete*.

### Example

The following VB sample shows how incoming calls are signaled via event.

```
Dim WithEvents CallObj As DivaCall

Private Sub Form_Load ()
    Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
    retVal = CallObj.Listen ( 0, "", 0 )
End Sub

Sub CallObj_OnIncomingCall ( )
    'This will be called when the call is signaled.
    'Do processing then disconnect
    retVal = CallObj.Disconnect ( )
EndSub
```

### See also

[Listen](#), [OnConnected](#), [OnDisconnected](#), [Connect](#), [Answer](#)

## SetCallType

Sets the call type for a connected call. This changes the media type of the call.

```
retVal = object.SetCallType ( NewCallType )
```

### Parameter

*NewCallType*

Long value indicating the new type of the call.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SetCallType* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the call is completed or failed. The return code *DivaResultSuccess* indicates that the call type has been changed and the data channel is connected for the selected call type.

If asynchronous mode is enabled, the method initiates the change of the call type and returns. A return code of *DivaResultSuccess* indicates that the type change is in progress. The event *OnConnected* signals the state of the call, or the application may wait for asynchronous completion by *WaitAsyncComplete*.

**Example**

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711", DivaCallTypeVoice )
If ( retVal= DivaResultSuccess ) Then
    'Call connected do some processing
    Call SendVoiceFile ( "GreetingMessage.wav" )
    retVal = SetCallType ( DivaCallTypeFax )
    If ( retVal = DivaResultSuccess )
        Call DivaSendFax ( "MyImage.tif" )
    End If
    CallObj.Disconnect ( )
End If
```

**See also**

[WaitAsyncComplete](#), [OnConnected](#)

**WaitAsyncComplete**

Waits for an asynchronous operation to complete.

```
retVal = object.WaitAsyncComplete ( MaxSeconds )
```

**Parameter**

*MaxSeconds*

Long value indicating the maximum time in seconds to wait.

**Returns**

The return value depends on the asynchronous operation that is currently in progress.

**Remarks**

*WaitAsyncComplete* is only available if asynchronous mode is enabled. It waits for the completion of one or more pending actions.

**Example**

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711", DivaCallTypeVoice )
If ( retVal= DivaResultSuccess ) Then
    CallObj.AsyncMode = True
    Call SendVoiceFile ( "GreetingMessage.wav" )
    Call RecordVoiceFile ( "MyRecord.wav" )
    WaitAsyncComplete ( 0 )
    CallObj.AsyncMode = False
    CallObj.Disconnect ( )
End If
```

**See also**

[Connect](#), [SendVoiceFile](#), [RecordVoiceFile](#)

## SendVoiceFile

Streams audio information from a file.

```
retVal = object.SendVoiceFile ( Filename, Format )
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the file to be streamed. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaAudioAutodetect*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendVoiceFile* opens the given file and streams the data. If the parameter *Format* is set to *DivaAudioAutodetect*, the format is automatically detected from the file header.

The file name may include drive / network share and path information. If only the file name is given, only the current directory is searched.

*SendVoiceFile* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the streaming is completed or the call is disconnected. A return code of *DivaSuccess* indicates that the streaming has finished.

### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711" )
If ( retVal= DivaResultSuccess ) Then
    retVal = SendVoiceFile ( "GreetingMessage.wav" )
    CallObj.Disconnect ( )
End If
```

### See also

[SendVoiceFiles](#), [SendVoiceFilesEx](#), [StopSending](#), [RecordVoiceFile](#)

## SendVoiceFiles

Streams audio information from several audio files.

```
retVal = object.SendVoiceFiles ( Filenames, Format )
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the files to be streamed. The single files to be streamed are separated by commas. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaAudioAutodetect*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

## Remarks

*SendVoiceFiles* streams the audio information from the files. No gap will occur between the different files. The parameter *Filename* contains the files to be streamed. The files are separated by commas.

If the parameter *Format* is set to *DivaAudioAutodetect*, the format is automatically detected from the file header. If the format is not set to *DivaAudioAutodetect*, the files need to have the same audio format.

The file names may include drive / network share and path information. If only the file name is given, only the current directory is searched.

*SendVoiceFiles* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the streaming is completed or the call is disconnected. A return code of *DivaSuccess* indicates that the streaming has finished.

## Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ("08154711")
If ( retVal= DivaResultSuccess ) Then
    retVal = SendVoiceFiles ( "GreetingMessage.wav", "Beep.wav" )
    CallObj.Disconnect ( )
End If
```

## See also

[SendVoiceFile](#), [SendVoiceFilesEx](#), [StopSending](#), [RecordVoiceFile](#)

## SendVoiceFilesEx

Streams audio information from one or several audio files and optionally detects and returns on digits.

```
retVal = object.SendVoiceFilesEx ( Filename, TonesToReturn, DetectedTone, Format, Continuous, MaxSeconds )
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the files to be streamed. The single files to be streamed are separated by commas. See [Remarks](#).

*TonesToReturn*

The parameter *TonesToReturn* is a string value that specifies a list of tones that complete an asynchronous operation.

*DetectedTone* (optional)

The parameter *DetectedTone* specifies the location to which the detected tone is written. The parameter is optional. The default value is zero.

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional, the default value is *DivaAudioAutodetect*.

*Continuous* (optional)

The parameter *Continuous* is a Boolean value. If set, the audio streaming is repeated until the maximum time is reached or the call is disconnected. The parameter is optional. The default is false.

*MaxSeconds* (optional)

The parameter *MaxSeconds* is a long value that specifies the maximum time the audio should be streamed. A value of zero specifies no limitation. The parameter is optional. The default is no timeout.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

## Remarks

*SendVoiceFilesEx* streams the audio information from the files. Between the different files no gap will occur. The parameter *Filename* contains the files to be streamed. They are separated by commas.

If the parameter *Format* is set to *DivaAudioAutodetect*, the format is automatically detected from the file header. If the format is not set to *DivaAudioAutodetect*, the files need to have the same audio format.

The file names may include drive / network share and path information. If only the file name is given, only the current directory is searched.

*SendVoiceFilesEx* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the streaming is completed, one of the *TonesToReturn* is detected, or the call is disconnected. A return code of *DivaSuccess* indicates that the streaming is finished. If the return code is *DivaResultToneDetected*, the tone is reported via the parameter *DetectedTone*.

## Example

```
Dim CallObj
Dim Detected as long
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ("08154711")
If ( retVal= DivaResultSuccess ) Then
    retVal = SendVoiceFilesEx ( "GreetingMessage.wav", "12", Detected )
    If ( retVal = DivaResultToneDetected ) Then
        If ( Detected = 49 ) Then
            'Action for tone '1'
        Else
            'Action for tone '2'
        End If
    End If
    CallObj.Disconnect ( )
End If
```

## See also

[SendVoiceFile](#), [SendVoiceFiles](#), [StopSending](#), [RecordVoiceFile](#)

## StopSending

Terminates the streaming of the data.

```
object.StopSending ( )
```

### Parameter

None

### Returns

None

### Remarks

This is a synchronous method.

The method terminates any pending data streaming. If audio streaming is active, the pending audio buffers are discarded, and the streaming stops right away.

## Example

```
CallObj.StopSending ( )
```

## See also

[SendVoiceFile](#), [SendVoiceFiles](#), [SendVoiceFilesEx](#)

## RecordVoiceFile

Records audio to a file. Optionally, it stops recording on certain criteria.

```
retVal = object.RecordVoiceFile ( Filename, Format, MaxSeconds, MaxSilence, TonesToReturn )
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the files to be streamed. The individual files to be streamed are separated by commas. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaAudioDefault*.

*MaxSeconds* (optional)

The parameter *MaxSeconds* is a long value and specifies the maximum recording length in seconds. A value of zero indicates no timeout. The parameter is optional. The default is no timeout.

*MaxSilence* (optional)

The parameter *MaxSilence* is a long value that specifies the maximum silence in seconds. If this timeout is reached, recording is finished. A value of zero specifies no silence detection. The parameter is optional. The default is no detection.

*TonesToReturn*

The parameter *TonesToReturn* is a string value that specifies a list of tones that complete a synchronous operation. See [Remarks](#).

### Returns

In asynchronous mode, the return value is *DivaResultSuccess* (0) if successful. In case of an error, the method returns an error code. If the function is called with disabled asynchronous mode, the return value depends on the operation mode and the parameter. See [Remarks](#).

### Remarks

The method records the audio information to the specified file. The file name may include drive / network share and path information.

If only the file name is given, the file is placed in the current directory. If the parameter *Format* is set to *DivaAudioDefault*, the format is set to PCM 8 KHz Mono.

*RecordVoiceFile* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until one of the following occurs:

- The call is disconnected. The return value is *DivaResultDisconnected*.
- *MaxSeconds* is set to non-zero and the timeout has been reached. The return value is *DivaResultTimeReached*.
- *MaxSilence* is set and the silence has been detected. The return value is *DivaResultSilenceDetected*.
- The tones to return are specified and one of those is detected. The return value is *DivaResultToneDetected*. The digit buffer contains the tones detected during recording.

In asynchronous mode, the method returns and the progress is signaled by events. In this mode, the *TonesToReturn* are not evaluated. Any received DTMF digit is signaled to the *OnToneReceived* function and the recording needs to be stopped from this function using *StopRecording*.

### Example

```
'Simple answering machine

Dim CallObj
Dim Detected as long
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.WaitForCall ( )
If ( retVal= DivaResultSuccess ) Then
    retVal = SendVoiceFile( "GreetingMessage.wav" )
    If ( retVal = DivaResultSuccess ) Then
        Call RecordVoiceFile ( "MyMessage.wav" )
    End If
    CallObj.Disconnect ( )
End If
```

### See also

[SendVoiceFile](#), [SendVoiceFiles](#), [StopSending](#), [StopRecording](#)

## StopRecording

Terminates the recording of the data.

```
object.StopRecording ( )
```

### Parameter

None

### Returns

None

### Remarks

The method terminates any pending audio recording.

*StopRecording* is a purely synchronous method. When the function returns, the audio recording has been finished and the audio file is closed.

### Example

```
CallObj.StopRecording ( )
```

### See also

[RecordVoiceFile](#)

## GetDigits

Detects and waits for certain digits.

```
retVal = object.GetDigits ( MaxDigits, MaxTime, MaxSilence, Digits, DigitsToReturn )
```

### Parameter

*MaxDigits*

The parameter *MaxDigits* is a long value that specifies the amount of digits to wait for.

*MaxTime* (optional)

The parameter *MaxTime* is a long value and specifies the maximum time to wait for digits in seconds. A value of zero indicates no timeout. The parameter is optional. The default is no timeout.

*MaxSilence* (optional)

The parameter *MaxSilence* is a long value that specifies the maximum time in seconds between two received digits. If the time is reached, the detection is finished. A value of zero specifies no timeout. The parameter is optional. The default is no detection.

### *Digits* (optional)

The parameter *Digits* specifies the location where to place the detected digits. The parameter is optional. The default value is no buffer. The detected tones are also added to the digit buffer.

### *DigitsToReturn* (optional)

The parameter *DigitsToReturn* is a string value that specifies a list of digits which completes an asynchronous operation.

### Returns

In asynchronous mode, the return value is *DivaResultSuccess* (0) if successful. In case of an error, the method returns an error code.

If the function is called with disabled asynchronous mode, the return value depends on the operation mode and the parameter. See [Remarks](#).

### Remarks

The method initiates the detection of digits. The detected digits are placed in the digit buffer and can be retrieved by *GetDetectedDigits*.

**Note:** The digits remain in the buffer and need to be cleared using the *ClearDetectedDigits* method.

*GetDigits* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until one of the following occurs:

- The call is disconnected. The return value is *DivaResultDisconnected*.
- The specified amount of digits has been detected or one of the *DigitsToReturn* has been detected. The return value is *DivaResultToneDetected*.
- MaxSeconds is set to non-zero and the timeout has been reached. The return value is *DivaResultTimeReached*.
- MaxSilence is set and the timeout has been detected. The return value is *DivaResultSilenceDetected*.

### Example

```
'Wait 10 seconds for a 3 digit extension.  
retVal = CallObj.GetDigits ( 3, 10 )
```

### See also

[ClearDetectedDigits](#), [SendDigits](#), [SendTone](#), [StopTone](#)

## ClearDetectedDigits

Removes any digits from the internal buffer.

```
object.ClearDetectedDigits ( )
```

### Parameter

None

### Returns

None

### Remarks

*ClearDetectedDigits* deletes any detected tones or digits from the internal buffer.

It is a purely synchronous method.

### Example

```
CallObj.ClearDetectedDigits ( )
```

### See also

[GetDigits](#), [SendDigits](#), [SendTone](#), [StopTone](#)

## SendDigits

Sends the given digits.

```
retVal = object.SendDigits ( Digits )
```

### Parameter

*Digits*

The parameter *Digits* is a string value that contains the digits to be sent.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendDigits* sends the given digits. It is a purely synchronous method.

### Example

```
retVal = SendDigits ( "998877" )
```

### See also

[GetDigits](#), [ClearDetectedDigits](#), [SendTone](#), [StopTone](#)

## SendTone

Sends the given tone.

```
retVal = object.SendTone ( Tone, Duration )
```

### Parameter

*Tone*

The parameter *Tone* contains the tone to be sent and is a value of the type [DivaTones](#).

*Duration* (optional)

The parameter *Duration* specifies the duration of the tone in milliseconds. A value of zero is the default duration. The parameter is optional.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendTone* sends the given tone for the specified duration. It is a purely synchronous method.

### Example

```
retVal = SendTone ( Diva_ToneFaxCalling )
```

### See also

[GetDigits](#), [ClearDetectedDigits](#), [SendDigits](#), [StopTone](#)

## StopTone

Stops the currently active continuous tone.

object.StopTone ( )

### Parameter

None

### Returns

None

### Remarks

*StopTone* stops the sending of a continuous tone previously initiated by *SendTone* with asynchronous mode enabled.

It is a purely synchronous method.

### Example

```
CallObj.StopTone ( )
```

### See also

[GetDigits](#), [SendDigits](#), [SendTone](#)

## SendFax

Sends the given fax using the current call.

retVal = object.SendFax ( Filename, Format )

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the fax documents to be sent. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaFaxFmtAutodetect*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendFax* opens the given file, converts the data if necessary, and sends the fax. If the parameter *Format* is set to *DivaFaxFmtAutodetect*, the format is automatically detected from the file extension and the header.

The file name may include drive / network share and path information. If only the file name is given, only the current directory is searched.

*SendFax* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the sending is completed or the call is disconnected. This may take several minutes depending on the document. A return code of *DivaSuccess* indicates that the streaming has finished. If asynchronous mode is enabled, the method returns right away and the application may process the call by events or by using *WaitAsyncComplete*. The events that are signaled are *OnFaxPageProcessed* and *OnFaxProcessed*.

### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711", DivaCallType_Fax )
If ( retVal= DivaResultSuccess ) Then
    retVal = SendFax ( "MyFax.tif" )
    CallObj.Disconnect ( )
End If
```

### See also

[SendFaxes](#), [ReceiveFax](#)

## SendFaxes

Sends the given multiple fax using the current call.

```
retVal = object.SendFaxes ( Filename, Format )
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the fax documents to be sent. The single document names are separated by commas. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaFaxFmtAutodetect*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendFaxes* sends the fax documents from the files. Between the different documents the receiver is notified that a new document has started. The parameter *Filename* contains the files to be streamed separated by commas.

If the parameter *Format* is set to *DivaAudioAutodetect*, the format is automatically detected from the file extension and the file header. If the format is not set to *DivaFaxFmtAutodetect*, the files need to have the same fax format.

The file name may include drive / network share and path information. If only the file name is given, only the current directory is searched.

**Note:** The way files are interpreted depends on the property *FaxMultipleDocument*. If this property is set, each file is sent as a separate document. If the property is not set, the files are combined to one document.

*SendFaxes* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the sending is completed or the call is disconnected. This may take several minutes depending on the document. A return code of *DivaSuccess* indicates that the streaming has finished. If asynchronous mode is enabled, the method returns right away and the application may process the call by events or by using *WaitAsyncComplete*. The signaled events are *OnFaxPageProcessed* and *OnFaxProcessed*.

### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
CallObj.FaxMultipleDocument = True
retVal = CallObj.Connect ( "08154711", DivaCallType_Fax )
If ( retVal= DivaResultSuccess ) Then
    retVal = SendFaxes ( "MyFax.tif,Order.tif,Greeting.Tif" )
    CallObj.Disconnect ( )
End If
```

**See also**

[SendFax](#), [ReceiveFax](#)

**ReceiveFax**

Receives the fax and stores it as the given document.

```
retVal = object.ReceiveFax ( Filename, Format )
```

**Parameter**

*Filename*

The parameter *Filename* is a string value that specifies the name of the received fax documents. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaFaxFmtDefault*.

**Returns**

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

**Remarks**

*ReceiveFax* receives the fax document and stores the data in the file specified by the file name. If the parameter *Format* is set to *DivaFaxFmtDefault*, the format is set to *DivaFaxFmtTiffClassF*.

The file name may include drive / network share and path information. If only the file name is given, only the current directory is searched.

*ReceiveFax* is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the receiving is completed or the call is disconnected. It may take several minutes depending on the document. A return code of *DivaSuccess* indicates that the streaming has finished. If asynchronous mode is enabled, the method returns right away and the application may process the call by event processing or by using *WaitAsyncComplete*. The signaled events are *OnFaxPageProcessed* and *OnFaxProcessed*.

**Example**

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.WaitForCall ( DivaCallType_Fax )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj.SendFax ( "MyFax.tif" )
    CallObj.Disconnect ( )
End If
```

**See also**

[SendFaxes](#), [SendFax](#)

**SendData**

Sends plain data.

```
retVal = object.SendData ( DataLength, pData, Handle )
```

**Parameter**

*DataLength*

The parameter *DataLength* is an integer value that specifies the amount of data to be sent.

*pData*

The parameter *pData* specifies the location of the data to be sent. The application passes the data as array of bytes.

*Handle* (optional)

The parameter *Handle* is a long value given to identify the buffer by the caller. This parameter is optional and currently not used.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method sends the given data to the remote side. The data is not interpreted.

This is a synchronous method. The method blocks until the data is sent on the line. A return code of *DivaSuccess* indicates that the data has been sent. Depending on the underlying protocol, the data may not yet be on the line.

### Example

```
Dim CallObj
Dim Mydata(10) As Byte
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.WaitForCall ( DivaCallType_Modem )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj.SendData ( 10, Mydata )
    CallObj.Disconnect ( )
End If
```

### See also

[ReceiveData](#)

## ReceiveData

Receives plain data.

```
retVal = object.ReceiveData ( DataLength, pData, pLengthReceived, MinReceived,
                             MaxSeconds )
```

### Parameter

*DataLength*

The parameter *DataLength* is an integer value that specifies the maximum amount of data to be stored in the receive buffer.

*pData*

The parameter *pData* specifies the location where to place the data. The application passes an array of bytes to be filled with the received data.

*pLengthReceived*

The parameter *pLengthReceived* is the location of a long value where the amount of bytes copied to the buffer is inserted.

*MinReceived* (optional)

The parameter *MinReceive* is a long value that specifies the minimum amount of data to wait for. The parameter is optional.

*MaxSeconds* (optional)

The parameter *MaxSeconds* is a long value that specifies the maximum amount of time to wait for the received data. The parameter is optional. By default, there is no timeout.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method retrieves received data to the given buffer. The data is not interpreted.

The availability of data is signaled by the event *OnDataAvailable*, the amount of available data is given with the event. The event needs to be enabled using the *SignalEvent* property.

This is a synchronous method. The application may control the amount of data and the time to wait using the parameter *MinReceived* and *MaxSeconds*. By default, the method waits without any timeout and returns with the first received data. The application may specify a minimum amount of data to be received before return and / or a maximum time to wait.

### Example

```
Dim CallObj
Dim Mydata(10) As Bytes
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.WaitForCall ( DivaCallType_Modem )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj.ReceiveData ( 10, Mydata, DataReceived )
    CallObj.Disconnect ( )
End If
```

### See also

[SendData](#), [OnDataAvailable](#)

### Hold

Moves a connected call to the hold state.

```
retVal = object.Hold ( )
```

### Parameter

None

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

If the call is connected, the transition to the hold state is initiated.

This is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the transition to the hold state is completed or the transition failed. The return code and the call state upon return show the result.

If asynchronous mode is enabled, the method returns right away and the application may process the transition by events or by using *WaitAsyncComplete*. The signaled event is *OnSuppServeCompleted*.

If the call is not in the connected state, the method returns *DivaResultInvalidState*. If the call is already in the hold state, *DivaResultSuccess* is returned for both modes. If the event *OnSuppServeCompleted* is enabled, it is triggered as well. The event may occur before the hold method returns.

### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711" )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj.Hold ( )
End If
```

### See also

[Retrieve](#), [BlindCallTransfer](#), [OnSuppServeCompleted](#), [OnDisconnected](#)

## Retrieve

Retrieves a call that is in the hold state.

```
retVal = object.Retrieve ( )
```

### Parameter

None

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method retrieves a call, which is on hold, back to the connected state.

This is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the transition to the connected state is completed or the transition failed. The return code and the call state upon return show the result.

If asynchronous mode is enabled, the method returns right away and the application may process the transition by events or by using *WaitAsyncComplete*. The signaled event is *OnSuppServeCompleted*.

If the call is not in the hold state, the method returns *DivaResultInvalidState*. If the call is already in the connected state, *DivaResultSuccess* is returned for both modes. If the event *OnSuppServeCompleted* is enabled, it is also triggered. The event may occur before the hold method returns.

### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711" )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj.Hold ( )
    ' Do Something else, e. g. other call
    retVal = CallObj.Retrieve ( )
End If
```

### See also

[Hold](#), [BlindCallTransfer](#), [OnSuppServeCompleted](#), [OnDisconnected](#)

## BlindCallTransfer

Transfers the active call to the given number.

```
retVal = object.BlindCallTransfer (Destination, MaxSecondsToWait)
```

### Parameter

*Destination*

The parameter *Destination* specifies the number to dial for the second call. See [Remarks](#).

*MaxSecondsToWait* (optional)

The parameter *MaxSecondsToWait* is a long value that specifies the maximum amount of time the transfer should take.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method transfers the active call to the given destination. The original call defined by the call object needs to be in the connected or hold state. If the call is not in the hold state, the call is placed on hold before dialing to the given destination is initiated. Once the call is connected, the transfer is complete.

The application may limit the time for the transfer, especially for the establishment of the second call. If the optional parameter *MaxSecondsToWait* is set to non-zero, the transfer will be aborted when the timeout is reached.

This is an asynchronous method. If asynchronous mode is disabled (default), the method blocks until the transfer is completed or the transfer failed. If the transfer is finished, the call is already connected when the function returns.

If asynchronous mode is enabled, the method returns right away and the application may process the transfer by events or by using *WaitAsyncComplete*. On successful completion of the transfer, the event *OnSuppServeCompleted* with the parameter *bSuccess* is signaled. The original call is already disconnected at this time and no mode events are signaled. *OnDisconnected* is signaled in case the original call is disconnected with an unsuccessful transfer.

### Example

```
Dim CallObj
Set CallObj = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711" )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj.Hold ( )
    ' Do Something else, e. g. other call
    retVal = CallObj.BlindCallTransfer ( "01234567" )
End If
```

### See also

[Hold](#), [Retrieve](#), [OnSuppServeCompleted](#), [OnDisconnected](#)

## InterConnect

Interconnects two connected calls and routes the audio signal between them.

```
retVal = object1.InterConnect ( object2 )
```

### Parameter

*object2*

DivaCall object of the call that should be interconnected with the call specified by object1.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

Both calls identified by object1 and object2 need to have an assigned data channel. This requires that the calls are at least on the proceeding state. The calls are interconnected and the audio signal from object1 is routed to object2 and vice versa.

This is a synchronous method. When the method returns with the result code *DivaResultSuccess*, the calls are interconnected. In case one of the objects is in an invalid state or the interconnect fails due to hardware limitation, an error code is returned.

**Example**

```
Dim CallObj1
Dim CallObj2

Set CallObj1 = CreateObject ( "DivaSDK.DivaCall" )
Set CallObj1 = CreateObject ( "DivaSDK.DivaCall" )
retVal = CallObj.Connect ( "08154711" )
If ( retVal= DivaResultSuccess ) Then
    retVal = CallObj2.Connect ( "08154722" )
    If ( retVal= DivaResultSuccess ) Then
        retVal = CallObj1.InterConnect ( CallObj2 )
    End If
End If
```

**See also**

[InterDisconnect](#)

**InterDisconnect**

Removes the interconnect between two calls.

```
retVal = object1.InterDisconnect ( bDisconnect )
```

**Parameter**

*bDisconnect*

BOOL value indicating if the calls should be disconnected.

**Returns**

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

**Remarks**

The call identified by the DivaCall object needs to be interconnected to another call. The interconnect in condition is removed. If the parameter *bDisconnect* is not set, the calls remain connected to the remote peer. Otherwise both calls are also disconnected.

This is a synchronous method. When the method returns with the result code *DivaResultSuccess*, the interconnect condition is cleared. In case the object is in an invalid state, an error code is returned.

**See also**

[InterConnect](#)

**SetupSupervisedCallTransfer**

*SetupSupervisedCallTransfer* initializes a supervised call transfer.

```
CallObject.SetupSupervisedCallTransfer ( ConsultationCallObject )
```

**Parameter**

*ConsultationCallObject*

This parameter specifies the call object of type *DivaCall* that will be used for the consultation call.

**Returns**

If the supervised transfer is initialized successful, the method returns *DivaResultSuccess* (0).

**Remarks**

For a supervised call transfer, the consultation call needs to be established in a way that allows the switching equipment to complete the transfer. In general, the application is free to initialize a call object manually and establish the call. The method *SetupSupervisedCallTransfer* provides a more convenient way to handle this.

The method is called with a call object that has been created on the same *DivaInstance*. The new call object is filled with the necessary parameters to initiate the call when the method returns. The actions done by this method depend on the property *TransferNoHold*. By default, this property is set to false and the existing call is put on hold. Depending on the *TransferUseSameChannel* property, the channel information is set in the consultation call object.

In synchronous mode, the method returns when the consultation call has been initialized and the existing call is on hold.

In asynchronous mode, the method returns right away after the consultation call is initialized. If the existing call is put on hold, which is the default, the result is communicated via the event *OnSuppServeCompleted*

The application is responsible for start dialing on the consultation call.

#### See also

[CompleteSupervisedCallTransfer](#), [BlindCallTransfer](#), [TransferNoHold](#), [TransferUseSameChannel](#)

### CompleteSupervisedCallTransfer

*CompleteSupervisedCallTransfer* completes a supervised call transfer.

CallObject.CompleteSupervisedCallTransfer ( ConsultationCallObject, Timeout )

#### Parameter

*ConsultationCallObject*

This parameter specifies the call object of type *DivaCall*. The object has a connection to the destination of the call transfer.

#### Returns

If the supervised transfer is completed, successful the method returns *DivaResultSuccess* (0).

#### Remarks

The call transfer of the call, which is identified by the call object, to the destination, which is identified by the consultation call object, is initiated. The consultation call needs to be in a state that allows the switching equipment to complete a call transfer.

In synchronous mode, the method returns when the transfer is either completed or failed. In asynchronous mode, the method returns right away and the result is reported by the event *OnSuppServeCompleted*.

#### See also

[SetupSupervisedCallTransfer](#), [BlindCallTransfer](#), [TransferNoHold](#), [TransferUseSameChannel](#)

### SetCallProperties

Sets a call property for either signaling or media.

retVal = object.SetCallProperty ( Type, Value )

#### Parameter

*Type*

The parameter *Type* specifies the property. For valid types and the data formats, refer to [DivaCPT](#).

#### Value

The parameter *Value* contains the information to be set. The type of the parameter depends on the property. See [Remarks](#).

#### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

## Remarks

The most common properties for a call are passed as object properties to a DivaCall object. However, the Dialogic® Diva® communication platform supports a wide range of properties for call setup and media handling. These extended properties are covered via the extensible properties handled by *SetCallProperties* and *GetCallProperties*. The type *DivaCPT* lists the extended call properties and the corresponding types. The type is checked for the given VARANT type. If a mismatch is detected, the method returns an error.

The function is always synchronous and returns right away.

**Note:** The modification of an extended call property does only store the value. The real action behind is handled when the corresponding method that uses the property is called.

## Example

```
Dim bFlag As Boolean
Dim Result As DIVASDKLib.DivaResultCodes
bFlag = True
Result = MyCall.SetCallProperty( DIVASDKLib.DivaCPT. CPT_EchoCancellerEnableNLP,bFlag )
```

## See also

[GetCallProperties](#)

## GetCallProperties

Retrieves a call property for either signaling or media.

```
retVal = object.GetCallProperty ( Type, Value )
```

### Parameter

*Type*

The parameter *Type* specifies the property. For valid types and the data formats, refer to [DivaCPT](#).

### Value

The parameter *Value* specifies where to place the requested information. The type of the parameter depends on the property.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

## Remarks

The most common properties for a call are passed as object properties to a DivaCall object. However, the Dialogic® Diva® communication platform supports a wide range of properties for call setup and media handling. These extended properties are covered via the extensible properties handled by *SetCallProperties* and *GetCallProperties*. The type *DivaCPT* lists the extended call properties and the corresponding types.

## Example

```
Dim Name As String
Dim Result As DIVASDKLib.DivaResultCodes
Result = MyCall.GetCallProperty( DIVASDKLib.DivaCPT.CPT_CalledName, Name)
```

## See also

[SetCallProperties](#)

## ConnectAudioProvider

Attaches an audio provider to the data channels of an existing call.

CalObject.ConnectAudioProvider ( ProviderName, ProviderChannelID, Mode )

### Parameter

*ProviderName*

*ProviderName* is a string parameter containing the name of the audio provider. This needs to be the same name the audio provider used to register with the Dialogic® Diva® API.

*ProviderChannelID*

If the audio provider supports multiple channels, this parameter defines the logical channel instance to be used. The format of this is depending on the audio provider.

*Mode*

The parameter *Mode* defines in which directions the streaming should be done. For valid options, see [DivaAudioProviderMode](#).

### Returns

If the audio provider exists and the instances could be connected, the method returns *DivaResultSuccess*. If the audio provider name is not recognized, the method returns *DivaResultInvalidHandle*. A failure to attach the instance is reported as *DivaResultNoChannel*.

### Remarks

Audio providers are used to process the audio signal in a separate instance, e.g., in a TTS processing instance. For more information on the architecture of audio providers, refer to the Dialogic® Diva® API documentation.

### See also

[DisconnectAudioProvider](#)

## DisconnectAudioProvider

Removes an audio provider from the data channels of an existing call.

CalObject.ConnectAudioProvider ( ProviderName, Mode )

### Parameter

*ProviderName*

*ProviderName* is a string parameter containing the name of the audio provider. This needs to be the same name the audio provider used to register with the Dialogic® Diva® API.

*Mode*

The parameter *mode* defines for which directions the streaming should be removed. For valid options, see [DivaAudioProviderMode](#).

### Returns

If the audio provider exists and the instances could be connected, the method returns *DivaResultSuccess*. If the audio provider name is not recognized, the method returns *DivaResultInvalidHandle*.

### Remarks

Audio providers are used to process the audio signal in a separate instance, e.g., in a TTS processing instance. For more information on the architecture of audio providers, refer to the Dialogic® Diva® API documentation.

### See also

[ConnectAudioProvider](#)

## ReceiveAudio

Receives audio data in the given format.

```
retVal = object.ReceiveAudio ( Format, DataLength, pData, pLengthReceived,  
                               MaxSeconds )
```

### Parameter

#### *Format*

The parameter *Format* specifies the audio format to be used. The raw formats of *DivaAudioFmt* except the ADPCM formats are supported.

#### *DataLength*

The parameter *DataLength* is an integer value that specifies the maximum amount of data to be stored in the receive buffer.

#### *pData*

The parameter *pData* specifies the location where to place the audio data. The application passes an array of bytes to be filled with the received data.

#### *pLengthReceived*

The parameter *pLengthReceived* is the location of a long value where the amount of bytes copied to the buffer is inserted.

#### *MaxSeconds* (optional)

The parameter *MaxSeconds* is a long value that specifies the maximum amount of time to wait for the received data. The parameter is optional. By default, there is no timeout.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method converts the received audio into the given format and copies it into the given data buffer.

The availability of data is signaled by the event *OnDataAvailable*, the amount of available data is given with the event. The event needs to be enabled using the *SignalEvent* property.

In asynchronous mode, the method returns right away, if no data is available the received length is set to zero. In synchronous mode, the application may control the time to wait using the parameter *MaxSeconds*. By default, the method waits without any timeout.

**Note:** This method is not available for Visual Basic® 6 applications.

### See also

[SendAudio](#), [ReceiveData](#)

## SendAudio

Sends audio signal in the given format.

```
retVal = object.SendAudio ( Format, DataLength, pData )
```

### Parameter

#### *Format*

The parameter *Format* specifies the audio format to be used. The raw formats of *DivaAudioFmt* except the ADPCM formats are supported.

#### *DataLength*

The parameter *DataLength* is an integer value that specifies the amount of data to be sent.

### *pData*

The parameter *pData* specifies the location of the audio data to be sent. The application passes the data as array of bytes.

### **Returns**

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### **Remarks**

The method converts the given data according to the specified format and sends it to the remote side.

In asynchronous mode, the method returns right away. The data buffer will be locked until the data is sent. If events are enabled every time a data buffer is sent, the event *OnVoiceStreamed* is called.

In synchronous mode, the method blocks until the data has been sent. Note that calling *SendAudio* in synchronous mode may create small gaps on the line when the system can not ensure that the next audio is available before the preceding buffer has been sent.

**Note:** This method is not available for Visual Basic® 6 applications.

### **See also**

[ReceiveAudio](#), [SendData](#)

## **ClearDetectedTones**

Removes any detected tones from the internal buffer.

object.ClearDetectedTones ( )

### **Parameter**

None

### **Returns**

None

### **Remarks**

*ClearDetectedTones* deletes any detected tones from the internal buffer. Note that the property *EnableDTMFToneSplitting* needs to be set to separate processing of digits and tones. By default, tones and digits are stored in the digit buffer. This is a purely synchronous method.

### **Example**

```
CallObj.ClearDetectedTones ( )
```

### **See also**

[DetectedTones](#), [EnableDTMFToneSplitting](#), [ClearDetectedDigits](#), [DetectedDigits](#)

## **EnableSingleToneDetector**

Enables the tone detector for single tones.

VoiceCall.EnableSingleToneDetector ( MinDuration, MinSNR, MinLevel, MaxAM, MaxFM )

### **Parameter**

#### *MinDuration*

The *MinDuration* parameter specifies the minimum duration of a tone before the detection is reported. The time is given in milliseconds.

### *MinSNR*

The *MinSNR* parameter specifies the minimum signal to noise ratio. The value is specified in dB in the range 128 dB to -128 dB. The parameter is optional, the default is 20 dB.

### *MinLevel*

The *MinLevel* parameter specifies the minimum level of the detected signal. The value is specified in dB in the range of 128 dB to -128 dB. The parameter is optional, the default is -30 dB.

### *MaxAM*

The *MaxAM* parameter specifies the maximum allowed variation of the signal level. This corresponds to the maximum amplitude modulation. The value is given in dB in the range 0 dB 255 dB. The parameter is optional, the default is 1.

### *MaxFM*

The *MaxFM* parameter specifies the maximum allowed variation of the signal frequency. This corresponds to the maximum frequency modulation. The value is given in the range of 0 to 4000 Hz. The parameter is optional, the default is 1.

## **Returns**

If the function succeeds, the return value is *DivaResultSuccess* (0). Otherwise a corresponding *DivaResultCode* is returned.

## **Remarks**

The method validates that the requested tone can be detected. If successful, the tone detection is started. Any previously enabled and still pending generic tone detection is implicitly stopped.

When a tone within the specified range is detected, the event handler *OnSingleToneDetected* is signaled. The frequency of the detected tone is passed to the event handler.

If the application is running in synchronous mode, the current operation is terminated with the return code *DivaResultToneDetected*. The information about the detected tone can be retrieved via the method *GetToneDetectorResults*.

## **See also**

[EnableDualToneDetector](#), [DisableToneDetector](#), [OnSingleToneDetected](#), [OnDualToneDetected](#), [GetToneDetectorResult](#)

## **EnableDualToneDetector**

Enables the tone detector for dual tones.

VoiceCall.EnableDualToneDetector ( *MinDuration*, *MinSNR*, *MinLevel*, *MaxDiffHighToLow*, *MaxDiffLowToHigh* )

### **Parameters**

#### *MinDuration*

[in] The *MinDuration* parameter specifies the minimum duration of a tone before the detection is reported. The time is given in milliseconds.

#### *MinSNR*

[in] The *MinSNR* parameter specifies the minimum signal to noise ratio. The value is specified in dB in the range of 128 to -128. The parameter is optional, the default is 20 dB.

#### *MinLevel*

[in] The *MinLevel* parameter specifies the minimum level of the detected signal. The value is specified in dB in the range of 128 to -128. The parameter is optional, the default is -30 dB.

### *MaxDiffHighToLow*

[in] The *MaxDiffHighToLow* parameter specifies the maximum allowed difference in levels between the higher and the lower frequency tone. The value is specified in dB in the range of 127 to -127. The parameter is optional, the default is 10 dB.

### *MaxDiffLowToHigh*

[in] The *MaxDiffLowToHigh* parameter specifies the maximum allowed difference in levels between the lower and higher frequency tone. The value is specified in dB in the range of 127 to -127. The parameter is optional, the default is 10 dB.

### **Returns**

If the function succeeds, the return value is *DivaResultSuccess* (0). Otherwise a corresponding *DivaResultCode* is returned.

### **Remarks**

The method validates that the requested tone can be detected. If successful, the tone detection is started. Any pending previously enabled generic tone detection is implicitly stopped.

When a matching dual tone is detected the event handler *OnDualToneDetected* is signaled. The frequencies of the detected tones are passed to the signal handler.

If the application is running in synchronous mode, the current operation is terminated with the return code *DivaResultToneDetected*. The information about the detected tone can be retrieved via the method *GetToneDetectorResults*.

### **See also**

[EnableSingleToneDetector](#), [DisableToneDetector](#), [OnSingleToneDetected](#), [OnDualToneDetected](#), [GetToneDetectorResult](#)

## **DisableToneDetector**

Disables the tone detector for single or dual tones.

VoiceCall.DisableToneDetector ( )

### **Parameters**

none

### **Returns**

The return value is always *DivaResultSuccess* (0).

### **Remarks**

The method stops any pending detector and clears the internal resources related to tone detection.

### **See also**

[EnableSingleToneDetector](#), [OnSingleToneDetected](#), [OnDualToneDetected](#), [GetToneDetectorResult](#)

## **GetToneDetectorResult**

The method retrieves an object containing the detailed tone detector results.

Dim DetectedTone as DivaSDKLib.DivaToneResult

DetectedTone = VoiceCall.GetToneDetectorResult ( )

### **Parameters**

none

## Returns

The method returns a reference to an object containing the properties of the detected tone. If no information are available, zero is returned.

## Remarks

If information about a detected tone is available, an object of type *DivaSDKLib.DivaToneResult* is created and returned to the caller. The object contains the information about the tone, e.g., energy and signal to noise ratio. The caller is responsible to clean the object if no longer needed.

## See also

[EnableSingleToneDetector](#), [DisableToneDetector](#), [OnSingleToneDetected](#), [OnDualToneDetected](#), [GetToneDetectorResult](#)

## EnableAMD

The method enables the answering machine detector.

Result = VoiceCall.EnableAMD ( MaxInitialSilence, MaxHumanTalkerTime, MaxInterSpeakerTimeout )

### Parameters

*MaxInitialSilence*

[in] The *MaxInitialSilence* parameter specifies the maximum time in seconds until the remote side is expected to start speaking. When this timeout is reached without detecting a speaker, the answering machine detector terminates.

*MaxHumanTalkerTime*

[in] The *MaxHumanTalkerTime* parameter specifies the time in seconds that is seen as the maximum time a human speaker would speak when answering the phone. If the announcement from the called party is longer, it will be interpreted as an answering machine message.

*MaxInterSpeakerTimeout*

[in] The *MaxInitialSilence* parameter specifies the maximum time the human speech is interrupted after it has started to be interpreted as continuous speech.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

With a call to *EnabelAMD* the application enables the analysis of the inbound audio stream for answering machine detection based on the length of the speech. The method is only valid for outgoing calls. This method is a purely synchronous method and stores the values for the answering machine detection, the processing starts when the call is connected.

The Diva Dialogic® Diva® SDK compares the length of the received speech with the given parameter. If the length of the announcements is below *MaxHumanSpeakerTime*, a human has answered the phone. If the length is above *MaxHumanSpeakerTime*, an automated system has answered. If no signal is received, the detector terminates when the *MaxInitialSilence* is reached.

In asynchronous mode, the result of the answering machine detector is reported via the event *OnAMDFinished*. The result is passed as a parameter to the event handler, for possible results refer to [DivaAMDResult](#). This requires that the event reporting is enabled.

In synchronous mode, the currently blocked method will continue if a result of the answering machine detector is available. The result is signaled by the return code of the method. Typically this is the *Connect* method. However, applications may also enable the answering machine detector after the *Connect* method reports a connection and starts recording. In this case the record method will return the result of the answering machine detector. For possible detector results signaled as return code, see the *DivaResultAMD...* codes of *DivaResultcodes*.

**See also**

[DisableAMD](#), [OnAMDFinished](#)

**DisableAMD**

The method disables the answering machine detector.

Result = VoiceCall.EnableAMD ( MaxInitialSilence, MaxHumanTalkerTime, MaxInterSpeakerTimeout )

**Parameters**

none

**Returns**

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

**Remarks**

The method disables the answering machine detector and clears the command for the answering machine detector. In asynchronous mode, the event *OnAMDFinished* is called. In synchronous mode, no blocked method is influenced by this call.

**See also**

[EnableAMD](#), [OnAMDFinished](#)

## DivaCall Properties

The DivaCall component provides several properties to set certain parameters for a call or retrieve properties of a call. All properties need to be set to the *Connect* or *Answer* methods prior to the call in order to ensure that they are valid for the call. Parameters set for an existing call are only used by the method *SetCallType*.

Properties of a call can be read at any time. For incoming calls, the first time the properties may be read is from the *OnIncomingCall* event.

### SignalEvents

Enables or disables the signaling of events.

```
CallObj.SignalEvents = True
```

#### Type

Boolean

#### Default value

False

#### Availability

Read and write

#### Remarks

The *SignalEvents* property is available for reading and writing. On write, it enables or disables the signaling of events. On read, it returns the current state of the event signaling.

**Note:** This property does not change between synchronous and asynchronous operation mode.

#### See also

[AsyncMode](#), [Operation Modes](#)

### AsyncMode

Sets the operation mode to synchronous or asynchronous.

```
CallObj.AsyncMode = True
```

#### Type

Boolean

#### Default value

False

#### Availability

Read and write

#### Remarks

The *AsyncMode* property is available for reading and writing. On write, it enables or disables the asynchronous mode. On read, it returns the current state of the operation mode. A value of false for the *AsyncMode* sets the operation mode to synchronous, which is the default. See the description of the [Operation Modes](#) for more information on these modes.

**Note:** This property does not change the signaling of events. This is selected by the *SignalEvents* property.

#### See also

[SignalEvents](#), [Operation Modes](#)

**Device**

Sets the line device that needs to be used for communication.

CallObj.Device = DivaListenDevicesAll

**Type**

Integer

**Default value**

DivaListenDevicesAll

**Availability**

Read and write

**Remarks**

The *Device* property is available for reading and writing. On write it selects the device to be used for an outgoing call. The devices available in the system are numbered by an index starting with 1. A value of zero means usage of any device.

On read the property provides the device selected for this call object.

**See also**

[DivaDevice](#)

**SignaledService**

Retrieves the information about the service that is signaled for an incoming call.

Service = CallObj.SignedService

**Type**

Integer

**Availability**

Read only

**Remarks**

The *SignaledService* property provides the service signaled for an incoming call. Possible options are:

- DivaSignaledServiceUnknown
- DivaSignaledServiceAnalog
- DivaSignaledServiceDigital
- DivaSignaledServiceGSM

**See also**

[SignalService](#)

## SignalService

The *SignalService* property sets the service to signal for an outgoing call.

```
CallObj.SignalService=DivaServiceSpeech
```

### Type

Integer

### Default value

Depending on the call type given by CallObj.Connect (...)

### Availability

Write only

### Remarks

The *SignalService* property sets the service to signal to the remote side. Options are:

- DivaSigServiceDigital
- DivaSigServiceGSM
- DivaSigServiceAnalog
- DivaSigServiceAudio3
- DivaSigServiceAudio7
- DivaSigServiceSpeech
- DivaSigServiceTelephony
- DivaSigServiceFaxG3

### See also

[SignaledService](#)

## LocalNumber

The *LocalNumber* property sets the local number to be signaled for outgoing calls.

```
CallObj.LocalNumber = "08154711"
```

### Type

String

### Default value

""

### Availability

Write only

### See also

[LocalSubAddress](#), [CallingNumber](#), [CalledNumber](#)

## LocalSubAddress

The *LocalSubAddress* property sets the local sub address to be signaled for outgoing calls.

```
CallObj.LocalSubAddress = "1111"
```

### Type

String

### Default value

""

### Availability

Write only

### See also

[LocalNumber](#), [CallingNumber](#), [CalledNumber](#)

## CalledNumber

The *CalledNumber* property provides the dialed number for an incoming call.

```
Number = CallObj.CalledNumber
```

### Type

String

### Default value

""

### Availability

Read only

### Remarks

The availability of the called number depends on the underlying telecommunication network.

### See also

[CallingNumber](#)

## CallingNumber

The *CallingNumber* property provides the originator's number of an incoming call.

```
Number = CallObj.CallingNumber
```

### Type

String

### Default value

""

### Availability

Read only

### Remarks

The availability of the calling number depends on the underlying telecommunication network.

**See also**

[CalledNumber](#)

**Channel**

The *Channel* property provides the used physical channel number for the call.

CurrentChannel = CallObj.Channel

**Type**

Integer

**Availability**

Read only

**See also**

No references

**RxSpeed, TxSpeed**

*RxSpeed* and *TxSpeed* provide the negotiated speed information.

Speed = CallObj.RxSpeed

**Type**

Integer

**Availability**

Read only

**Remarks**

The speed value may be different in transmit and receive direction. *TxSpeed* and *RxSpeed* are identical for protocols with symmetric speed values.

**See also**

No references

**DisconnectReason**

Retrieves the information about the disconnect reason.

Reason = CallObj.DisconnectReason

**Type**

DivaDiscReason

**Availability**

Read only

**Remarks**

The *DisconnectReason* property provides information why a call is disconnected or could not be connected. Available reasons are:

- DivaDiscReasonUnspecified
- DivaDiscReasonUserInitiated
- DivaDiscReasonBusy
- DivaDiscReasonReject

- DivaDiscReasonNoAnswer
- DivaDiscReasonCableError
- DivaDiscReasonUnknownNumber
- DivaDiscReasonInvalidNumber
- DivaDiscReasonNoResource
- DivaDiscReasonNoDataChannel
- DivaDiscReasonNoFaxDevice
- DivaDiscReasonFaxTrainingFailed
- DivaDiscReasonFaxLocalAbort
- DivaDiscReasonFaxRemoteAbort

**See also**

No references

**DetectedDigits**

The *DetectedDigits* property provides the detected DTMF digits.

Digits = CallObj.DetectedDigits

**Type**

String

**Default value**

""

**Availability**

Read only

**Remarks**

The property retrieves the detected digits from the internal buffer. The digits remain in the internal buffer until the application clears the buffer using the *ClearDetectedDigits* method. Digit and tone detection must be enabled.

**See also**

[ClearDetectedDigits](#), [EnableExtendedToneDetection](#), [EnableDigitDetection](#)

**FaxLocalId**

The *FaxLocalId* property is used to set the local fax identification that is used for incoming and outgoing fax transfers.

CallObj.FaxLocalId = "+49 MyId"

**Type**

String

**Default value**

""

**Availability**

Write only

**See also**

[FaxRemoteId](#)

## **FaxHeadLine**

The *FaxHeadLine* property is used to set the head line printed on every page of an outgoing fax document.

```
CallObj.FaxHeadLine = "Sent by Diva SDK"
```

### **Type**

String

### **Default value**

""

### **Availability**

Write only

### **Remarks**

The fax headline printed on each page depends on the given information. If enough space is available, the date and time information as well as the current page is added automatically.

### **See also**

No references

## **FaxMaxSpeed**

The *FaxMaxSpeed* property sets the maximum speed for a fax transfer.

```
CallObj.FaxMaxSpeed = DivaFaxSpeed14400
```

### **Type**

DivaFaxSpeed

### **Default value**

DivaFaxSpeedAutomatic

### **Availability**

Write only

### **Remarks**

The property limits the maximum speed for negotiating a fax transmission or reception. By default, the speed negotiation is automatic and will negotiate the highest possible value depending on the line quality. Applications may limit this for various reasons.

### **See also**

[FaxDisableHighResolution](#), [FaxDisableECM](#), [FaxDisableMR](#), [FaxDisableMMR](#)

## **FaxEnablePolling**

The *FaxEnablePolling* property enables the active or passive polling.

```
CallObj.FaxEnablePolling = True
```

### **Type**

Boolean

### **Default value**

False

**Availability**

Write only

**Remarks**

The property enables active or passive polling.

**See also**

[SendFaxes](#)

**FaxDisableHighResolution**

The *FaxDisableHighResolution* property disables high resolution.

CallObj.FaxDisableHighResolution = False

**Type**

Boolean

**Default value**

False

**Availability**

Write only

**Remarks**

The property disables the high resolution format. Fax documents can be sent in various resolutions, by default the resolution is negotiated automatically. Applications may reduce the resolution to get shorter transmission times.

**Note:** If the document contains high resolution pages, they will be converted automatically to the negotiated resolution.

**See also**

[FaxMaxSpeed](#), [FaxDisableECM](#), [FaxDisableMR](#), [FaxDisableMMR](#)

**FaxDisableECM**

The *FaxDisableECM* property disables the error correction mode.

CallObj.FaxDisableECM = True

**Type**

Boolean

**Default value**

False

**Availability**

Write only

**Remarks**

The property disables the error correction mode. In general, the usage is negotiated automatically. Applications may restrict the use of the error correction mode.

**See also**

[FaxMaxSpeed](#), [FaxDisableHighResolution](#), [FaxDisableMR](#), [FaxDisableMMR](#)

## **FaxDisableMR**

The *FaxDisableMR* property disables the fax compression.

CallObj.FaxDisableMR = True

### **Type**

Boolean

### **Default value**

False

### **Availability**

Write only

### **Remarks**

The property disables the modified read compression. If the property is enabled, only the standard fax compression is used. Any higher compression is disabled, even MMR. In general, the usage of the compression is negotiated automatically. Applications may restrict the usage. The data format of the received or transmitted files does not depend on this option.

### **See also**

[FaxMaxSpeed](#), [FaxDisableHighResolution](#), [FaxDisableECM](#), [FaxDisableMMR](#)

## **FaxDisableMMR**

The *FaxDisableMMR* property disables the error high level fax compression.

CallObj.FaxDisableMMR = True

### **Type**

Boolean

### **Default value**

False

### **Availability**

Write only

### **Remarks**

The property disables the Modified Modified Read compression (MMR). If this is disabled, only the standard fax or Modified Read (MR) compression is used. In general, the usage of the compression is automatically negotiated. Applications may restrict the use. The data format of the received or transmitted files does not depend on this option.

### **See also**

[FaxMaxSpeed](#), [FaxDisableHighResolution](#), [FaxDisableECM](#), [FaxDisableMR](#)

## FaxMultipleDocument

The *FaxMultipleDocument* property enables sending of multiple documents.

```
CallObj.FaxMultipleDocuments = True
```

### Type

Boolean

### Default value

False

### Availability

Write only

### Remarks

The property enables the sending of multiple fax documents over one single connection. If the application uses the method *SendFaxes*, this option needs to be set to the *Connect* method prior to the call.

### See also

[SendFaxes](#)

## FaxReverseSession

The *FaxReverseSession* property changes the direction.

```
CallObj.FaxReverseSession = True
```

### Type

Boolean

### Default value

False

### Availability

Write only

### Remarks

The property changes the direction of the call. Fax connections are direction oriented, the initiator of a call sends the fax and the answerer of the call receives the fax. This property is used to change the direction. If a connection initiated as voice call, is changed to fax, the call direction has to change as well. A sample for this is a system where users dial in to receive a fax. When switching to fax mode, the direction changes as well.

### See also

[SendFax](#)

## FaxRemoteId

*FaxRemoteId* provides the fax station identification of the remote fax.

```
RemoteId = CallObj.FaxRemoteId
```

### Type

String

### Default value

""

**Availability**

Read only

**Remarks**

The remote station is negotiated during the call progress and available when the connection is established. The information is not yet available with the event *OnIncomingCall*.

**See also**

[FaxHighResolution](#), [FaxMRActive](#), [FaxMMRActive](#), [FaxECMActive](#), [FaxPollingActive](#), [FaxPages](#)

**FaxHighResolution**

*FaxHighResolution* provides the information if high resolution is negotiated.

Resolution = CallObj.FaxHighResolution

**Type**

Boolean

**Default value**

False

**Availability**

Read only

**Remarks**

The vertical resolution is negotiated during the call progress and available when the connection is established. The information is not yet available with the event *OnIncomingCall*.

**See also**

[FaxMRActive](#), [FaxMMRActive](#), [FaxECMActive](#), [FaxPollingActive](#), [FaxPages](#)

**FaxMRActive**

The *FaxMRActive* property provides the information if the Modified Read compression is used.

Compression = CallObj.FaxMRActive

**Type**

Boolean

**Default value**

False

**Availability**

Read only

**Remarks**

The compression is negotiated during the call progress and available when the connection is established. The information is not yet available with the event *OnIncomingCall*.

If *FaxMRActive* is false and also *FaxMMRActive* is false, the standard compression is used.

**See also**

[FaxHighResolution](#), [FaxMMRActive](#), [FaxECMActive](#), [FaxPollingActive](#), [FaxPages](#)

## FaxMMRActive

The *FaxMMRActive* property provides the information if Modified Modified Read compression is used.

Resolution = CallObj.FaxMMRActive

### Type

Boolean

### Default value

False

### Availability

Read only

### Remarks

The compression is negotiated during the call progress and available when the connection is established. The information is not yet available with the event *OnIncomingCall*.

If *FaxMMRActive* is false and also *FaxMRActive* is false, the standard compression is used, see following example.

```
Dim UsedCompression As String
If ( CallObject.FaxMMRActive = True ) Then
    UsedCompression = "Highest Compression"
Else If ( CallObject.FaxMRCompression = True ) Then
    UsedCompression = "Medium Compression"
Else
    UsedCompression = "Standard Compression"
End If
```

### See also

[FaxHighResolution](#), [FaxMRActive](#), [FaxECMAActive](#), [FaxPollingActive](#), [FaxPages](#)

## FaxECMAActive

The *FaxECMAActive* property provides the information if the error correction mode is active.

ECM = CallObj.FaxECMAActive

### Type

Boolean

### Default value

False

### Availability

Read only

### Remarks

The error correction mode is negotiated during the call progress and available when the connection is established. The information is not yet available with the event *OnIncomingCall*.

### See also

[FaxHighResolution](#), [FaxMRActive](#), [FaxMMRActive](#), [FaxPollingActive](#), [FaxPages](#)

## FaxPollingActive

The *FaxPollingActive* property provides the information if polling was negotiated.

Active = CallObj.FaxPollingActive

### Type

Boolean

### Default value

False

### Availability

Read only

### Remarks

Polling has to be enabled by the application using the *FaxEnablePolling* property. The polling mode is negotiated during the call progress and available when the connection is established. Based on the result, the application may send or receive a document.

### See also

[FaxHighResolution](#), [FaxMRActive](#), [FaxMMRActive](#), [FaxEnablePolling](#), [FaxPages](#)

## FaxPages

*FaxPages* provides the information about the currently processed pages.

Pages = CallObj.FaxPages

### Type

Integer

### Default value

0

### Availability

Read only

### Remarks

The property provides the information about the currently sent or received amount of pages. After disconnection, the total number of pages processed is returned.

### See also

[FaxHighResolution](#), [FaxMRActive](#), [FaxMMRActive](#), [FaxEnablePolling](#)

## FaxEnableColor

The *FaxEnableColor* property enables the negotiation of the JPEG color fax option.

CallObj.FaxEnableColor = true

### Type

Boolean

### Default value

False

**Availability**

Write only

**Remarks**

The result of the negotiation needs to be checked when the call is connected. The property *FaxColorSelected* is true if the color fax option has been selected.

**See also**

[FaxColorSelected](#)

**FaxColorSelected**

The *FaxColorSelected* property is true if the color option has been selected.

bColor = CallObj.FaxColorSelected

**Type**

Boolean

**Default value**

False

**Availability**

Read only

**Remarks**

If the color fax option is enabled by *FaxEnableColor*, this property provides the result of the negotiation. If this property returns true, the application needs to pass a color (JPEG) document to *SendFax*.

**See also**

[FaxEnableColor](#)

**FaxStoreMode**

The property *FaxStoreMode* specifies how received fax pages are stored in files.

CallObj.FaxStoreMode = DivaFaxRxStorePerSession

**Type**

DivaFaxRxStoreModes

**Default**

DivaFaxRxStorePerSession

**Remarks**

By default, the received fax pages are stored in a single file. Via the property *FaxStoreMode*, JPEG color fax pages can be stored in separate files. For more information, refer to [DivaFaxRxStoreModes](#).

**See also**

[DivaFaxRxStoreModes](#), [FaxEnableColor](#)

### **VoiceEnableEchoCanceller**

The *VoiceEnableEchoCanceller* property enables the echo cancellation for a voice call.

CallObj.VoiceEnableEchoCanceller = True

#### **Type**

Boolean

#### **Default value**

False

#### **Availability**

Write only

#### **Remarks**

This property enables the echo cancellation for a voice call.

**Note:** Echo cancellation needs DSP resources and may not run on the boards.

#### **See also**

[VoiceEchoCancellerActive](#)

### **VoiceEchoCancellerActive**

The *VoiceEchoCancellerActive* property shows if the echo canceller is active.

EchoActive = CallObj.VoiceEchoCancellerActive

#### **Type**

Boolean

#### **Default value**

False

#### **Availability**

Write only

#### **Remarks**

The echo cancellation needs to be enabled via *VoiceEnableEchoCanceller* before calling *Connect* or *Answer*.

#### **See also**

[VoiceEnableEchoCanceller](#)

### **EnableExtendedToneDetection**

Enables or disables the detection of extended tones.

CallObj.EnableExtendedToneDetection = True

#### **Type**

Boolean

#### **Default value**

False

#### **Availability**

Write only

**Remarks**

The *EnableExtendedToneDetection* property enables or disables the detection of extended tones. If enabled, detected tones are written to the internal digit buffer. If the application wants to receive events for detected tones, the *SignalEvents* property must be set as well.

For available Extended Tones, see [DivaTones](#). Note that only some of the tones can be generated.

**See also**

[SignalEvents](#)

**EnableDigitDetection**

Enables or disables the detection of DTMF digits.

```
CallObj.EnableDigitDetection = True
```

**Type**

Boolean

**Default value**

False

**Availability**

Write only

**Remarks**

The *EnableDigitDetection* property enables or disables the detection of DTMF digits and fax caller and calling tones. If enabled, detected digits are written to the internal digit buffer. If the application wants to receive events for detected tones, the *SignalEvents* property must be set as well.

**See also**

[SignalEvents](#)

**X25CalledAddress**

Gets or sets the X.25 called address.

```
CallObj.X25CalledAddress = "1234"
```

**Type**

String

**Default value**

""

**Availability**

Read and write

**Remarks**

The property is only valid if the call type is set to *DivaCallType\_X25*. When set, the information is used for the data channel connect of an outgoing X.25 call. When read, it returns the called address of an inbound X.25 call. The length of the X.25 called address is limited to 16 digits.

**See also**

[X25CallingAddress](#), [X25NCPI](#), [X25NCPIAsText](#)

## X25CallingAddress

Gets or sets the X.25 calling address.

```
CallObj.X25CallingAddress = "998"
```

### Type

String

### Default value

""

### Availability

Read and write

### Remarks

The property is only valid if the call type is set to *DivaCallType\_X25*. When set, the information is used for the data channel connect of an outgoing X.25 call. When read, it returns the calling address of an inbound X.25 call. The length of the X.25 calling address is limited to 16 digits.

### See also

[X25CalledAddress](#), [X25NCPI](#), [X25NCPIAsText](#)

## X25NCPI

Gets or sets the X.25 NCPI.

```
Dim MyNCPI as Byte(255)
```

```
MyNCPI = CallObj.X25NCPI
```

### Type

Binary data, first byte length

### Default value

Empty, length byte set to zero.

### Availability

Read and write

### Remarks

The property is only valid if the call type is set to *DivaCallType\_X25*. The NCPI contains called and calling address, facilities, and user-user information.

When set, the information is used to specify the X.25 parameter for the data channel connect of an outgoing X.25 call. When read, it returns the plain NCPI containing the information from the remote peer.

Note that the exchange of binary data arrays is not supported by all platforms. If the platform does not support the binary exchange, the property *X25NCPIAsText* can be used.

### See also

[X25CalledAddress](#), [X25CallingAddress](#), [X25NCPIAsText](#)

## **X25NCPIAsText**

Gets or sets the X.25 NCPI using a string to exchange the data.

```
CallObj.X25NCPIAsText = ""
```

### **Type**

String

### **Default Value**

""

### **Availability**

Read and write

### **Remarks**

The property is only valid if the call type is set to *DivaCallType\_X25*. The NCPI contains called and calling address, facilities, and user-user information.

The data is coded as hexadecimal using an ASCII string. The length of the data is given by the length of the string. When set, the information is used to specify the X.25 parameter for the data channel connect of an outgoing X.25 call. When read, it returns the plain NCPI containing the information from the remote peer.

### **See also**

[X25CalledAddress](#), [X25CallingAddress](#), [X25NCPI](#)

## **TransferUseSameChannel**

The *TransferUseSameChannel* property specifies if the implicit consultation call of a blind call transfer is done on the same channel.

```
CallObj.TransferUseSameChannel = true
```

### **Type**

Boolean

### **Default value**

False

### **Availability**

Write only

### **Remarks**

Depending on the used communication platform and the network behind, the call transfer properties are different. The application can overwrite the default for the parameter of a blind call transfer.

### **See also**

[TransferNoHold](#), [TransferCompleteOnAlerting](#), [TransferCompleteOnProceeding](#), [BlindCallTransfer](#)

### **TransferNoHold**

The *TransferNoHold* property specifies if the primary call is not put on hold before the consultation call is initiated.

CallObj.TransferNoHold = true

#### **Type**

Boolean

#### **Default value**

False

#### **Availability**

Write only

#### **Remarks**

Depending on the used communication platform and the network behind the call transfer properties are different. The application can overwrite the default for the parameter for a blind call transfer.

#### **See also**

[TransferUseSameChannel](#), [TransferCompleteOnAlerting](#), [TransferCompleteOnProceeding](#), [BlindCallTransfer](#)

### **TransferCompleteOnAlerting**

The *TransferCompleteOnAlerting* property specifies the condition for a completion of a call transfer initiated by the blind call transfer method.

CallObj.TransferCompleteOnAlerting = true

#### **Type**

Boolean

#### **Default value**

False

#### **Availability**

Write only

#### **Remarks**

By default, the blind call transfer is completed when the implicit consultation call is connected. This condition can be changed to alerting or proceeding.

#### **See also**

[TransferUseSameChannel](#), [TransferCompleteOnProceeding](#), [TransferCompleteOnProceeding](#), [BlindCallTransfer](#)

### **TransferCompleteOnProceeding**

The *TransferCompleteOnProceeding* property specifies the condition for a completion of a call transfer initiated by the blind call transfer method.

CallObj.TransferCompleteOnProceeding = true

#### **Type**

Boolean

#### **Default value**

False

**Availability**

Write only

**Remarks**

By default, the blind call transfer is completed when the implicit consultation call is connected. This condition can be changed to alerting or proceeding.

**See also**

[TransferUseSameChannel](#), [TransferCompleteOnProceeding](#), [TransferCompleteOnAlerting](#), [BlindCallTransfer](#)

**InputVolume**

The *InputVolume* property specifies the volume for an outbound streaming.

CallObj.InputVolume = 10

CallObj.InputVolume = -4

**Type**

int

**Default value**

0

**Availability**

Write only

**Remarks**

The volume for streaming can be controlled by the application in the range from -18 to +18 db to reduce or increase the amplitude of the audio signal. A value of zero leaves the amplitude unchanged.

**See also**

[OutputVolume](#)

**OutputVolume**

The *OutputVolume* property specifies the volume for an outbound streaming.

CallObj.OutputVolume = 10

CallObj.OutputVolume = -4

**Type**

int

**Default value**

0

**Availability**

Write only

**Remarks**

The volume for streaming can be controlled by the application in the range from -18 to +18 db to reduce or increase the amplitude of the audio signal. A value of zero leaves the amplitude unchanged.

**See also**

[InputVolume](#)

## RedirectNumber

The *RedirectNumber* property provides redirecting or redirected number.

Number = CallObj.RedirectNumber

### Type

String

### Default value

""

### Availability

Read only

### Remarks

The availability of the calling number depends on the underlying telecommunication network. Outgoing calls that are redirected, are redirected to this number. Incoming calls that are redirected contain the number of the redirecting extension. Note that this is not always the originally called extension.

### See also

[RedirectReason](#)

## RedirectReason

The *RedirectReason* property provides reason for the redirection.

Reason = CallObj.RedirectReason

### Type

DivaRedirectReasons

### Default value

DivaRedirectUnknown

### Availability

Read only

### Remarks

The availability of the redirect reason depends on the underlying telecommunication network. For valid redirect reasons, refer to [DivaRedirectReasons](#).

### See also

[RedirectNumber](#)

## CalledNumberType

The *CalledNumberType* property sets or gets the called number type.

CallObj.CalledNumberType = DivaSDKLib.DivaNumberTypes.NumberTypeInternational

### Type

DivaNumberTypes

### Default value

DivaSDKLib.DivaNumberTypes.NumberTypeUnknown

**Availability**

Read and write

**Remarks**

The number type and identification is handled differently in certain networks. The SS7 network especially requires setting of this parameter. For valid number types, see [DivaNumberTypes](#).

**See also**

[CalledNumberId](#), [CallingNumberType](#), [CallingNumberId](#), [CallingNumberPresentation](#), [CallingNumberScreening](#)

**CalledNumberId**

The *CalledNumberId* property sets or gets the called number identification.

CallObj.CalledNumberId = DivaSDKLib.DivaNumberIdentifications.NumberIdISDNTelephony

**Type**

DivaNumberIdentification

**Default value**

DivaSDKLib.DivaNumberIdentification.NumberIsUnknown

**Availability**

Read and write

**Remarks**

The number type and identification is handled differently in certain networks. The SS7 network especially requires setting of this parameter. For valid number types, see [DivaNumberIdentifications](#).

**See also**

[CalledNumberType](#), [CallingNumberType](#), [CallingNumberId](#), [CallingNumberPresentation](#), [CallingNumberScreening](#)

**CallingNumberType**

The *CallingNumberType* property sets or gets the calling number type.

CallObj.CallingNumberType = DivaSDKLib.DivaNumberTypes.NumberTypeInternational

**Type**

DivaNumberTypes

**Default value**

DivaSDKLib.DivaNumberTypes.NumberTypeUnknown

**Availability**

Read and write

**Remarks**

The number type and identification is handled differently in certain networks. The SS7 network especially requires setting of this parameter. For valid number types, see [DivaNumberTypes](#).

**See also**

[CalledNumberType](#), [CalledNumberId](#), [CallingNumberId](#), [CallingNumberPresentation](#), [CallingNumberScreening](#)

## CallingNumberId

The *CallingNumberId* property sets or gets the calling number type.

CallObj.CallingNumberId = DivaSDKLib.DivaNumberIdentifications.NumberIdISDNTelephony

### Type

DivaNumberIdentifications

### Default value

DivaSDKLib.DivaNumberIdentifications.NumberIsUnknown

### Availability

Read and write

### Remarks

The number type and identification is handled differently in certain networks. The SS7 network especially requires setting of this parameter. For valid number types, see [DivaNumberIdentifications](#).

### See also

[CalledNumberType](#), [CalledNumberId](#), [CallingNumberType](#), [CallingNumberPresentation](#), [CallingNumberScreening](#)

## CallingNumberPresentation

The *CallingNumberPresentation* property sets or gets the calling number presentation information.

CallObj.CallingNumberPresentation= DivaSDKLib.DivaNumberPresentations.NumberPresentationAllowed

### Type

DivaNumberPresentations

### Default value

DivaSDKLib.DivaNumberPresentations.NumberPresentationAllowed

### Availability

Read and write

### Remarks

The underlying media or network must support presentation settings. It is not guaranteed that a restricted presentation will avoid that the calling number is signaled to the remote end.

### See also

[CalledNumberType](#), [CalledNumberId](#), [CallingNumberId](#), [CallingNumberId](#), [CallingNumberScreening](#)

## CallingNumberScreening

The *CallingNumberScreening* property sets or gets the calling number screening information.

CallObj.CallingNumberScreening= DivaSDKLib.DivaNumberScreenings.NumberScreeningUser

### Type

DivaNumberScreenings

### Default value

DivaSDKLib.DivaNumberScreenings.NumberScreeningUser

### Availability

Read and write

**Remarks**

None.

**See also**

[CalledNumberType](#), [CalledNumberId](#), [CallingNumberType](#), [CallingNumberId](#), [CallingNumberPresentation](#)

**EnableDTMFToneSplitting**

The *EnableDTMFToneSplitting* property enables the separate processing of DTMF digits and detected tones  
CallObj. EnableDTMFToneSplitting = true

**Type**

Bool

**Availability**

Write only

**Remarks**

By default, detected DTMF digits and detected tones are processed within the same buffer. If an application requires an independent processing, the property *EnableDTMFToneSplitting* can be set. In this case, the DTMF digits are available via the property *DetectedDigits* and the tones via *DetectedTones*.

**See also**

[DetectedTones](#), [ClearDetectedTones](#), [EnableExtendedToneDetection](#)

**DetectedTones**

The *DetectedTones* property provides the detected tones.

Tones = CallObj.DetectedTones

**Type**

String

**Default**

""

**Availability**

Read only

**Remarks**

The property retrieves the detected tones from the internal buffer. The tones remain in the internal buffer until the application clears the buffer using the *ClearDetectedTones* method. Tone detection must be enabled via *EnableExtendedToneDetection*.

By default, detected DTMF digits and detected tones are processed within the same buffer. The property *EnableDTMFToneSplitting* must be set to retrieve tones via this property.

**See also**

[EnableDTMFToneSplitting](#), [ClearDetectedTones](#), [EnableExtendedToneDetection](#)

### SingleToneDetectorMinFrequency

The *SingleToneDetectorMinFrequency* property specifies the minimum frequency a single tone needs to be signaled to the application.

CallObj. SingleToneDetectorMinFrequency = 1000

#### Type

long

#### Default

0 (no limitation)

#### Remarks

By default, the detected tones are signaled to the application. Via *SingleToneDetectorMinFrequency* the lower range of tones to be signaled can be specified.

#### See also

[SingleToneDetectorMaxFrequency](#), [EnableSingleToneDetector](#), [OnSingleToneDetected](#)

### SingleToneDetectorMaxFrequency

The *SingleToneDetectorMaxFrequency* property specifies the maximum frequency a single is allowed to have in order to be signaled to the application.

CallObj. SingleToneDetectorMaxFrequency = 1600

#### Type

long

#### Default

0 (no limitation)

#### Remarks

By default, the detected tones are signaled to the application. Via *SingleToneDetectorMaxFrequency* the upper range of tones to be signaled can be specified.

#### See also

[SingleToneDetectorMinFrequency](#), [EnableSingleToneDetector](#), [OnSingleToneDetected](#)

## DivaCall Events

This section contains various DivaCall Events.

### OnIncomingCall

The event *OnIncomingCall* is triggered when an incoming call is ringing.

CallObject\_OnIncomingCall ( )

#### Parameter

None

#### Remarks

The signaling of events must be enabled using the property *SignalEvents*.

#### See also

[SignalEvents](#)

### OnCallProgress

The event *OnCallProgress* is signaled when the call state proceeding or alerting is reached.

CallObject\_OnCallProgress ( State As Integer )

#### Parameter

*State*

#### Remarks

The parameter contains the new call state. Note that only the call states *DivaCallState\_Ringing* and *DivaCallState\_Proceeding* are signaled. All other call states, e.g., connected, are signaled via different events.

#### See also

[SignalEvents](#), [DivaCallState](#)

### OnConnected

The event *OnConnected* is triggered when the call is established and data could be transferred.

CallObject\_OnConnected ( )

#### Parameter

None

#### Remarks

The signaling of events must be enabled using the property *SignalEvents*.

#### See also

[SignalEvents](#)

## OnDisconnected

The event *OnDisconnected* is triggered when the call is disconnected or cannot be connected.

CallObject\_OnDisconnected ( )

### Parameter

None

### Remarks

The signaling of events must be enabled using the property *SignalEvents*.

### See also

[SignalEvents](#)

## OnToneReceived

The event *OnToneReceived* is triggered when a tone or digit is detected.

CallObject\_OnToneReceived ( cTone as Char )

### Parameter

*cTone*

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The tone detection must be enabled using the property *EnableExtendedToneDetection*. The DTMF detection must be enabled using the property *EnableDigitDetection*.

The received tone is signaled with this event. The tone also remains in the internal digit buffer. The ASCII chars '0' to '9', 'A' to 'D', '\*' and '#' are available for digits.

### See also

[SignalEvents](#), [EnableDigitDetection](#), [EnableExtendedToneDetection](#)

## OnVoiceStreamed

The event *OnVoiceStreamed* is triggered when the audio streaming has finished.

CallObject\_OnVoiceStreamed ( bWrapped as Boolean )

### Parameter

*bWrapped*

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the streaming, initiated by one of the streaming functions, has finished.

**Note:** The event is triggered when the audio is sent to the line.

If the parameter *bWrapped* is true, continuous play has been selected and the sending will restart automatically.

### See also

[SignalEvents](#), [SendVoiceFile](#), [SendVoiceFiles](#), [SendVoiceFilesEx](#)

## OnRecordEnded

The event *OnRecordEnded* is triggered when the audio recording has finished.

CallObject\_OnRecordEnded ( Reason as DivaRecordEndReason )

### Parameter

*Reason*

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the recording, initiated by *RecordVoiceFile*, has finished.

The parameter *Reason* specifies the reason of the end, either the maximum duration has been reached or the maximum silence has been detected.

### See also

[SignalEvents](#), [RecordVoiceFile](#)

## OnFaxPageProcessed

The event *OnFaxPageProcessed* is triggered when the fax page has been sent or received.

CallObject\_OnFaxPageProcessed ( Pages as Integer )

### Parameter

*Pages*

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when a page has been sent or received.

The parameter *Pages* specifies the amount of pages actually sent or received.

**Note:** No page event is triggered for the last page. The last page and therefore the completion of the document is signaled by *OnFaxProcessed*.

### See also

[SignalEvents](#), [OnFaxProcessed](#)

## OnFaxProcessed

The event *OnPageProcessed* is triggered when the fax is successfully completed.

CallObject\_OnFaxProcessed ( )

### Parameter

None

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when a fax is successfully received or sent. If this event is not received before *OnDisconnected* is triggered, the fax transmission or reception failed.

### See also

[SignalEvents](#), [OnFaxProcessed](#)

## OnSuppServeCompleted

The event *OnSuppServeCompleted* is triggered when a supplementary service request is completed.

CallObject\_OnSuppServeCompleted ( bSuccess As Boolean)

### Parameter

*bSuccess*

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the supplementary service request, e.g., call transfer is finished. The parameter *bSuccess* contains the result.

### See also

[SignalEvents](#), [BlindCallTransfer](#), [Hold](#), [Retrieve](#)

## OnDataAvailable

The event *OnDataAvailable* is triggered when the received data is ready for processing.

CallObject\_OnDataAvailable ( nCount As Integer)

### Parameter

*nCount*

### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the received data is available for a data connection.

### See also

[SignalEvents](#), [ReceiveData](#)

## OnSingleToneDetected

The event *OnSingleToneDetected* is signaled when a single tone is detected that matches the detector parameter.

VoiceCall\_OnSingleToneDetected ( Frequency as Long )

### Parameter

*Frequency*

Specifies the frequency of the detected tone.

### Remarks

The signaling of events must be enabled using the property *SignalEvents* and the single tone detector must be enabled via *EnableSingleToneDetector*. The event is signaled when a single tone that matches the parameter specified with *EnableSingleToneDetector* is detected or ended. If the frequency is none zero, the tone has started. A frequency of zero signals that the tone ended.

The application may retrieve more information on the detect parameter via the object *DivaToneResult* that can be retrieved via the method *GetToneDetectorResult*. If events are enabled, the detector results are internally cleared when the next tone is received.

### See also

[EnableSingleToneDetector](#), [EnableDualToneDetector](#), [OnDualToneDetected](#), [GetToneDetectorResult](#)

## OnDualToneDetected

The event *OnDualToneDetected* is signaled when a dual tone is detected that matches the detector parameter.

VoiceCall\_OnDualToneDetected ( FrequencyLow as Long, FrequencyHigh as Long )

### Parameter

*FrequencyLow*  
*FrequencyHigh*

### Remarks

The signaling of events must be enabled using the property *SignalEvents* and the dual tone detector must be enabled via *EnableDualToneDetector*. The event is signaled when a dual tone that matches the parameter specified with *EnableDualToneDetector* is detected or ended. If the *FrequencyLow* and *FrequencyHigh* are none zero, the tone has started. A value of zero for both parameter signals that the tone ended.

The application may retrieve more information on the detected parameter via the object *DivaToneResult* that can be retrieved via the method *GetToneDetectorResult*. If events are enabled, the detector results are internally cleared when the next tone is received.

### See also

[EnableSingleToneDetector](#), [EnableDualToneDetector](#), [OnSingleToneDetected](#), [GetToneDetectorResult](#)

## OnAMDFinished

The event *OnAMDFinished* is signaled when the answering machine detector has finished the processing and the result is available.

VoiceCall\_OnAMDFinished ( Result as DivaAMDResult )

### Parameter

*Result*

### Remarks

The signaling of events must be enabled using the property *SignalEvents* and the answering machine detector must be enabled via the method *EnableAMD*. The event is signaled when the answering machine detector has finished the processing and a result is available.

For more information and possible results for the answering machine detector, refer to *EnableAMD* and *DivaAMDResult*.

### See also

[EnableAMD](#), [DivaAMDResult](#)

## DivaCall Defines

This section contains various DivaCall Defines.

### DivaAudioFmt

The Dialogic® Diva® Components API supports several audio formats. The formats contain the codec and the storage format. The storage format can be the well known wave format and the raw format.

The raw formats do not contain any header. The data is coded in the given format (codec) without any preceding information.

Options	Value
<a href="#">DivaAudioDefault</a>	0
<a href="#">DivaAudioAutoDetect</a>	1
<a href="#">DivaAudioWav_aLaw8K8BitMono</a>	10
<a href="#">DivaAudioWav_uLaw8K8BitMono</a>	11
<a href="#">DivaAudioWav_PCM_8K8BitMono</a>	12
<a href="#">DivaAudioWav_PCM_8K16BitMono</a>	13
<a href="#">DivaAudioRaw_aLaw8K8BitMono</a>	100
<a href="#">DivaAudioRaw_uLaw8K8BitMono</a>	101
<a href="#">DivaAudioRaw_PCM_8K8BitMono</a>	102
<a href="#">DivaAudioRaw_PCM_8K16BitMono</a>	103
<a href="#">DivaAudioRaw_ADPCM_8K4BitMono</a>	104
<a href="#">DivaAudioRaw_ADPCM_6K4BitMono</a>	105

#### *DivaAudioDefault*

This options is only available for recording. The default format is `DivaAudioWav_PCM_8K8BitMono`.

#### *DivaAudioAutoDetect*

This option is only available for sending wave files. The format is detected from the header of the file.

#### *DivaAudioWav\_aLaw8K8BitMono*

The data is coded as 8 Bit a-law with an 8 KHz sampling rate. The storage format contains a wave file header.

#### *DivaAudioWav\_uLaw8K8BitMono*

The data is coded as 8 Bit  $\mu$ -law with an 8 KHz sampling rate. The storage format contains a wave file header.

#### *DivaAudioWav\_PCM\_8K8BitMono*

The data is coded as 8 Bit PCM with an 8 KHz sampling rate. The storage format contains a wave file header. Please note that the 8 Bit PCM format may contain a higher noise than a-law or  $\mu$ -law formats.

#### *DivaAudioWav\_PCM\_8K16BitMono*

The data is coded as 16 Bit PCM with an 8 KHz sampling rate. The storage format contains a wave file header.

#### *DivaAudioRaw\_aLaw8K8BitMono*

The data is coded as 8 Bit a-law with an 8 KHz sampling rate. The storage format is raw and contains no header.

#### *DivaAudioRaw\_uLaw8K8BitMono*

The data is coded as 8 Bit  $\mu$ -law with an 8 KHz sampling rate. The storage format is raw and contains no header.

#### *DivaAudioRaw\_PCM\_8K8BitMono*

The data is coded as 8 Bit PCM with an 8 KHz sampling rate. The storage format is raw and contains no header. Please note that the 8 Bit PCM format may contain a higher noise than a-law or  $\mu$ -law formats.

*DivaAudioRaw\_PCM\_8K16BitMono*

The data is coded as 16 Bit PCM with an 8 KHz sampling rate. The storage format is raw and contains no header.

*DivaAudioRaw\_ADPCM\_8K4BitMono*

The data is coded as 4 Bit Adaptive PCM. The sampling rate is 8 KHz. The storage format is raw and contains no header. This format is an adaptive format and can only be processed based on an audio file.

*DivaAudioRaw\_ADPCM\_6K4BitMono*

The data is coded as 4 Bit Adaptive PCM. The sampling rate is 6 KHz. The storage format is raw and contains no header. The sampling rate of 6 KHz requires an underlying Dialogic® Diva® communication platform that supports 'extended voice'. This format is an adaptive format and can only be processed based on an audio file.

**DivaFaxFmt**

The TIFF formats containing the Symmetric keyword are aligned to a symmetric resolution regardless with which horizontal resolution the document has been received.

```
typedef enum
```

```
{
    DivaFaxFmtAutodetect,
    DivaFaxFmtDefault,
    DivaFaxFmtTiffClassF,
    DivaFaxFmtTiffClassFSymmetric,
    DivaFaxFmtSff,
    DivaFaxFmtTiffG3,
    DivaFaxFmtTiffG3Symmetric,
    DivaFaxFmtTiffG4,
    DivaFaxFmtTiffG4Symmetric,
    DivaFaxFmtColorJPEG,
}
```

```
} DivaFaxFmt;
```

*DivaFaxFmtAutoDetect*

The format is auto detected from the file. The format is only valid for outgoing faxes.

*DivaFaxFmtDefault*

The format is set to the default. The format is only for incoming faxes.

*DivaFaxFmtSff*

The data is coded according to the SFF format which is used as the internal format of the Dialogic® Diva® API and the CAPI interface.

*DivaFaxFmtTiffClassF*

The data is coded according to the TIFF Class F specification using RLE coding.

*DivaFaxFmtTiffG3*

The data is coded according to the TIFF Class F specification using G3 coding.

The TIFF formats containing the Symmetric keyword are aligned to a symmetric resolution regardless with which horizontal resolution the document has been received.

*DivaFaxFmtTiffG4*

The data is coded according to the TIFF Class F specification using G4 coding. This format takes less disk space.

*DivaFaxFmtColorJPEG*

The data is coded as JPEG according to the color fax specification.

## DivaCallState

The *DivaCallState* constants define the current state of a call.

```
typedef enum
{
    DivaCallState_Idle = 0,
    DivaCallState_Listening,
    DivaCallState_Connecting,
    DivaCallState_Ringing,
    DivaCallState_Offering,
    DivaCallState_Alerting,
    DivaCallState_Connected,
    DivaCallState_OnHold,
    DivaCallState_Disconnecting,
    DivaCallState_Disconnected,
    DivaCallState_Proceeding,
} DivaCallState;
```

### *DivaCallState\_Idle*

The call is idle. An outgoing connection may be established.

### *DivaCallState\_Listening*

The call is in the listen state. Incoming calls will be reported to the application. Outgoing calls can also be serviced.

### *DivaCallState\_Connecting*

The call has been initiated or accepted and the call establishment is on progress. This may take some time depending on the call type.

### *DivaCallState\_Ringing*

Dialing is finished and the confirmation has been received that ringing at the remote end has started. This call state is only available for outgoing calls.

### *DivaCallState\_Offering*

The call has been signaled to one or more applications and not yet been answered. This call state is only available for incoming calls.

### *DivaCallState\_Alerting*

The incoming call is in the alerting state.

### *DivaCallState\_Connected*

The data channel is connected and data can be streamed in both directions.

### *DivaCallState\_OnHold*

The call is in hold state and no data channel is currently available.

### *DivaCallState\_Disconnecting*

Disconnect of the call is in progress.

### *DivaCallState\_Disconnected*

The call is disconnected. The application may get the disconnect reasons and other parameter via the *DivaCall* properties.

### *DivaCallState\_Proceeding*

The call is proceeding.

**DivaCallTypes**

```
typedef enum
{
    DivaCallType_Voice,
    DivaCallType_FaxG3,
    DivaCallType_Modem,
    DivaCallType_DigitalData,
    DivaCallType_X75,
    DivaCallType_V120,
    DivaCallType_GSM,
    DivaCallType_X25,
    DivaCallType_AutoDetect,
} DivaCallType;
```

*DivaCallType\_Voice*

The call is processed as a voice call. The data channel is set to plain audio streaming according to G.711. The Dialogic® Diva® API handles a-law and  $\mu$ -law coding for voice streaming functions. Outgoing calls with this call type are signaled to the switch as speech.

*DivaCallType\_FaxG3*

The call is processed as a fax G3 call. The data channel is set to support the fax G3 protocol including polling etc. Outgoing calls with this call type are signaled to the switch as 3.1 kHz audio.

*DivaCallType\_Modem*

The call is processed as an analog modem call. The data channel is set to support a full analog modem including automatic speed negotiation. Outgoing calls with this call type are signaled to the switch as 3.1 kHz audio.

*DivaCallType\_DigitalData*

The call is processed as a digital data call. The data channel is set to handle digital data. Plain HDLC is done. This ensures that received data are valid but it does not guarantee packet delivery. Outgoing calls with this call type are signaled to the switch as unrestricted digital information.

*DivaCallType\_X75*

The call is processed as a reliable digital data call. The data channel is set to handle digital data using the X.75 protocol that guarantees packet delivery and flow control. Outgoing calls with this call type are signaled to the switch as unrestricted digital information.

*DivaCallType\_V120*

The call is processed as a reliable digital data call. The data channel is set to handle digital data using the V.120 protocol that guarantees packet delivery and flow control. Outgoing calls with this call type are signaled to the switch as unrestricted digital information.

*DivaCallType\_GSM*

The call is processed as a GSM data call. The data channel is set to handle the V.110 protocol. The default speed is 9600 bps which is the typical speed for GSM connections. Outgoing calls with this call type are signaled as V.110 with specific information set in the ISDN protocol elements.

*DivaCallType\_X25*

The call is processed as a X.25 call. The data channel is set to handle digital data using the X.75 protocol in layer 2 and X.25 in layer 3. The X.25 parameter can be set by the properties *X25CalledAddress*, *X.25CallingAddress*, and *X25NCPI*. Outgoing calls with this call type are signaled to the switch as unrestricted digital information.

*DivaCallType\_AutoDetect*

The call is processed as a digital call. The protocol is detected depending on the first received frame. Options to detect are V.120, plain digital data, and X.25.

## DivaListenServices

```
typedef enum
{
    DivaListenServiceNone,
    DivaListenServiceDigital,
    DivaListenServiceAnalogAll,
    DivaListenServiceAll,
} DivaCallType;
```

*DivaListenServiceNone*,

The listen is disabled, no incoming calls are signaled.

*DivaListenServiceDigital*,

Only calls that are signaled as digital calls are forwarded to the application.

*DivaListenServiceAnalogAll*,

Only calls that are signaled as analog calls are forwarded to the application.

*DivaListenServiceAll*

All incoming calls of any service type are signaled to the application.

## DivaRejectCode

```
typedef enum
{
    DivaAllowOthers = 1,
    DivaRejectNormalCallClearing = 2,
    DivaRejectUserBusy = 3,
    DivaRejectChannelNotAvailable,
    DivaRejectFacilityRejected,
    DivaRejectChannelNotAccepted,
    DivaRejectIncompatibleDestination,
    DivaRejectDestinationOutOfOrder,
    DivaRejectUserDefined = 0x3400,
} DivaRejectCode;
```

*DivaAllowOthers*

The call will be rejected by the application but other applications on the same line may accept this call.

*DivaRejectNormalCallClearing*

The call will be rejected. The reason signaled to the network is normal call clearing.

*DivaRejectUserBusy*

The call will be rejected. The reason signaled to the network is that the user is busy.

*DivaRejectChannelNotAvailable*

The call will be rejected. The reason signaled to the network is that the requested data channel is currently not available.

*DivaRejectFacilityRejected*

The call will be rejected. The reason signaled to the network is that one of the signal facilities could not be processed.

*DivaRejectChannelNotAccepted*

The call will be rejected. The reason signaled to the network is that the requested data channel is not accepted by the application.

*DivaRejectIncompatibleDestination*

The call will be rejected. The reason signaled to the network is that the destination is not compatible to the signaled call, e.g., a digital call to a phone that processes only analog and telephony services.

*DivaRejectDestinationOutOfOrder*

The call will be rejected. The reason signaled to the network is that the destination is currently out of order.

*DivaRejectUserDefined*

The call will be rejected. The reason signaled to the network is application-specific. The application sets the reason in the low byte, the upper byte must be 0x34. The coding of the reason must be according to the used network.

**DivaDiscReason**

```
typedef enum
{
    DivaDiscReasonUnspecified = 1,
    DivaDiscReasonNormalClearing,
    DivaDiscReasonUserInitiated,
    DivaDiscReasonBusy,
    DivaDiscReasonReject,
    DivaDiscReasonNoAnswer,
    DivaDiscReasonCableError,
    DivaDiscReasonUnknownNumber,
    DivaDiscReasonInvalidNumber,
    DivaDiscReasonNumberChanged,
    DivaDiscReasonIncompatibleDest,
    DivaDiscReasonNoResource,
    DivaDiscReasonNoDataChannel,
    DivaDiscReasonNoFaxDevice,
    DivaDiscReasonFaxTrainingFailed,
    DivaDiscReasonFaxLocalAbort,
    DivaDiscReasonFaxRemoteAbort,
    DivaDiscReasonModemNegFailed,
    DivaDiscReasonModemNoAnswer,
    DivaDiscReasonModemCarrierLost,
    DivaDiscReasonIllegalData,
    DivaDiscReasonFileAccess,
} DivaDiscReason;
```

*DivaDiscReasonUnspecified*

There is no specific information why the call failed.

*DivaDiscReasonNormalCallClearing*

The call ended with the default cause.

*DivaDiscReasonUserInitiated*

The application initiated the disconnect of the call.

*DivaDiscReasonBusy*

The remote end is busy and could not take the call. This disconnect reason is only signaled for outgoing calls.

*DivaDiscReasonReject*

The call was rejected by the remote peer.

*DivaDiscReasonNoAnswer*

The remote end did not answer the call and the call timed out. This disconnect reason is only signaled for outgoing calls.

*DivaDiscReasonCableError*

There is no layer 1 connection between the line device and the switch. This is typically a cable error or an un-plugged line device.

*DivaDiscReasonNumberUnknown*

The switch responds that the dialed number is not known.

*DivaDiscReasonInvalidNumber*

The switch responds that the dialed number is not in a valid format or not complete.

*DivaDiscReasonNumberChanged*

The switch responds that the dialed number is not known because it has changed.

*DivaDiscReasonIncompatibleDest*

The call is rejected because the destination is not compatible to the requested service (call type).

*DivaDiscReasonNoResource*

The system is out of resources and could not service the call. This is a locally generated reason.

*DivaDiscReasonNoDataChannel*

All channels on the line device are already in use. This reason is locally generated.

*DivaDiscReasonNoFaxDevice*

The call failed due to establishment of the data channel. The remote device is not responding as a fax device.

*DivaDiscReasonFaxTrainingFailed*

The call failed due to establishment of the data channel. The remote device is not responding as a fax device.

*DivaDiscReasonFaxLocalAbort*

The call failed due to establishment of the data channel. The fax protocol has been disconnected due to a local error.

*DivaDiscReasonFaxRemoteAbort*

The call failed due to establishment of the data channel. The fax protocol has been disconnected due to a remote error.

*DivaDiscReasonModemNegFailed*

The call failed due to establishment of the data channel. The modem negotiation failed. Reasons could be a bad line or different settings.

*DivaDiscReasonModemNoAnswer*

The call failed due to establishment of the data channel. The remote device does not respond like a modem.

*DivaDiscReasonModemCarrierLost*

The call is disconnected because the modem lost the carrier signal.

*DivaDiscReasonIllegalData*

The call failed due to data transmission reasons. The data to be transmitted has the wrong format.

*DivaDiscReasonFileAccess*

The file to be used for sending or receiving the data could not be accessed.

## DivaSignaledService

```
typedef enum
{
    DivaSignaledServiceUnknown = 1,
    DivaSignaledServiceAnalog,
    DivaSignaledServiceDigital,
    DivaSignaledServiceGSM,
} DivaSignaledService;
```

Defines the service signaled by the network for an incoming call.

*DivaSignaledServiceUnknown*

The service for the incoming call could not be determined.

*DivaSignaledServiceAnalog*

The call is signaled as an analog call. It might be a voice, fax, or modem call.

*DivaSignaledServiceDigital*

The call is signaled as a digital call.

*DivaSignaledServiceGSM*

The call is signaled as a digital call using GSM services.

## DivaSignalService

```
typedef enum
{
    DivaSigServiceDigital = 1,
    DivaSigServiceGSM,
    DivaSigServiceAnalog,
    DivaSigServiceAudio3,
    DivaSigServiceAudio7,
    DivaSigServiceSpeech,
    DivaSigServiceTelephony,
    DivaSigServiceFaxG3,
} DivaSignalService;
```

The enum DivaSignalService defines the service to be signaled to the network for an outgoing call.

*DivaSigServiceDigital*

The call is signaled as a purely digital call.

*DivaSigServiceGSM*

The call is signaled as a digital call using GSM services.

*DivaSigServiceAnalog*

The call is signaled as an analog call.

*DivaSigServiceAudio3*

The call is signaled as an audio call with 3.14 KHz.

*DivaSigServiceAudio7*

The call is signaled as an audio call with 7 KHz.

*DivaSigServiceSpeech*

The call is signaled with the capabilities set to speech.

*DivaSigServiceTelephony*

The call is signaled as ISDN telephony call.

*DivaSigServiceFaxG3*

The call is signaled as analog call carrying fax G3 data.

**DivaTones**

```
typedef enum
{
    Diva_EndOfTone = 0x80,
    Diva_UnknownTone,
    Diva_DialTone,
    Diva_PBXInternalDialTone,
    Diva_SpecialDialTone,
    Diva_SecondDialTone,
    Diva_RingingTone,
    Diva_SpecialRingingTone,
    Diva_BusyTone,
    Diva_CongestionTone,
    Diva_SpecialInformationTone,
    Diva_ComfortNoise,
    Diva_HoldTone,
    Diva_RecordTone,
    Diva_CallerWaitingTone,
    Diva_CallWaitingTone,
    Diva_PayTone,
    Diva_PositiveIndicationTone,
    Diva_NegativeIndicationTone,
    Diva_WarningTone,
    Diva_IntrusionTone,
    Diva_CallingCardServiceTone,
    Diva_PayphoneRecognitionTone,
    Diva_CPEAlertingSignal,
    Diva_OffHookWarningTone,
    Diva_InterceptTone,
    Diva_ModemCallingTone,
    Diva_FaxCallingTone,
    Diva_AnswerTone,
    Diva_AnswerTonePhaseReversal,
    Diva_ANSam,
    Diva_ANSamPhaseReversal,
    Diva_Bell103AnswerTone,
    Diva_FaxFlags,
    Diva_FaxG2GroupId,
    Diva_HumanSpeech,
    Diva_ToneMF1 = 0xF1,
    Diva_ToneMF2,
    Diva_ToneMF3,
    Diva_ToneMF4,
    Diva_ToneMF5,
    Diva_ToneMF6,
    Diva_ToneMF7,
    Diva_ToneMF8,
    Diva_ToneMF9,
    Diva_ToneMF0,
    Diva_ToneMFStart = 0xFD,
    Diva_ToneMFStop = 0xFF,
} DivaTones;
```

## DivaNumberTypes

Options	Value
NumberTypeUnkown	0
NumberTypeInternational	1
NumberTypeNational	2
NumberTypeNetwork	3
NumberTypeSubscriber	4
NumberTypeAbbreviated	6

### *NumberTypeUnkown*

The number type is not known. This is the default.

### *NumberTypeInternational*

The number is coded as an international format.

### *NumberTypeNational*

The number is called as national format.

### *NumberTypeNetwork*

The type of number "network-specific number" is used to indicate administration/service number specific to the serving network, e.g., used to access an operator.

### *NumberTypeSubscriber*

Subscriber provided number. Prefix or escape digits shall not be included.

### *NumberTypeAbbreviated*

The number is abbreviated.

## DivaNumberIdentifications

Options	Value
NumberIdUnknown	0
NumberIdISDNTelephony	1
NumberIdData	3
NumberIdNational	8
NumberIdPrivate	9

### *NumberIdUnknown*

The number identification is not known. This is the default.

### *NumberIdISDNTelephony*

The number identification is ISDN telephony.

### *NumberIdData*

The number identification is data.

### *NumberIdNational*

The number is a national identification.

*NumberIdPrivate*

The number has a private identification.

## **DivaNumberPresentations**

<b>Options</b>	<b>Value</b>
NumberPresentationAllowed	0
NumberPresentationRestricted	1
NumberPresentationNotAvailable	2

*NumberPresentationAllowed*

The number presentation of the calling number is allowed.

*NumberPresentationRestricted*

The number presentation of the calling number is restricted and will be suppressed if supported by the switch.

*NumberPresentationNotAvailable*

The number presentation information is not available.

## **DivaNumberScreenings**

<b>Options</b>	<b>Value</b>
NumberScreeningUser	0
NumberScreeningUserPassed	1
NumberScreeningUserFailed	3
NumberScreeningNetwork	4

*NumberScreeningUser*

The calling party number has been provided by the caller and forwarded by the network without any validation.

*NumberScreeningUserPassed*

The calling party number has been provided by the caller and the verification by the network was successful.

*NumberScreeningUserFailed*

The calling party number has been provided by the caller but the verification by the network failed.

*NumberScreeningNetwork*

The calling party number has been provided by the network. Either the caller has not provided a number or the screening failed.

## DivaAudioProviderMode

Options	Value
DivaAPModeReceive	1
DivaAPModeStream	2
DivaAPModeBoth	3

### *DivaAPModeReceive*

The audio received from the Dialogic® Diva® communication platform is given to the audio provider.

### *DivaAPModeStream*

Data provided from the audio provider is streamed by the Diva communication platform.

### *DivaAPModeBoth*

Audio signals are exchanged in both directions.

## DivaRedirectReasons

Options	Value
DivaRedirectUnknown	0
DivaRedirectBusy	1
DivaRedirectNoReply	2
DivaRedirectCallDeflection	4
DivaRedirectDTEOutOfOrder	9
DivaRedirectByCalledDTE	10
DivaRedirectUnconditional	15

### *DivaRedirectUnknown*

The reason for the redirection is unknown.

### *DivaRedirectBusy*

The call is redirected because the extension was busy.

### *DivaRedirectNoReply*

The call is redirected because the original called destination did not reply.

### *DivaRedirectCallDeflection*

The call is redirected by a call deflection.

### *DivaRedirectDTEOutOfOrder*

The call is redirected due to an out of service condition of the called destination.

### *DivaRedirectByCalledDTE*

The call is redirected by the called endpoint.

### *DivaRedirectUnconditional*

The call is redirected unconditionally.

## DivaRecordEndReason

Options	Value
DivaRecordEndReason_TimeReached	1
DivaRecordEndReason_Silence	2
DivaRecordEndReason_Unspecified	3
DivaRecordEndReason_ToneDetected	4

### *DivaRecordEndReason\_TimeReached*

The recording is terminated because the maximum time for recording to a file is reached.

### *DivaRecordEndReason\_Silence*

The recording is terminated because the maximum silence time during recording to a file is reached.

### *DivaRecordEndReason\_Unspecified*

There is no specific reason for the termination of the recording. The application has terminated the recording or the call is disconnected.

### *DivaRecordEndReason\_ToneDetected*

The recording is terminated due to a DTMF tone. The application has specified this DTMF tone as stop tone.

## DivaSendVoiceEndReason

Options	Value
DivaSendVoiceEndReason_Undefined	0
DivaSendVoiceEndReason_Cancelled	1
DivaSendVoiceEndReason_Disconnected	2
DivaSendVoiceEndReason_Restarted	3

### *DivaSendVoiceEndReason\_Undefined*

The reason for stopping the streaming is unknown.

### *DivaSendVoiceEndReason\_Cancelled*

The sending has been terminated by the application via StopSending.

### *DivaSendVoiceEndReason\_Disconnected*

The call is disconnected and the sending has been stopped implicitly.

### *DivaSendVoiceEndReason\_Restarted*

The sending has been restarted. This is typically done due to a continuous sending condition.

**DivaCPT**

<b>Property Name</b>	<b>Value</b>	<b>Mode</b>	<b>Type</b>
<a href="#">CPT_BearerCapabilities</a>	4	Set / Get	Byte array
<a href="#">CPT_SignaledLineDiscReason</a>	14	Get	long
<a href="#">CPT_VoiceEarlyDataChannel</a>	17	Set	bool
<a href="#">CPT_SecondCallingNumber</a>	19	Get	long
<a href="#">CPT_CallingName</a>	21	Set / Get	BSTR
<a href="#">CPT_ConnectedName</a>	22	Get	BSTR
<a href="#">CPT_CallingSubAddress</a>	23	Set / Get	BSTR
<a href="#">CPT_CalledSubAddress</a>	24	Set / Get	BSTR
<a href="#">CPT_OriginalCalledNumber</a>	25	Get	BSTR
<a href="#">CPT_ConnectedNumber</a>	26	Get	BSTR
<a href="#">CPT_CalledName</a>	27	Get	BSTR
<a href="#">CPT_DisconnectReason</a>	29	Set	long
<a href="#">CPT_DisconnectCause</a>	30	Set	long
<a href="#">CPT_RedirectionNumber</a>	31	Get	BSTR
<a href="#">CPT_VoiceRecordStartTones</a>	100	Set	Byte array
<a href="#">CPT_VoiceDTMF_SendDuration</a>	101	Set	long
<a href="#">CPT_VoiceDTMF_SendPause</a>	102	Set	long
<a href="#">CPT_VoiceDTMF_DetectDuration</a>	103	Set	long
<a href="#">CPT_VoiceDTMF_DetectPause</a>	104	Set	long
<a href="#">CPT_VoiceEarlyDataDiscOnInfo</a>	106	Set	bool
<a href="#">CPT_EchoCancellerEnableNLP</a>	107	Set	bool
<a href="#">CPT_EchoCancellerAutoDisable1</a>	108	Set	bool
<a href="#">CPT_EchoCancellerAutoDisable2</a>	109	Set	bool
<a href="#">CPT_EchoCancellerTailLength</a>	110	Set	long
<a href="#">CPT_EchoCancellerPreDelay</a>	111	Set	long
<a href="#">CPT_EnableDTMFTrailingEdge</a>	112	Set	bool
<a href="#">CPT_FaxPageQuality</a>	212	Get	long
<a href="#">CPT_FaxPageEndInfo</a>	213	Get	long
<a href="#">CPT_FaxRemoteFeatures</a>	214	Get	Byte array
<a href="#">CPT_FaxRemoteMaxHorzRes</a>	215	Get	long
<a href="#">CPT_FaxRemoteMaxVertRes</a>	216	Get	long
<a href="#">CPT_FaxRemoteMaxSpeed</a>	217	Get	long
<a href="#">CPT_FaxRemoteNSF</a>	218	Get	Byte array
<a href="#">CPT_FaxLocalNSF</a>	219	Set	Byte array
<a href="#">CPT_EnableInterrupt</a>	222	Set	bool
<a href="#">CPT_RequestInterrupt</a>	223	Set	bool
<a href="#">CPT_FaxProcedureInterrupt</a>	224	Get	bool
<a href="#">CPT_FaxEnableSecurity</a>	225	Set	bool

Property Name	Value	Mode	Type
<a href="#">CPT_FaxRemoteSupportsSubaddr</a>	226	Get	bool
<a href="#">CPT_FaxRemoteSupportsPassword</a>	227	Get	bool
<a href="#">CPT_FaxSignalSubAddress</a>	228	Set	BSTR
<a href="#">CPT_FaxSignalPassword</a>	229	Set	BSTR
<a href="#">CPT_FaxRemoteSubAddress</a>	230	Get	BSTR
<a href="#">CPT_FaxRemotePassword</a>	231	Get	BSTR
<a href="#">CPT_FaxAllowDocumentStretching</a>	234	Set	bool
<a href="#">CPT_FaxRemoteScanLineLength</a>	235	Get	long
<a href="#">CPT_MaximumSpeed</a>	400	Set	long
<a href="#">CPT_DataBits</a>	401	Set / Get	long
<a href="#">CPT_StopBits</a>	402	Set / Get	long
<a href="#">CPT_Parity</a>	403	Set / Get	long
<a href="#">CPT_DisableCompression</a>	800	Set	bool
<a href="#">CPT_DisableV42</a>	801	Set	bool
<a href="#">CPT_DisableMNP</a>	802	Set	bool
<a href="#">CPT_ForceReliable</a>	803	Set	bool
<a href="#">CPT_DisableRetrain</a>	804	Set	bool
<a href="#">CPT_ModulationClass</a>	805	Set	long
<a href="#">CPT_NegotiatedV42V42bis</a>	806	Get	bool
<a href="#">CPT_NegotiatedMNP4MNP5</a>	807	Get	bool
<a href="#">CPT_NegotiatedTransparent</a>	808	Get	bool
<a href="#">CPT_NegotiatedCompression</a>	809	Get	bool
<a href="#">CPT_DCD</a>	810	Get	bool
<a href="#">CPT_CTS</a>	811	Get	bool
<a href="#">CPT_ConnectedNorm</a>	812	Get	long
<a href="#">CPT_RoundTripDelay</a>	813	Get	long
<a href="#">CPT_GuardTone</a>	814	Set	bool
<a href="#">CPT_ModemLeasedLine</a>	815	Set	bool
<a href="#">CPT_Modem4WireOption</a>	816	Set	bool
<a href="#">CPT_DisableDiscOnBusyTone</a>	817	Set	bool
<a href="#">CPT_DisableCallingTone</a>	818	Set	bool
<a href="#">CPT_DisableAnswerTone</a>	819	Set	bool
<a href="#">CPT_EnableDialToneDetect</a>	820	Set	bool
<a href="#">CPT_DisableStepUp</a>	821	Set	bool
<a href="#">CPT_DisableStepDown</a>	822	Set	bool
<a href="#">CPT_DisableSplitSpeed</a>	823	Set	bool
<a href="#">CPT_DisableTrellisCoding</a>	824	Set	bool
<a href="#">CPT_DisableFlushTimer</a>	825	Set	bool
<a href="#">CPT_EnableEmptyFrames</a>	826	Set	bool
<a href="#">CPT_EnableMultimoding</a>	827	Set	bool

Property Name	Value	Mode	Type
<a href="#">CPT_BypassControl</a>	828	Set	bool
<a href="#">CPT_DisableModulationV21</a>	829	Set	bool
<a href="#">CPT_DisableModulationV22</a>	830	Set	bool
<a href="#">CPT_DisableModulationV22bis</a>	831	Set	bool
<a href="#">CPT_DisableModulationV23</a>	832	Set	bool
<a href="#">CPT_DisableModulationV32</a>	833	Set	bool
<a href="#">CPT_DisableModulationV32bis</a>	834	Set	bool
<a href="#">CPT_DisableModulationV34</a>	835	Set	bool
<a href="#">CPT_DisableModulationV90DPCM</a>	836	Set	bool
<a href="#">CPT_DisableModulationBell103</a>	837	Set	bool
<a href="#">CPT_DisableModulationBell212A</a>	838	Set	bool
<a href="#">CPT_DisableModulationAllIFS</a>	839	Set	bool
<a href="#">CPT_DisableModulationK56Flex</a>	840	Set	bool
<a href="#">CPT_DisableModulationX2</a>	841	Set	bool
<a href="#">CPT_DisableV42Detection</a>	842	Set	bool
<a href="#">CPT_EnableModulationV29FDX</a>	843	Set	bool
<a href="#">CPT_EnableModulationV33</a>	844	Set	bool
<a href="#">CPT_EnableModulationV90APCM</a>	845	Set	bool
<a href="#">CPT_EnableModulationV22FS</a>	846	Set	bool
<a href="#">CPT_EnableModulationV29FS</a>	847	Set	bool
<a href="#">CPT_EnableModulationV23_1</a>	848	Set	bool
<a href="#">CPT_EnableModulationV23_2</a>	849	Set	bool
<a href="#">CPT_MinimumTxSpeed</a>	850	Set	long
<a href="#">CPT_MaximumTxSpeed</a>	851	Set	long
<a href="#">CPT_MinimumRxSpeed</a>	852	Set	long
<a href="#">CPT_MaximumRxSpeed</a>	853	Set	long
<a href="#">CPT_TxLevelAdjust</a>	854	Set	bool
<a href="#">CPT_DisableV34TxLevelReduction</a>	855	Set	bool
<a href="#">CPT_DisableV34PreCoding</a>	856	Set	bool
<a href="#">CPT_DisableV34PreEmphasis</a>	857	Set	bool
<a href="#">CPT_DisableV34Shaping</a>	858	Set	bool
<a href="#">CPT_DisableV34NonLinearEncoding</a>	859	Set	bool
<a href="#">CPT_DisableV34ManualReduction</a>	860	Set	bool
<a href="#">CPT_DisableV34Training16Point</a>	861	Set	bool
<a href="#">CPT_DisableV34SymbolRate2400</a>	862	Set	bool
<a href="#">CPT_DisableV34SymbolRate2743</a>	863	Set	bool
<a href="#">CPT_DisableV34SymbolRate2800</a>	864	Set	bool
<a href="#">CPT_DisableV34SymbolRate3000</a>	865	Set	bool
<a href="#">CPT_DisableV34SymbolRate3200</a>	866	Set	bool
<a href="#">CPT_DisableV34SymbolRate3429</a>	867	Set	bool

Property Name	Value	Mode	Type
<a href="#">CPT_ForceReliableIfV34</a>	868	Set	bool
<a href="#">CPT_DisableSDLC</a>	869	Set	bool
<a href="#">CPT_DisableReliableIf1200</a>	870	Set	bool
<a href="#">CPT_BufferDuringV42Detection</a>	871	Set	bool
<a href="#">CPT_DisableV42SelectivReject</a>	872	Set	bool
<a href="#">CPT_DisableMNP3</a>	873	Set	bool
<a href="#">CPT_DisableMNP4</a>	874	Set	bool
<a href="#">CPT_DisableMNP10</a>	875	Set	bool
<a href="#">CPT_TransparentModeIfV22bis</a>	876	Set	bool
<a href="#">CPT_TransparentModeIfV32bis</a>	877	Set	bool
<a href="#">CPT_BreakMode</a>	878	Set	bool
<a href="#">CPT_ModemEarlyConnect</a>	879	Set	bool
<a href="#">CPT_ModemPassIndication</a>	880	Set	bool
<a href="#">CPT_SDLCLinkAddress</a>	881	Set	bool
<a href="#">CPT_SDLCTModuloMode</a>	882	Set	bool
<a href="#">CPT_SDLCTWindowSize</a>	883	Set	bool
<a href="#">CPT_SDLCTXID</a>	884	Set	bool
<a href="#">CPT_SDLCTReverseEstablishment</a>	885	Set	bool
<a href="#">CPT_V18Selected</a>	886	Set	bool
<a href="#">CPT_V18ProbingSequence</a>	887	Set	bool
<a href="#">CPT_V18CountryProbingSequence</a>	888	Set	bool
<a href="#">CPT_V18ProbingMessage</a>	889	Set	bool
<a href="#">CPT_V18ReinitializeOnSilence</a>	890	Set	bool
<a href="#">CPT_V18RevertToAnswerMode</a>	891	Set	bool
<a href="#">CPT_V18DisconnectOnBusy</a>	892	Set	bool
<a href="#">CPT_V18AutomoddingMonitorMode</a>	893	Set	bool
<a href="#">CPT_V18TextProbingForCarrierMode</a>	894	Set	bool
<a href="#">CPT_V18TXPSpaceParityInOrigMode</a>	895	Set	bool
<a href="#">CPT_V18EnableV18OriginationMode</a>	896	Set	bool
<a href="#">CPT_V18EnableV18AnswerMode</a>	897	Set	bool
<a href="#">CPT_V18EnableV21OriginationMode</a>	898	Set	bool
<a href="#">CPT_V18EnableV21AnswerMode</a>	899	Set	bool
<a href="#">CPT_V18EnableBell103OrigMode</a>	900	Set	bool
<a href="#">CPT_V18EnableBell103AnswerMode</a>	901	Set	bool
<a href="#">CPT_V18EnableV23OriginationMode</a>	902	Set	bool
<a href="#">CPT_V18EnableV23AnswerMode</a>	903	Set	bool
<a href="#">CPT_V18EnableEDTMode</a>	904	Set	bool
<a href="#">CPT_V18EnableBAUDOT45Mode</a>	905	Set	bool
<a href="#">CPT_V18EnableBAUDOT47Mode</a>	906	Set	bool
<a href="#">CPT_V18EnableBAUDOT50Mode</a>	907	Set	bool

Property Name	Value	Mode	Type
<a href="#">CPT_V18EnableDTMFMode</a>	908	Set	bool
<a href="#">CPT_V18TransmitLevel</a>	909	Set	long
<a href="#">CPT_V18AsyncFormatV21</a>	910	Set	long
<a href="#">CPT_V18AsyncFormatV23</a>	911	Set	long
<a href="#">CPT_V18AsyncFormatBell103</a>	912	Set	long
<a href="#">CPT_V18AsyncFormatEDT</a>	913	Set	long
<a href="#">CPT_V18AsyncFormatBAUDOT</a>	914	Set	long
<a href="#">CPT_V18TimerTcTimeout</a>	915	Set	long
<a href="#">CPT_V18TimerTmTimeout</a>	916	Set	long
<a href="#">CPT_V18CleanCarrierTime</a>	917	Set	long
<a href="#">CPT_V18EchoSupressTime</a>	918	Set	long
<a href="#">CPT_EnableModulationV22bisFS</a>	919	Set	bool
<a href="#">CPT_B1Protocol</a>	1200	Set	long
<a href="#">CPT_B2Protocol</a>	1201	Set	long
<a href="#">CPT_B3Protocol</a>	1202	Set	long
<a href="#">CPT_B1Configuration</a>	1203	Set	Byte array
<a href="#">CPT_B2Configuration</a>	1204	Set	Byte array
<a href="#">CPT_B3Configuration</a>	1205	Set	Byte array
<a href="#">CPT_LLC</a>	1206	Set / Get	Byte array
<a href="#">CPT_HLC</a>	1207	Set / Get	Byte array
<a href="#">CPT_B_ChannelInfo</a>	1208	Set	Byte array
<a href="#">CPT_KeypadFacility</a>	1209	Set / Get	Byte array
<a href="#">CPT_UserUserInfo</a>	1210	Set / Get	Byte array
<a href="#">CPT_FacilityDataArray</a>	1211	Set / Get	Byte array
<a href="#">CPT_DisplayInfo</a>	1212	Get	Byte array
<a href="#">CPT_TotalChargeUnits</a>	1213	Get	long
<a href="#">CPT_SpecialInfoElement</a>	1214	Set / Get	Byte array
<a href="#">CPT_ChannelInfoElement</a>	1215	Get	Byte array
<a href="#">CPT_ProgressIndElement</a>	1216	Get	Byte array
<a href="#">CPT_GlobalConfiguration</a>	1217	Set	long
<a href="#">CPT_ReverseDataChannelConnect</a>	1218	Set	bool
<a href="#">CPT_CauseInfoElement</a>	1219	Get	Byte array
<a href="#">CPT_X25_ReverseRestart</a>	2003	Set	bool
<a href="#">CPT_AutoDetectMode</a>	2400	Set	long
<a href="#">CPT_AutoDetectX75ForceX25</a>	2401	Set	bool
<a href="#">CPT_AutoDetectMaxFrames</a>	2402	Set	long
<a href="#">CPT_AutoDetectMaxSeconds</a>	2401	Set	long
<a href="#">CPT_NoAnswerTimeout</a>	4000	Set	long
<a href="#">CPT_ConnectTimeout</a>	4001	Set	long

### *CPT\_BearerCapabilities*

*DivaCPT\_BearerCapabilities* provides the bearer capabilities signaled for an incoming call on reading and specifies the bearer capabilities to be used for an outgoing call.

### *CPT\_SignaledLineDiscReason*

The property is read only and returns the disconnect reason in the format signaled by the line.

### *CPT\_VoiceEarlyDataChannel*

The property is write only and enables the data channel before the connection in the signaling channel is established. The property is only valid for outgoing calls and must be set before the first call to *DivaDial*.

### *CPT\_SecondCallingNumber*

The properties are read only and provide the information about a second calling party number. A second calling party number may be signaled by SMS gateways.

### *CPT\_CallingName*

The parameter is read only. On read, it provides the calling name for an incoming call. On write, it allows to set the name for an outgoing call. The availability of the name depends on the underlying network.

### *CPT\_ConnectedName*

The parameter is read only. When the call is connected the property provides the name of the connected party. The availability of the name depends on the underlying network.

### *CPT\_CallingSubAddress*

The property provides the calling party address signaled on an incoming call or sets the calling party address for an outgoing call.

### *CPT\_CalledSubAddress*

The property provides the called party address signaled on an incoming call or sets the called party address for an outgoing call.

### *CPT\_OriginalCalledNumber*

*CPT\_OriginalCalledNumber* is a read only property and specifies the number that the originator of the call has dialed. This number can be different from the calling party number and the redirecting number if the call has been redirected.

### *CPT\_ConnectedNumber*

*CPT\_ConnectedNumber* is a read only property and specifies the number of the endpoint that answered the call. This can be different from the called number if the call is redirected.

### *CPT\_CalledName*

*CPT\_CalledName* is a read only parameter and specifies the name of the endpoint that answered the call.

### *CPT\_DisconnectReason*

*CPT\_DisconnectReason* is a write only property to set the disconnect reason. For valid disconnect reasons, see *DivaActiveDiscReasons* in the Dialogic® Diva® API documentation. Note that the disconnect reason is only used for calls that have already been answered. Calls that are in the offering state can be disconnected using the reject reasons.

### *CPT\_DisconnectCause*

*CPT\_DisconnectCause* is a write only property to set the disconnect cause. This is the Q.931 cause value. Note that the disconnect cause is only used for calls that have already been answered. Calls that are in the offering state can be disconnected using the reject reasons.

### *CPT\_RedirectionNumber*

This is a read only parameter that provides the redirecting number for an incoming call.

#### *CPT\_VoiceRecordStartTones*

The property defines a list of tones to trigger the recording. By default, recording initiated by *DivaRecordVoiceFile* starts right away. Setting a start tone delays the start until one of the tones is detected. The tones are coded as string containing the codes for the tones as 8 bit values. The string may contain any DTMF, continuous tone or MF tone. The application must enable DTMF and tone detection. The property is valid for the next call to *DivaRecordVoiceFile*.

#### *CPT\_VoiceDTMF\_SendDuration*

The property is write only and specifies the duration and pause of generated DTMF tones.

#### *CPT\_VoiceDTMF\_SendPause*

The property is write only and specifies the duration and pause of generated DTMF tones.

#### *CPT\_VoiceDTMF\_DetectDuration*

The property is write only and specifies the duration and pause for DTMF tone detection. The property must be set prior to the call to *DivaReportDTMF*.

#### *CPT\_VoiceDTMF\_DetectPause*

The properties are write only and specify the duration and pause for DTMF tone detection. The properties must be set prior to the call to *DivaReportDTMF*.

#### *CPT\_VoiceEarlyDataDiscOnInfo*

*CPT\_VoiceEarlyDataDiscOnInfo* is a write only property and specifies that a connection established with the early data channel option is disconnected when the network signals the disconnect via info message. By default, the connection is kept open to allow the application to record and process any announcement or tones.

#### *CPT\_EchoCancellerEnableNLP*

The property is write only and enables the non-linear processing for the echo canceller.

#### *CPT\_EchoCancellerAutoDisable1*

The property is write only and bypasses the echo canceller upon detection of phase reversed 2100 Hz (operation according to G.165)

#### *CPT\_EchoCancellerAutoDisable2*

The property is write only. It bypasses the echo canceller upon detection of phase reversed or phase continuous 2100 Hz (operation according to G.164 and G.165).

#### *CPT\_EchoCancellerTailLength*

The property is write only. Echo canceller time span in ms, default is implementation-specific.

#### *CPT\_EchoCancellerPreDelay*

The property is write only. Echo canceller pre-delay before starting.

#### *CPT\_EnableDTMFTrailingEdge*

The property is a write only and enables the reporting of the training edge of a DTMF tone. The default is disabled.

#### *CPT\_FaxPageQuality*

*PT\_FaxPageQuality* is a read parameter and only valid in fax mode. The parameter is updated every time a fax page is received or sent. For information on page quality, refer to *DivaFaxPageQuality* in the Dialogic® Diva® API documentation.

#### *CPT\_FaxPageEndInfo*

*CPT\_FaxPageQuality* is a read parameter and only valid in fax receive mode. The parameter is updated every time a fax page is received. The parameter provides information on coming pages or documents. For information on valid page ends, refer to *DivaFaxPageEnd* in the Dialogic® Diva® API documentation.

#### *CPT\_FaxRemoteFeatures*

*CPT\_FaxRemoteFeatures* is a read only property and provides the binary coded capabilities of the receiving fax station. The information is coded in accordance with T.30 DIS and DTC frame.

*CPT\_FaxRemoteMaxHorzRes*

*CPT\_FaxRemoteMaxHorzRes* is a read only property and provides the maximum horizontal resolution the receiving fax station can support. The value is given as pixel per line.

*CPT\_FaxRemoteMaxVertRes*

*CPT\_FaxRemoteMaxVertRes* is a read only property and provides the maximum horizontal resolution the receiving fax station can support. The value is given as pixel per line.

*CPT\_FaxRemoteMaxSpeed*

*DivaCPT\_FaxRemoteMaxSpeed* is a read only property and provides the maximum speed the receiving fax station can support. Note that this is not the finally negotiated speed because this depends on the line quality.

*CPT\_FaxRemoteNSF*

*CPT\_FaxRemoteNSF* is a read only property and provides the non standard facilities received from the remote fax station. The data is provided as binary data, first byte length field.

*CPT\_FaxLocalNSF*

*CPT\_FaxLocalNSF* is a write only property and specifies the non standard facilities to be sent to the remote fax station. The data is expected as binary data, first byte length field.

*CPT\_EnableInterrupt*

The property is write only and enables the fax procedure interrupt. The usage is depending on the remote peer. The property *CPT\_FaxProcedureInterrupt* returns the result.

*CPT\_RequestInterrupt*

The property is write only and requests the fax procedure interrupt. The usage is depending on the remote peer. The property *CPT\_FaxProcedureInterrupt* returns the result.

*CPT\_FaxProcedureInterrupt*

The property is read only and returns the state of the procedure interrupt negotiation. The property can only be negotiated if the property *CPT\_RequestInterrupt* or *CPT\_FaxProcedureInterrupt* are enabled.

*CPT\_FaxEnableSecurity*

The call property is write only and enables the negotiation of the secure fax options. The usage of the option depends on the remote peer.

*CPT\_FaxRemoteSupportsSubaddr*

The properties are read only and provide the information if the remote party is able to handle secure fax protocols.

*CPT\_FaxRemoteSupportsPassword*

The properties are read only and provide the information if the remote party is able to handle secure fax protocols.

*CPT\_FaxSignalSubAddress*

The properties are write only and specify the sub-address and password to be sent to the remote side within the Fax T.30 negotiation.

*CPT\_FaxSignalPassword*

The properties are write only and specify the sub address and password to be sent to the remote side within the Fax T.30 negotiation.

*CPT\_FaxRemoteSubAddress*

The properties are read only and provide the sub address and password or the remote party negotiated during fax T.30 negotiation.

*CPT\_FaxRemotePassword*

The properties are read only and provide the sub address and password or the remote party negotiated during fax T.30 negotiation.

### *CPT\_FaxAllowDocumentStretching*

If this option is selected, a TIFF document provided with a resolution that is half of the next matching fax format will be stretched. For example, a document with a resolution of 800 pixels per line will be stretched to 1600 pixel per line and centered on the next matching resolution of 1728 pixel per line.

### *CPT\_FaxRemoteScanLineLength*

*DivaCPT\_FaxRemoteScanLineLength* is a read only property and provides the maximum scan line length the receiving fax station can support. The value is given as [DivaScanLineMax](#).

### *CPT\_MaximumSpeed*

*CPT\_MaximumSpeed* is a write only property and defines the maximum speed that is allowed for the connection. The parameter is only valid for analog modem and V.110 types. The real negotiated speed can be retrieved by the *CPT\_TxSpeed* and *CPT\_RxSpeed* properties.

### *CPT\_DataBits*

The properties are read and write and set / get the framing for an asynchronous connection.

### *CPT\_StopBits*

The properties are read and write and set / get the framing for an asynchronous connection.

### *CPT\_Parity*

The properties are read and write and set / get the framing for an asynchronous connection.

### *CPT\_DisableCompression*

The property is write only and disables any compression for an analog modem connection.

### *CPT\_DisableV42*

The properties are write only and disable any V.42 or MNP negotiation for an analog modem connection.

### *CPT\_DisableMNP*

The properties are write only and disable any V.42 or MNP negotiation for an analog modem connection.

### *CPT\_ForceReliable*

The property is write only and valid for call type modem. If set, a reliable connection using V.42 or MNP is negotiated. If the remote peer is not able to handle one of these protocols, the connection will fail.

### *CPT\_DisableRetrain*

The property is write only and disables the retrain for an analog modem connection.

### *CPT\_ModulationClass*

The property is write only and valid for call type modem. It sets the modulation class between V.8 and V.110. The options are defined in *DivaModulationClass*.

### *CPT\_NegotiatedV42V42bis*

The properties are read only and valid only for analog modem connections. If the property is set, the negotiation succeeds in the specified reliable protocol. If *CPT\_NegotiatedCompression* is also set, the corresponding compression, V.42bis or MNP5, is also negotiated.

### *CPT\_NegotiatedMNP4MNP5*

The properties are read only and valid only for analog modem connections. If the property is set, the negotiation succeeds in the specified reliable protocol. If *CPT\_NegotiatedCompression* is also set, the corresponding compression, V.42bis or MNP5, is also negotiated.

### *CPT\_NegotiatedTransparent*

The property is read only and valid only for the call type modem. If the property is set, the modem connection is negotiated without using any reliable protocol.

### *CPT\_NegotiatedCompression*

The property is read only and valid only for the call type modem. If the property is set, the modem connection is negotiated using a compression protocol.

### *CPT\_DCD*

The properties are read only and valid only for the call type modem. *CPT\_DCD* reflects the state of the DCD modem signal and *CPT\_CTS* reflects the state of the CTS signal.

**Note:** The CTS signal is only provided if the call type is modem and any of the extended modem settings have been enabled.

### *CPT\_CTS*

The properties are read only and valid only for the call type modem. *CPT\_DCD* reflects the state of the DCD modem signal and *CPT\_CTS* reflects the state of the CTS signal.

**Note:** The CTS signal is only provided if the call type is modem and any of the extended modem settings have been enabled.

### *CPT\_ConnectedNorm*

The property is read only and valid only for the call type modem selected via the extended modem settings. The property holds the modulation result. For valid options, see *DivaConnectedNorm*.

### *CPT\_RoundTripDelay*

The property is read only and available for modem connections using V.34 modulation. The property is set when the DCD information is available and contains the time for receiving the echo of a signal set to the remote peer.

### *CPT\_GuardTone*

The property is write only. Specifies the modem guard tone. A value of zero selects no guard tone, one is for a 1800 Hz guard tone and two for a 550 Hz guard tone.

### *CPT\_ModemLeasedLine*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_Modem4WireOption*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableDiscOnBusyTone*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableCallingTone*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableAnswerTone*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_EnableDialToneDetect*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableStepUp*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableStepDown*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableSplitSpeed*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

### *CPT\_DisableTrellisCoding*

The property is write only. For more information, refer to the CAPI extensions in the document *CxModem.pdf*.

*CPT\_DisableFlushTimer*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableEmptyFrames*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableMultimoding*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_BypassControl*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV21*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV22*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV22bis*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV23*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV32*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV32bis*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV34*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationV90DPCM*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationBell103*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationBell212A*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationAllFS*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationK56Flex*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableModulationX2*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV42Detection*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV29FDX*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV33*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV90APCM*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV22FS*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV29FS*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV23\_1*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_EnableModulationV23\_2*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_MinimumTxSpeed*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_MaximumTxSpeed*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_MinimumRxSpeed*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_MaximumRxSpeed*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_TxLevelAdjust*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34TxLevelReduction*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34PreCoding*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34PreEmphasis*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34Shaping*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34NonLinearEncoding*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34ManualReduction*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34Training16Point*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34SymbolRate2400*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34SymbolRate2743*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34SymbolRate2800*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34SymbolRate3000*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34SymbolRate3200*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV34SymbolRate3429*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_ForceReliableIfV34*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableSDLC*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableReliableIf1200*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_BufferDuringV42Detection*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableV42SelectivReject*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableMNP3*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableMNP4*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_DisableMNP10*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_TransparentModeIfV22bis*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_TransparentModeIfV32bis*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_BreakMode*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_ModemEarlyConnect*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_ModemPassIndication*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_SDLCLinkAddress*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_SDLCModuloMode*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_SDLCWindowSize*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_SDLCXID*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_SDLCReverseEstablishment*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_V18Selected*

The property is write only and enables the V.18 mode.

*CPT\_V18ProbingSequence*

Text of the message string used for probing. The property is write only.

*CPT\_V18CountryProbingSequence*

Pre-defined country probing sequences. For available countries, refer to DivaV18DefProbings. The property is write only.

*CPT\_V18ProbingMessage*

Array of bytes containing the sequence of modulation norm identifiers that specifies the order used in answer mode probing. The property is write only.

*CPT\_V18ReinitializeOnSilence*

The property is write only and enables or disables the reinitialization on silence.

*CPT\_V18RevertToAnswerMode*

The property is write only and enables or disables the revert to answer mode on timeout.

*CPT\_V18DisconnectOnBusy*

The property is write only and enables or disables disconnect on busy detection.

*CPT\_V18AutomoddingMonitorMode*

The property is write only and enables or disables automodding monitor.

*CPT\_V18TextProbingForCarrierMode*

The property is write only and enables or disables continuous carrier probing with the message.

*CPT\_V18TXPSpaceParityInOrigMode*

The property is write only and enables or disables the sending of TXP with space parity in origination mode.

*CPT\_V18EnableV18OriginationMode*

The property is write only and enables the V.18 originate mode (CI/TXP procedure, V.21 data state, TX: 980/1180 Hz 300 bps, RX: 1650/1850 Hz 300 bps).

*CPT\_V18EnableV18AnswerMode*

The property is write only and enables V.18 answer mode (CI/TXP procedure, V.21 data state, TX: 1650/1850 Hz 300 bps, RX: 980/1180 Hz 300 bps).

*CPT\_V18EnableV21OriginationMode*

The property is write only and enables V.21 originate mode (TX: 980/1180 Hz 300 bps, RX: 1650/1850 Hz 300 bps).

*CPT\_V18EnableV21AnswerMode*

The property is write only and enables V.21 answer mode (TX: 1650/1850 Hz 300 bps, RX: 980/1180 Hz 300 bps).

*CPT\_V18EnableBell103OrigMode*

The property is write only and enables Bell 103 originate mode (TX: 1270/1070 Hz 300 bps, RX: 2225/2025 Hz 300 bps).

*CPT\_V18EnableBell103AnswerMode*

The property is write only and enables Bell 103 answer mode (TX: 2225/2025 Hz 300 bps, RX: 1270/1070 Hz 300 bps).

*CPT\_V18EnableV23OriginationMode*

The property is write only and enables V.23 originate mode (TX: 390/450 Hz 75 bps, RX: 1300/1700 Hz 1200 bps).

*CPT\_V18EnableV23AnswerMode*

The property is write only and enables V.23 originate mode (TX: 390/450 Hz 75 bps, RX: 1300/1700 Hz 1200 bps).

*CPT\_V18EnableEDTMode*

The property is write only and enables EDT mode (980/1180 Hz 110 bps).

*CPT\_V18EnableBAUDOT45Mode*

The property is write only and enables BAUDOT 45 mode (1800/1400 Hz 22 ms/bit).

*CPT\_V18EnableBAUDOT47Mode*

The property is write only and enables BAUDOT 47 mode (1800/1400 Hz 21 ms/bit).

*CPT\_V18EnableBAUDOT50Mode*

The property is write only and enables BAUDOT 50 mode (1800/1400 Hz 20 ms/bit).

*CPT\_V18EnableDTMFMode*

The property is write only and enables DTMF mode (DTMF 50ms on / 50ms off).

*CPT\_V18TransmitLevel*

The property is write only. Transmits level in dBm, coded as 2-s complement signed integer. Valid range: -12..-31 dBm. Value 0 will set the default.

*CPT\_V18AsyncFormatV21*

Asynchronous data format used in V.18 and V.21 mode. The coding is described in DivaV18Framing. Value 0 will set the default. The property is write only

*CPT\_V18AsyncFormatV23*

Asynchronous data format used in V.23 mode. The coding is described in DivaV18Framing. Value 0 will set the default. The property is write only.

*CPT\_V18AsyncFormatBell103*

Asynchronous data format used in Bell 103 mode. The coding is described in DivaV18Framing. Value 0 will set the default. The property is write only

*CPT\_V18AsyncFormatEDT*

Asynchronous data format used in EDT mode. The coding is described in DivaV18Framing. Value 0 will set the default. The property is write only.

*CPT\_V18AsyncFormatBAUDOT*

Asynchronous data format used in BAUDOT modes. The coding is described in DivaV18Framing. Value 0 will set the default. The property is write only.

*CPT\_V18TimerTcTimeout*

Timeout time for ITU-T V.18 timer Tc in ms. (Tc specifies the maximum time waiting for response when sending a probing carrier in answer mode). Value 0 will set the default. The property is write only.

*CPT\_V18TimerTmTimeout*

Timeout time for ITU-T V.18 timer Tm in ms. (Tm specifies the maximum time waiting for response after a probing message has been sent in answer mode). Value 0 will set the default. The property is write only.

*CPT\_V18CleanCarrierTime*

Time span in ms for which the carrier is maintained in half duplex modes after the last pending character has been sent to the line. Value 0 will set the default. The property is write only.

*CPT\_V18EchoSuppresTime*

Time span in ms for which the receiver is disabled in half-duplex mode after the last send period in order to avoid interpretation of the echo signal. Value 0 will set the default. The property is write only.

*CPT\_EnableModulationV22bisFS*

The property is write only. For more information, refer to the CAPI extensions in the document CxModem.pdf.

*CPT\_B1Protocol*

The property is write only. The B1 protocol according to the CAPI 2.0 specification.

*CPT\_B2Protocol*

The property is write only. The B2 protocol according to the CAPI 2.0 specification.

*CPT\_B3Protocol*

The property is write only. The B3 protocol according to the CAPI 2.0 specification.

*CPT\_B1Configuration*

The property is write only. The B1 configuration options according to the CAPI 2.0 specification.

*CPT\_B2Configuration*

The property is write only. The B2 configuration options according to the CAPI 2.0 specification.

*CPT\_B3Configuration*

The property is write only. The B3 configuration options according to the CAPI 2.0 specification.

*CPT\_LLC*

Sets the Low Layer Compatibility Information for an outgoing call or retrieves them from an incoming call. The element is coded according to Q.931.

*CPT\_HLC*

Sets the High Layer Compatibility Information for an outgoing call or retrieves them from an incoming call. The element is coded according to Q.931.

*CPT\_B\_ChannelInfo*

The property is write only and provides a flexible setting of the B-channel information. This can be used to select a specific channel for an outgoing call or to connect a special channel in leased line mode. The coding is done according to the CAPI specification.

*CPT\_KeypadFacility*

The property is read and write and gets or sets the keypad facility information for a setup message. The element is coded according to Q.931.

*CPT\_UserUserInfo*

The property is available for read and write and sets the user-user information for an outgoing call or retrieves them from an incoming call. The element is coded according to Q.931. If the user-user information is set before calling *DivaAlert*, the information is passed in the alert message.

*CPT\_FacilityDataArray*

The property is available for read and write and sets the facility data information for an outgoing call or retrieves them from an incoming call. The element is coded according to Q.931.

*CPT\_DisplayInfo*

The property is read only and reads the display information received from an incoming call.

*CPT\_TotalChargeUnits*

The property is read only and provides the amount of charge units reported by the network.

*CPT\_SpecialInfoElement*

The property is used for setting specific elements.

*CPT\_ChannelInfoElement*

The property is read only and provides the channel information element as received from the line.

*CPT\_ProgressIndElement*

The property is read only and provides the progress information element as received from the line.

*CPT\_GlobalConfiguration*

The parameter is write only and allows to modify the "global configuration" option of the underlying CAPI interface. Currently the B channel operation mode can be switched to DCT or DTE by this parameter.

*CPT\_ReverseDataChannelConnect*

The parameter is write only and specifies that the data channel connection is not initiated by the side that has initiated the physical connection.

*CPT\_CauseInfoElement*

*DivaCPT\_CauseInfoElement* is a read only property and provides the cause information element as signaled on the underlying network.

*CPT\_X25\_ReverseRestart*

*DivaCPT\_X25\_ReverseRestart* is a write only property and enables the X.25 restart sequence. The property must be set before the call is initiated or answered.

*CPT\_AutoDetectMode*

The property is reserved for future use.

*CPT\_AutoDetectX75ForceX25*

The property is write only. If specified, the autodetect mode for digital protocols interprets X.25 frames in layer 2 as X.25 connections.

*CPT\_AutoDetectMaxFrames*

The property is write only and specifies the maximum amount of frames that should be used for autodetection of a digital protocol. The property is only valid if the call type is set to *DivaCallTypeAutoDetect*.

*CPT\_AutoDetectMaxSeconds*

The property is write only and specifies the maximum amount of seconds for the autodetect process. The property is only valid if the call type is set to *DivaCallTypeAutoDetect*.

*CPT\_NoAnswerTimeout*

The property is write only and specifies the amount of time in seconds to wait until the remote side picks up the call.

*CPT\_ConnectTimeout*

The property is write only and specifies the amount of time in seconds to wait until an answered call reaches the connect state. This is typically the time to negotiate a modem or fax connection.

## DivaFaxRxStoreModes

Options	Value
DivaFaxRxStorePerSession	0
DivaFaxRxStorePerDocument	1
DivaFaxRxStorePerPage	2

### *DivaFaxRxStorePerSession*

All pages of the complete fax session are stored in one file. This is the default.

### *DivaFaxRxStorePerDocument*

This option is reserved for future use.

### *DivaFaxRxStorePerPage*

Each page of a fax reception is stored in separate file. This option is currently only available for color fax JPEG documents. The file names get the addition '\_D1\_Px' where x is the page index.

## DivaScanLineMax

Options	Value
DivaScanLineUnknown	0
DivaScanLineMax215	1
DivaScanLineMax255	2
DivaScanLineMax303	3

### *DivaScanLineUnknown*

The remote side did not provide the scan line capabilities.

### *DivaScanLineMax215*

The remote fax is able to handle scan lines of 215 millimeters. This corresponds to the ISO A4 format.

### *DivaScanLineMax255*

The remote fax is able to handle scan lines of 255 millimeters. This corresponds to the ISO B4 format.

### *DivaScanLineMax303*

The remote fax is able to handle scan lines of 303 millimeters. This corresponds to the ISO A3 format.

## DivaAMDResult

Options	Value
DivaAMDUserTerminated	0
DivaAMDHumanTalker	1
DivaAMDAnsweringMachine	2
DivaAMDAnsweringMachineTone	3
DivaAMDSilence	4
DivaAMDFaxOrModem	5

### *DivaAMDUserTerminated*

The application has cancelled the answering machine detector.

### *DivaAMDHumanTalker*

A human talker has been detected by the answering machine detector.

### *DivaAMDAnsweringMachine*

An answering machine has answered the call.

### *DivaAMDAnsweringMachineTone*

An answering machine has been detected by the special answering machine tone.

### *DivaAMDSilence*

The detection timed out due to silence from the called side.

### *DivaAMDFaxORModem*

A fax or modem has answered the call.

## DivaCall Result Codes

The following table lists the result codes and their description.

**Note:** A result code other than *DivaSuccess* does not automatically point to a failure. Several functions return states and reasons with the result code, e.g., the voice recording returns the reason why recording ended.

<b>DivaCall Result Codes</b>	
<b>Name</b>	<b>Description</b>
DivaResultSuccess	The method succeeded.
DivaResultInvalidParameter	The parameters passed to the method are not valid.
DivaResultInvalidState	The call to this method is not valid in this state, e.g., call to a streaming function while not connected.
DivaResultInvalidFunction	The requested function is invalid. The reason may be a write operation on a read only property.
DivaResultOutOfMemory	The required memory could not be allocated from the system.
DivaResultSystemError	The underlying system environment is not ready for processing.
DivaResultDestBusy	The remote side is busy.
DivaResultNoAnswer	The remote side did not answer the call.
DivaResultUnspecific	An outgoing call failed for an unspecified reason.
DivaResultUnallocatedNumber	The number used for an outgoing call is no longer valid.
DivaResultAnotherAppGotThatCall	An incoming call could not be answered because another application was also listening and got the call.
DivaResultNoChannel	There is no channel available. All channels of the selected line device are in use.
DivaResultOpenFile	The file required for the operation could not be opened. This happens, when data is sent from a file and this file is not available. If receiving data to a file, the file could not be created.
DivaResultUnsupportedFormat	The requested format is not supported for the audio or fax processing.
DivaResultReadFile	The read operation for the file failed.
DivaResultTimeout	The reason for the termination was a timeout. Refer to the methods that use this result code for more information.
DivaResultNotSupported	The requested operation is not supported.
DivaResultTimeReached	The operation has finished because the maximum time limit has been reached.
DivaResultToneDetected	The operation has finished because a tone has been detected.
DivaResultSilenceDetected	The operation has finished because silence has been detected.
DivaResultDisconnected	The operation has finished because the call has been disconnected. The reason for disconnecting can be obtained with the property <i>DisconnectReason</i> .
DivaResultNoData	There is no data available to be retrieved by the application.
DivaResultAMDHHumanTalker	A human talker has been detected by the answering machine detector.
DivaResultAMDAnsweringMachine	The answering machine detector has detected that an answering machine has answered the call.
DivaResultAMDAnsweringMachineTone	The special answering machine tone signaled the answering machine detector that an answering machine has been detected.
DivaResultAMDSilence	The answering machine detection timed out due to silence from the called side.
DivaResultAMDFaxOrModem	The answering machine detector has detected that a fax or modem has answered the call.

## CHAPTER 7

### DivaSystem References

DivaSystem provides information on the installed hardware and creates instances of Diva Instance. The usage of DivaSystem is optional. Applications that do not need system information for call processing may use *DivaCall* directly.

DivaSystem methods are described below. For DivaSystem properties, see [DivaSystem Properties](#) on page 122.

### DivaSystem Methods

This section contains various DivaSystem methods.

#### GetDevice

Gets a DivaDevice object.

```
DeviceObject = SystemObject.GetDevice ( nDevice )
```

#### Parameter

*nDevice*

The parameter *nDevice* specifies the device to get the object for.

#### Returns

The method returns a pointer to the requested object or zero if an error occurs.

#### Remarks

The method returns a pointer to an object of type *DivaDevice*. The device is defined by the parameter *nDevice*. The value must be in the range from 1 to the maximum amount of devices returned by the property *NumDevices*.

#### See also

[DivaDevice](#), [NumDevices](#)

#### CreateInstance

Creates a *DivaInstance* object with specific parameter.

```
InstanceObject = SystemObject.CreateInstance (bBlocking, MaxConnections, BuffersPerConnect, MaxDataSize )
```

#### Parameter

*bBlocking*

The parameter *bBlocking* specifies the default value for the operation mode of call objects created on the instance.

*MaxConnections*

The parameter *MaxConnections* specifies maximum amount of calls to be created on this object.

*BuffersPerConnect*

The parameter *BuffersPerConnect* specifies the number of used buffers. The value should be between 2 and 10, both inclusive. The default is 4.

*MaxDataSize*

The parameter *MaxDataSize* specifies the maximum buffer size.

#### Returns

The method returns a pointer to the requested object or zero if an error occurs.

**Remarks**

The method returns a pointer to an object of type *DivaInstance*. Objects of *DivaInstance* and *DivaCall* could be created directly. If the application needs specific parameters for buffer and resource management, the *CreateInstance* method provides them.

The buffer size may be optimized for performance using a large buffer of up to 2Kbytes or for delay on audio calls using a smaller buffer size.

**See also**

[DivaInstance](#)

**LoadAudioProvider**

Loads an audio provider DLL.

Result = SystemObject.LoadAudioProvider ( Filename )

**Parameter**

*Filename*

The parameter *Filename* specifies the audio provider DLL to be loaded.

**Returns**

The method returns *DivaResultSuccess* if the DLL is successfully loaded. If the DLL could not be found, the result *DivaResultOpenFile* is returned.

**Remarks**

The method loads the given DLL into the current process space. If the DLL requires initialization, it must export a function called 'InitializeAudioProvider'. If this function is available, it will be called once the DLL is loaded.

**See also**

[FreeAudioProvider](#), [ConnectAudioProvider](#), [DisconnectAudioProvider](#)

**FreeAudioProvider**

Unloads a previously loaded audio provider DLL.

Result = SystemObject.FreeAudioProvider ( Filename )

**Parameter**

*Filename*

The parameter *Filename* specifies the audio provider DLL to be unloaded.

**Returns**

The method returns *DivaResultSuccess* if the DLL is successfully unloaded. If the DLL is not loaded the result *DivaResultInvalidParameter* is returned.

**Remarks**

The methods checks if the given DLL is loaded. If the DLL is loaded and a function named "TerminateAudioProvider" is exported, this function is called. Then, the DLL is released.

**See also**

[LoadAudioProvider](#), [ConnectAudioProvider](#), [DisconnectAudioProvider](#)

## SetTraceFilename

Changes the trace file name for tracing.

SystemObject.SetTraceFilename ( Filename, MaxSize )

### Parameter

*Filename*

The parameter *Filename* specifies the new name of the trace file.

*MaxSize (optional)*

The parameter *MaxSize* specifies the maximum file size in Kbytes. A value of zero indicates no limitation. The default is zero.

### Returns

none

### Remarks

If a trace file exists the file is closed. The new file is opened, if the file exists the data is appended.

### See also

[TraceLevel](#)

## DivaSystem Properties

This section contains various DivaSystem properties.

### NumDevices

The *NumDevices* property returns the number of installed devices.

nDevices = SystemObj.NumDevices

#### Type

Integer

#### Default value

None

#### Availability

Read only

#### Remarks

The property returns the number of installed devices. Please note that each line of a physical hardware represents one device.

#### See also

[TotalChannels](#)

### TotalChannels

The *TotalChannels* property returns the number of data channels of all installed devices.

nChannels = SystemObj.TotalChannels

#### Type

Integer

#### Default value

None

#### Availability

Read only

#### Remarks

For information on channels per device refer to *DivaDevice*.

#### See also

[NumDevices](#)

### TraceLevel

Sets the trace level of SDK tracing.

CallObj.TraceLevel = 6

#### Type

Long

#### Default Value

1

**Availability**

Write only

**Remarks**

The property is used to set the amount of trace information written to the trace file. A value of 0 disables the writing of trace information. A value of 1 writes error messages.

**See also**

[SetTraceFilename](#)

## CHAPTER 8

### DivaInstance References

DivaInstance can be used by applications to create call objects with preset properties. In addition call objects created on basis of DivaInstance are optimized for resource usage. The usage of DivaInstance is optional. Applications may directly use *DivaCall*. DivaInstance methods are described below. DivaInstance properties are described in [DivaInstance Properties](#) on page 127.

### DivaInstance Methods

This section contains various DivaInstance methods.

#### CreateCall

Creates a *DivaCall* object with properties of the instance.

CallObject = InstanceObject.CreateCall ( )

#### Parameter

none

#### Returns

The method returns a pointer to the requested object or zero if an error occurs.

#### Remarks

The method returns a pointer to an object of type *DivaCall*. The new object has the properties set for *DivaInstance*. These are the properties, set when the instance was created. The properties can be modified on the call object.

#### See also

[DivaCall](#)

#### CreateConference

Creates a *DivaConference* object based on the instance properties.

ConferenceObject = object1.CreateConference ( )

#### Parameter

none

#### Returns

The method returns a pointer to the requested object or zero if an error occurs.

#### Remarks

The method creates an object of type *DivaConference* and returns a reference to the object. The object is based on the properties of the instance. The object can be used to manage conferences. The members of the conference are of type *DivaCall*.

#### See also

[CreateCall](#)

## MWIActivate

Activates a message waiting indication.

Set bValue = object.MWIActivate ( Device, Service, NumMessages, Status, Reference, Mode, ReceivingUser, ControllingUserNumber, ControllingUserProvidedNumber, Time )

### Parameter

#### *Device*

Specifies the line device on which the activation should be done. The device is an index starting from 1 to the maximum amount of devices. Refer to [DivaSystem References](#) and [DivaDevice References](#) for more information.

#### *Service*

Specifies the service that should be signaled to the switch. This identifies the media type of the message, e.g., voice or fax. For IVR systems that signal voice messages, this value must be set to 1.

#### *NumMessages*

The parameter specifies the amount of messages that should be signaled.

#### *Status*

Specifies the status, for options see [DivaMWIMessageStatus](#).

#### *Reference*

The parameter is only valid if *Status* is not set to *DivaMWIMessageUnknown*.

#### *Mode*

The parameter specifies the invocation mode. For valid options see [DivaMWIInvokeMode](#).

#### *ReceivingUserNumber*

The parameter specifies the extension of the user to whom the messages should be signaled.

#### *ControllingUserNumber*

This parameter depends on the used switch. Some switches use this number to authenticate the requester. This must be set in accordance with the switch configuration.

#### *ControllingUserProvidedNumber*

This parameter is switch dependent and should be set to an empty string by default.

#### *Time*

The parameter is optional. If the time is given, the format must be YYYY.MM.DD.HH.MM

### Returns

If the method succeeds, the result code is *DivaResultSuccess*.

### Remarks

The method activates the message waiting as defined by the given parameter. The method is synchronous and returns when the message waiting activation has been successfully initiated or an error occurred. The internal timeout for a successful operation is set to 2 seconds.

### See also

[MWIDeactivate](#)

## MWIDeactivate

Deactivates a message waiting indication.

Set `bValue = object.MWDeactivate ( Device, Service, Mode, ReceivingUser, ControllingUserNumber )`

### Parameter

#### *Device*

Specifies the line device on which the deactivation should be done. The device is an index starting from 1 to the maximum amount of devices. Refer to *DivaSystem* and *DivaDevice* for more information.

#### *Service*

The parameter specifies the service that should be signaled to the switch. This identifies the media type of the message, e.g., voice or fax. For IVR systems that signal voice messages, this value must be set to 1.

#### *Mode*

The parameter specifies the invocation mode. For valid options see [DivaMWIInvokeMode](#)

#### *ReceivingUserNumber*

The parameter specifies the extension of the user to whom the messages should be signaled.

#### *ControllingUserNumber*

This parameter depends on the used switch. Some switches use this number to authenticate the requester. This must be set in accordance with the switch configuration.

### Returns

If the method succeeds, the result code is *DivaResultSuccess*.

### Remarks

The method deactivates the message waiting as defined by the given parameter. The method is synchronous and returns when the message waiting deactivation has been successfully initiated or an error occurred. The internal timeout for a successful operation is set to 2 seconds.

### See also

[MWIActivate](#)

## DivaInstance Properties

This section contains various DivaInstance properties.

### LocalNumber

The *LocalNumber* property sets the default local number for call objects.

```
InstanceObj.LocalNumber = "012345678"
```

#### Type

String

#### Default value

""

#### Availability

Read and write

#### See also

[LocalSubAddress](#)

### LocalSubAddress

The *LocalSubAddress* property sets the default local sub address for call objects.

```
InstanceObj.LocalSubAddress = "012345678"
```

#### Type

String

#### Default value

""

#### Availability

Read and write

#### See also

[LocalNumber](#)

### VoiceEchoCanceller

The *VoiceEchoCanceller* property sets the default for enabled or disabled echo cancellation for voice calls on call objects created on this instance.

```
InstanceObj.VoiceEchoCanceller = True
```

#### Type

Boolean

#### Default value

False

#### Availability

Read and write

#### See also

No references

### **FaxLocalId**

The *FaxLocalId* property sets the default local ID for fax calls on call objects created on this instance.

InstanceObj.FaxLocalId = "+49 xxxxxxxx"

#### **Type**

String

#### **Default value**

""

#### **Availability**

Read and write

#### **See also**

[FaxHeadLine](#)

### **FaxHeadLine**

The *FaxHeadLine* property sets the default head line for fax calls on call objects created on this instance.

InstanceObj.FaxHeadLine = "Sent by Diva SDK"

#### **Type**

String

#### **Default value**

""

#### **Availability**

Read and write

#### **See also**

[FaxLocalId](#)

## DivaInstance Defines

This section contains various DivaInstance defines.

### DivaMWIMessageStatus

Option	Value
DivaMWIMessageAdded	0
DivaMWIMessageRemoved	1
DivaMWIMessageUnknown	0xffff

*DivaMWIMessageAdded*

The message should be added

*DivaMWIMessageRemoved*

The message should be removed

*DivaMWIMessageUnknown*

The status of the message is unknown

### DivaMWIInvokeMode

Option	Value
DivaMWIInvokeDeferred	0
DivaMWIInvokeImmediate	1
DivaMWIInvokeCombined	2
DivaMWIInvokeSuppress	3

*DivaMWIInvokeDeferred*

Deferred invocation mode

*DivaMWIInvokeImmediate*

Immediate invocation mode

*DivaMWIInvokeCombined*

Combined invocation mode

*DivaMWIInvokeSuppress*

Suppress the invocation mode

## CHAPTER 9

### DivaDevice References

DivaDevice provides information on the installed hardware. DivaDevice objects are created by DivaSystem.

### DivaDevice Properties

This section contains various DivaDevice properties.

#### Channels

The *Channels* property returns the number of data channels of the devices.

nChannels = DeviceObj.Channels

#### Type

Integer

#### Availability

Read only

#### See also

No references

#### SerialNumber

The *SerialNumber* property returns the serial number of the device.

nSerialNumber = DeviceObj.SerialNumber

#### Type

Integer

#### Availability

Read only

#### See also

No references

#### FaxSupported

The *FaxSupported* property returns true if the device supports fax transmission and reception.

bFax = DeviceObj.FaxSupported

#### Type

Boolean

#### Availability

Read only

#### See also

No references

### **ModemSupported**

The *ModemSupported* property returns true if the device supports modem protocols.

bModem = DeviceObj.ModemSupported

#### **Type**

Boolean

#### **Availability**

Read only

#### **See also**

No references

### **CodecALaw**

The *CodecALaw* property returns true if the line is configured for a-law voice coding. If false is returned, the line uses  $\mu$ -law coding.

bCodexALaw= DeviceObj.CodecALaw

#### **Type**

Boolean

#### **Availability**

Read only

#### **See also**

No references

### **VoIPSupported**

The *VoIPSupported* property returns true if the device supports RTP streaming. This property is only valid for devices that are PSTN-based. The information if a device is using IP-based communication the property *IPBased* must be used.

bFax = DeviceObj.VoIPSupported

#### **Type**

Boolean

#### **Availability**

Read only

#### **See also**

[IPBased](#)

### **ExtendedVoiceSupported**

The *ExtendedVoiceSupported* property returns true if the device supports tone detection, automatic gain control, extended conference support and other extended voice functions. In general, this is supported by the Dialogic® Diva® Media Boards having DSP support.

bFax = DeviceObj.ExtendedVoiceSupported

#### **Type**

Boolean

#### **Availability**

Read only

#### **See also**

No references

### **HoldRetrieveSupported**

The *HoldRetrieveSupported* property returns true if the device supports the supplementary services hold and retrieve.

bFax = DeviceObj.HoldRetrieveSupported

#### **Type**

Boolean

#### **Availability**

Read only

#### **See also**

No references

### **TransferSupported**

The *TransferSupported* property returns true if the device supports the supplementary services call transfer.

bFax = DeviceObj.TransferSupported

#### **Type**

Boolean

#### **Availability**

Read only

#### **See also**

No references

### **ForwardSupported**

The *ForwardSupported* property returns true if the device supports the supplementary services call forwarding.

bFax = DeviceObj.ForwardSupported

#### **Type**

Boolean

#### **Availability**

Read only

**See also**

No references

**CallDeflectionSupported**

The *CallDeflectionSupported* property returns true if the device supports the supplementary services call deflection.

bFax = DeviceObj.CallForwardingSupported

**Type**

Boolean

**Availability**

Read only

**See also**

No references

**Line**

The *Line* property returns for multi-line boards to which line the object corresponds. The returned value is an index starting with one. For boards that have only one line, the value one is returned.

Line = DeviceObj.Line

**Type**

long

**Availability**

Read only

**See also**

No references

**IPBased**

The *IPBased* property returns true if the device is based on IP signaling and media streaming, e.g., H.323 or SIP.

bMedia = DeviceObj.IPBased

**Type**

Boolean

**Availability**

Read only

**See also**

[PSTNBased](#), [AnalogBased](#)

## PSTNBased

The *PSTNBased* property returns true if the device is based on PSTN. This includes ISDN PRI, inband signaling protocols like RBS and E1 R2 as well as analog lines.

bMedia = DeviceObj.PSTNBased

### Type

Boolean

### Availability

Read only

### See also

[IPBased](#), [AnalogBased](#)

## AnalogBased

The *AnalogBased* property returns true if the device is based on a POTS line using an Dialogic® Diva® Analog Media Board.

bAnalog = DeviceObj.AnalogBased

### Type

Boolean

### Availability

Read only

### See also

[IPBased](#), [PSTNBased](#)

## Layer1Status

The *Layer1Status* property returns the status of the layer 1 if supported by the device type. This is only valid for devices that are PSTN-based and not analog-based. For valid layer 1 status values, refer to [DivaDeviceLayer1Status](#).

bL1State = DeviceObj.Layer1Status

### Type

DivaDeviceLayer1Status

### Availability

Read only

### See also

[PSTNBased](#), [AnalogBased](#), [Layer2Status](#), [RedAlarm](#), [BlueAlarm](#), [YellowAlarm](#), [DivaDeviceLayer1Status](#), [AnalogLineStatus](#)

## Layer2Status

The *Layer2Status* property returns the status of the layer 2 if supported by the device type. This is only valid for devices that are PSTN-based and not analog-based. For valid layer 2 status values, refer to [DivaDeviceLayer2Status](#).

bL1State = DeviceObj.Layer2Status

### Type

DivaDeviceLayer2Status

### Availability

Read only

### See also

[PSTNBased](#), [AnalogBased](#), [Layer1Status](#), [RedAlarm](#), [BlueAlarm](#), [YellowAlarm](#), [DivaDeviceLayer2Status](#), [AnalogLineStatus](#)

## AnalogLineStatus

The *AnalogLineStatus* property returns the status of the specified analog line if supported by the device type. This is only valid for devices that are analog-based. For valid analog line status values, refer to [DivaDeviceAnalogStatus](#).

bL1State = DeviceObj.AnalogLineStatus ( 1 )

### Type

DivaDeviceAnalogStatus

### Availability

Read only

### See also

[PSTNBased](#), [AnalogBased](#), [Layer2Status](#), [RedAlarm](#), [BlueAlarm](#), [YellowAlarm](#), [DivaDeviceLayer1Status](#), [DivaDeviceAnalogStatus](#)

## RedAlarm

The *RedAlarm* property returns the state of the red alarm. This is only valid for T1/E1-based hardware. For valid alarm status values please refer to [DivaAlarmStatus](#).

bL1State = DeviceObj.RedAlarm

### Type

DivaAlarmStatus

### Availability

Read only

### See also

[PSTNBased](#), [AnalogBased](#), [Layer1Status](#), [Layer2Status](#), [BlueAlarm](#), [YellowAlarm](#), [DivaAlarmStatus](#)

## BlueAlarm

The *BlueAlarm* property returns the state of the blue alarm. This is only valid for T1/E1-based hardware. For valid alarm status values, refer to [DivaAlarmStatus](#).

bL1State = DeviceObj.BlueAlarm

### Type

DivaAlarmStatus

### Availability

Read only

### See also

[PSTNBased](#), [AnalogBased](#), [Layer1Status](#), [Layer2Status](#), [RedAlarm](#), [YellowAlarm](#), [DivaAlarmStatus](#)

## YellowAlarm

The *YellowAlarm* property returns the state of the yellow alarm. This is only valid for T1/E1-based hardware. For valid alarm status values, refer to [DivaAlarmStatus](#).

bL1State = DeviceObj.YellowAlarm

### Type

DivaAlarmStatus

### Availability

Read only

### See also

[PSTNBased](#), [AnalogBased](#), [Layer1Status](#), [Layer2Status](#), [BlueAlarm](#), [RedAlarm](#), [DivaAlarmStatus](#)

## DivaDevice Defines

This section contains various DivaDevice defines.

### DivaDeviceLayer1Status

Option	Value
L1NotSupported	0x80000000
L1Down	0
L1Up	1
L1SyncLost	2
L1Synchronized	3

#### *L1NotSupported*

The device does not support a layer 1 status reporting.

#### *L1Down*

The layer 1 is down, typically a cable disconnect.

#### *L1Up*

The layer 1 is up and ready to exchange data.

#### *L1SyncLost*

The layer 1 has lost synchronization.

#### *L1Synchronized*

The layer 1 is synchronized but not yet fully up.

### DivaDeviceLayer2Status

Option	Value
L2NotSupported	0x80000000
L2Down	0
L2Up	1
L2Closing	2
L2Activating	3
L2Initializing	4

#### *L2NotSupported*

The device does not support a layer 2 status reporting.

#### *L2Down*

The layer 2 failed to negotiate.

#### *L2Up*

The layer 2 is up and signaling messages can be exchanged.

#### *L2Closing*

The layer 2 is shutting down.

*L2Activating*

The layer 2 is trying to establish a connection.

*L2Initializing*

The layer 2 is initializing to establish a link.

**DivaDeviceAnalogStatus**

Option	Value
AnalogNotSupported	0x80000000
AnalogLineDown	0
AnalogLineOffHook	1
AnalogLineIdle	2
AnalogLineRing	3
AnalogLinePolarityReverse	4

*AnalogNotSupported*

The device is not an analog-based device.

*AnalogLineDown*

The analog line is down, e.g., due to a cable disconnect.

*AnalogLineOffHook*

The analog line is off hook.

*AnalogLineIdle*

The analog line is idle. An active connection to the switch is available.

*AnalogLineRing*

The switch is signaling an incoming call by a ring.

*AnalogLinePolarityReverse*

The line has reverse polarity.

**DivaAlarmStatus**

Option	Value
AlarmNotSupported	0x80000000
AlarmInactive	0
AlarmActive	1

*AlarmNotSupported*

The device does not support alarm states. Only PRI-based devices support.

*AlarmInactive*

The alarm is inactive, which indicates a well running system.

*AlarmActive*

The alarm condition is active.

## CHAPTER 10

### DivaConference References

The Diva Component API handles conferences on a DivaConference object. The object allows for managing a conference with unlimited members. The conference - including mixing and automatic gain control - is handled by the underlying Diva communication platform. Members of the conference are of the type DivaCall.

The conference object is created based on a DivaInstance. The method CreateConference returns an object of type DivaConference. On this object, calls can be added to the conference and therefore become conference members. A call may be removed at any time. All calls to add or remove a call are synchronous calls.

Applications may want to stream a conference object or may want to record the conference. The conference object provides methods to stream and record audio that are similar to the streaming and recording on a DivaCall object. The streaming can be synchronous or asynchronous. The conference object provides an event interface for notifications when the streaming or recording ends.

The streaming is done on a so called "virtual master call". The conference object provides that the virtual master is automatically switched if needed, e.g., the master is removed from the conference or is disconnected. However, applications may want to control this in order to stream an announcement to a single member. The conference object provides methods to detect if a member is currently the virtual master and also to select a different member as master.

### DivaConference Methods

All methods of DivaConference are synchronous methods. When the methods return, the operation has been done and the result code contains the success or failure reason.

#### Add

Adds a new member to the conference.

```
retVal = ConfObject.Add ( CallObject, Rights )
```

#### Parameter

*CallObject*

The parameter *CallObject* is of type DivaCall and specifies the member to be added.

*Rights*

The parameter *Rights* specifies the rights of the new member.

#### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

#### Remarks

The method adds the DivaCall object identified as parameter *CallObject* to the conference. The new member gets the rights specified by the parameter *Rights*. For valid rights, see [DivaConfMemberRights](#). By default, the rights speak and listen are granted.

#### See also

[Remove](#), [SetRights](#), [Clear](#), [MemberCount](#)

## Remove

Removes a member from the conference.

```
retVal = ConfObject.Remove ( CallObject )
```

### Parameter

*CallObject*

The parameter *CallObject* is of type *DivaCall* and specifies the member to be removed.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method removes the *DivaCall* object identified as parameter *CallObject* from the conference.

### See also

[Add](#), [SetRights](#), [Clear](#), [MemberCount](#)

## SetRights

Modifies the rights of the conference member.

```
retVal = ConfObject.SetRights ( CallObject, Rights )
```

### Parameter

*CallObject*

The parameter *CallObject* is of type *DivaCall* and specifies the member.

*Rights*

The parameter *Rights* specifies the rights to be granted to the member.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

The method modifies the right of the conference member identified by the parameter *CallObject*. The member must have been added to the conference previously by the *Add* method. The member gets the rights specified by the parameter *Rights*. For valid rights see [DivaConfMemberRights](#). By default, the rights speak and listen are granted.

### See also

[Add](#), [Remove](#), [Clear](#), [MemberCount](#)

## Clear

Clears the conference and optionally disconnects the members.

```
retVal = object1.Clear ( bDisconnect )
```

### Parameter

*bDisconnect*

BOOL value indicating if the calls should be disconnected.

**Returns**

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

**Remarks**

The method removes the members from the conference and releases the conference. The conference is no longer available after a call to this method and must be deleted. If the parameter *bDisconnect* is set, the calls that were members of the conference are disconnected.

**See also**

[Add](#), [Remove](#), [SetRights](#), [MemberCount](#)

**IsMaster**

Retrieves the information if the specified call object is the master call of the conference.

Set bValue = object.IsMaster ( CallObject )

**Parameter**

*CallObject*

The parameter *CallObject* is of type *DivaCall* and specifies the call for which the information about virtual master is returned.

**Returns**

True if the call object is the virtual master. If the call object is not a member or the call is not the virtual master, the method returns false.

**Remarks**

The method verifies if the specified call object is part of the conference and if it is the current virtual master call. This is a synchronous method.

**See also**

[IsMember](#), [SetMaster](#)

**IsMember**

Retrieves the information if the specified call object is the member of the conference.

Set bValue = object.IsMember ( CallObject )

**Parameter**

*CallObject*

The parameter *CallObject* is of type *DivaCall* and specifies the call for which the information about membership is returned.

**Returns**

True if the call object is part of the conference. If the call object is not a member, the method returns false.

**Remarks**

The method verifies if the specified call object is part of the conference. This is a synchronous method.

**See also**

[IsMaster](#), [SetMaster](#)

## SetMaster

Changes the current virtual master call.

```
Set Result = ConfObject.SetMaster ( CallObject )
```

### Parameter

*CallObject*

The parameter *CallObject* is of type *DivaCall* and specifies the call that should be the new virtual master call.

### Returns

If the function succeeds, the result code is *DivaResultSuccess* (0).

### Remarks

The method verifies if the specified call object is part of the conference and if it is not the current master call. Before switching the master call, the streaming on this call is terminated. Any pending streaming on the conference object is not interrupted by switching the master call.

Applications may switch the virtual master call because an announcement to a single conference member should be done. If this member is currently the virtual master call, the streaming would be heard by the members. This is a synchronous method.

### See also

[IsMember](#), [IsMaster](#)

## SendVoiceFile

Streams audio information from a file.

```
retVal = object.SendVoiceFile ( Filename, Format )
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the file to be streamed. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaAudioAutodetect*.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendVoiceFile* opens the given file and streams the data. If the parameter *Format* is set to *DivaAudioAutodetect*, the format is automatically detected from the file header.

The file name may include drive / network share and path information. If only the file name is given, only the current directory is searched.

*SendVoiceFile* is an asynchronous method. If asynchronous mode is disabled, the method blocks the caller until the streaming is completed. A return code of *DivaSuccess* indicates that the streaming has finished successfully. If events are enabled, the termination of the streaming is signaled by a call to the event method *OnVoiceStreamed*.

### See also

[SendVoiceFiles](#), [StopSending](#), [RecordVoiceFile](#), [StopRecording](#)

## SendVoiceFiles

Streams audio information from one or more files.

```
retVal = object.SendVoiceFiles ( Filename, Format, Continuous, MaxSeconds)
```

### Parameter

*Filename*

The parameter *Filename* is a string value that specifies the files to be streamed. The single files to be streamed are separated by commas. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaAudioAutodetect*.

*Continuous* (optional)

The parameter *Continuous* is a Boolean value. If set, the audio streaming is repeated until the maximum time is reached or the call is disconnected. The parameter is optional and the default is false.

*MaxSeconds* (optional)

The parameter *MaxSeconds* is a long value that specifies the maximum time the audio should be streamed. A value of zero specifies no limitation. The parameter is optional and the default is no timeout.

### Returns

If the method succeeds, the return value is *DivaResultSuccess* (0). In case of an error, the method returns an error code.

### Remarks

*SendVoiceFiles* streams the audio information from the files. No gap will occur between the different files. The parameter *Filename* contains the files to be streamed. The files are separated by commas.

If the parameter *Format* is set to *DivaAudioAutodetect*, the format is automatically detected from the file header. If the format is not set to *DivaAudioAutodetect*, the files must have the same audio format.

*SendVoiceFiles* is an asynchronous method. If asynchronous mode is disabled, the method blocks the caller until the streaming is completed. A return code of *DivaSuccess* indicates that the streaming has finished successfully. If events are enabled, the termination of the streaming is signaled by a call to the event method *OnVoiceStreamed*.

### See also

[SendVoiceFile](#), [StopSending](#), [RecordVoiceFile](#), [StopRecording](#)

## StopSending

Terminates the streaming of the voice data.

```
object.StopSending ( )
```

### Parameter

None

### Returns

None

### Remarks

This is a synchronous method. If events are enabled, a confirmation via a call to the event method *OnVoiceStreamed* is signaled.

The method terminates pending data that is streaming. If audio streaming is active, pending audio buffers are discarded, and the streaming stops right away.

**See also**

[SendVoiceFile](#), [SendVoiceFiles](#), [RecordVoiceFile](#), [StopRecording](#)

**RecordVoiceFile**

Records audio to a file. Optionally, it stops recording after a specified time.

retVal = object.RecordVoiceFile ( Filename, Format, MaxSeconds )

**Parameter**

*Filename*

The parameter *Filename* is a string value that specifies the files to be streamed. The individual files to be streamed are separated by commas. See [Remarks](#).

*Format* (optional)

The parameter *Format* is a long value that specifies the file format. The parameter is optional. The default value is *DivaAudioDefault*.

*MaxSeconds* (optional)

The parameter *MaxSeconds* is a long value and specifies the maximum recording length in seconds. A value of zero indicates no timeout. The parameter is optional and the default is no timeout.

**Returns**

In asynchronous mode, the return value is *DivaResultSuccess* (0) if successful. In case of an error, the method returns an error code. If the function is called with disabled asynchronous mode, the return value depends on the operation mode and the parameters. See [Remarks](#).

**Remarks**

The method records the audio information to the specified file. The file name may include drive / network share and path information.

If only the file name is given, the file is placed in the current directory. If the parameter *Format* is set to *DivaAudioDefault*, the format is set to PCM 8 KHz Mono.

*RecordVoiceFile* is an asynchronous method. If asynchronous mode is disabled, the method blocks until one of the following occurs:

- The last member is removed from the conference. The return value is *DivaResultDisconnected*.
- *MaxSeconds* is set to non-zero and the timeout has been reached. The return value is *DivaResultTimeReached*.
- If events are enabled the termination of the streaming is signaled by a call to the event method *OnVoiceStreamed*.

**See also**

[SendVoiceFile](#), [SendVoiceFiles](#), [StopSending](#), [StopRecording](#)

**StopRecording**

Terminates the recording of voice data.

object.StopRecording ( )

**Parameter**

None

**Returns**

None

**Remarks**

This is a synchronous method. If events are enabled a confirmation via a call to the event method *OnRecordEnded* is signaled. The recorded file is closed and can be accessed when the function returns.

**See also**

[SendVoiceFile](#), [SendVoiceFiles](#), [StopSending](#), [RecordVoiceFile](#)

## DivaConference Properties

This section contains various DivaConference Properties.

### MemberCount

Gets the amount of calls in the conference.

Dim MemberCount as long

MemberCount = ConfObject.MemberCount

#### Type

long

#### Availability

Read only

#### Remarks

The property returns the amount of members in the conference.

#### See also

No references.

### AsyncMode

Sets the operation mode to synchronous or asynchronous.

CallObj.AsyncMode = True

#### Type

Boolean

#### Default value

False

#### Availability

Read and write

#### Remarks

The *AsyncMode* property is available for reading and writing. On write it enables or disables the asynchronous mode. On read it returns the current state of the operation mode. A value of false for the *AsyncMode* sets the operation mode to synchronous, which is the default.

**Note:** The signaling of the events is not changed by this property but by *SignalEvents*.

#### See also

[SignalEvents](#)

### SignalEvents

Enables or disables the signaling of events.

CallObj.SignalEvents = True

#### Type

Boolean

**Default value**

False

**Availability**

Read and write

**Remarks**

The *SignalEvents* property is available for reading and writing. On write it enables or disables the signaling of events. On read it returns the current state of the event signaling.

**Note:** This property does not change between synchronous and asynchronous operation mode.

**See also**

[AsyncMode](#)

## DivaConference Defines

This section contains various DivaConference Defines.

### DivaConfMemberRights

Conference members have by default the rights to speak and to listen. The rights can be modified at any time. The following rights are available:

```
typedef enum
{
    DivaConfMemberRightSpeak = 1,
    DivaConfMemberRightListen = 2,
    DivaConfMemberRightSpeakListen = 3
} DivaConfMemberRights;
```

*DivaConfMemberRightSpeak*

The member is allowed to speak to the members that have listen rights.

*DivaConfMemberRightListen*

The member is allowed to listen to the conference.

*DivaConfMemberRightSpeakListen*

The member is allowed to listen to the conference and also to speak to the other members that have listen rights.

## DivaConference Events

This section contains various DivaConference Events.

### OnVoiceStreamed

The event *OnVoiceStreamed* is triggered when the audio streaming on the conference object has finished.

ConferenceObject\_OnVoiceStreamed ( Reason As LONG )

#### Parameter

*Reason*

The parameter contains the reason for signaling the event. See [Remarks](#).

#### Remarks

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the streaming, initiated by one of the streaming functions, has finished.

The reason for signaling the event may be *DivaSendVoiceEndReason\_Cancelled*, if the user terminates the streaming. If a continuous streaming wraps around, the reason is *DivaSendVoiceEndReason\_Restarted*.

#### See also

[SignalEvents](#), [SendVoiceFile](#), [SendVoiceFiles](#)

### OnRecordEnded

The event *OnRecordEnded* is triggered when the audio recording has finished.

Conferencet\_OnRecordEnded ( Reason as LONG )

#### Parameter

*Reason*

The parameter contains the reason for signaling the event. See [Remarks](#).

**Remarks**

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the recording, initiated by *RecordVoiceFile*, has finished.

The parameter *Reason* specifies the reason of the end, either the maximum duration has been reached or the user terminated the recording.

**See also**

[SignalEvents](#), [RecordVoiceFile](#)

**OnMembersChanged**

The event *OnMembersChanged* is triggered when the member information of the conference has changed.

Conference\_OnMembersChanged ( )

**Parameter**

None

**Remarks**

The signaling of events must be enabled using the property *SignalEvents*. The event is signaled when the member information changes, e.g., because a call is disconnected and therefore implicitly removed from the conference.

**See also**

No references.

## CHAPTER 11

### DivaToneResult References

The object `DivaToneResult` is used to retrieve the detector result for a single or dual tone. The usage of the object is optional. Applications that use the `DivaCall` events `OnSingleToneDetected` or `OnDualToneDetected` and only need the detected frequencies, do not require this object.

Applications that work in synchronous mode or require additional information, e.g., energy of the detected tone must obtain a `DivaToneResult` object via `GetToneDetectorResult`. The method returns an object if available. Note that the application is responsible for cleanup of the object.

### DivaToneResult Properties

The following table lists the properties, their types, availability and description.

Property Name	Type	Available for	Description
DualTone	Boolean	Single / Dual	If true, dual tone, else single tone.
SignalNoiseRatio	Long	Single / Dual	Signal to noise ratio in dB.
Frequency	Long	Single	Frequency in Hz.
Energy	Long	Single	Energy in dB.
AmplitudeVariation	Long	Single	Variation of the amplitude during detection in dB.
FrequencyVariation	Long	Single	Variation of the frequency during the detection in dB.
FrequencyToneLow	Long	Dual	Frequency of the lower tone in Hz.
FrequencyToneHigh	Long	Dual	Frequency of the higher tone in Hz.
EnergyToneLow	Long	Dual	Energy of the lower tone in Hz.
EnergyToneHigh	Long	Dual	Energy of the lower tone in Hz.

## Using DivaToneResult

The following sample script shows the usage of the object DivaToneResult in asynchronous and synchronous environments.

### Asynchronous processing

The following script extract contains the handler for the connect event (Call\_OnConnected) and for the detection event of a single tone (Call\_OnSingleToneDetected). The Call\_OnConnect handler enables the single tone detector for tones with a minimum duration of 100 milliseconds. The Call\_OnSingleToneDetector prints the frequency given with the event and retrieves the additional information like energy and prints them as well.

```
sub Call_OnConnected
  wscript.echo "Connected..."
  Result = CallObj.EnableSingleToneDetector(100)
  wscript.echo "Enable detector returned: " & Result
end sub

sub Call_OnSingleToneDetected ( Frequency )
  If (Frequency <> 0 ) Then
    wscript.echo "Single tone detected, Frequency: " & Frequency
    Set ToneObj = CallObj.GetToneDetectorResult ()
    If ( ToneObj Is Nothing ) Then
      wscript.echo "No Tone Information"
    Else
      wscript.echo "Signal to Noice Ratio " &
        ToneObj.SignalNoiseRatio
      wscript.echo "Frequency " & ToneObj.Frequency & "
        Energy " & ToneObj.Energy
      wscript.echo "Variation (A/F) " &
        ToneObj.AmplitudeVariation & "/" & _
        ToneObj.FrequencyVariation
    End If
  Else
    wscript.echo "Single tone ended"
  End If
end sub
```

## Synchronous processing

The following sample script for synchronous processing initiates an outbound call. Once the call is connected it enables the single tone detector for tones in the range of 1000 to 1590 Hz. Then it streams an audio file in synchronous mode. Once a tone is detected the method `SendVoiceFile` terminates with the result code `DivaResultToneDetected (21)`. The script retrieves the details for the tone via `GetToneDetectorResult` and prints the detection result retrieved via the properties of the returned `DivaToneResult` object.

```
Dim ToneObj

Set CallObj = CreateObject ( "DivaSDK.DivaCall" )

wscript.echo "Connecting to <11223344>"
retVal = CallObj.Connect ( "11223344" )
If ( retVal = DivaResultSuccess ) Then
    CallObj.EnableSingleToneDetector(100)
    CallObj.SingleToneDetectorMinFrequency = 1000
    CallObj.SingleToneDetectorMaxFrequency = 1590
    wscript.echo "Connected, stream message"
    retVal = CallObj.SendVoiceFile ("testlong.wav")
    If ( retVal = 0 ) Then
        wscript.echo "Voice file successfully streamed."
    Else
        If (retVal = 21 ) Then
            wscript.echo "Streaming stopped, Tone received."

            Set ToneObj = CallObj.GetToneDetectorResult ( )
            If ( ToneObj Is Nothing ) Then
                wscript.echo "No Tone Information"
            Else
                wscript.echo "Frequency " & ToneObj.Frequency &
                    " Energy " & ToneObj.Energy
                wscript.echo "Signal to Noice Ratio " &
                    ToneObj.SignalNoiseRatio
                wscript.echo "Variation (A/F) " &
                    ToneObj.AmplitudeVariation & "/" &
                    _ ToneObj.FrequencyVariation
            End If

            wscript.Sleep(5000)
        Else
            wscript.echo "Voice sent failed with result: " &
                retVal
        End If
    End If
End If

wscript.echo "Disconnecting"
CallObj.Disconnect ( )
Else
    wscript.echo "Connect failed with result: " & retVal
End If
```