



Global Call API for Host Media Processing

Library Reference

September 2004



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Revision History

This revision history summarizes the changes made in each published version of this document.

Document No.	Publication Date	Description of Revisions
05-2362-001	September 2004	Initial version of document. Much of the information contained in this document was previously published in the <i>Global Call API for Linux and Windows Operating Systems Library Reference</i> , document number 05-1816-005.



About This Publication

The following topics provide information about this publication:

- [Purpose](#)
- [Intended Audience](#)
- [How to Use This Publication](#)
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Purpose

This publication provides information about the Global Call API that is supplied with the Intel® NetStructure™ Host Media Processing (HMP) product, including function descriptions, events, data structures, and error codes. Supplemental information about using the Global Call API with HMP is provided in the *Global Call IP for Host Media Processing Technology Guide*.

This publication is a companion guide to the *Global Call API Programming Guide*, which provides guidelines for developing applications using the Global Call API.

HMP software performs media processing tasks on general-purpose servers based on Intel architecture without the need for specialized hardware. When installed on a system, HMP performs like a virtual DM3 board to the customer application, but all media processing takes place on the host processor. In this publication, the term “board” represents the virtual DM3 board.

Intended Audience

This information is intended for:

- Distributors
- System Integrators
- Toolkit Developers
- Independent Software Vendors (ISVs)
- Value Added Resellers (VARs)
- Original Equipment Manufacturers (OEMs)

How to Use This Publication

This publication assumes that you are familiar with the Linux* or Windows* operating system and the C programming language.

The information in this publication is organized as follows:

- [Chapter 1, “Function Summary by Category”](#) introduces the various categories of functions in the Global Call API library and provides a brief description of each function.
- [Chapter 2, “Function Information”](#) provides an alphabetical reference to the Global Call API functions that are used with HMP.
Note: The purpose of the code examples in this chapter is to illustrate how Global Call functions are used. The examples are not necessarily for HMP-specific applications.
- [Chapter 3, “Events”](#) provides an alphabetical reference to the events used by the Global Call software with HMP.
- [Chapter 4, “Data Structures”](#) provides an alphabetical reference to the data structures used by the functions in the Global Call API library with HMP.
- [Chapter 5, “Error Codes”](#) describes the error codes available in the Global Call software.
- [Chapter 6, “Supplementary Reference Information”](#) provides reference information about:
 - Alarm Source Object (ASO) IDs
 - Target objects

Related Information

See the following for more information:

- For guidelines on building applications using the Global Call API, see the *Global Call API Programming Guide*.
- For Global Call IP-specific information, see the *Global Call IP for Host Media Processing Technology Guide*.
- For details on the Standard Runtime Library (SRL), supported programming models, and programming guidelines for building all applications, see the *Standard Runtime Library API Programming Guide*. The SRL is a device-independent library that consists of event management functions and standard attribute functions. The Global Call API is one of a family of APIs that use the SRL to deliver response events to API commands.
- For details on all functions and data structures in the SRL, see the *Standard Runtime Library API Library Reference*.
- For information about the software release, system requirements, features, and documentation, see the Release Guide for the software release you are using.
- For details on known problems and late-breaking updates or corrections to the release documentation, see the Release Update.

Be sure to check the Release Update for the software release you are using for any updates or corrections to this publication. Release Updates are available on the Telecom Support Resources website at

<http://www.intel.com/design/network/products/telecom/software/index.htm>



- For technical support, see <http://developer.intel.com/design/telecom/support/>. This website contains developer support information, downloads, release documentation, technical notes, application notes, a user discussion forum, and more.

This chapter describes the categories into which the Global Call API library functions can be logically grouped. The topics in this chapter are:

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- System Controls and Tools Functions 17
- Voice and Media Functions 18
- Global Call Alarm Management System (GCAMS) Functions 18
- Feature Transparency and Extension (FTE) Functions 19
- Real Time Configuration Management (RTCM) Functions 20
- Global Call Service Request (GCSR) Functions..... 20
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1.1 Global Call Basic Functions

The following functions are used to interface with all signaling systems. See the *Global Call API Programming Guide* for more information about the basic call state model.

gc_AnswerCall()

indicates that the destination party is connected

gc_DropCall()

disconnects a call

gc_MakeCall()

makes an outgoing call

gc_ReleaseCallEx()

releases the call and the associated internal resources

gc_WaitCall()

indicates that the application is ready to receive inbound calls

1.2 Library Information Functions

The following functions retrieve the status, names, and numbers of call control libraries.

gc_CCLibIDToName()

converts call control library ID to name

gc_CCLibNameToID()

converts call control library name to ID

gc_CCLibStatus()

deprecated: use **gc_CCLibStatusEx()**

gc_CCLibStatusAll()

deprecated: use **gc_CCLibStatusEx()**

gc_CCLibStatusEx()

retrieves call control library status

gc_LinedevToCCLIBID()

retrieves ID of call control library that opened a device

1.3 Optional Call Handling Functions

The following functions provide additional call handling capabilities that are not provided by the basic Global Call functions. These functions are used to interface with all signaling systems.

gc_AcceptCall()

indicates to the originator that the call will be answered

gc_CallAck()

indicates call reception and optionally takes action

gc_GetCallInfo()

retrieves information associated with a call

gc_GetVer()

retrieves the version number of a specified software component

1.4 Supplementary Service Functions

The following functions are used to transfer calls for specific technologies.

gc_AcceptInitXfer()

accept request to initiate a supervised transfer

gc_AcceptXfer()

accept call transfer request

gc_InitXfer()

initiate a supervised transfer

gc_InvokeXfer()

request a blind or supervised call transfer

gc_RejectInitXfer()

reject request to initiate a supervised transfer

gc_RejectXfer()

reject call transfer request

1.5 System Controls and Tools Functions

The following functions provide call state, parameter, and call control library management capabilities. These functions may be used to interface with all signaling systems.

gc_Close()

closes a previously opened device

gc_CRN2LineDev()

maps a CRN to its line device ID

gc_ErrorInfo()

provides error information about a failed function

gc_ErrorValue()

deprecated: use **gc_ErrorInfo()**

gc_GetCallState()

retrieves the state of a call

gc_GetCRN()

retrieves a call reference number

gc_GetCTInfo()

retrieves CT Bus time slot information

gc_GetLineDev()

retrieves a line device associated with an event

gc_GetMetaEvent()

retrieves the metaevent structure for the current SRL event

gc_GetMetaEventEx()

retrieves the metaevent structure for the current SRL eventmaps (Windows only)

gc_GetResourceH()

retrieves a device (network, voice, or media) handle

gc_GetUsrAttr()

retrieves the user-defined attribute

gc_GetXmitSlot()

retrieves the network CT Bus time slot number

gc_Listen()

connects a channel to a network CT Bus time slot

gc_OpenEx()

opens a Global Call device and sets a user defined attribute

gc_ResetLineDev()

resets the line device state and disconnects calls

gc_ResultInfo()

retrieves information about solicited and unsolicited events

gc_SetConfigData()

updates the configuration data

gc_SetUsrAttr()

sets an attribute defined by the user

gc_Start()

starts and initializes all call control libraries

gc_Stop()

stops call control libraries and releases resources

gc_UnListen()

disconnects a channel from the network CT Bus time slot

1.6 Voice and Media Functions

The following functions support the association of voice and media resources with a Global Call line device.

gc_AttachResource()

attaches a media resource to the specified line device and provides optional capability exchange

gc_Detach()

detaches a voice or media resource from a line device

gc_GetResourceH()

retrieves the network, voice, or media device handle

1.7 Global Call Alarm Management System (GCAMS) Functions

The following functions are used to configure and manage the Global Call Alarm Management System (GCAMS).

gc_AlarmName()

returns the name of the alarm for the current alarm event

gc_AlarmNumber()

returns the alarm number for the current alarm event

gc_AlarmNumberToName()

converts an alarm number to a name

gc_AlarmSourceObjectID()

retrieves ASO ID for the current alarm event

gc_AlarmSourceObjectIDToName()

converts the ASO ID to the ASO name

gc_AlarmSourceObjectName()

returns the ASO name for the current alarm event

gc_AlarmSourceObjectNameToID()

converts the ASO name to the ASO ID

gc_GetAlarmConfiguration()

retrieves alarm configuration parameter values

gc_GetAlarmFlow()

retrieves a value indicating which alarms are sent to the application

gc_GetAlarmParm()

retrieves the parameter data associated with the parameter set ID

gc_GetAlarmSourceObjectList()

retrieves a list of all alarm source objects

gc_GetAlarmSourceObjectNetworkID()

retrieves the ID of the layer 1 ASO

gc_SetAlarmConfiguration()

sets alarm configuration parameter values

gc_SetAlarmFlow()

configures which alarms are sent to the application

gc_SetAlarmNotifyAll()

sets the notification attribute of all alarms originating from an ASO

gc_SetAlarmParm()

sets the data associated with the alarm parameter

1.8 Feature Transparency and Extension (FTE) Functions

The following functions are used to extend the generic Global Call API to access technology-specific or protocol-specific features that are unique to a given network interface.

gc_Extension()

provides a generic API interface to support technology-specific features

gc_SetUserInfo()

permits the specification of technology-specific user information

1.9 Real Time Configuration Management (RTCM) Functions

The following function is used to update configuration parameter data dynamically.

gc_SetConfigData()
updates the configuration data

1.10 Global Call Service Request (GCSR) Functions

The following functions are used to manage the sending of a request to a remote device that provides some kind of service, and handle the response.

gc_ReqService()
requests a service from a remote device

gc_RespService()
returns a response to a requested service

1.11 GC_PARM_BLK Utility Functions

The following functions are used to create and manage **GC_PARM_BLK** structures required by specific Global Call features.

gc_util_delete_parm_blk()
deletes the specified GC_PARM_BLK

gc_util_find_parm()
finds a parameter in a GC_PARM_BLK

gc_util_insert_parm_ref()
adds a parameter by reference to a GC_PARM_BLK

gc_util_insert_parm_val()
adds a parameter by value to a GC_PARM_BLK

gc_util_next_parm()
finds the next parameter in a GC_PARM_BLK

This chapter provides an alphabetical reference to the functions in the Global Call API library that are used with Host Media Processing (HMP). A general description of the function syntax convention is provided before the detailed function information. For some functions, you are directed to see the *Global Call IP for Host Media Processing Technology Guide* for additional, more detailed technology-specific information.

Note: The purpose of the code examples in this chapter is to illustrate how Global Call functions are used. The examples are not necessarily for HMP-specific applications.

All function prototypes are in the *gc.lib.h* header file.

2.1 Function Syntax Conventions

The Global Call API functions use the following format:

```
int gc_function(reference, param1, param2, ..., paramN, mode)
```

where:

int

represents an integer return value that indicates if the function succeeded or failed. Possible values are:

- 0 if the function succeeds
- <0 if the function fails

gc_function

represents the function name

reference

represents an input field that directs the function to a specific line device or call. Possible data types for this parameter are:

- LINEDEV for a line device
- CRN for a call

param1

represents the first parameter

paramN

represents the last parameter

mode

indicates the mode of execution. Possible values are:

- EV_ASYNC for asynchronous mode execution
- EV_SYNC for synchronous mode execution

Note: In the C language coding example listed in the Example section for each function, the symbolic constant GC_SUCCESS is used as the function return value. GC_SUCCESS is defined in the *gcerr.h* header file to equate to 0.

gc_AcceptCall()

Name: int gc_AcceptCall(crn, rings, mode)

Inputs:

CRN crn	• call reference number
int rings	• number of rings before return
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: optional call handling

Mode: asynchronous

■ Description

The **gc_AcceptCall()** function indicates to the originator that the call will be answered, but additional work needs to be done. The function provides a response to a destination party request (GCEV_OFFERED event or termination of the **gc_WaitCall()** function) that acknowledges that the call has been received but is not yet answered (for example, the phone is ringing). Upon successful completion of the **gc_AcceptCall()** function, the call state changes from the Offered state to the Accepted state.

Normally, a **gc_AcceptCall()** function is not required in most voice termination applications. This function may be used when the application needs more time to process an inbound call request, such as in a drop and insert application in which the outbound dialing process may be time consuming.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number
rings	specifies how long (the number of rings) the protocol handler will wait before notifying the calling entity. Valid values are: • 0 to 14 – the call is accepted after the specified number of rings • 15 or greater – the call will ring forever; this allows the application to accept calls without answering them. However, the call can still be answered after 15 or more rings using gc_AnswerCall(). For protocols not using rings, the rings parameter is ignored.
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_ACCEPT

indicates successful completion of the **gc_AcceptCall()** function, that is, the inbound call was accepted

GCEV_TASKFAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

■ Cautions

If this function is invoked for an unsupported technology, the function fails. The error value **EGC_UNSUPPORTED** will be the Global Call value returned when the **gc_ErrorInfo()** function is used to retrieve the error code.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the **GCEV_TASKFAIL** event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcilib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 *Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Wait for a call using gc_WaitCall()
 * 3. An event has arrived and has been converted to a metaevent
 *    using gc_GetMetaEvent() or gc_GetMetaEventEx() (Windows)
 * 4. The event is determined to be a GCEV_OFFERED event
 */

int accept_call(void)
{
    CRN          crn;          /* Call Reference Number */
    GC_INFO      gc_error_info; /* GlobalCall error information data */
    /*
     * Accept the incoming call.
     */
    crn = metaevent.crn;
    if (gc_AcceptCall(crn, 0, EV_ASYNC) != GC_SUCCESS) {
        /* process error return as shown */

        gc_ErrorInfo(&gc_error_info);
        printf("Error gc_AcceptCall() on device handle: 0x%x, GC ErrorValue: 0x%x - %s,\n",
            CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
            metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcmMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
```

```
        gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
/*
 * gc_AcceptCall() terminates with GCEV_ACCEPT event.
 * When GCEV_ACCEPT is received, the state changes to
 * Accepted and gc_AnswerCall() can be issued to complete
 * the connection.
 */
return (0);
}
```

■ **See Also**

- [gc_WaitCall\(\)](#)
- [gc_AnswerCall\(\)](#)

`gc_AcceptInitXfer( )`

Name: `int gc_AcceptInitXfer(crn, reroutinginfop, mode)`

Inputs:

<code>CRN crn</code>	• call reference number for the call between remote transferring party A and transferred-to party C
<code>GC_REROUTING_INFO * reroutinginfop</code>	• pointer to the rerouting information associated with this acceptance
<code>unsigned long mode</code>	• <code>async</code>

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: supplementary service - call transfer

Mode: asynchronous

■ Description

The **`gc_AcceptInitXfer( )`** function is called by the transferred-to party (party C) to accept the initiate transfer request from the remote transferring party (party A), indicating that party C is willing to participate in the call transfer. Prior to calling this function, party C had to be notified of the initiate transfer request via an unsolicited event `GCEV_REQ_INIT_XFER`.

The remote transferring party A is notified of the acceptance via a `GCEV_INIT_XFER` event.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
<code>crn</code>	call reference number for the call between the remote transferring party A and the transferred-to party C that received the initiate transfer request
<code>parmbldp</code>	points to the <code>GC_REROUTING_INFO</code> structure. The structure lists the data needed for acceptance. The user-defined rerouting number and extra data go here. This parameter is optional and should be set to 0 if not used. In this function, party C can provide its rerouting address through the <code>GC_REROUTING_INFO</code> parameter or can use the CCLib default rerouting address.
<code>mode</code>	set to <code>EV_ASYNC</code> for asynchronous execution

Regardless of whether the **`gc_AcceptInitXfer( )`** function succeeds or fails, the call state of party C returns to its original call state (`GCST_CONNECTED`).

■ Preceding Events

GCEV_REQ_INIT_XFER

unsolicited event, notifies application at party C of the initiate transfer request from remote party A

■ Termination Events

GCEV_ACCEPT_INIT_XFER

indicates that the **gc_AcceptInitXfer()** function was successful, that is, party C successfully accepted the initiate transfer request from remote party A

GCEV_ACCEPT_INIT_XFER_FAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

■ Cautions

The **gc_AcceptInitXfer()** function can be called only when the call is in the GCST_REQ_INIT_XFER call state.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_ACCEPT_INIT_XFER_FAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* maximum number of channels in system */
/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;          /* Global Call API line device handle */
    CRN        crn;           /* Global Call API call handle */
    CRN        consultation_crn; /* Global Call API call handle */
    int        blocked;       /* channel blocked/unblocked */
} port[MAX_CHAN+1];
struct linebag *pline;      /* pointer to access line device */
```

```

/*
 * Assume the following have been done:
 *   1. Opened line devices for each time slot on the network interface board.
 *   2. Each line device is stored in linebag structure "port".
 *   3. The original (primary) call has been established between Transferring party A and
 *      Transferred party B and the call is in connected or on hold state.
 *   4. The party C received the GCEV_REQ_INIT_XFER.
 */

int accept_transferinitiate(int port_num)
{
    GC_INFO      gc_error_info;    /* Global Call error information data */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Accept the call transfer request */
    if (gc_AcceptInitXfer(pline->crn, NULL, EV_ASYNC) == -1)
    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_AcceptInitXfer() on device handle: 0x%lx,
                GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return (0);
}

```

■ See Also

- [gc_AcceptXfer\(\)](#)
- [gc_InitXfer\(\)](#)
- [gc_InvokeXfer\(\)](#)
- [gc_RejectInitXfer\(\)](#)
- [gc_RejectXfer\(\)](#)

gc_AcceptXfer()

Name: int gc_AcceptXfer(crn, parmblkp, mode)

Inputs: CRN crn

- call reference number for the call between remote transferring party A and the local party receiving the call transfer request

GC_PARM_BLK *parmblkp

- pointer to the parameter block associated with the acceptance

unsigned long mode

- async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: supplementary service - call transfer

Mode: asynchronous

■ Description

The **gc_AcceptXfer()** function is called by the local party (transferred party B or transferred-to party C) to accept the call transfer request from the remote transferring party A. Prior to calling this function, the local party had to be notified of the call transfer request via an unsolicited event GCEV_REQ_XFER, which provided the rerouting information.

The remote transferring party A may or may not be notified of the acceptance, depending on the technology and protocol. For applications using H.323/H.450.2, the remote transferring party A will not receive notification of the acceptance.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number for the call between the remote transferring party A and the local party that received the call transfer request
parmblkp	ignored for IP
mode	set to EV_ASYNC for asynchronous execution

After successfully accepting the request, the local party will make an outbound rerouting call for a transfer. The application calls the **gc_MakeCall()** function to make the call between party B and C for this transfer using the calling address provided in GCEV_REQ_XFER.

When receiving the GCEV_REQ_XFER event, the application can obtain the information for the rerouting number or address (a GC_REROUTING_INFO data structure) from extevtdatap in the METAEVENT data structure. Because the extevtdatap is managed by Global Call (that is, Global

Call owns this data memory), the user application does not need to allocate or deallocate memory for `extevtdatap`. If the data needs to be reserved for future use (for example, making a rerouting call), the user should save the data, including all fields, to its own memory space.

When calling `gc_MakeCall()` to make a rerouting outbound call, the user application must provide the CRN for the primary call additional information in the `GC_MAKECALL_BLK`, e.g., the CRN for the primary call in blind transfer, and the CRN for the primary and secondary call in supervised transfer. This is passed via the `GC_PARM_BLK` within the `GCLIB_MAKECALL_BLK` using a set ID of `GCSET_SUPP_XFER` and a parameter ID of `GCPARM_PRIMARYCALL_CRN`.

For the inbound-side party receiving the rerouting call, the `GCRV_XFERCALL` result value will be associated with the `GCEV_DETECTED/GCEV_OFFERED` event to indicate the transfer call. Extra data may also be associated with these two events through `extevtdatap` of `METAEVENT`.

■ Preceding Events

`GCEV_REQ_XFER`

unsolicited event, notifies application at the local party receiving the call transfer request from remote party A

■ Termination Events

`GCEV_ACCEPT_XFER`

indicates that the `gc_AcceptXfer()` function was successful, that is, the local party successfully accepted the call transfer request from remote party A

`GCEV_ACCEPT_XFER_FAIL`

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

■ Other Related Events

`GCEV_XFER_CMPLT`

unsolicited event, notifies application at the local party accepting the call transfer request that the call transfer was completed (that is, the call between party B and C was connected)

`GCEV_XFER_FAIL`

unsolicited event, notifies application at the local party accepting the call transfer request that the call transfer was not completed because of a failure (time-out, busy, no answer, etc.)

■ Cautions

The `gc_AcceptXfer()` function can be called only when the call to be transferred is in the `GCST_REQ_XFER` call state (that is, after receiving `GCEV_REQ_XFER`).

■ Errors

If this function returns `<0` to indicate failure, use the `gc_ErrorInfo()` function for error information. If the `GCEV_XFER_FAIL` event is received, use the `gc_ResultInfo()` function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error

returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *gcip_defs.h* or *ccerr.h* for the IP call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcLib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>
#include <gccfgparm.h>

#define MAX_CHAN 30          /* maximum number of channels in system */
/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;          /* Global Call API line device handle */
    CRN         crn;          /* Global Call API call handle */
    CRN         consultation_crn; /* Global Call API call handle */
    int         blocked;      /* channel blocked/unblocked */
} port[MAX_CHAN+1];
struct linebag *pline;      /* pointer to access line device */
/*
 * Assume the following have been done:
 * 1. Opened line devices for each time slot on the network interface board.
 * 2. Each line device is stored in linebag structure "port".
 * 3. The original (primary) call has been established between Transferring party A and
 *    Transferred party B and the call is in connected or answered state.
 * 4. The party B received the GCEV_REQ_XFER.
 */
int accept_calltransfer(int port_num)
{
    GC_INFO      gc_error_info; /* Global Call error information data */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Accept the call transfer request */
    if (gc_AcceptXfer(pline->crn, NULL, EV_ASYNC) == -1)
    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_AcceptXfer() on device handle: 0x%lx,
                GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return (0);
}
```

■ See Also

- [gc_AcceptXfer\(\)](#)
- [gc_InitXfer\(\)](#)
- [gc_InvokeXfer\(\)](#)
- [gc_RejectInitXfer\(\)](#)
- [gc_RejectXfer\(\)](#)

gc_AlarmName()

Name: int gc_AlarmName(metaeventp, alarm_name)

Inputs: METAEVENT *metaeventp • pointer to metaevent
char **alarm_name • pointer to address of pointer to alarm name

Returns: 0 if successful
 <0 if failure

Includes: gcilib.h
 gcerr.h

Category: GCAMS

Mode: synchronous

■ Description

The **gc_AlarmName()** function returns the name of the alarm for the current alarm event. The function is used after a GCEV_ALARM event is received to retrieve the name of the alarm. The information retrieved by the function can be used in reports or for screen display.

Parameter	Description
metaeventp	points to the metaevent
alarm_name	points to the destination for the pointer to the alarm name. The destination cannot be NULL.

■ Termination Events

None

■ Cautions

- Do not overwrite the space pointed to by **alarm_name** as this is private, internal space used by GCAMS.
- The **gc_AlarmName()** function can only be called for GCEV_ALARM events.
- The data that is to be retrieved by the **gc_AlarmName()** function is valid only until the next event is requested.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

METAEVENT    metaevent;
char          *alarm_name;
int           rc;

/*
-- This code assumes that the current event is GCEV_ALARM
-- event and that gc_GetMetaEvent() has already been called
-- to place the current event information into metaevent
*/

rc = gc_AlarmName(&metaevent, &alarm_name);
if (rc < 0)
{
    /* get and process the error */
}
else
{
    printf("Alarm name is %s\n", alarm_name);
}
```

■ See Also

- [gc_AlarmNumber\(\)](#)

`gc_AlarmNumber()`

Name: `int gc_AlarmNumber(metaeventp, alarm_number)`

Inputs: `METAEVENT *metaeventp` • pointer to metaevent
`long *alarm_number` • pointer to location for storing the alarm number

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_AlarmNumber()` function returns the alarm number for the current alarm event. The function is used to retrieve the alarm number after a `GCEV_ALARM` event is received. The information retrieved by the function can be used in reports or for screen display.

Parameter	Description
<code>metaeventp</code>	points to the metaevent
<code>alarm_number</code>	points to the destination for the alarm number. The destination cannot be NULL.

■ Termination Events

None

■ Cautions

- The `gc_AlarmNumber()` function can only be called for `GCEV_ALARM` events.
- The data that is to be retrieved by the `gc_AlarmNumber()` function is valid only until the next event is requested.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

    METAEVENT    metaevent;
    long          alarm_number;
    int           rc;

/*
-- This code assumes that the current event is GCEV_ALARM
-- event and that gc_GetMetaEvent() has already been called
-- to place the current event information into metaevent
*/

    rc = gc_AlarmNumber(&metaevent, &alarm_number);
    if (rc < 0)
    {
        /* get and process the error */
    }
    else
    {
        printf("Alarm number is %d\n", alarm_number);
    }
```

■ See Also

- [gc_AlarmName\(\)](#)
- [gc_AlarmNumberToName\(\)](#)

`gc_AlarmNumberToName()`

Name: `int gc_AlarmNumberToName(aso_id, alarm_number, name)`

Inputs:

<code>unsigned long aso_id</code>	• alarm source object ID
<code>long alarm_number</code>	• alarm number
<code>char **name</code>	• pointer to address where pointer to name is to be returned

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The **`gc_AlarmNumberToName()`** function converts an alarm number to a name for a specified alarm source object. This function can be used to determine the alarm name for a given alarm number.

Parameter	Description
<code>aso_id</code>	alarm source object (ASO) ID
<code>alarm_number</code>	alarm number to be converted
<code>name</code>	points to the destination for the pointer to the alarm name. The destination cannot be NULL.

■ Termination Events

None

■ Cautions

Do not overwrite the space pointed to by **`alarm_name`** as it is private, internal space used by GCAMS.

■ Errors

If this function returns <0 to indicate failure, use the **`gc_ErrorInfo()`** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <dtilib.h>    /* for ASO symbols */
#include <gcip.h>
#include <gcip_defs.h>

char      *alarm_name;
int       rc;

rc = gc_AlarmNumberToName(ALARM_SOURCE_ID_SPRINGWARE_E1, DTE1_LOS, &alarm_name);
if (rc < 0)
{
    /* get and process the error */
}
else
{
    printf("Alarm name for DTE1_LOS is %s\n", alarm_name);
}
```

■ See Also

- [gc_AlarmNumber\(\)](#)

gc_AlarmSourceObjectID()

Name: int gc_AlarmSourceObjectID(metaeventp, aso_id)

Inputs: METAEVENT *metaeventp • pointer to metaevent
 unsigned long *aso_id • pointer to where to store alarm source object ID

Returns: 0 if successful
 <0 if failure

Includes: gcilib.h
 gccerr.h

Category: GCAMS

Mode: synchronous

■ Description

The **gc_AlarmSourceObjectID()** function returns the alarm source object (ASO) ID for the current alarm event. The function is used to retrieve the ASO ID after a GCEV_ALARM event is received. The information retrieved by the function can be used in reports or for screen display.

Parameter	Description
metaeventp	points to metaevent
aso_id	points to the destination for the alarm source object ID. The destination cannot be NULL.

■ Termination Events

None

■ Cautions

- The **gc_AlarmSourceObjectID()** function can only be called for GCEV_ALARM events.
- The data that is to be retrieved by the **gc_AlarmSourceObjectID()** function is valid only until the next event is requested.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gccerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

    METAEVENT      metaevent;
    unsigned long   aso_id;
    int             rc;

/*
-- This code assumes that the current event is GCEV_ALARM
-- event and that gc_GetMetaEvent() has already been called
-- to place the current event information into metaevent
*/

    rc = gc_AlarmSourceObjectID(&metaevent, &aso_id);
    if (rc < 0)
    {
        /* get and process the error */
    }
    else
    {
        printf("Alarm source object ID is %d\n", aso_id);
    }
```

■ See Also

None

`gc_AlarmSourceObjectIDToName( )`

Name: `int gc_AlarmSourceObjectIDToName(aso_id, aso_name)`

Inputs: `unsigned long aso_id` • destination for alarm source object ID
`char **aso_name` • pointer to address of alarm source object name

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_AlarmSourceObjectIDToName( )` function converts the alarm source object (ASO) ID to the ASO name. The function is used after a GCEV_ALARM event is received to convert the alarm source object ID to the name of the alarm source object. The information retrieved by the function can be used in reports or for screen display.

Parameter	Description
<code>aso_id</code>	alarm source object ID
<code>aso_name</code>	points to the location where the pointer to the alarm source object name is to be stored. The <code>aso_name</code> cannot be NULL.

■ Termination Events

None

■ Cautions

Do not overwrite the value that is returned in `aso_name` as this points to private, internal GCAMS space.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo( )` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

char      *aso_name;
int        rc;

rc = gc_AlarmSourceObjectIDToName(ALARM_SOURCE_ID_SPRINGWARE_E1, &aso_name);
if (rc < 0)
{
    /* get and process the error */
}
else
{
    printf("ALARM_SOURCE_ID_SPRINGWARE_E1 name is %s\n", aso_name);
}
```

■ See Also

- [gc_AlarmSourceObjectNameToID\(\)](#)

`gc_AlarmSourceObjectName( )`

Name: `int gc_AlarmSourceObjectName(metaeventp, aso_name)`

Inputs: `METAEVENT *metaeventp` • pointer to metaevent
`char **aso_name` • pointer to address of alarm source object name

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_AlarmSourceObjectName( )` function returns the alarm source object (ASO) name of the current alarm event. The function is used after a `GCEV_ALARM` event is received to retrieve the alarm source object name. The information retrieved by the function can be used in reports or for screen display.

Parameter	Description
metaeventp	points to metaevent
aso_name	points to the location where the pointer to the alarm source object name is to be stored. The aso_name cannot be NULL.

■ Termination Events

None

■ Cautions

- The `gc_AlarmSourceObjectName( )` function can only be called for `GCEV_ALARM` events.
- The data that is to be retrieved by the `gc_AlarmSourceObjectName( )` function is valid only until the next event is requested.
- Do not overwrite the value that is returned in **aso_name** as this points to private, internal GCAMS space.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo( )` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

METAEVENT    metaevent;
char          *aso_name;
int           rc;

/*
-- This code assumes that the current event is GCEV_ALARM
-- event and that gc_GetMetaEvent() has already been called
-- to place the current event information into metaevent
*/

rc = gc_AlarmSourceObjectName(&metaevent, &aso_name);
if (rc < 0)
{
    /* get and process the error */
}
else
{
    printf("Alarm source object name is %s\n", aso_name);
}
```

■ See Also

None

`gc_AlarmSourceObjectNameToID( )`

Name: `int gc_AlarmSourceObjectNameToID(aso_name, aso_id)`

Inputs: `char *aso_name` • pointer to alarm source object name
`unsigned long *aso_id` • pointer to destination for alarm source object ID

Returns: 0 if successful
<0 if failure

Includes: `gcilib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_AlarmSourceObjectNameToID( )` function converts the alarm source object (ASO) name to the ASO ID. This function is used to obtain the ASO ID when the name of the alarm source object is known. The ASO ID can then be used in other functions that require the ASO ID as an input.

Parameter	Description
<code>aso_name</code>	points to the location of ASO name. The <code>aso_name</code> cannot be NULL.
<code>aso_id</code>	points to the destination where the alarm source object ID is returned. The <code>aso_id</code> cannot be NULL.

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo( )` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

unsigned long  aso_id;
int           rc;

rc = gc_AlarmSourceObjectNameToID("Springware E1", &aso_id);
if (rc < 0)
{
    /* get and process the error */
}
else
{
    printf("Alarm source object ID for Springware E1 is %d\n", aso_id);
}
```

■ See Also

- [gc_AlarmSourceObjectIDToName\(\)](#)

gc_AnswerCall()

Name: int gc_AnswerCall(crn, rings, mode)

Inputs:

CRN crn	• call reference number
int rings	• number of rings before return
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: basic

Mode: asynchronous

■ Description

The **gc_AnswerCall()** function indicates (to the originator) that the destination party is connected and must be used to complete the call establishment process. It can be used any time after a GCEV_OFFERED or GCEV_ACCEPT event is received. Upon successful completion of the **gc_AnswerCall()** function, the call state changes from the Offered state or the Accepted state to the Connected state.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number
rings	specifies the number of rings the protocol handler waits before notifying the calling entity. The valid values are as follows: • 0 to 14 – the call is answered after the specified number of rings • 15 or greater – the call will ring forever; this allows the application to accept calls without answering them For protocols not using rings, the rings parameter is ignored.
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_ANSWERED

indicates successful completion of the **gc_AnswerCall()** function, that is, the call was answered

GCEV_TASKFAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

Note: A GCEV_DISCONNECTED event may be reported as an unsolicited event to the application after **gc_AnswerCall()** function is issued.

■ **Cautions**

The **gc_AnswerCall()** function can only be called after an inbound call is detected. Otherwise the function fails.

■ **Errors**

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_TASKFAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ **Example**

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Wait for a call using gc_WaitCall()
 * 3. An event has arrived and has been converted to a metaevent
 *    using gc_GetMetaEvent() or gc_GetMetaEventEx() (Windows)
 * 4. The event is determined to be a GCEV_OFFERED event
 */
int answer_call(void)
{
    CRN          crn;          /* call reference number */
    GC_INFO      gc_error_info; /* GlobalCall error information data */
    /*
     * Do the following:
     * 1. Get the CRN from the metaevent
     * 2. Proceed to answer the call as shown below
     */

    crn = metaevent.crn;

    /*
     * Answer the incoming call
     */
}
```

```

if (gc_AnswerCall(crn, 0, EV_ASYNC) != GC_SUCCESS) {
    /* process error return as shown */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_AnswerCall() on device handle: 0x%x, GC ErrorValue: 0x%x - %s,
CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
        metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gCMsg,
        gc_error_info.ccLibId, gc_error_info.ccLibName,
        gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}

/*
 * gc_AnswerCall() terminates with GCEV_ANSWERED event
 */
return (0);
}

```

■ See Also

- [gc_AcceptCall\(\)](#)
- [gc_DropCall\(\)](#)
- [gc_WaitCall\(\)](#)

gc_AttachResource()

Name: int gc_AttachResource (linedev, resourceh, resourceattrp, retblkpp, resourcetype, mode)

Inputs:

LINEDEV linedev	• Global Call line device handle
int resourceh	• voice or media device handle
GC_PARM_BLK* resourceattrp	• pointer to voice or media attribute information
GC_PARM_BLK* retblkpp	• pointer to address of GC_PARM_BLK structure where voice or media attribute information is to be returned
int resourcetype	• type of resource
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: voice and media

Mode: asynchronous

■ Description

The **gc_AttachResource()** function attaches a voice or media resource to a line device and provides optional capability exchange. By attaching the resource, an association is made between the line device and the voice or media resource channel. The resource channel specified by the device handle, **resourceh**, will be used to handle related Global Call functions requiring a voice or media resource for that line device.

Parameter	Description
linedev	Global Call line device handle
resourceh	SRL device handle for the voice or media resource that is to be attached to the line device
resourceattrp	points to the GC_PARM_BLK structure containing attributes of the voice or media resource being specified by resourceh . .
retblkpp	points to the address of GC_PARM_BLK structure where voice or media attribute information is to be returned
resourcetype	type of resource. Possible values are: • GC_VOICEDevice • GC_MEDIADevice
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_ATTACH

indicates successful completion of the `gc_AttachResource()` function.

GCEV_ATTACH_FAIL

indicates that the `gc_AttachResource()` function failed.

■ Cautions

- A single media resource, a single voice resource, or both a voice and media resource may be attached to a Global Call line device at any given time.
- The call control libraries process and consume voice or media events of interest to the call control library before they reach the application.
- The `gc_AttachResource()` function does **not** perform time slot routing functions. The routing must be done during system configuration or performed by the application using the voice and network routing functions. Alternatively, the `gc_OpenEx()` function may be used to open, attach and route both the voice or media and the network resources.
- If this function is invoked for an unsupported technology, the function fails. The error value EGC_UNSUPPORTED is returned when the `gc_ErrorInfo()` function is used to retrieve the error code.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function for error information. If the GCEV_ATTACH_FAIL event is received, use the `gc_ResultInfo()` function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <dxlib.h>
#include <gcilib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int attach(void)
{
    LINEDEV  ldev;           /* GlobalCall line device handle */
    int      voiceh;         /* Voice channel number */
    char     devname[50];
    GC_INFO  gc_error_info;  /* GlobalCall error information data */

    /*
     * Open line device for 1st network time slot on dtiB1
     */

    if (gc_OpenEx(&ldev, devname, EV_SYNC, &ldev) == GC_SUCCESS) {
        voiceh = dx_open("dxxxB1C1", NULL);
        if (voiceh != -1) {
            if (gc_AttachResource(ldev, voiceh, NULL, NULL, GC_VOICEDevice,
                                EV_ASYNC) == GC_SUCCESS) {
```

```
/*
 * Proceed to route the voice and network resources together,
 * and then generate or wait for a call on the line device, 'ldev'.
 */
}
else {
    /* process gc_AttachResource() error return as shown */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_AttachResource() on device handle: 0x%lx,
           GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s,
           CC ErrorValue: 0x%lx - %s\n",
           ldev, gc_error_info.gcValue, gc_error_info.gCMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
} else {
    /* Process dx_open() error */
}
}
else {
    /* process error from gc_OpenEx() using gc_ErrorInfo() */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_OpenEx() on devname: %s, GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s,
           CC ErrorValue: 0x%lx - %s\n", devname, gc_error_info.gcValue,
           gc_error_info.gCMsg, gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
return (0);
}
```

■ See Also

- [gc_Close\(\)](#)
- [gc_Detach\(\)](#)
- [gc_GetResourceH\(\)](#)
- [gc_OpenEx\(\)](#)

gc_CallAck()

Name: int gc_CallAck(crn, callack_blkp, mode)

Inputs: CRN crn • call reference number
 GC_CALLACK_BLK *callack_blkp • pointer to additional information for processing call
 unsigned long mode • async

Returns: 0 if successful
 <0 if failure

Includes: gclib.h
 gccerr.h

Category: optional call handling

Mode: asynchronous

■ Description

The **gc_CallAck()** function indicates (to the originator) call reception and optionally takes action or retrieves information from the network about the incoming call. This function is used when the call is in the Offered state (that is, after receiving a GCEV_OFFERED event or after the successful completion of the **gc_WaitCall()** function and before answering the call). Some services offered by this function, such as retrieving additional DDI (DNIS) digits, are available to all of the supported technologies. When the **gc_CallAck()** function is used to request additional DDI digits, use the **gc_GetCallInfo()** function to retrieve the DDI digits.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number
callack_blkp	points to the GC_CALLACK_BLK structure where the type field specifies the type of service requested by the gc_CallAck() function. See GC_CALLACK_BLK , on page 234 for further information.
mode	set to EV_ASYNC for asynchronous execution

For example, to use the **gc_CallAck()** function to collect four DDI digits, set:

- **callack_blkp->type**=GCACK_SERVICE_INFO
- **callack_blkp->info.info_type**=DESTINATION_ADDRESS
- **callack_blkp->info.info_len**=4

Table 1 shows the values that are supported for the type field.

Table 1. Possible Values for the type Field in GC_CALLACK_BLK

type Value	Description
GCACK_SERVICE_INFO	Acknowledge the call and request more information. This type should be used instead of GCACK_SERVICE_DNIS (see below) to get more digits. Note: If this value is used for type, then the 'info' structure must be used in the service union. See Table 2 for information about the 'info' structure.
GCACK_SERVICE_PROC	Acknowledge that all the information has been received and the call is proceeding. This type should be used for acknowledging the call.
GCACK_SERVICE_DNIS	Request retrieval of additional DNIS digits. Note: This type is not supported for all call libraries. It is recommended that GCACK_SERVICE_PROC be used instead.

Table 2 describes the fields in the 'info' structure used when GCACK_SERVICE_INFO is specified.

Table 2. Fields in the 'info' Structure for GCACK_SERVICE_INFO

Field	Description
info_type	Type of information requested. The possible values are: • DESTINATION_ADDRESS – request more DNIS • ORIGINATION_ADDRESS – request more ANI
info_len	Length of the info requested (typically number of digits)

■ Termination Events

GCEV_ACKCALL

indicates that the **gc_CallAck()** function was successful, that is, the requested call information was retrieved.

GCEV_TASKFAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

■ Cautions

If this function is invoked for an unsupported technology, the function fails. The error value EGC_UNSUPPORTED will be the Global Call value returned when the **gc_ErrorInfo()** function is used to retrieve the error code.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_TASKFAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <memory.h>
#include <gcLib.h>
#include <gcerr.h>
#include <gcisdn.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Wait for a call using gc_WaitCall()
 * 3. An event has arrived and has been converted to a metaevent
 *    using gc_GetMetaEvent() or gc_GetMetaEventEx() (Windows NT)
 * 4. The event is determined to be a GCEV_OFFERED event
 */
int call_ack(void)
{
    CRN crn;                /* call reference number */
    GC_CALLACK_BLK callack; /* type & number of digits to collect */
    char dnis_buf[GC_ADDR_SIZE]; /* Buffer for holding DNIS digits */
    GC_INFO gc_error_info; /* GlobalCall error information data */

    /*
     * Do the following:
     * 1. Get called party number using gc_GetCallInfo() and evaluate it.
     * 2. If three more digits are required by application to properly
     *    process or route the call, request that they be sent.
     */
    memset(&callack, 0, sizeof(callack));

    /*
     * Fill in GC_CALLACK_BLK structure according to protocol
     * or technology used for application, and call gc_CallAck()
     */
    callack.type = GCACK_SERVICE_INFO;
    callack.service.info.info_type = DESTINATION_ADDRESS;
    callack.service.info.info_len = GCDG_NDIGIT; /* Set to 3 */
    if (gc_CallAck(crn, &callack, EV_ASYNC) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo(&gc_error_info);
        printf("Error: gc_CallAck() on device handle: 0x%x, GC ErrorValue: 0x%x - %s,\n",
               CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
               metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
               gc_error_info.ccLibId, gc_error_info.ccLibName,
               gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    /*
     * Now collect the remaining digits.
     */
    if (gc_GetCallInfo(crn, DESTINATION_ADDRESS, dnis_buf) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo(&gc_error_info);
        printf("Error: gc_GetCallInfo() on device handle: 0x%x, GC ErrorValue: 0x%x - %s,\n",
               CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
               metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
               gc_error_info.ccLibId, gc_error_info.ccLibName,
               gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
}
```

```
/*  
 * Application can answer, accept, or terminate the call at this  
 * point, based on the DNIS information.  
 */  
return (0);  
}
```

■ **See Also**

- [gc_AcceptCall\(\)](#)
- [gc_AnswerCall\(\)](#)
- [gc_GetCallInfo\(\)](#)
- [gc_WaitCall\(\)](#)

`gc_CCLibIDToName()`

Name: `int gc_CCLibIDToName(cclibid, lib_name)`

Inputs: `int cclibid` • ID code of library
 `char **lib_name` • pointer to address of library name

Returns: 0 if successful
 <0 if failure

Includes: `gcLib.h`
 `gcerr.h`

Category: library information

Mode: synchronous

■ Description

The `gc_CCLibIDToName()` function converts call control library ID to name of the call control library. The library name associated with the `cclibid` library identification parameter is stored in a string designated by the `lib_name` parameter.

Parameter	Description
<code>cclibid</code>	identification number of call control library. If a library name is not associated with this parameter, then the library name will be NULL.
<code>lib_name</code>	points to the location where the name of the call control library associated with the <code>cclibid</code> parameter is stored. See <code>gc_CCLibNameToID()</code> for valid call control library names.

■ Termination Events

None

■ Cautions

Do not overwrite the `*lib_name` pointer as it points to private internal Global Call data space.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int cclibid_to_name(int cclibid, char **lib_name)
{
    GC_INFO      gc_error_info;    /* GlobalCall error information data */

    if (gc_CCLibIDToName(cclibid, lib_name) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CCLibIDToName(), cclibid: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                cclibid, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```

■ See Also

- [gc_CCLibNameToID\(\)](#)

`gc_CCLibNameToID()`

Name: `int gc_CCLibNameToID(lib_name, cclibidp)`

Inputs: `char *lib_name` • pointer to name of library
`int *cclibidp` • pointer to location of library identification code

Returns: 0 if successful
<0 if failure

Includes: `gcLib.h`
`gcErr.h`

Category: library information

Mode: synchronous

■ Description

The `gc_CCLibNameToID()` function converts call control library name to ID code. The library identification code associated with the call control library, **lib_name**, is written into ***cclibidp**.

Parameter	Description
lib_name	name of the call control library whose library ID is to be retrieved. Valid call control library names are: • “GC_ALL_LIB” – All call control libraries • “GC_CUSTOM1_LIB” – Custom call control library 1 • “GC_CUSTOM2_LIB” – Custom call control library 2 • “GC_DM3CC_LIB” – DM3CC call control library • “GC_ICAPI_LIB” – ICAPI call control library • “GC_IPM_LIB” – IP_Media call control library • “GC_ISDN_LIB” – ISDN call control library • “GC_PDKRT_LIB” – PDKRT call control library • “GC_SS7_LIB” – SS7 call control library
cclibidp	points to identification code of call control library

■ Termination Events

None

■ Cautions

If an invalid **lib_name** is passed to the `gc_CCLibNameToID()` function, the function will **not** return <0 to indicate failure; the information stored in **cclibidp** will remain unchanged (for example, 0).

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int cclibName_to_id(char *lib_name, int *cclibidp)
{
    GC_INFO          gc_error_info;    /* GlobalCall error information data */

    if (gc_CCLibNameToID(lib_name, cclibidp) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CCLibNameToID(), libname: %s, GC ErrorValue: 0x%xh - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                lib_name, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```

■ See Also

- [gc_CCLibIDToName\(\)](#)

`gc_CCLibStatus()`

Name: `int gc_CCLibStatus(cclib_name, cclib_infop)`

Inputs: `char *cclib_name` • name of call control library
`int *cclib_infop` • status of call control library

Returns: 0 if successful
<0 if failure

Includes: `gcLib.h`
`gcErr.h`

Category: library information

Mode: synchronous

■ Description

Note: The `gc_CCLibStatus()` function is deprecated in this release. The suggested equivalent is `gc_CCLibStatusEx()`.

The `gc_CCLibStatus()` function retrieves the status of a single call control library specified by the `cclib_name` parameter. The status of a library can be available, configured, or failed. This status information is stored in `*cclib_infop`.

Parameter	Description
<code>cclib_name</code>	name of the call control library. See <code>gc_CCLibNameToID()</code> for valid call control library names. The string must be set to one of these names and terminated by a NULL.
<code>cclib_infop</code>	points to location of status information. The status information is a bitmask with an available or configured mask set (these masks are mutually exclusive) and/or a failed mask: • <code>GC_CCLIB_AVAILABLE</code> – available library (started successfully) • <code>GC_CCLIB_CONFIGURED</code> – configured library • <code>GC_CCLIB_FAILED</code> – library failed to start

■ Termination Events

None

■ Cautions

If an invalid `cclib_name` is passed to the `gc_CCLibStatus()` function, the function will **not** return <0 to indicate failure; the information stored in `cclib_infop` will remain unchanged (for example, 0).

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int print_cclib_status(char *lib_name)
{
    int          lib_status;      /* state of call control library */
    GC_INFO      gc_error_info;  /* GlobalCall error information data */

    if (gc_CCLibStatus(lib_name, &lib_status) == GC_SUCCESS) {
        printf("cclib %s status:\n", lib_name);
        printf("  configured: %s\n", (lib_status & GC_CCLIB_CONFIGURED) ? "yes" : "no");
        printf("  available: %s\n", (lib_status & GC_CCLIB_AVAILABLE) ? "yes" : "no");
        printf("  failed: %s\n", (lib_status & GC_CCLIB_FAILED) ? "yes" : "no");
    } else {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CCLibStatus(), libname: %s, GC ErrorValue: 0x%hx - %s,\n",
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                lib_name, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```

■ See Also

- [gc_CCLibStatusEx\(\)](#)
- [gc_Start\(\)](#)

`gc_CCLibStatusAll()`

Name: `int gc_CCLibStatusAll(cclib_status)`

Inputs: `GC_CCLIB_STATUS *cclib_status` • pointer to location of library status information

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: library information

Mode: synchronous

■ Description

Note: The `gc_CCLibStatusAll()` function is deprecated in this software release. The suggested equivalent is `gc_CCLibStatusEx()`.

The `gc_CCLibStatusAll()` function retrieves the status of all call control libraries. Information returned includes the number and names of the available, configured, and failed call control libraries. See `gc_CCLibNameToID()` for valid call control library names. The Global Call library is not a call control library and is therefore not counted.

Parameter	Description
<code>cclib_status</code>	points to the <code>GC_CCLIB_STATUS</code> structure, which contains the library status information. See <code>GC_CCLIB_STATUS</code> , on page 237 for more information.

■ Termination Events

None

■ Cautions

- If any of the `num_*` fields is 0, then the corresponding `*libraries` field is NULL; for example, if the `num_avllibraries` field is 0, then the `avllibraries` is NULL.
- Do not overwrite the fields that are pointers to strings as these point to private internal Global Call data space.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int print_all_avl_libraries(void)
{
    int          n;
    int          ret;          /* function return code */
    GC_CCLIB_STATUS cclib_status; /* cclib information */
    GC_INFO       gc_error_info; /* GlobalCall error information data */

    if (gc_CCLibStatusAll(&cclib_status) == GC_SUCCESS) {
        for (n = 0; n < cclib_status.num_avllibraries; n++) {
            printf("Next available library is: %s\n", cclib_status.avllibraries[n]);
        }
    } else {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CCLibStatusAll(), GC ErrorValue: 0x%x - %s, CCLibID: %i - %s,
                CC ErrorValue: 0x%x - %s\n",
                gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return(0);
}
```

■ See Also

- [gc_CCLibStatusEx\(\)](#)
- [gc_Start\(\)](#)

gc_CCLibStatusEx()

Name: int gc_CCLibStatusEx(cclib_name, cclib_infop)

Inputs: char *cclib_name • name of call control library
void *cclib_infop • status of call control library

Returns: 0 if successful
<0 if failure

Includes: gcLib.h
gcErr.h

Category: library information

Mode: synchronous

■ Description

The **gc_CCLibStatusEx()** function retrieves call control library status. The status retrieved can be for a single call control library, specified by the **cclib_name** parameter, or the status of all libraries. The status of a library can be available, configured, or failed. This status information is stored in a location pointed to by **cclib_infop**. The **cclib_infop** parameter points to an integer location where the status information is stored for the single library specified. If the status for all the libraries is specified, then the **cclib_infop** points to a [GC_CCLIB_STATUSALL](#) structure. The current functionality retrieves the status of one library at a time. This functionality will be expanded to provide the status of all the supported libraries if requested. If the status of all the libraries is to be retrieved, the **GC_ALL_LIB** name must be specified and a pointer to a [GC_CCLIB_STATUSALL](#) structure must be passed by the **cclib_infop** parameter. The status will be returned in this structure.

Parameter	Description
cclib_name	call control library name. See gc_CCLibNameToID() for valid call control library names. The string must be set to one of these names in uppercase and terminated by a NULL.
cclib_infop	points to an integer location for status information. The possible states are: • GC_CCLIB_AVAILABLE – available library (started successfully) • GC_CCLIB_CONFIGURED – configured library • GC_CCLIB_FAILED – library failed to start If the status of all the libraries is to be retrieved, that is, if GC_ALL_LIB is specified by the cclib_name parameter, the application must pass the pointer to a GC_CCLIB_STATUSALL structure. The status of all the libraries will be returned in this structure.

■ Termination Events

None

■ Cautions

If an invalid **cclib_name** is passed to the **gc_CCLibStatusEx()** function, the function will **not** return <0 to indicate failure; the information stored in **cclib_infp** will remain unchanged (for example, 0).

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_STRING_SIZE 100

int print_all_cclibs_status(void)
{
    int i;
    char str[MAX_STRING_SIZE], str1[MAX_STRING_SIZE];
    GC_CCLIB_STATUSALL cclib_status_all;
    GC_INFO gc_error_info; /* GlobalCall error information data */

    if (gc_CCLibStatusEx("GC_ALL_LIB", &cclib_status_all) != GC_SUCCESS) {
        /* error handling */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CCLibStatusEx(), lib_name: %s, GC ErrorValue: 0x%x - %s,\n",
                CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
                "GC_ALL_LIB", gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    strcpy(str, " Call Control Library Status:\n");

    for (i = 0; i < GC_TOTAL_CCLIBS; i++) {
        switch (cclib_status_all.cclib_state[i].state) {
            case GC_CCLIB_CONFIGURED:
                sprintf(str1, "%s - configured\n", cclib_status_all.cclib_state[i].name);
                break;

            case GC_CCLIB_AVAILABLE:
                sprintf(str1, "%s - available\n", cclib_status_all.cclib_state[i].name);
                break;

            case GC_CCLIB_FAILED:
                sprintf(str1, "%s - is not available for use\n",
                        cclib_status_all.cclib_state[i].name);
                break;
        }
    }
}
```

```
        default:
            sprintf(str1, "%s - unknown CCLIB status\n",
                    cclib_status_all.cclib_state[i].name);
            break;
    }
    strcat(str, str1);
}
printf(str);
return (0);
}
```

■ See Also

- [gc_Start\(\)](#)

gc_Close()

Name: int gc_Close(linedev)

Inputs: LINEDEV linedev

- Global Call line device handle

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_Close()** function closes a previously opened device. The application can no longer access the device via the **linedev** parameter and inbound call notification is disabled. Other devices are not affected. The **gc_Close()** function should be issued while the line device is in the Null call state. The Null call state occurs immediately after a call to **gc_OpenEx()**, **gc_ResetLineDev()**, or **gc_ReleaseCallEx()**.

Parameter	Description
linedev	Global Call line device to close

■ Termination Events

None

■ Cautions

- The **gc_Close()** function only affects the link between the calling process and the device. Other processes and devices are unaffected.
- If a media resource is attached to the **linedev** device, the media resource will be closed by the Global Call API. To keep the media resource open for other operations, use the **gc_Detach()** function to detach the media resource from the Global Call device before issuing the **gc_Close()** function.
- The **gc_Close()** function must not be called from a Standard Runtime Library (SRL) handler. If the **gc_Close()** function is called from an SRL handler, the application may hang or SRL functionality may fail.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology

specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30          /* max. number of channels in system */
/*
 * Data structure which stores all information for each line
 */
struct linebag {
    LINEDEV  ldev;          /* GlobalCall line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      state;         /* state of first layer state machine */
} port[MAXCHAN+1];

struct linebag *pline;     /* pointer to access line device */

int close_line_device(int port_num)
{
    LINEDEV  ldev;          /* GlobalCall line device handle */
    GC_INFO  gc_error_info; /* GlobalCall error information data */

    /* Find info for this time slot, specified by 'port_num' */
    /* (Assumes port_num is valid) */
    pline = port + port_num;
    ldev = pline -> ldev;

    /*
     * close the line device to remove the channel from service
     */
    if (gc_Close(ldev) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_Close() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                ldev, gc_error_info.gcValue, gc_error_info.gCMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);    }

    return(0);
}
```

■ See Also

- [gc_AttachResource\(\)](#)
- [gc_Detach\(\)](#)
- [gc_OpenEx\(\)](#)

gc_CRN2LineDev()

Name: int gc_CRN2LineDev (crn, linedevp)

Inputs: CRN crn • call reference number
LINEDEV *linedevp • pointer to a location to store linedev

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_CRN2LineDev()** function is a utility function that maps a call reference number (CRN) to its line device ID. This function returns the line device identification associated with the specified CRN.

Parameter	Description
crn	call reference number
linedevp	points to the location where the output LINEDEV identification code will be stored. The line device is created when the function gc_OpenEx() is called.

■ Termination Events

None

■ Cautions

A CRN is no longer valid once a **gc_ReleaseCallEx()** or **gc_ResetLineDev()** function has been issued.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcLib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int crn_to_linedev(CRN crn, LINEDEV *ldevp)
{
    GC_INFO    gc_error_info;    /* GlobalCall error information data */

    if (gc_CRN2LineDev(crn, ldevp) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CRN2LineDev() on crn: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                crn, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return(0);
}
```

■ See Also

None

gc_Detach()

Name: int gc_Detach(linedev, voiceh, mode)

Inputs: LINEDEV linedev • Global Call line device handle
int voiceh • media device handle
unsigned long mode • async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: voice and media

Mode: asynchronous

■ Description

The **gc_Detach()** function is used to detach a voice or media resource from the line device. This breaks any association between the line device and the resource, which would have been attached previously to the line device using the **gc_AttachResource()** function.

When a **gc_Close()** function closes a line device, any attached voice or media resource is closed automatically. To keep the voice or media device open, first issue a **gc_Detach()** function and then issue the **gc_Close()** function. This will disassociate the voice or media device from the line device.

Parameter	Description
linedev	Global Call line device handle
voiceh	SRL device handle of the voice or media resource to be detached from the call control line device
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_DETACH
indicates successful completion of the **gc_Detach()** function.

GCEV_DETACH_FAIL
indicates that the **gc_Detach()** function failed.

■ Cautions

- The **gc_Detach()** function does **not** perform any routing or unrouting functions. For technologies where time slot routing is applicable, routing must be performed using the voice and network routing functions.

- If this function is invoked for an unsupported technology, the function fails. The error value `EGC_UNSUPPORTED` will be returned when the `gc_ErrorInfo()` function is used to retrieve the error code.
- If the `gc_Detach()` function is called during call setup, the application may receive an unexpected event. In addition, an unexpected event may be received if a call to the `gc_Detach()` function is followed by a call to `gc_Close()`. These unexpected events can be ignored.
- In applicable technologies, `gc_Detach()` does not unload tones.
- Global Call functionality requiring a voice resource, such as `gc_MakeCall()` or `gc_WaitCall()` on R2 technologies, will fail if there are no voice resources attached.

■ Errors

If this function returns `<0` to indicate failure, use the `gc_ErrorInfo()` function for error information. If the `GCEV_DETACH_FAIL` event is received, use the `gc_ResultInfo()` function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcLib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 * 1. The line device (ldev) has been opened, specifying a
 *    network time slot and a protocol. For example, 'devicename
 *    could be "N_ipTb1T1:P_IP:M_ipmB1C1:V_dxxxB1C1"
 * 2. The voice and network resources have been routed together
 * 3. Voice resource is no longer needed for this line device
 */

/* detaches the ldev's voice handle from ldev */
int detach(LINEDEV ldev)
{
    GC_INFO      gc_error_info;    /* GlobalCall error information data */
    int          voiceh;           /* Voice handle attached to ldev */

    if (gc_GetResourceH(ldev, GC_VOICEDEVICE, &voiceh) == GC_SUCCESS) {
        if (gc_Detach(ldev, voiceh, EV_ASYNC) != GC_SUCCESS) {
            /* process error return as shown */
            gc_ErrorInfo(&gc_error_info);
            printf("Error: gc_Detach() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                  CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                  ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                  gc_error_info.ccLibId, gc_error_info.ccLibName,
                  gc_error_info.ccValue, gc_error_info.ccMsg);
            return (gc_error_info.gcValue);
        }
    }
}
```

```
/*
 * Application should now unroute the voice and network resources from
 * each other (using functions like nr_scunroute() or sb_unroute() to
 * complete the disassociation of them from each other.
 */
} else {
    /* Process gc_GetResourceH() error */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_GetResourceH() on device handle: 0x%x, GC ErrorValue: 0x%x - %s,
           CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
           ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
return (0);
}
```

■ **See Also**

- [gc_AttachResource\(\)](#)
- [gc_Close\(\)](#)
- [gc_OpenEx\(\)](#)

`gc_DropCall()`

Name: `int gc_DropCall(crn, cause, mode)`

Inputs:

<code>CRN crn</code>	• call reference number
<code>int cause</code>	• reason to drop call
<code>unsigned long mode</code>	• async

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: basic

Mode: asynchronous

■ Description

The **`gc_DropCall()`** function disconnects a call specified by the call reference number (CRN) and enables inbound calls to be detected internally to Global Call on the line device.

The application will not be notified of any pending call until after the **`gc_ReleaseCallEx()`** function is issued. However, for some technologies, a `GCEV_OFFERED` event may be generated after **`gc_DropCall()`** is issued and before the call is released. The application must allow for this possibility and be able to handle the event.

The **`gc_DropCall()`** function changes the current active call state (Accepted, Answered, Alerting, Connected, Detected, or Offered) to the Idle state.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number
cause	indicates reason for disconnecting or rejecting a call. See Table 3 for a list of possible causes, and see the <i>Global Call IP for Host Media Processing Technology Guide</i> for valid and/or additional causes for your specific technology.
mode	set to <code>EV_ASYNC</code> for asynchronous execution

Table 3. gc_DropCall() Causes

Cause†	Description
GC_CALL_REJECTED	Call was rejected
GC_CHANNEL_UNACCEPTABLE	Channel is not acceptable
GC_DEST_OUT_OF_ORDER	Destination is out of order
GC_NETWORK_CONGESTION	Call dropped due to traffic volume on network
GC_NORMAL_CLEARING	Call dropped under normal conditions
GC_REQ_CHANNEL_NOT_AVAIL	Requested channel is not available
GC_USER_BUSY	End user is busy
† See the <i>Global Call IP for Host Media Processing Technology Guide</i> for valid and/or additional causes for your specific technology.	

■ Termination Events

GCEV_DROPCALL

indicates that the **gc_DropCall()** function was successful, that is, the call was dropped.

GCEV_TASKFAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

Note: A GCEV_DISCONNECTED event may be reported to the application as an unsolicited event after the **gc_DropCall()** function is issued.

■ Cautions

- The **gc_DropCall()** function does not release a CRN. Therefore, the **gc_ReleaseCallEx()** function must always be used after a **gc_DropCall()** function. Failure to do so will cause a blocking condition and may cause memory problems due to memory being allocated and not being released.
- You must use the **dx_stopch()** function to terminate any application-initiated voice functions, such as **dx_play()** or **dx_record()**, before calling **gc_DropCall()**.
- Different technologies and protocols support some or all of the cause values defined above; see the *Global Call IP for Host Media Processing Technology Guide* for valid causes for your specific technology.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_TASKFAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 *   1. Opened line devices for each time slot on DTIB1.
 *   2. Wait for a call using gc_WaitCall()
 *   3. The application has chosen to terminate the call
 *       OR
 *   the unsolicited event GCEV_DISCONNECTED has arrived
 * Note: A call may be dropped from any state other than Idle or Null
 */

int drop_call(CRN crn)
{
    GC_INFO      gc_error_info;    /* GlobalCall error information data */

    if (gc_DropCall(crn, GC_NORMAL_CLEARING, EV_ASYNC) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_DropCall() device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    /*
     * gc_DropCall() is terminated by the GCEV_DROPCALL event.
     * Application must then release the call using gc_ReleaseCallEx().
     */
    return (0);
}
```

■ See Also

- [gc_MakeCall\(\)](#)
- [gc_ReleaseCallEx\(\)](#)
- [gc_WaitCall\(\)](#)

gc_ErrorInfo()

Name: int gc_ErrorInfo(*a_Infop)

Inputs: GC_INFO *a_Infop • pointer to the GC_INFO data structure

Returns: 0 if error value successfully retrieved
<0 if fails to retrieve error value

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_ErrorInfo()** function provides error information about a failed function. To retrieve the information, the **gc_ErrorInfo()** function must be called immediately after the Global Call function failed. The **gc_ErrorInfo()** function returns an error value associated directly with the Global Call and call control library.

A call control library error may be more specific to the supported technology. These error values provide optimal debugging and troubleshooting for the application developer. For example, a time-out error may occur for multiple reasons when establishing a call. The specific reasons may vary for different network interfaces. Each of these call control library time-out errors are mapped to the time-out error, EGC_TIMEOUT. However, the specific time-out error detected by the call control library is available through the ccValue field in the **GC_INFO** data structure. To aid in debugging, both the gcMsg and the ccMsg value fields in the **GC_INFO** data structure should be retrieved.

Parameter	Description
a_Infop	points to the GC_INFO structure where information about the error is contained.

■ Termination Events

None

■ Cautions

- The **gc_ErrorInfo()** function can only be called in the **same** thread in which the routine that had the error was called. The **gc_ErrorInfo()** function cannot be called to retrieve error information for a function that returned error information in another thread.
- Do not overwrite the message space pointed to by any of the char * in the **GC_INFO** data structure as these point to private internal space.
- The lifetime of the strings pointed to by the **GC_INFO** data structure is from the time the **gc_ErrorInfo()** function returns to the time the next Global Call function is called.

■ Errors

The `gc_ErrorInfo()` function should not be called recursively if it returns `<0` to indicate failure. A failure return generally indicates that `a_Infop` is NULL.

■ Example

```
/*
-- This function can be called anytime an error occurs
-- Not shown is a GlobalCall function which fails and calls this function
-- This procedure prints error information to the console with no other side effects
*/

void PrintGC_INFO(GC_INFO *a_Infop);

void PrintErrorInfo(void)
{
    int             retCode;
    GC_INFO         t_Infop;
    retCode = gc_ErrorInfo(&t_Infop);
    if (retCode == GC_SUCCESS) {
        printf("gc_ErrorInfo() successfully called\n");
        PrintGC_INFO(&t_Infop);
    } else {
        printf("gc_ErrorInfo() call failed\n");
    }
}

/*
-- This function is called to print GC_INFO to the system console
-- Typically it would be called after a call to gc_ErrorInfo()
-- or gc_ResultInfo() to print the resulting GC_INFO data structure
*/

void PrintGC_INFO(GC_INFO *a_Infop)
{
    printf("a_Infop->gcValue = 0x%x\n", a_Infop->gcValue);
    printf("a_Infop->gcMsg = %s\n", a_Infop->gcMsg);
    printf("a_Infop->ccLibId = %d\n", a_Infop->ccLibId);
    printf("a_Infop->ccLibName = %s\n", a_Infop->ccLibName);
    printf("a_Infop->ccValue = 0x%x\n", a_Infop->ccValue);
    printf("a_Infop->ccMsg = %s\n", a_Infop->ccMsg);
    printf("a_Infop->additionalInfo = %s\n", a_Infop->additionalInfo);
    printf("Enter <CR> to continue: ");
    getchar();
}
```

■ See Also

- [`gc\_ErrorValue\(\)`](#) (deprecated)
- [`gc\_ResultInfo\(\)`](#)
- [`gc\_CCLibIDToName\(\)`](#)

gc_ErrorValue()

Name: int gc_ErrorValue(gc_errorp, cclibidp, cclib_errorp)

Inputs:

int *gc_errorp	• location to store Global Call error
int *cclibidp	• location to store call control library ID
long *cclib_errorp	• location to store call control library error description

Returns: 0 if error value successfully retrieved
<0 if fails to retrieve error value

Includes: gcilib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

Note: The **gc_ErrorValue()** function is deprecated in this software release. The suggested equivalent is **gc_ErrorInfo()**.

The **gc_ErrorValue()** function gets an error value/failure reason code associated with the last Global Call function call. To retrieve an error, this function must be called immediately after a Global Call function failed. This function returns the Global Call error code, ***gc_errorp**, as well as the lower level error code associated directly with the call control library, ***cclib_errorp**. The Global Call error code is a generic error that has a consistent meaning across all call control libraries.

A call control library error may be more specific to the supported technology. These error values provide optimal debugging and troubleshooting for the application developer. For example, a time-out error may occur for multiple reasons when establishing a call. The specific reasons may vary for different network interfaces. Each of these call control library time-out errors are mapped to EGC_TIMEOUT. However, the specific time-out error detected by the call control library will be available through **cclib_errorp**.

Parameter	Description
gc_errorp	points to the location where the Global Call error code will be stored
cclibidp	points to the location to store the identification number of the call control library where the error occurred
cclib_errorp	points to the location to store the call control library error description that is uniquely associated to its own library

■ Termination Events

None

■ Cautions

- To aid in debugging, both the `gc_errorp` and the `cclib_errorp` values should be retrieved.
- The `gc_ErrorValue()` function can be called only in the **same** thread in which the routine in error was called. The function is “thread-safe” and it gets the value from thread-safe memory. The `gc_ErrorValue()` function cannot be called to retrieve the error value for a function that returned an error in another thread.

■ Errors

If this function returns <0 to indicate failure, then at least one of its input parameters is NULL.

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

void print_error_values(void)
{
    int      cclibid;          /* cclib id for gc_ErrorValue() */
    int      gc_error;         /* GlobalCall error code */
    long     cc_error;         /* Call Control Library error code */
    char     *msg;             /* points to the error message string */
    char     *lib_name;        /* library name for cclibid */

    /* This could be called when any function fails;
     * to print the error values */

    if (gc_ErrorValue( &gc_error, &cclibid, &cc_error) == GC_SUCCESS) {
        printf("Error code=%d\n", cc_error);
    } else {
        printf("Could not get error value\n");
    }
}
```

■ See Also

- [`gc\_ErrorInfo\(\)`](#)
- [`gc\_ResultInfo\(\)`](#)
- [`gc\_CCLibIDToName\(\)`](#)

gc_Extension()

Name: int gc_Extension(target_type, target_id, ext_id, parmblkp, retblkp, mode)

Inputs:

int target_type	• type of target object (line device or call reference number)
long target_id	• ID of target: either line device handle or call reference number
unsigned char ext_id	• extension function identifier as specified by the technology
GC_PARM_BLK* parmblkp	• pointer to GC_PARM_BLK as specified by the technology
GC_PARM_BLKP* retblkp	• pointer to address of GC_PARM_BLK union where parameter values are to be returned. Optional depending on technology.
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h

Category: FTE

Mode: asynchronous

■ Description

The **gc_Extension()** function provides a generic interface for technology-specific features, which otherwise require the support of the lower-level call control library APIs.

A target object is a configurable basic entity and is represented by its target type and target ID. For the **gc_Extension()** function, the target type identifies whether the basic entity is either a line device (GCTGT_GCLIB_CHAN) or a call (GCTGT_GCLIB_CRN). The target ID identifies the specific target object (for example, line device handle or CRN), which is generated by Global Call at runtime. See [Section 6.2, “Target Objects”](#), on page 267 for more information.

The *Global Call IP for Host Media Processing Technology Guide* provides the details on how to map the Global Call extension function to the intended corresponding technology-specific function provided via the call control library. This mapping is done via the function identifier, which is used by the call control library as an index for the requested extension function, should more than one extension function be provided by the library.

The [EXTENSIONEVTBLK](#) extension block structure contains technology-specific information and is referenced via the extevtdatap pointer in the [METAEVENT](#) structure associated with the GCEV_EXTENSION and GCEV_EXTENSIONCMPLT events.

If the **gc_Extension()** function is used to transmit information to the remote end point, the application at the remote end point receives a GCEV_EXTENSION event.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
target_type	target object type. Valid types are: • GCTGT_GCLIB_CHAN • GCTGT_GCLIB_CRN See Table 14, “Global Call Parameter Entry List Maintained in GCLIB” , on page 271 for details about these two types.
target_id	target object identifier. This identifier, along with target_type , uniquely specifies the target object. Valid identifiers are: • line device handle • call reference number
ext_id	extension function identifier, if multiple extension functions are provided by the technology. If multiple extension functions are not provided, this parameter is not used. See the <i>Global Call IP for Host Media Processing Technology Guide</i> for actual definitions.
parmbldp	points to GC_PARM_BLK as defined by the technology. This parameter is not used in cases where extension functions do not have any parameters.
retblkp	points to the GC_PARM_BLK used for potential return of parameter values, as defined by the technology. This pointer is not used in cases where extension functions do not return one or more parameter values to the caller. If a GC_PARM_BLK buffer is returned, the parameters in this buffer must be processed or copied prior to the next Global Call function call. The reason for this is that the GC_PARM_BLK buffer will be deallocated in a subsequent Global Call function call.
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_EXTENSIONCMPLT

indicates the successful completion of the extension function.

GCEV_TASKFAIL

indicates that the function failed. See the “Error Handling” section in the *Global Call API Programming Guide*.

■ Cautions

- The [EXTENSIONEVTBLK](#) extension block structure has a persistence only until the next call of [gc_GetMetaEvent\(\)](#) or [gc_GetMetaEventEx\(\)](#). In other words, any information contained or referenced in a GCEV_EXTENSION or GCEV_EXTENSIONCMPLT event must be either processed or cached within the application, or risk being lost upon the next call of [gc_GetMetaEvent\(\)](#) or [gc_GetMetaEventEx\(\)](#).
- The [GC_PARM_BLK](#) buffer, if one is returned via the **retblkp** pointer, also has a guaranteed persistence only until the next Global Call function call. Any parameters within this buffer

must be processed or copied within the application, or risk being lost when the next Global Call function call is invoked.

■ **Errors**

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_TASKFAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ **Example**

The *Global Call IP for Host Media Processing Technology Guide* contains technology-specific examples of using the **gc_Extension()** function.

■ **See Also**

None

`gc_GetAlarmConfiguration( )`

Name: `int gc_GetAlarmConfiguration(linedev, aso_id, alarm_list, alarm_config_type)`

Inputs:

<code>LINEDEV linedev</code>	• Global Call line device handle
<code>unsigned long aso_id</code>	• alarm source object ID
<code>ALARM_LIST *alarm_list</code>	• pointer to alarm list to be filled in
<code>int alarm_config_type</code>	• alarm information type

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_GetAlarmConfiguration( )` function retrieves alarm configuration parameter values. This function returns the configuration of all the alarms in the specified alarm source object (ASO) or for a specified ASO within a given line device.

This function generates a list of alarms and their associated values for a specified type of alarm information. The information included in the list is determined by the value specified for the **alarm_config_type** parameter. For example, if `ALARM_CONFIG_NOTIFY` is specified, the list will contain the current value of the notification attribute (`ALARM_NOTIFY` or `ALARM_NONOTIFY`) for all the alarms in the specified alarm source object.

The information for each alarm is returned in the [ALARM_FIELD](#) data structure within the [ALARM_LIST](#) data structure.

Parameter	Description
linedev	Global Call line device handle. If this value is 0, then the function returns the current default configuration of the alarm source object, which may have been modified using the gc_SetAlarmConfiguration() function.
aso_id	ASO ID. Use the gc_AlarmSourceObjectNameToID() function to obtain the ASO ID for the desired alarm source object. <code>ALARM_SOURCE_ID_NETWORK_ID</code> can be used if the network ASO ID associated with the line device is desired. To obtain an aso_id not associated with a line device, <code>NULL</code> can be used.

Parameter	Description
alarm_list	points to the alarm list to be filled in. The alarm list contains the list of alarms to be passed to the application by Global Call. The fields in the ALARM_LIST structure provide the following information: • n_alarms – contains the number of alarms in the list • alarm_fields – an array of data structures that contain information about the list of alarms The following information is contained in the ALARM_FIELD data structures for each alarm in the list: • alarm_number – contains the alarm number • alarm_data – contains the value of the information that was requested, for example, ALARM_NOTIFY or ALARM_NONOTIFY if alarm_config_type = ALARM_CONFIG_NOTIFY. The data type of alarm_data is dependent upon the alarm_config_type parameter. See Table 4 for data types. See ALARM_LIST, on page 226 and ALARM_FIELD, on page 225 for more information about those data structures.
alarm_config_type	alarm configuration type. See Table 4 for the possible values. The information is returned in the data field in alarm_list for all alarms in the specified alarm source object.

Table 4. Alarm Configuration Types

Configuration Type	Retrievals	Data Type	Possible Values	Alarms Returned
ALARM_CONFIG_BLOCKING	Current value of the blocking attribute.	int	ALARM_BLOCKING = blocking alarm ALARM_NONBLOCKING = non-blocking alarm	All
ALARM_CONFIG_NOTIFY	Current value of the notification attribute	int	ALARM_NONOTIFY = do not notify when alarm received ALARM_NOTIFY = notify when alarm received	All
ALARM_CONFIG_NAME	Alarm name. The alarm_data field in the ALARM_LIST structure contains a pointer to the name for each alarm. The linedev parameter is ignored for ALARM_CONFIG_NAME	char*	The name of the alarm.	All

Table 4. Alarm Configuration Types (Continued)

Configuration Type	Retrievals	Data Type	Possible Values	Alarms Returned
ALARM_CONFIG_STATUS	Current alarm status (alarm on or alarm off)	int	ALARM_ON = the alarm is active ALARM_OFF = the alarm is inactive	All
ALARM_CONFIG_STATUS_BLOCKING	Current alarm status (alarm on or alarm off) for those alarms whose blocking/non-blocking attribute is set to blocking. This information is returned in the alarm_data field in alarm_list . (The alarm_data field is of type int.)	int	ALARM_ON = blocking alarm is active ALARM_OFF = blocking alarm is inactive	Only those alarms with blocking attribute set to on.

■ Termination Events

None

■ Cautions

When requesting the names of the alarms, do not overwrite the space pointed to by the data field as this points to private, internal Global Call space.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <dtilib.h>
#include <gcip.h>
#include <gcip_defs.h>

LINEDEV    ldev;
ALARM_LIST alarm_names;
ALARM_LIST alarm_status_blocking;
ALARM_LIST alarm_blocking;
ALARM_LIST alarm_notify;
int        aso_id;
int        i;
int        DTE1_LOS_status;
GC_INFO    gc_error_info;    /* GlobalCall error information data */
```

```

aso_id = ALARM_SOURCE_ID_DM3_E1;          /* assume DM3 running E1 */

/*****
/* Demonstrate retrieving alarm names */
*****/

if (gc_GetAlarmConfiguration(ldev, aso_id, &alarm_names, ALARM_CONFIG_NAME) < 0)
{
    /* process error as shown */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error : gc_GetAlarmConfiguration() on device handle: 0x%x,
            GC ErrorValue: 0x%x - %s, CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
            ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
else
{
    printf("There are %d alarms for linedevice %d and they are:\n",
        alarm_names.n_alarms, ldev);
    for( i = 0; i < alarm_names.n_alarms; i++)
    {
        printf("alarm ID = %d\talarm name = %s\n",
            alarm_names.alarm_fields[i].alarm_number,
            alarm_names.alarm_fields[i].alarm_data.paddress);
    }
}

/*****
/* Demonstrate retrieving alarm status for blocking alarms */
*****/

if (gc_GetAlarmConfiguration(ldev, aso_id, &alarm_status_blocking,
    ALARM_CONFIG_STATUS_BLOCKING) < 0)
{
    /* process error as shown */
    /* Note: gc_GetAlarmConfiguration() is a GC only function */
    /* hence the cclib error message is not printed */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error : gc_GetAlarmConfiguration() on device handle: 0x%x,
            GC ErrorValue: 0x%x - %s, CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
            ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
else
{
    /* print status of all blocking alarms */
    printf("Alarm status for blocking alarms for linedevice %d is:\n", ldev);
    for( i = 0; i < alarm_status_blocking.n_alarms; i++)
    {
        printf("alarm ID = %d\tAlarm status = %s\n",
            alarm_status_blocking.alarm_fields[i].alarm_number,
            alarm_status_blocking.alarm_fields[i].alarm_data.intvalue
            == ALARM_ON ? "On" : "Off");
    }
}

/* now check and see if DTE1_LOS is ON */
DTE1_LOS_status = ALARM_OFF;
for( i = 0; i < alarm_status_blocking.n_alarms; i++)
{
    if (alarm_names.alarm_fields[i].alarm_number == DTE1_LOS)
    {
        DTE1_LOS_status = alarm_names.alarm_fields[i].alarm_data.intvalue;
        break;
    }
}

```

```

    }
}
if (i < alarm_status_blocking.n_alarms)
{
    printf("Blocking alarm status of DTE1_LOS is %s\n",
           DTE1_LOS_status == ALARM_ON ? "On" : "Off");
}
else
{
    printf("Did not find DTE1_LOS in blocking alarms\n");
}

/*****
/* Demonstrate retrieving the current value of blocking/non-blocking */
*****/
if (gc_GetAlarmConfiguration(ldev, aso_id, &alarm_blocking, ALARM_CONFIG_BLOCKING) < 0)
{
    /* process error as shown */
    /* Note: gc_GetAlarmConfiguration() is a GC only function */
    /* hence the cclib error message is not printed */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error : gc_GetAlarmConfiguration () on device handle: 0x%lx,
            GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
            ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
printf("Blocking/non-blocking status for linedevice %d is:\n", ldev);
for( i = 0; i < alarm_status_blocking.n_alarms; i++)
{
    printf("alarm ID = %d\tBlocking status = %s\n",
           alarm_status_blocking.alarm_fields[i].alarm_number,
           alarm_status_blocking.alarm_fields[i].alarm_data.intvalue
           == ALARM_BLOCKING ? "Blocking" : "Non-Blocking");
}

/*****
/* Demonstrate retrieving the current value of notify/do-not notify */
*****/
if (gc_GetAlarmConfiguration(ldev, aso_id, &alarm_notify, ALARM_CONFIG_NOTIFY) < 0)
{
    /* process error as shown */
    /* Note: gc_GetAlarmConfiguration() is a GC only function */
    /* hence the cclib error message is not printed */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error : gc_GetAlarmConfiguration () on device handle: 0x%lx,
            GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
            ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
printf("Notify/Do not notify status for linedevice %d is:\n", ldev);
for( i = 0; i < alarm_notify.n_alarms; i++)
{
    printf("alarm ID = %d\tNotify status = %s\n",
           alarm_notify.alarm_fields[i].alarm_number,
           alarm_notify.alarm_fields[i].alarm_data.intvalue == ALARM_NOTIFY
           ? "Notify" : "Do not notify");
}

```

■ See Also

- [gc_SetAlarmConfiguration\(\)](#)

gc_GetAlarmFlow()

Name: int gc_GetAlarmFlow(aso_id, flow)

Inputs: unsigned long aso_id • alarm source object ID
int *flow • pointer to where current flow value is to be stored

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: GCAMS

Mode: synchronous

■ Description

The **gc_GetAlarmFlow()** function indicates which alarms are sent to the application. This function frees the application from having to store the current alarm flow setting.

The alarm flow defines which alarms are sent to the application. Alarm flow is controlled on a line device basis using the **gc_SetAlarmFlow()** function.

Parameter	Description
aso_id	alarm source object (ASO) ID. Use the gc_AlarmSourceObjectNameToID() function to obtain the ASO ID for the desired alarm source object. ALARM_SOURCE_ID_NETWORK_ID can be used if the network ASO ID associated with the line device is desired. To obtain an aso_id not associated with a line device, NULL can be used.
flow	points to the destination for the current flow control value. Possible values for flow control are: • ALARM_FLOW_ALWAYS – all alarms with notification on are sent to the application (default) • ALARM_FLOW_ALWAYS_BLOCKING – only blocking alarms with notification on are sent to the application. Non-blocking alarms are not sent. • ALARM_FLOW_FIRST_AND_LAST – only the first alarm on and the last alarm off are sent to the application (if their notification attribute is on). Both blocking and non-blocking alarms are eligible to be sent. • ALARM_FLOW_FIRST_AND_LAST_BLOCKING – only the first blocking alarm on and the last blocking alarm off are sent to the application (if their notification attribute is on)

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gcLib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int          flow;
int          rc;
GC_INFO      gc_error_info;    /* GlobalCall error information data */

/* This code assumes that the application is running over DM3 E1 */
rc = gc_GetAlarmFlow(ALARM_SOURCE_ID_DM3_E1, &flow);

if (rc < 0)
{
    /* process error as shown */
    /* Note: gc_GetAlarmFlow() is a GC only function */
    /* hence the cclib error message is not printed */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error : gc_GetAlarmFlow() on aso_id: 0x%lx, GC ErrorValue: 0x%hx - %s,
            CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
            ALARM_SOURCE_ID_DM3_E1, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
else switch(flow)
{
    case ALARM_FLOW_ALWAYS:
        printf("Current alarm flow is ALARM_FLOW_ALWAYS\n");
        break;

    case ALARM_FLOW_ALWAYS_BLOCKING:
        printf("Current alarm flow is ALARM_FLOW_ALWAYS_BLOCKING\n");
        break;

    case ALARM_FLOW_FIRST_AND_LAST:
        printf("Current alarm flow is ALARM_FLOW_FIRST_AND_LAST\n");
        break;
}
```

```
case ALARM_FLOW_FIRST_AND_LAST_BLOCKING:
    printf("Current alarm flow is ALARM_FLOW_FIRST_AND_LAST_BLOCKING\n");
    break;

default:
    printf("Unknown alarm flow, value = %d\n", flow);
    break;
}
```

■ **See Also**

- [gc_SetAlarmFlow\(\)](#)

`gc_GetAlarmParm()`

Name: `int gc_GetAlarmParm(linedev, aso_id, ParmSetID, alarm_parm_list, mode)`

Inputs:

<code>LINEDEV linedev</code>	• Global Call line device handle
<code>unsigned long aso_id</code>	• alarm source object ID
<code>int ParmSetID</code>	• parameter set ID
<code>ALARM_PARM_LIST *alarm_parm_list</code>	• pointer to alarm parameter list
<code>unsigned long mode</code>	• sync

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_GetAlarmParm()` function retrieves parameter data for a parameter set ID for one or more (alarm, parameter ID) pairs. The alarm number and parameter set ID pairs are specified in `ALARM_PARM_FIELD` in the **alarm_parm_list** list.

The parameter set ID (**ParmSetID**) is the ID of a set of associated parameters as defined by the alarm source object (ASO).

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
linedev	Global Call line device handle
aso_id	alarm source object (ASO) ID. Use the gc_AlarmSourceObjectNameToID() function to obtain the ASO ID for the desired alarm source object. ALARM_SOURCE_ID_NETWORK_ID can be used if the network ASO ID is not known.
ParmSetID	ID of the parameter set as defined by the ASO. See the <i>Global Call API Programming Guide</i> for a list of the Global Call-aware ASO IDs and the <i>Global Call IP for Host Media Processing Technology Guide</i> for technology-specific ASO IDs.
alarm_parm_list	points to the alarm parameter list. See ALARM_PARM_LIST , on page 228 for more information.
mode	set to <code>EV_SYNC</code> for synchronous execution (only synchronous mode is supported)

■ Termination Events

None

■ Cautions

- The parameters are alarm source object dependent. Detailed knowledge of the alarm source object is necessary in order to use these parameters properly.
- Not all alarm source objects support the retrieval of all user-set parameters.
- There must be sufficient space available for the information to be retrieved.
- If a failure occurs during a call to the **gc_GetAlarmParm()** function, the information in `aso_list` is considered invalid.
- The application must initialize the pointer in the `alarm_data` field to ensure that it points to valid user data space.
- Alarm source objects will return an int through the `pstruct` field of the **GC_PARM** structure instead of the `intvalue` field of the structure. The `pstruct` pointer must be initialized to point to where the int is to be stored.
- Additional header files for other libraries will most likely be required. See the *Global Call IP for Host Media Processing Technology Guide* for more information.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gcplib.h>
#include <gcerr.h>
#include <dtilib.h> /* for ASO symbols */
#include <gcip.h>
#include <gcip_defs.h>

int rc;
LINEDEV linedev;
ALARM_PARM_LIST alarm_parm_list;
GC_INFO gc_error_info; /* GlobalCall error information data */

/*
-- This code assumes that linedev is already assigned
-- it also assumes that linedev's alarm source object
-- is known to be Springware T1 this could have been
-- done via gc_GetAlarmSourceObjectNetworkID
*/

/* init all to 0 */
memset(&alarm_parm_list, '\0', sizeof(ALARM_PARM_LIST));

/* get 1 parameter */
alarm_parm_list.n_parms = 1;
```

```

/* get # of out of frame errors to allow before sending an alarm */
alarm_parm_list.alarm_parm_fields[0].alarm_parm_number.intvalue = DTG_OOFMAX;

rc = gc_GetAlarmParm(linedev, ALARM_SOURCE_ID_SPRINGWARE_T1, ParmSetID_parm,
                     &alarm_parm_list, EV_SYNC);

if (rc < 0)
{
    /* get and process the error */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_GetAlarmParm() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
           CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
           linedev, gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
else
{
    printf("for linedev %d, # of out of frame errors to allow before sending \
          an alarm is %d\n", linedev,
          alarm_parm_list.alarm_parm_fields[0].alarm_parm_data.intvalue);
}

```

■ See Also

- [gc_SetAlarmParm\(\)](#)

gc_GetAlarmSourceObjectList()

Name: int gc_GetAlarmSourceObjectList(linedev, ByNameOrById, aso_list)

Inputs: LINEDEV linedev • Global Call line device handle
 int ByNameOrById • specifies whether list is a list of ASO names or a list of ASO IDs
 ALARM_SOURCE_OBJECT_LIST *aso_list • pointer to alarm source object list

Returns: 0 if successful
 <0 if failure

Includes: gclib.h
 gccrr.h

Category: GCAMS

Mode: synchronous

■ Description

The **gc_GetAlarmSourceObjectList()** function retrieves a list of all alarm source objects associated with a specified line device. The list can contain either alarm source object (ASO) names or ASO IDs.

If the call control library associated with the specified line device uses the Global Call Alarm Management System (GCAMS), then the first entry in the list of ASOs retrieved by **gc_GetAlarmSourceObjectList()** is the network ASO ID.

Parameter	Description
linedev	Global Call line device handle
ByNameOrById	specifies whether the function is to return a list of ASO names or a list of ASO IDs. Valid values are: • ASO_LIST_BY_NAME • ASO_LIST_BY_ID
aso_list	points to the alarm source object list. The Global Call API fills in this data structure with a list of all alarm source objects and their names for the requested line device. NULL is not allowed. The aso_data field of ALARM_SOURCE_OBJECT_FIELD is of type char * if the request is “by name”. If the request is by ID, the field is typed an unsigned long. See ALARM_SOURCE_OBJECT_LIST , on page 230 for a description of the data structure.

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

LINEDEV          linedev;
ALARM_SOURCE_OBJECT_LIST  aso_list_by_name;
ALARM_SOURCE_OBJECT_LIST  aso_list_by_id;
int              rc, i;
GC_INFO          gc_error_info;    /* GlobalCall error information data */

/*
-- This code assumes that linedev is already assigned
*/
rc = gc_GetAlarmSourceObjectList(linedev, ASO_LIST_BY_NAME, &aso_list_by_name);
if (rc < 0)
{
    /* get and process the error */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_GetAlarmSourceObjectList() on device handle: 0x%lx,
            GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
            linedev, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
else
{
    rc = gc_GetAlarmSourceObjectList(linedev, ASO_LIST_BY_ID, &aso_list_by_id);
    if (rc < 0)
    {
        /* get and process the error */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetAlarmSourceObjectList() on device handle: 0x%lx,
                GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                linedev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    else
    {
        /*
        -- This code assumes that aso_list_by_id.n_asos == aso_list_by_name.n_asos
        */
        printf("Alarm source objects associated with linedev %d are: \n", linedev);
        for (i = 0; i < aso_list_by_id.n_asos; i++)
```

```
        {  
            printf("\tID: %d\t\tName: %s\n",  
                aso_list_by_id.aso_fields[i].aso_data.intvalue,  
                aso_list_by_name.aso_fields[i].aso_data.paddress);  
        }  
    }  
}
```

■ **See Also**

None

`gc_GetAlarmSourceObjectNetworkID()`

Name: `int gc_GetAlarmSourceObjectNetworkID(linedev, aso_networkID)`

Inputs: `LINEDEV linedev` • Global Call line device handle
`unsigned long *aso_networkID` • pointer to where network ASO ID is to be stored

Returns: 0 if successful
<0 if failure

Includes: `gcilib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_GetAlarmSourceObjectNetworkID()` function retrieves the ID of the layer 1 alarm source object (ASO) associated with a specified line device. The network alarm source object ID represents the network handle for the source of physical layer alarms.

Parameter	Description
<code>linedev</code>	Global Call line device handle
<code>aso_networkID</code>	points to where the alarm source network ID is stored

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

void gc_demo_open_ElorTl_channel(int index)
{
    char        str[MAX_STRING_SIZE];
    int         ASOnetworkID;
    GC_INFO     gc_error_info;    /* GlobalCall error information data */

    printandlog(index, MISC, NULL, "E1 or T1 device being opened");

    /* perform port data structure initialization */

    if (gc_OpenEx(&port[index].ldev, port[index].devname, EV_SYNC, (void *)&port[index])
        != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_OpenEx() on devname: %s, GC ErrorValue: 0x%x - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
                port[index].devname, gc_error_info.gcValue, gc_error_info.gCMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    sprintf(str, "gc_OpenEx(devicename=%s, mode=EV_SYNC) Success", port[index].devname);

    printandlog(index, GC_APICALL, NULL, str);

    /* a real application might wish to cache ASOnetworkID in the port data structure */
    if (gc_GetAlarmSourceObjectNetworkID(port[index].ldev, &ASOnetworkID) != GC_SUCCESS)
    {
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetAlarmSourceObjectNetworkID() on device handle: 0x%x,
                GC ErrorValue: 0x%x - %s, CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
                port[index].ldev, gc_error_info.gcValue, gc_error_info.gCMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    else
    {
    }

    printf("networkID for linedev %d is %d\n", port[index].ldev, ASOnetworkID);
}
```

■ See Also

None

`gc_GetCallInfo()`

Name: `int gc_GetCallInfo(crn, info_id, valuep)`

Inputs:

<code>CRN crn</code>	• call reference number
<code>int info_id</code>	• call info ID
<code>char *valuep</code>	• pointer to info buffer

Returns: 0 if successful
<0 if failure

Includes: `gcLib.h`
`gcErr.h`

Category: interface specific

Mode: synchronous

■ Description

The `gc_GetCallInfo()` function retrieves information associated with the call. You can use this function at any time. The application can retrieve only one type of information at a time. The type of information that can be retrieved depends on the technology and whether the call is inbound or outbound.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number
info_id	ID of the information to be collected. See the <i>Global Call IP for Host Media Processing Technology Guide</i> .
valuep	buffer address where the requested information is stored

■ Termination Events

None

■ Cautions

- Ensure that the application verifies that the buffer pointed to by the **valuep** parameter is large enough to hold the information requested by the **info_id** parameter. For ANI and DNIS, the largest expected string length is defined by `GC_ADDRSIZE`.
- If this function is invoked for an unsupported technology, the function fails. The error value `EGC_UNSUPPORTED` will be the Global Call value returned when the `gc_ErrorInfo()` function is used to retrieve the error code.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
/*
 * Assume the following has been done:
 * 1. device has been opened (e.g. :N_iptB1T1:P_IP:M_ipmB1C1:V_dxxxB1C1, etc...)
 * 2. gc_WaitCall() has been issued to wait for a call.
 * 3. gc_GetMetaEvent() or gc_GetMetaEventEx() (Windows) has been
 *    called to convert the event into metaevent.
 * 4. a GCEV_OFFERED has been detected.
 */

#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcisdn.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * the variable info_id parameter(s) defines the information
 * requested from the network.
 * The variable valuep stores the returned information.
 */

int get_call_info(CRN crn, int info_id, char *valuep)
{
    LINEDEV  ldev;          /* Line device */
    GC_INFO  gc_error_info; /* GlobalCall error information data */

    if(gc_CRN2LineDev(crn, &ldev) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_CRN2LineDev() on crn: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                crn, gc_error_info.gcValue, gc_error_info.gCMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    if(gc_GetCallInfo(crn, info_id, valuep) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetCallInfo() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                ldev, gc_error_info.gcValue, gc_error_info.gCMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```



retrieve information associated with the call — `gc_GetCallInfo()`

■ **See Also**

None

gc_GetCallState()

Name: int gc_GetCallState(crn, state_ptr)

Inputs: CRN crn • call reference number
int *state_ptr • pointer to variable for returning call state

Returns: 0 if successful
<0 if failure

Includes: gcilib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_GetCallState()** function retrieves the state of the call associated with the call reference number (CRN). The acquired state will be associated with the last message received by the application. This function is especially useful when an error occurs and the application requires an update as to whether the call state has changed. State transition diagrams and call state definitions are presented in the *Global Call API Programming Guide*.

Parameter	Description
crn	call reference number
state_ptr	points to the location where the call state value will be returned. Possible state values are: • GCST_ACCEPTED – An inbound call was accepted; the call is in the Accepted state. • GCST_ALERTING – The call is waiting for the destination party to answer; the call is in the Alerting state (alerted sent or received). • GCST_CALLROUTING – Exists for an incoming call when the user has sent an acknowledgment that all call information necessary to effect call establishment has been received. • GCST_CONNECTED – An inbound or outbound call was connected; the call is in the Connected state. • GCST_DETECTED – An incoming call has been received but has not yet been offered to the application; the call is in the Detected state. • GCST_DIALING – An outbound call request was received; the call is in the Dialing state.

Parameter	Description
	- GCST_DISCONNECTED – The call was disconnected from the network, the call is in the Disconnected state. - GCST_IDLE – The call is not active; the call is in the Idle state. - GCST_NULL – The call was released; the call is in the Null state. - GCST_OFFERED – An inbound call was received, the call is in the Offered state. - GCST_PROCEEDING – Exists for an outbound call when the user has received an acknowledgment that all call information necessary to effect call establishment has been received and the call is proceeding.

■ Termination Events

None

■ Cautions

- Due to the process latency time, the state value acquired through the **`gc_GetCallState()`** function may lag behind the current call state in the protocol state machine. If the two state values differ, the acquired state value is always behind the actual state. This is especially evident in the process of establishing an outbound call. The state acquired by the application will be associated with the latest event received by the application.

■ Errors

If this function returns `<0` to indicate failure, use the **`gc_ErrorInfo()`** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30 /* max. number of channels in system */
/*
 * Data structure which stores all information for each line
 */
struct linebag {
    LINEDEV ldev; /* GlobalCall line device handle */
    CRN crn; /* GlobalCall API call handle */
    int state; /* state of first layer state machine */
} port[MAXCHAN+1];

struct linebag *pline; /* pointer to access line device */
```

```
int get_call_state(int port_num)
{
    LINEDEV      ldev;          /* line device ID */
    CRN           crn;          /* call reference number */
    int           call_state;    /* current state of call */
    GC_INFO       gc_error_info; /* GlobalCall error information data */
    /* Find info for this time slot, specified by 'port_num' */
    /* (Assumes port_num is valid) */
    pline = port + port_num;
    crn = pline -> crn;
    /*
     * Retrieve the call state and save it.
     */
    if (crn)
    {
        if (gc_CRN2LineDev( crn, &ldev) != GC_SUCCESS)
        {
            /* get and process error */
            gc_ErrorInfo( &gc_error_info );
            printf ("Error: gc_CRN2LineDev() on crn: 0x%lx, GC ErrorValue: 0x%hx - %s,
                    CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                    crn, gc_error_info.gcValue, gc_error_info.gcMsg,
                    gc_error_info.ccLibId, gc_error_info.ccLibName,
                    gc_error_info.ccValue, gc_error_info.ccMsg);
            return (gc_error_info.gcValue);
        }
        if (gc_GetCallState( crn, &call_state) != GC_SUCCESS)
        {
            /* process error return as shown */
            gc_ErrorInfo( &gc_error_info );
            printf ("Error: gc_GetCallState() on device handle: 0x%lx,
                    GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                    ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                    gc_error_info.ccLibId, gc_error_info.ccLibName,
                    gc_error_info.ccValue, gc_error_info.ccMsg);
            return (gc_error_info.gcValue);
        }
    }

    pline->state = call_state;
    return (0);
}
```

■ See Also

None

`gc_GetCRN()`

Name: `int gc_GetCRN(crn_ptr, metaeventp)`

Inputs: `CRN *crn_ptr` • pointer to returned CRN
`METAEVENT *metaeventp` • pointer to a metaevent block

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: system controls and tools

Mode: synchronous

■ Description

The `gc_GetCRN()` function retrieves a call reference number for the event to which the pointer **metaeventp** is pointing. This **metaeventp** pointer is filled in by the `gc_GetMetaEvent()` function or, for the Windows extended asynchronous model only, the `gc_GetMetaEventEx()` function.

The `gc_GetCRN()` function is supported for backward compatibility only. The application can access the CRN directly from the `crn` field in the `METAEVENT` structure pointed to by the **metaeventp** parameter retrieved by the `gc_GetMetaEvent()` or `gc_GetMetaEventEx()` (Windows only) function.

If the event is associated with a call, the **crn_ptr** parameter contains a pointer to the CRN. If the event is associated with a line device, the **crn_ptr** parameter is 0.

Note: The application can access the line device directly from the `linedev` field in the `METAEVENT` structure pointed to by the **metaeventp** parameter retrieved by the `gc_GetMetaEvent()` or `gc_GetMetaEventEx()` (Windows only) function.

Parameter	Description
crn_ptr	points to the memory address where the call reference number is stored
metaeventp	points to the <code>METAEVENT</code> structure filled in by the <code>gc_GetMetaEvent()</code> or <code>gc_GetMetaEventEx()</code> function. See <code>METAEVENT</code> , on page 253 for more information.

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has already been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Wait for a call using gc_WaitCall()
 * 3. An event has arrived and has been converted to a metaevent
 *    using gc_GetMetaEvent() or gc_GetMetaEventEx() (Windows)
 */
CRN get_crn(METAEVENT *metaeventp)
{
    CRN          crn;          /* call reference number */
    GC_INFO      gc_error_info; /* GlobalCall error information data */

    if (gc_GetCRN(&crn, metaeventp) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetCRN() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                metaeventp->evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    else {
        /*
         * Else return the CRN and next issue the GlobalCall function call
         * using the CRN.
         */
        return(crn);
    }
}
```

■ See Also

- [gc_GetLineDev\(\)](#)
- [gc_GetMetaEvent\(\)](#)
- [gc_GetMetaEventEx\(\)](#) (Windows extended asynchronous model only)
- [gc_MakeCall\(\)](#)
- [gc_WaitCall\(\)](#)

`gc_GetCTInfo()`

Name: `int gc_GetCTInfo(linedev, ct_devinfo)`

Inputs: `LINEDEV linedev` • Global Call line device
`CT_DEVINFO *ct_devinfo` • pointer to device information structure

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: system controls and tools

Mode: synchronous

■ Description

The `gc_GetCTInfo()` function retrieves CT Bus time slot information. The information includes the device family, device mode, type of network interface, bus architecture, PCM encoding, etc. The information is returned in the `CT_DEVINFO` structure. The valid values for each member of the `CT_DEVINFO` structure are defined in `ctinfo.h`, which is referenced by `gclib.h`.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
<code>linedev</code>	Global Call device handle
<code>ct_devinfo</code>	points to the <code>CT_DEVINFO</code> device information structure. See CT_DEVINFO , on page 232 for more information.

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* max. number of channels in system */

/*
 * Data structure which stores all information for each line
 */

static struct linebag {
    LINEDEV    ldev;          /* GlobalCall API line device handle */
    CRN         crn;          /* GlobalCall API call handle */
    int         blocked;      /* channel blocked/unblocked */
    int         networkh;     /* network handle */
} port[MAX_CHAN+1];
struct linebag *pline;       /* pointer to access line device */

/*
 * Assume the following has been done:
 *   1. Opened line devices for each time slot on DTIB1.
 *   2. Each line device and voice handle is stored in linebag structure "port"
 */

int call_getctinfo(int port_num, CT_DEVINFO *infop)
{
    GC_INFO     gc_error_info; /* GlobalCall error information data */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */

    pline = port + port_num;

    /* Get information about the device and store it in the location pointed
     * to by infop */

    if (gc_GetCTInfo(pline->ldev, infop) == -1)
    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetCTInfo() on linedev: 0x%x, GC ErrorValue: 0x%x - %s,\n",
                CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
                pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```

■ See Also

- [gc_GetXmitSlot\(\)](#)
- [gc_Listen\(\)](#)
- [gc_UnListen\(\)](#)

gc_GetLineDev()

Name: int gc_GetLineDev(linedevp, metaeventp)

Inputs: LINEDEV *linedevp • pointer to returned line device
METAEVENT *metaeventp • pointer to metaevent block

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_GetLineDev()** function retrieves a line device associated with an event received from the event queue. If this function is called for an event that is not a Global Call event, then the ***linedevp** parameter is set to 0. The line device may also be retrieved using the **linedev** field in the **METAEVENT** structure instead of using this function.

The **gc_GetLineDev()** function is supported for backward compatibility but is not otherwise needed since the line device ID is available when the metaevent is returned from the **gc_GetMetaEvent()** function or, for the Windows extended asynchronous model only, the **gc_GetMetaEventEx()** function.

Parameter	Description
linedevp	points to the location where the output LINEDEV is stored
metaeventp	points to the METAEVENT structure filled in by the gc_GetMetaEvent() or the gc_GetMetaEventEx() function

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Wait for a call using gc_WaitCall()
 * 3. An event has arrived and has been converted to a metaevent
 *    using gc_GetMetaEvent() or gc_GetMetaEventEx() (Windows)
 * 4. The event is determined to be a GCEV_OFFERED event
 */
int get_linedev(LINEDEV *ldevp)
{
    GC_INFO          gc_error_info;    /* GlobalCall error information data */

    /*
     * Get Line Device corresponding to this event
     */
    if (gc_GetLineDev(ldevp, &metaevent) != GC_SUCCESS)
    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetLineDev() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    /*
     * The line device ID may then be used for functions like
     * gc_SetUsrAttr().
     */
    return (0);
}
```

■ See Also

- [gc_GetCRN\(\)](#)
- [gc_GetMetaEvent\(\)](#)
- [gc_GetMetaEventEx\(\)](#) (Windows extended asynchronous model only)

`gc_GetMetaEvent()`

Name: `int gc_GetMetaEvent(metaeventp)`

Inputs: `METAEVENT *metaeventp` • pointer to METAEVENT data structure

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: system controls and tools

Mode: synchronous

■ Description

The **`gc_GetMetaEvent()`** function retrieves event information for the current SRL event that stores the Global Call and non-Global Call event information. This METAEVENT is a data structure that explicitly contains the information describing the SRL event to be returned to the Linux or Windows application. This data structure provides uniform information retrieval among call control libraries and across operating systems. See [METAEVENT](#), on page 253 for more information.

You must call the **`gc_GetMetaEvent()`** function to retrieve any Global Call event information and any other event information if you are not sure of the event type. If the metaevent is a Global Call event, the `GCME_GC_EVENT` bit in the METAEVENT flags field will be set. The Global Call-related fields of the METAEVENT data structure contain valid data **only** when the `GCME_GC_EVENT` bit is set. Do **not** use these fields if the bit is not set.

The current SRL event information is not changed or altered by calling the **`gc_GetMetaEvent()`** function to retrieve event information. This function may be used as a convenience function to retrieve the event information for all SRL events. Whether the event is a Global Call event or any other SRL event, the SRL event information (for example, `evtdatap`, `evttype`) may be retrieved from the METAEVENT data structure instead of using SRL functions to retrieve this information.

Parameter	Description
<code>metaeventp</code>	points to the METAEVENT structure filled by this function

■ Termination Events

None

■ Cautions

- The **`gc_GetMetaEvent()`** function **must** be the first function called before processing any Global Call event.

- For Windows applications, when using the extended asynchronous model, the **gc_GetMetaEventEx()** function must be the first function called before processing any Global Call event. For all other Windows models, use the **gc_GetMetaEvent()** function.
- An application should call the **gc_GetMetaEvent()** function only once for a given event. Calling the function more than once will result in data corruption or an access violation.
- The event must be processed entirely in the same thread or all information about the event must be retrieved before processing the event in another thread.
- The **gc_GetMetaEvent()** and **gc_GetMetaEventEx()** functions should not be used in the same application.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

The following code illustrates calling the **gc_GetMetaEvent()** function in response to receiving an event via the SRL.

```
if(sr_waitevt(timeout) != -1) {      /* i.e. an event occurred */
    retcode = gc_GetMetaEvent(&metaevent);
    if (retcode < 0)
    {
        /* get and process the error */
    }
    else
    {
        /* Continue with normal processing */
    }
}
```

OR

```
handler(...)
{
    retcode = gc_GetMetaEvent(&metaevent);
    if (retcode < 0 )
    {
        /* get and process the error */
    }
    else
    {
        /* Continue with normal processing */
    }
}
```

To retrieve and process information associated with an event, the following example code can be used. This code returns the event type, event data pointer, event length and event device associated with the event from either the handler or after a **sr_waitevt()** function call.

```
retcode = gc_GetMetaEvent(&metaevent);
if (retcode < 0)
{
    /* get and process error */
}
else
{
    /* Can now access SRL information for any GlobalCall or
       non-GlobalCall event using: */
    /* metaevent.evtdatap */
    /* metaevent.evtlen */
    /* metaevent.evtdev */
    /* metaevent.evttype */
    if (metaevent.flags & GCME_GC_EVENT)
    {
        /* process GlobalCall event here */
    }
    else
    {
        /* process non-GlobalCall event here */
    }
}
```

The following code illustrates retrieving event information from the **METAEVENT** structure while making a call:

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30 /* max. number of channels in system */
#define NULL_STATE 0
#define DIALING_STATE 1
#define ALERTING_STATE 2
#define CONNECTED_STATE 3

/*
 * Data structure which stores all information for each line
 */

struct linebag {
    LINEDEV ldev; /* network line device handle */
    CRN crn; /* GlobalCall API call handle */
    int state; /* state of first layer state machine */
} port[MAXCHAN+1];

struct linebag *pline; /* pointer to access line device */

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Application is in the NULL state
 * Examples are given in ASYNC mode
 * Error handling is not shown
 */

int makecall(int port_num, char *numberstr)
{
    GC_INFO gc_error_info; /* GlobalCall error information data */
    long evttype; /* type of event */

    /* Find info for this time slot, specified by 'port_num' */
    /* (Assumes port_num is valid) */
```

```

pline = port + port_num;

if (gc_MakeCall(pline -> ldev, &pline -> crn, numberstr, NULL, 0, EV_ASYNC) !=
    GC_SUCCESS)
{
    /* process error and return */
}
pline -> state = DIALING_STATE;

for (;;)
{
    sr_waitevt(-1L);          /* wait forever */

    /* Get the next event */
    if (gc_GetMetaEvent(&metaevent) != GC_SUCCESS)
    {
        /* process error */
        gc_ErrorInfo(&gc_error_info);
        printf ("Error: gc_GetMetaEvent() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    evttype = metaevent.evttype;
    if (metaevent.flags & GCME_GC_EVENT)
    {
        /* process GlobalCall event */
        switch (pline -> state) {
            case DIALING_STATE:
                switch (evttype) {
                    case GCEV_ALERTING:
                        pline -> state = ALERTING_STATE;
                        break;
                    case GCEV_CONNECTED:
                        pline -> state = CONNECTED_STATE;
                        /*
                         * Can now do voice functions, etc.
                         */
                        return(0);          /* SUCCESS RETURN POINT */
                    default:
                        /* handle other events here */
                        break;
                }
            break;

            case ALERTING_STATE:
                switch (evttype) {
                    case GCEV_CONNECTED:
                        pline -> state = CONNECTED_STATE;
                        /*
                         * Can now do voice functions, etc.
                         */
                        return(0);          /* SUCCESS RETURN POINT */
                    default:
                        /* handle other events here */
                        break;
                }
            break;
        }
    }
    else

```

```

    {
        /* Process non-GlobalCall event */
    }
}

```

The following code illustrates retrieving event information from the [METAEVENT](#) structure while waiting for a call:

```

#include <stdio.h>
#include <srllib.h>
#include <gcilib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30 /* max. number of channels in system */
#define NULL_STATE 0
#define CONNECTED_STATE 3
#define OFFERED_STATE 4
#define ACCEPTED_STATE 5

/*
 * Data structure which stores all information for each line
 */

struct linebag {
    LINEDEV ldev; /* network line device handle */
    CRN crn; /* GlobalCall API call handle */
    int state; /* state of first layer state machine */
} port[MAXCHAN+1];

struct linebag *pline; /* pointer to access line device */

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Application is in the NULL state
 * 3. A gc_WaitCall() has been successfully issued
 *
 * Examples are given in ASYNC mode
 * Error handling is not shown
 */

int waitcall(int port_num)
{
    GC_INFO gc_error_info; /* GlobalCall error information data */

    long evttype; /* type of event */

    /* Find info for this time slot, specified by 'port_num' */
    /* (Assumes port_num is valid) */
    pline = port + port_num;

    for (;;)
    {
        sr_waitevt(-1L); /* wait forever */

        /* Get the next event */
        if (gc_GetMetaEvent(&metaevent) != GC_SUCCESS)
        {
            /* process error return */
            gc_ErrorInfo( &gc_error_info );
            printf ("Error: gc_GetMetaEvent() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                    CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",

```

```
        metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
        gc_error_info.ccLibId, gc_error_info.ccLibName,
        gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}

evtttype = metaevent.evtttype;
if (metaevent.flags & GCME_GC_EVENT)
{
    /* process GlobalCall event */
    switch (pline -> state)
    {
        case NULL_STATE:
            switch (evtttype) {
                case GCEV_OFFERED:
                    pline -> state = OFFERED_STATE;
                    accept_call();
                    break;
                default:
                    /* handle other events here */
                    break;
            }
            break;

        case OFFERED_STATE:
            switch (evtttype) {
                case GCEV_ACCEPT:
                    pline -> state = ACCEPTED_STATE;
                    answer_call();
                    break;
                default:
                    /* handle other events here */
                    break;
            }
            break;

        case ACCEPTED_STATE:
            switch (evtttype) {
                case GCEV_ANSWERED:
                    pline -> state = CONNECTED_STATE;
                    /*
                     * Can now do voice functions, etc.
                     */
                    return(0);          /* SUCCESS RETURN POINT */
                default:
                    /* handle other events here */
                    break;
            }
            break;
    }
}
else
{
    /* Process non-GlobalCall event */
}
}
```

■ See Also

- [gc_GetLineDev\(\)](#)
- [gc_GetMetaEventEx\(\)](#) (Windows extended asynchronous model only)
- [gc_ResultInfo\(\)](#)

`gc_GetMetaEventEx()`

Name: `int gc_GetMetaEventEx(metaeventp, evt_handle)`
(Windows extended asynchronous model only)

Inputs: `METAEVENT *metaeventp` • pointer to METAEVENT data structure
`unsigned long evt_handle` • SRL event handle

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: system controls and tools

Mode: synchronous

■ Description

The `gc_GetMetaEventEx()` function retrieves event information for an SRL event. The SRL event handle is specified in the `evt_handle` parameter.

The `gc_GetMetaEventEx()` function is used only in Windows applications that are running multithreads in the extended asynchronous model. The `gc_GetMetaEventEx()` function returns a metaevent, which contains the SRL event information of the specified event handle, to the application. If your application uses the `sr_WaitevtEx()` function, you must use `gc_GetMetaEventEx()` to retrieve the metaevent.

The `gc_GetMetaEventEx()` function has the same functionality and requirements as the `gc_GetMetaEvent()` function. For more information, see the [gc_GetMetaEvent\(\)](#) function description.

Parameter	Description
<code>metaeventp</code>	points to the METAEVENT structure to be filled in by this function. See METAEVENT , on page 253 for more information.
<code>evt_handle</code>	SRL event handle used to identify a particular event

■ Termination Events

None

■ Cautions

- The [gc_GetMetaEvent\(\)](#) or `gc_GetMetaEventEx()` function **must** be the first function called before processing any Global Call event.
- When using the extended asynchronous model, the `gc_GetMetaEventEx()` function must be the first function called before processing any Global Call event. For all other Windows programming models, use the [gc_GetMetaEvent\(\)](#) function.

- An application should call the **gc_GetMetaEventEx()** function only once for a given event. Calling the function more than once will result in data corruption or an access violation.
- The event must be processed entirely in the same thread or all information about the event must be retrieved before processing the event in another thread.
- The **gc_GetMetaEvent()** and **gc_GetMetaEventEx()** functions should not be used in the same application.
- When calling the **gc_GetMetaEventEx()** function from multiple threads, ensure that your application uses unique thread-related **METAEVENT** data structures or ensure that the **METAEVENT** data structure is not written to simultaneously.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

The following code illustrates event retrieval wherein the SRL gets the event and then the extended **gc_GetMetaEventEx()** function fills in the **METAEVENT** data structure.

```
/*
 * Do SRL event processing
 */

hdlcnt = 0;
hdlcnt[ hdlcnt++ ] = GetGlobalCallHandle();
hdlcnt[ hdlcnt++ ] = GetVoiceHandle();

/* Wait selectively for devices that belong to this thread */

rc = sr_waitevtEx( hdlcnt,
                  PollTimeout_ms,
                  &evtHdl
                  );

if (rc != SR_TMOUT)
{
    /*
     * Update
     */
    rc = gc_GetMetaEventEx(&g_Metaevent, evtHdl);
    if (rc != GC_SUCCESS)
    {
        /* process error return */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetMetaEventEx() on linedev: 0x%lx,
                GC ErrorValue: 0x%lx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    rc = vProcessCallEvents( );
}
```

■ See Also

- [gc_GetCRN\(\)](#)
- [gc_GetLineDev\(\)](#)
- [gc_GetMetaEvent\(\)](#)
- [gc_ResultInfo\(\)](#)

gc_GetResourceH()

Name: int gc_GetResourceH(linedev, resourcehp, resourcetype)

Inputs: LINEDEV linedev • Global Call line device handle
 int *resourcehp • pointer to returned resource device handle
 int resourcetype • type of resource

Returns: 0 if successful
 <0 if failure

Includes: gclib.h
 gcerr.h

Category: voice and media, system controls and tools

Mode: synchronous

■ Description

The **gc_GetResourceH()** function retrieves the resource device handle associated with the specified line device, **linedev**. The ***resourcehp** parameter is actually the SRL handle of the resource associated with the line device.

If the **linedev** parameter is not an IP media Global Call line device, the resource to be retrieved can be a network, voice, or media device, as determined by the **resourcetype** parameter.

If the **linedev** parameter is an IP media Global Call line device, the resource that is retrieved is the Global Call line device to which the media handle is attached, as determined by a **resourcetype** parameter with a value of GC_NET_GCLINEDEVICE.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
linedev	Global Call line device handle. This can be one of the following types: • A non-IP media Global Call line device handle • An IP media Global Call line device handle
resourcehp	address at which the associated resource device handle will be stored
resourcetype	type of resource. Possible values are: • GC_VOICEDevice • GC_MEDIADevice • GC_NET_GCLINEDEVICE (only valid if the linedev parameter is an IP media Global Call line device handle)

■ Termination Events

None

■ Cautions

If this function is invoked for an unsupported technology, the function fails. The error value `EGC_UNSUPPORTED` will be the Global Call value returned when the `gc_ErrorInfo()` function is used to retrieve the error code.

■ Errors

If this function returns `<0` to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 *   1. A line device has been opened specifying voice resource
 *   2. A call associated with ldev is in the connected state
 */
int get_voice_handle(LINEDEV ldev, int *voicehp)
{
    GC_INFO      gc_error_info;    /* GlobalCall error information data */

    if (gc_GetResourceH(ldev, voicehp, GC_VOICEDevice) == GC_SUCCESS) {
        /*
         * Application may now perform voice processing (e.g., play a prompt)
         * using the voice handle.
         */
        return(0);
    } else {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetResourceH() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
}
```

■ See Also

None

gc_GetUsrAttr()

Name: int gc_GetUsrAttr(linedev, usr_attrp)

Inputs: LINEDEV linedev • Global Call line device handle
 void **usr_attrp • pointer to location where user attribute info will be stored

Returns: 0 if successful
 <0 if failure

Includes: gcilib.h
 gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_GetUsrAttr()** function retrieves the user-defined attribute established previously for the line device by the **gc_SetUsrAttr()** or **gc_OpenEx()** function.

Parameter	Description
linedev	Global Call line device handle
usr_attrp	address of the location where the returned attribute information will be stored. This parameter will be set to NULL if the user attribute was not previously set using the gc_SetUsrAttr() or gc_OpenEx() function.

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30          /* max. number of channels in system */
/*
 * Data structure which stores all information for each line
 */
struct linebag {
    LINEDEV ldev;           /* GlobalCall line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      state;         /* state of first layer state machine */
} port[MAXCHAN+1];

/*
 * Retrieves port_num that was set for this device
 * in set_usrattr (gc_SetUsrAttr())
 */

int get_usrattr(LINEDEV ldev, int *port_num)
{
    GC_INFO      gc_error_info;  /* GlobalCall error information data */

    void          *vattrp;       /* to retrieve the attribute */

    /*
     * Assuming that a line device is opened already and
     * that its ID is ldev, let us retrieve the attribute set
     * for this ldev, previously set by the user using gc_SetUsrAttr()
     */

    if ( gc_GetUsrAttr( ldev, &vattrp) != GC_SUCCESS ) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetUsrAttr() on linedev: 0x%x, GC ErrorValue: 0x%x - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
                ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    *port_num = (int) vattrp;
    /*
     * Processing may continue using this retrieved attribute
     */
    return (0);
}
```

■ See Also

- [gc_SetUsrAttr\(\)](#)
- [gc_OpenEx\(\)](#)

gc_GetVer()

Name: int gc_GetVer(linedev, releasenum, intnum, component)

Inputs:

LINEDEV linedev	• Global Call line device handle
unsigned int *releasenum	• pointer to location where production release number will be stored
unsigned int *intnum	• pointer to location where internal release number will be stored
long component	• system component

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: optional call handling

Mode: synchronous

■ Description

The **gc_GetVer()** function retrieves the version number of a specified component. If the specified component parameter is GCGV_LIB or if the **linedev** parameter is 0 (zero), the version number of the Global Call library will be returned. Otherwise, the value returned will be the version number of the library associated with the **linedev** parameter.

A version number consists of two parts:

- the release type: production or beta
- the release number, which consists of different elements depending on the type of release

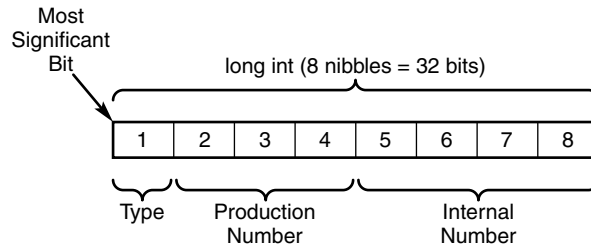
For example:

- 1.00 Production
- 1.00 Beta 5

Parameter	Description
linedev	Global Call line device handle. If this parameter is set to 0, the version number of the Global Call API is returned.
releasenum	points to the location where the production release number and type indicator will be stored
intnum	points to the location where the internal release number will be stored
component	specifies the software component to which the version number applies. For HMP, the only selection is: • GC_LIB – Global Call library

The `gc_GetVer()` function returns the software version number as a long integer (32 bits) in BCD (binary coded decimal) format. Figure 1 shows the format of the version number that is returned. Each section in the diagram represents a nibble (4 bits).

Figure 1. Component Version Number Format



Nibble 1 returns the type of release. The values convert to:

- 0 - Production
- 1 - Beta
- 2 - Alpha
- 3 - Experimental

Nibbles 2, 3, and 4 return the Production Number.

Nibbles 5, 6, 7, and 8 return the Internal Number, which is used for pre-production product releases. The Internal Number is assigned to beta product releases. Nibbles 5 and 6 hold the product's beta number. Nibbles 7 and 8 hold additional information that is used for internal releases.

Note: Nibbles 2 through 4 are used in all version numbers. Nibbles 5 through 8 contain values only if the release is not a production release.

Table 5 provides the values returned by each nibble in the long int. For example, if a production version number is 1.02, then:

- `*releasenum = 0x0102`
- `*intnum = 0x0000`

For a version number of 1.02 beta 2, then:

- `*releasenum = 0x1102`
- `*intnum = 0x0200`

Table 5. gc_GetVer() Return Values

*releasenum			*intnum	
1†	2†	3 & 4†	5 & 6†	7 & 8†
Type	Production Number		Internal Number	
Production	Major Production Number	Minor Production Number	N/A	N/A
Beta	Major Production Number	Minor Production Number	Beta Number	N/A
† Nibble(s) [4 bits each]				

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int print_version(LINEDEV ldev, long component)
{
    unsigned int    releasenum;        /* Production release number */
    unsigned int    intnum;            /* Internal release number */
    GC_INFO         gc_error_info;     /* GlobalCall error information data */

    /*
     * Get the version number of the library associate with the line
     * device.
     */

    if (gc_GetVer(ldev, &releasenum, &intnum, component) == GC_SUCCESS) {
        printf("Production release number = 0x%lx\n", releasenum);
        printf("Internal release number = 0x%lx\n", intnum);
    }
    else {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetVer() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                component, gc_error_info.CCLibID, gc_error_info.CCErrorValue,
                gc_error_info.CCErrorText);
    }
}
```



retrieve the version number of a specified component — gc_GetVer()

```
        ldev, gc_error_info.gcValue, gc_error_info.gcMsg,  
        gc_error_info.ccLibId, gc_error_info.ccLibName,  
        gc_error_info.ccValue, gc_error_info.ccMsg);  
    return (gc_error_info.gcValue);  
}  
  
return (0);  
}
```

■ See Also

None

gc_GetXmitSlot()

Name: int gc_GetXmitSlot(linedev, sctsinfop)

Inputs: LINEDEV linedev • Global Call line device handle
SC_TSINFO *sctsinfop • pointer to the CT Bus time slot information structure

Returns: 0 if successful
<0 if failure

Includes: gcLib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_GetXmitSlot()** function retrieves the network CT Bus time slot number of the specified device's channel. The CT Bus time slot information is returned in the [SC_TSINFO](#) structure, which includes the number of the network CT Bus time slot connected to the device's transmit channel.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
linedev	Global Call line device handle
sctsinfop	points to the SC_TSINFO CT Bus time slot information structure. See SC_TSINFO , on page 255 for more information.

■ Termination Events

None

■ Cautions

For voice resources, the routing function for the corresponding library must be called, for example, **dx_getxmitslot()**, **dx_listen()**, and **dx_unlisten()**.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcisdn.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* max. number of channels in system */

/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;        /* GlobalCall API line device handle */
    CRN        crn;        /* GlobalCall API call handle */
    int        blocked;    /* channel blocked/unblocked */
    int        networkh;    /* network handle */
} port[MAX_CHAN+1];
struct linebag *pline;      /* pointer to access line device */

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Each line device and voice handle is stored in
 *    linebag structure "port"
 */
int call_getxmitslot(int port_num)
{
    GC_INFO    gc_error_info;    /* GlobalCall error information data */
    SC_TSINFO  sc_tsinfo;        /* CTBus timeslot structure */
    long       scts;

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Fill in the CTbus time slot information */
    sc_tsinfo.sc_numts = 1;
    sc_tsinfo.sc_tsarrayp = &scts;

    /* Get CTbus time slot connected to transmit of
     * digital channel on board ...1
     */
    if (gc_GetXmitSlot(pline->ldev, &sc_tsinfo) == -1) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_GetXmitSlot() on linedev: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```

■ See Also

- [`gc\_GetCTInfo\(\)`](#)
- [`gc\_Listen\(\)`](#)

gc_GetXmitSlot() — retrieve the network CT Bus time slot number



- [gc_UnListen\(\)](#)

gc_InitXfer()

Name: int gc_InitXfer(crn, parmblkp, ret_rerouting_infopp, mode)

Inputs:

CRN crn	• call reference number for the call between transferring party A and remote transferred-to party C
GC_PARM_BLK *parmblkp	• pointer to the parameter block associated with this request
GC_REROUTING_INFO **ret_rerouting_infopp	• pointer to the location that stores the pointer to the returned rerouting information generated by the call control library
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gcplib.h
gcerr.h

Category: supplementary service - call transfer

Mode: asynchronous

■ Description

The **gc_InitXfer()** function is called by the transferring party (party A) to the remote transferred-to party (party C) to initiate a supervised transfer. With some technologies and protocols, party A is required to call this function prior to invoking a call transfer. The function is used to determine whether the remote party C can participate in the call transfer and to obtain calling information for the transfer.

After receiving the unsolicited event GCEV_REQ_INIT_XFER, the remote party C can accept the initiate transfer request by calling **gc_AcceptInitXfer()** or can reject the initiate transfer request by calling **gc_RejectInitXfer()**. In return, party A is notified of the acceptance or rejection from remote party C, which may be associated with rerouting information.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number for the call between the transferring party A and the remote transferred-to party C receiving the initiate transfer request
parmblkp	points to the GC_PARM_BLK structure. The structure lists the data needed for requesting an initiate transfer. This parameter is optional and should be set to 0 if not used.
ret_rerouting_infopp	not used in IP; should be set to NULL
mode	set to EV_ASYNC for asynchronous execution

After receiving GCEV_INIT_XFER to indicate that the initiate transfer request was successful, the application at party A can obtain the rerouting destination number or address from extevtdatap in the METAEVENT data structure associated with the GCEV_INIT_XFER event. This rerouting destination number or address can be used in the subsequent **gc_InvokeXfer()** function that invokes the call transfer. The application does not need to allocate or deallocate the extevtdatap.

■ Termination Events

GCEV_INIT_XFER

indicates that the **gc_InitXfer()** function was successful (implies that the request was accepted by remote party C)

GCEV_INIT_XFER_FAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

GCEV_INIT_XFER_REJ

indicates that the initiate transfer request was successfully invoked by party A via the **gc_InitXfer()** function, but the request was rejected by remote party C

■ Cautions

- For supervised call transfer, **gc_InitXfer()** must be called before **gc_InvokeXfer()**.
- The **gc_InitXfer()** function can be called only when the call is in the GCST_CONNECTED call state.
- After receiving GCEV_INIT_XFER_FAIL or GCEV_INIT_XFER_REJ, the application should not call the **gc_InvokeXfer()** function to invoke the call transfer.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_INIT_XFER_FAIL or GCEV_INIT_XFER_REJ event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnnerr.h* file for the ISDN call control library).

Additional result values for GCEV_INIT_XFER_FAIL include:

GCRV_LOCALPARTY_PROT_TIMEOUT

local party A protocol time-out

GCRV_REMOTEPARTY_PROT_TIMEOUT

remote party C protocol time-out

Additional result values for GCEV_INIT_XFER_REJ include:

GCRV_REMOTEREJ_NOTALLOWED

remote rejected; service not allowed

GCRV_REMOTEREJ_NOTSUBSCRIBED

remote rejected; user is not subscribed

GCRV_REMOTEREJ_UNAVAIL
remote rejected; service unavailable

GCRV_REMOTEREJ_UNSPECIFIED
remote rejected; reason not given

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* maximum number of channels in system */
/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;          /* Global Call API line device handle */
    CRN        crn;           /* Global Call API call handle */
    CRN        consultation_crn; /* Global Call API call handle */
    int        blocked;       /* channel blocked/unblocked */
} port[MAX_CHAN+1];
struct linebag *pline;       /* pointer to access line device */

/*
 * Assume the following have been done:
 * 1. Opened line devices for each time slot on the network interface board.
 * 2. Each line device is stored in linebag structure "port".
 * 3. The consultation call has been established between Transferring party A and
 *    Transferred-To party C and the call is in connected or on hold state.
 */
int initiate_calltransfer(int port_num)
{
    GC_INFO      gc_error_info; /* Global Call error information data */
    GC_PARM_BLK * gc_pRetParmBlk = NULL; /* Returned the GC_PARM_BLK */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Initiate the call transfer request */
    if (gc_InitXfer(pline->crn, NULL, &gc_pRetParmBlk, EV_ASYNC) == -1)
    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_InitXfer() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n", pline->ldev,
                gc_error_info.gcValue, gc_error_info.gcMsg, gc_error_info.ccLibId,
                gc_error_info.ccLibName, gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return (0);
}
```

■ See Also

- [gc_AcceptInitXfer\(\)](#)
- [gc_AcceptXfer\(\)](#)
- [gc_InvokeXfer\(\)](#)

gc_InitXfer() — *initiate a supervised transfer*



- [gc_RejectInitXfer\(\)](#)
- [gc_RejectXfer\(\)](#)

`gc_InvokeXfer()`

Name: `int gc_InvokeXfer(crn, extracr, numberstr, makecallp, timeout, mode)`

Inputs:

<code>CRN crn</code>	• call reference number for the call between transferring party A and the remote party receiving the call transfer request
<code>CRN extracr</code>	• call reference number for the call between transferring party A and another remote party. Unused for blind call transfer.
<code>char *numberstr</code>	• rerouting number or address to transfer destination
<code>GC_MAKECALL_BLK *makecallp</code>	• pointer to the additional data for making the rerouting outbound call
<code>int timeout</code>	• time-out value
<code>unsigned long mode</code>	• <code>async</code>

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: supplementary service - call transfer

Mode: asynchronous

■ Description

The `gc_InvokeXfer()` function is called by the transferring party (party A) to invoke a blind or supervised call transfer to the remote party that will make the rerouting outbound call. In a blind call transfer, party A provides the transferred party (party B) with the calling address of the transferred-to party (party C). In a supervised call transfer, the second call between party A and party C must also be established prior to this function call, and party A needs to specify party B or party C which will issue the third call and provide the calling address as well.

The remote party (B or C) that receives the call transfer request will be notified via an unsolicited event `GCEV_REQ_XFER`. The remote receiving party can accept the call transfer request by calling `gc_AcceptXfer()` or can reject the call transfer request by calling `gc_RejectXfer()`. Party A is always notified of the rejection but may or may not be notified of the acceptance, depending on the technology and protocol. For applications using H.323/H.450.2, the remote transferring party A will not receive notification of the acceptance.

Once the call transfer is completed (that is, party B and party C have established a call in Alerting or Connected state), party A receives `GCEV_DISCONNECTED` with a `GCEV_XFERCALL_CMPLT` result value for the primary call between A and B (and for the consultation call between A and C, if any). The application at party A then calls the `gc_DropCall()` and `gc_ReleaseCallEx()` functions to drop and release the call(s).

If the call transfer fails or is rejected, party A is notified and returns to its original call state.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number for the call between the transferring party A and the remote party receiving the call transfer request. The call is the primary call in blind call transfer, and can be either the primary or secondary call in supervised call transfer depending on which party is required to make the rerouting call.
extracrn	call reference number for the call between the transferring party A and another remote party, e.g., the consultation call for a supervised transfer. For blind call transfer, this parameter is set to 0 when not used. In supervised call transfer, this field is mandatory and can represent either the primary or secondary call, depending on which call is represented by crn .
numberstr	rerouting number or address used by the remote receiving party to make an outbound call. The number must be terminated with '\0'.
makecallp	points to the GC_MAKECALL_BLK structure. The structure lists the parameters used to make the rerouting outbound call. The usage of GC_MAKECALL_BLK in gc_InvokeXfer() is similar to that in gc_MakeCall() except that the source address may be ignored.
timeout	ignored for IP
mode	set to EV_ASYNC for asynchronous execution

The extra CRN parameter is provided in **gc_InvokeXfer()** because the second call at party A must be explicitly specified in a supervised transfer. Two input fields are supplied for calling address, to be consistent with the **gc_MakeCall()** function.

■ Termination Events

GCEV_INVOKE_XFER

indicates that the call transfer was successfully completed by the **gc_InvokeXfer()** function

GCEV_INVOKE_XFER_FAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

GCEV_INVOKE_XFER_REJ

indicates that the call transfer request was successfully invoked by party A via the **gc_InvokeXfer()** function, but the request was rejected by the remote party that received the call transfer request

■ Cautions

The **gc_InvokeXfer()** function can be called only when the call between party A and remote receiving party is in the GCST_CONNECTED call state and another call, if any, is also in the GCST_CONNECTED call state.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_INVOKE_XFER_FAIL or GCEV_INVOKE_XFER_REJ event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>
#include <gccfgparm.h>

#define MAX_CHAN 30          /* maximum number of channels in system */
/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;          /* Global Call API line device handle */
    CRN         crn;          /* Global Call API call handle */
    CRN         consultation_crn; /* Global Call API call handle */
    int         blocked;      /* channel blocked/unblocked */
} port[MAX_CHAN+1];
struct linebag *pline, *extra_pline;          /* pointer to access line device */
/*
 * Assume the following have been done:
 * 1. Opened line devices for each time slot on the network interface board.
 * 2. Each line device is stored in linebag structure "port".
 * 3. The original (primary) call has been established between Transferring party A and
 *    Transferred party B and the call is in connected or answered state.
 * 4. For blind (unsupervised) call transfer, the consultation_crn must be set to 0.
 * 5. For supervised call transfer, a call has been established between Transferring Party A
 *    and Transferred-To Party C and the call is in connected or on hold state and associated
 *    with the line device index extra_port_num. Dependent on the technology/protocol, the
 *    consultation call and the original call may or may not share the same line device.
 */

int invoke_calltransfer(int port_num, int extra_port_num)
{
    GC_INFO    gc_error_info; /* Global Call error information data */
    CRN         extra_crn = 0; /* Extra Global Call API call handle for supervised transfer */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;
    extra_pline = NULL;
    if (port_num == extra_port_num)
    {
        /* If the consultation call and the original call associate the same line device,
         * assign the consultation crn as the extra_crn */
        extra_crn = port->consultation_crn;
    }
    else
    {
        /* If the consultation call and the original call do not associate the same line device,
```

```
    * find the line device of the consultation call (assumes extra_port_num is valid)
    * and assign the crn as the extra_crn */
    extra_pline = port + port_num;
    extra_crn = extra_pline->crn;
}

/* Reroute the original call to the destination at 127.0.0.1 */
if (gc_InvokeXfer(pline->crn, 0, "TA:127.0.0.1", NULL, 0, EV_ASYNC) == -1)
{
    /* process error return as shown */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_InvokeXfer() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
           CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
           pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
return (0);
}
```

■ See Also

- [**gc_AcceptInitXfer\(\)**](#)
- [**gc_AcceptXfer\(\)**](#)
- [**gc_InitXfer\(\)**](#)
- [**gc_RejectInitXfer\(\)**](#)
- [**gc_RejectXfer\(\)**](#)

gc_LinedevToCCLIBID()

Name: int gc_LinedevToCCLIBID(linedev, cclibid)

Inputs: LINEDEV linedev • line device
 int *cclibid • pointer to location of library identification code

Returns: 0 if successful
 <0 if failure

Includes: gcLib.h
 gcerr.h

Category: library information

Mode: synchronous

■ Description

The **gc_LinedevToCCLIBID()** function returns the call control library ID of the call control library that opened the specified line device.

Parameter	Description
linedev	Global Call line device handle
cclibid	points to destination for call control library ID associated with this line device

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ **Example**

```
#include <stdlib.h>
#include <stdio.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * This procedure prints the cclib information associated with the specified linedev
 */
void print_cclibid_info(LINEDEV linedev)
{
    int          cclibid;

    if (gc_LinedevToCCLIBID(linedev, &cclibid) == GC_SUCCESS) {
        printf("The cclibid for linedev %ld is %d\n", linedev, cclibid);
    }
    else {
        /* Do error handling */
    }
}
```

■ **See Also**

- [**gc_CCLibIDToName\(\)**](#)
- [**gc_OpenEx\(\)**](#)

gc_Listen()

Name: int gc_Listen(linedev, sctsinfp, mode)

Inputs: LINEDEV linedev • Global Call line device handle
 SC_TSINFO *sctsinfp • pointer to CT Bus time slot information structure
 unsigned long mode • async or sync

Returns: 0 if successful
 <0 if failure

Includes: gclib.h
 gcerr.h

Category: system controls and tools

Mode: asynchronous or synchronous

■ Description

The **gc_Listen()** function connects a channel to a network CT Bus time slot. The **gc_Listen()** function uses the information stored in the [SC_TSINFO](#) structure to connect the receive channel on the device to an available network CT Bus time slot. The time slot number is returned in the SC_TSINFO structure. When the **gc_Listen()** function returns, the receive channel is connected to the CT Bus time slot.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
linedev	Global Call line device handle
sctsinfp	points to the SC_TSINFO CT Bus time slot information structure. See SC_TSINFO , on page 255 for more information.
mode	set to EV_ASYNC for asynchronous execution or to EV_SYNC for synchronous execution

■ Termination Events

GCEV_LISTEN
 indicates that a time slot has been routed successfully.

GCEV_TASKFAIL
 indicates that the time slot routing has failed.

■ Cautions

For voice resources, the routing function for the corresponding library must be called, for example, **dx_getxmitslot()**, **dx_listen()**, and **dx_unlisten()**.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* max. number of channels in system */

/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV  ldev;          /* GlobalCall API line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      blocked;       /* channel blocked/unblocked */
    int      networkh;      /* network handle */
    int      chdev;         /* voice handle */
} port[MAX_CHAN+1];
struct linebag *pline;      /* pointer to access line device */

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Opened a voice device on dxxxB1C1.
 * 3. Each line device and voice handle is stored in linebag structure "port"
 */
int call_listen(int port_num)
{
    GC_INFO      gc_error_info; /* GlobalCall error information data */
    SC_TSINFO    sc_tsinfo;     /* CTbus time slot structure */
    long scts;

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Fill in the CTbus time slot information */
    sc_tsinfo.sc_numts = 1;
    sc_tsinfo.sc_tsarrayp = &scts;

    /* Get CTbus time slot connected to transmit of voice
       channel on board ...1 */
    if (dx_getxmitslot(pline->ldev, &sc_tsinfo) == -1) {
        printf("Error message = %s", ATDV_ERRMSGP(pline->ldev));
        exit(1);
    }

    /* Connect the receive of the digital channel 1 on board 1 to CTbus
       time slot of voice channel 1 */
    if (gc_Listen(pline->ldev, &sc_tsinfo, EV_SYNC) == -1) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_Listen() on linedev: 0x%x, GC ErrorValue: 0x%x - %s",

```

```

        CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
        pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
        gc_error_info.ccLibId, gc_error_info.ccLibName,
        gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}

return (0);
}

```

■ See Also

- [gc_GetCTInfo\(\)](#)
- [gc_GetXmitSlot\(\)](#)
- [gc_UnListen\(\)](#)

gc_MakeCall()

Name: int gc_MakeCall(linedev, crnp, numberstr, makecallp, timeout, mode)

Inputs:

LINEDEV linedev	• line device
CRN *crnp	• pointer to returned call reference number
char *numberstr	• destination phone number
GC_MAKECALL_BLK *makecallp	• pointer to outbound call info
int timeout	• time-out value
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: basic

Mode: asynchronous

■ Description

Use of the **gc_MakeCall()** function is technology-specific. See the *Global Call IP for Host Media Processing Technology Guide* for information about this function.

gc_OpenEx()

Name: int gc_OpenEx(linedevp, devicename, mode, usrattr)

Inputs:

LINEDEV *linedevp	• pointer to returned line device
char *devicename	• pointer to ASCII string
int mode	• async or sync
void *usrattr	• pointer to user attribute

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: asynchronous or synchronous

■ Description

The **gc_OpenEx()** function opens a Global Call device and sets a user-defined attribute. The function also returns a unique line device ID (or handle) to identify the physical device or devices that carry the call. For example, a line device may represent a single network or time slot, or the grouping together of a time slot and a voice or media channel. All subsequent references to the opened device must be made using the line device ID. Both network board and channel (time slot) devices can be opened using the **gc_OpenEx()** function. A device may be opened only once and cannot be re-opened by the current process or by any other process until the device is closed.

After the successful return of the **gc_OpenEx()** function, the application must wait for a GCEV_UNBLOCKED event before proceeding with a call (make call or wait call) on the opened line device. When the GCEV_UNBLOCKED event is received, then the line is ready to accept or make calls. Note that the GCEV_UNBLOCKED event may be received before **gc_OpenEx()** returns; the application must be prepared to handle this.

The **usrattr** parameter points to a buffer where a user defined attribute is stored. Examples of using **usrattr** include using it as a pointer to a data structure associated with a line device or an index to an array. The data structure may contain user information such as the current call state or line device identification.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
linedevp	points to unique number to be filled in by this function to identify a specific device
devicename	points to an ASCII string that defines the device(s) associated with the returned linedevp number. The devicename parameter specifies the device to be opened and the protocol to be used. The format used to define devicename is: <field1><field2>...<fieldn> These fields may be listed in any order. The field format is: :<key>_<field name> Valid keys and their appropriate field names are: • P - <i>protocol_name</i> – specifies the protocol to be used. See the <i>Global Call IP for Host Media Processing Technology Guide</i> for technology specific protocol information. • N - <i>network_device_name</i> – specifies the board name and the time slot name (if needed) using the following naming convention: If the board is to be opened, the <i>network_device_name</i> is the board name. An example of the format is: iptB<number of board> If a time slot is to be opened, both the board and time slot are specified. An example of the format is: iptB<number of board>T<time slot number> See the <i>Global Call IP for Host Media Processing Technology Guide</i> for the correct <i>network_device_name</i>. • V - <i>voice_device_name</i> – specifies the voice board and channel. An example of the format is: dxxxB<virtual board number>C<channel number> • M - <i>media_device_name</i> – specifies the media board and channel. An example of the format is: ipmB<virtual board number>C<channel number> Not all technologies support voice or media devices. See the <i>Global Call IP for Host Media Processing Technology Guide</i> for the correct voice or media device names, if supported.
mode	set to EV_ASYNC for asynchronous execution or to EV_SYNC for synchronous execution
usrattr	points to buffer where a user defined attribute is stored

■ Termination Events

GCEV_OPENEX

indicates successful completion of the **gc_OpenEx()** function, that is, the device was opened.

GCEV_OPENEX_FAIL

indicates that the `gc_OpenEx()` function failed and the device was not opened. A `gc_Close()` function must still be performed on the line device handle to free resources.

■ Cautions

- If a handler is enabled for the GCEV_UNBLOCKED event, then the `linedevp` parameter passed to the `gc_OpenEx()` function must be global so that any and all events can be processed.
- If a blocking alarm condition exists when opening a device, the application will not receive a GCEV_BLOCKED event since the application is already blocked.
- When using `gc_OpenEx()` in asynchronous mode to open a line device, an application must wait for the GCEV_OPENEX termination event before any other Global Call functions can be used on that line device.
- To handle error returns from the `gc_OpenEx()` function, use the Global Call error handling functions, `gc_ErrorInfo()` and `gc_ResultInfo()`. Do not use the Linux `errno` variable to get Global Call error information. If you get either an EGC_DXOPEN or an EGC_DTOPEN error, use the error handling procedures recommended in the *Standard Runtime Library API Programming Guide*, *Standard Runtime Library API Library Reference*, and *Digital Network Interface Software Reference* for your operating system.
- See the *Global Call IP for Host Media Processing Technology Guide* to determine required `devicename` components and features unique to the network interface.
- Once a voice, media, or network device is opened, you must perform a `gc_Close()` before calling `gc_OpenEx()` again. Calling `gc_OpenEx()` twice on the same device without first closing the device will not return an error, but any subsequent behavior of the resulting line device(s) is undefined.
- When using `gc_OpenEx()` in asynchronous mode, if a line device cannot be opened and the GCEV_OPENEX_FAIL event is received, the application must use `gc_Close()` on the line device handle to free resources.
- A GCEV_UNBLOCKED event will be generated when opening a board device. A GCEV_BLOCKED event will also be generated if there are blocking alarms on the board, and the corresponding GCEV_UNBLOCKED event will be generated when the blocking alarms clear. The application must be prepared to handle these events.

■ Errors

If this function returns `<0` to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. If the GCEV_OPENEX_FAIL event is received, use the `gc_ResultInfo()` function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```

/*
 * Standard Dialogic header(s)
 */
#include <srllib.h>
#include <dxlib.h>
#include <dtilib.h>

/*
 * GlobalCall header(s)
 */
#include <gcilib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30          /* max. number of channels in system */

/*
 * Global variable
 */
char *program_name;        /* program name */

/*
 * Function prototype(s)
 */
int print_error(char *function);
int evt_hdlr(void);
int open_line_devices(void);
int close_line_devices(void);

/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV  ldev;          /* GlobalCall API line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      blocked;       /* channel blocked/unblocked */
    int      networkh;      /* network handle */
    int      voiceh;        /* voice handle */
} port[MAXCHAN+1];

/*
 * Main Program
 */
void main(int argc, char *argv[])
{
    int mode;

    /* Set SRL mode */
    mode = SR_POLLMODE;
    if (sr_setparm(SRL_DEVICE, SR_MODEID, &mode) == -1) {
        printf("Unable to set to Polled Mode");
        exit(1);
    }

    /* Enable the event handler */
    if (sr_enbhdlr(EV_ANYDEV, EV_ANYEVT,
        (long *) (void *) evt_hdlr) == -1) {
        printf("sr_enbhdlr failed\n");
        exit(1);
    }
}

```

```

/* Start the library */
if (gc_Start(NULL) != GC_SUCCESS) {
    /* process error return as shown */
    print_error("gc_Start");
}

/* open the line devices */
open_line_devices();

sr_waitevt(50);

/* close the line devices */
close_line_devices();

/* Stop the library */
if (gc_Stop() != GC_SUCCESS) {
    /* process error return as shown */
    print_error("gc_Stop");
}
}

/*
 * int print_error (char *function)
 *
 * INPUT: char *function - function name
 * RETURN: gc_error      - globalcall error number
 *
 */
int print_error(char *function)
{
    GC_INFO      gc_error_info; /* GlobalCall error information data */

    gc_ErrorInfo( &gc_error_info );
    printf ("Error: %s(), GC ErrorValue: 0x%x - %s, CCLibID: %i - %s,
           CC ErrorValue: 0x%x - %s\n",
           function, gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}

/*
 * int evt_hdlr (void)
 *
 * RETURN: 0          - function successful
 *         error      - GlobalCall error number
 *
 */
int evt_hdlr(void)
{
    struct channel *pline;
    int error; /* reason for failure of function */
    METAEVENT metaevent;

    if (gc_GetMetaEvent(&metaevent) != GC_SUCCESS) {
        /* process error return as shown */
        error = print_error("gc_GetMetaEvent");
        return(error);
    }

    if (metaevent.flags & GCME_GC_EVENT) {
        /* process GlobalCall events */
    }
}

```

```

    if (gc_GetUsrAttr(metaevent.linedev, (void **)&pline) != GC_SUCCESS) {
        /* process error return as shown */
        error = print_error("gc_GetUsrAttr");
        return(error);
    }

    switch (metaevent.evtttype) {
        case GCEV_UNBLOCKED:
            printf("received GCEV_UNBLOCKED event on %s\n", ATDV_NAMEP(pline->networkh));
            pline->blocked = 0;
            break;

        default:
            printf ("Unexpected GlobalCall event received\n");
            break;
    }
}
else {
    /* process other events */
}

return 0;
}

/*
 * int open_line_devices (void)
 *
 * RETURN: 0          - function successful
 *         error      - GlobalCall error number
 */
int open_line_devices(void)
{
    char          devname[64];          /* argument to gc_OpenEx() function */
    int           vbnun = 0;            /* virtual board number (1-based) */
    int           vch = 0;              /* voice channel number (1-based) */
    int           ts;                   /* time slot number (1-based) */
    int           port_index;           /* index for 'port' */
    int           error;                /* reason for failure of function */

    /*
     * Construct device name parameter for OpenEx function and
     * Opened line devices for each time slot on DTIB1 using inbound
     * Argentina R2 protocol.
     */
    for (ts = 1, port_index = 1; ts <= MAXCHAN; ts++, port_index++) {

        vbnun = (ts - 1) / 4 + 1;
        vch = ((ts - 1) % 4) + 1;
        sprintf (devname, "N_ipdB1T1:P_IP:M_ipmB1C1:V_dxxxB1C1", ts, vbnun, vch);
        sr_hold();
        if (gc_OpenEx(&port[port_index].ldev, devname, EV_SYNC,
                     (void *)&port[port_index]) != GC_SUCCESS) {
            /* process error return as shown */
            error = print_error("gc_OpenEx");
            sr_release();
            return(error);
        }

        /* NOTE: The gc_SetUsrAttr() function is not required because
         *         the user attribute was set as a parameter in the
         *         gc_OpenEx() function.
         */
    }
}

```

```

    if (gc_GetResourceH(port[port_index].ldev,
        &(port[port_index].networkh, GC_MEDIADVICE)) != GC_SUCCESS) {
        /* process error return as shown */
        error = print_error("gc_GetResourceH(GC_MEDIADVICE)");
        sr_release();
        return(error);
    }

    if (gc_GetResourceH(port[port_index].ldev,
        &(port[port_index].voiceh), GC_VOICEDVICE) != GC_SUCCESS) {
        /* process error return as shown */
        error = print_error("gc_GetResourceH");
        sr_release();
        return(error);
    }

    port[port_index].blocked = 1; /* channel is blocked until unblocked */
                                /* event is received. */
    sr_release();
}

/*
 * Application is now ready to make a call or wait for a call.
 */
return (0);
}

/*
 * int close_line_devices (void)
 *
 * RETURN: 0          - function successful
 *         error      - GlobalCall error number
 */
int close_line_devices(void)
{
    int port_index; /* port index */
    int error;      /* reason for failure of function */

    for (port_index = 1; port_index <= MAXCHAN; port_index++) {
        if (gc_Close(port[port_index].ldev) != GC_SUCCESS) {
            /* process error return as shown */
            error = print_error("gc_Close");
            return (error);
        }
    }

    if (sr_dishdlr(EV_ANYDEV, EV_ANYEVT,
        (long (*)(void *))evt_hdlr) == -1) {
        printf("sr_dishdlr failed\n");
        exit(1);
    }

    return 0;
}

```

■ See Also

- [gc_GetUsrAttr\(\)](#)
- [gc_SetUsrAttr\(\)](#)

gc_RejectInitXfer()

Name: int gc_RejectInitXfer(crn, reason, parmbldp, mode)

Inputs:

CRN crn	• call reference number for the call between remote transferring party A and transferred-to party C
unsigned long reason	• reason for rejection
GC_PARM_BLK *parmbldp	• pointer to the parameter block associated with the rejection
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: supplementary service - call transfer

Mode: asynchronous

■ Description

The **gc_RejectInitXfer()** function is called by the transferred-to party (party C) to reject the initiate transfer request from the remote transferring party (party A), indicating that party C cannot participate in the call transfer. Prior to calling this function, party C had to be notified of the initiate transfer request via an unsolicited event GCEV_REQ_INIT_XFER.

The remote transferring party A is notified of the rejection via a GCEV_INIT_XFER_REJ event.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number for the call between the remote transferring party A and the transferred-to party C that received the initiate transfer request
reason	specifies the value of rejection reason, which may be: • GCVAL_REJREASON_NOTALLOWED • GCVAL_REJREASON_NOTAVAIL • GCVAL_REJREASON_NOTSUBSCRIBED • GCVAL_REJREASON_UNSPECIFIED
parmbldp	points to the GC_PARM_BLK structure. The structure lists the data needed for rejection. This parameter is optional and should be set to 0 if not used. Note that party C is not required to provide its rerouting address via the parmbldp parameter (as when using the gc_AcceptInitXfer() function).
mode	set to EV_ASYNC for asynchronous execution

Regardless of whether the **`gc_RejectInitXfer()`** function succeeds or fails, the call state of party C returns to its original call state (`GCST_CONNECTED`).

■ Preceding Events

`GCEV_REQ_INIT_XFER`

unsolicited event, notifies application at party C of the initiate transfer request from remote party A

■ Termination Events

`GCEV_REJ_INIT_XFER`

indicates that the **`gc_RejectInitXfer()`** function was successful, that is, party C successfully rejected the initiate transfer request from remote party A

`GCEV_REJ_INIT_XFER_FAIL`

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

■ Cautions

The **`gc_RejectInitXfer()`** function can be called only when the call is in the `GCST_REQ_INIT_XFER` call state.

■ Errors

If this function returns `<0` to indicate failure, use the **`gc_ErrorInfo()`** function for error information. If the `GCEV_REJ_INIT_XFER_FAIL` event is received, use the **`gc_ResultInfo()`** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* maximum number of channels in system */
/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;          /* Global Call API line device handle */
    CRN        crn;           /* Global Call API call handle */
    CRN        consultation_crn; /* Global Call API call handle */
    int        blocked;       /* channel blocked/unblocked */
} port[MAX_CHAN+1];
struct linebag *pline;       /* pointer to access line device */
/*
 * Assume the following have been done:
 * 1. Opened line devices for each time slot on the network interface board.
 * 2. Each line device is stored in linebag structure "port".
 */
```

```
* 3. The original (primary) call has been established between Transferring party A and
* Transferred party B and the call is in connected or on hold state.
* 4. The party C received the GCEV_REQ_INIT_XFER.
*/
int reject_transferinitiate(int port_num, unsigned long reason)
{
    GC_INFO          gc_error_info;    /* Global Call error information data */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Reject the call transfer request */
    if (gc_RejectInitXfer(pline->crn, reason, NULL, EV_ASYNC) == -1)
    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_RejectInitXfer() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n", pline->ldev,
                gc_error_info.gcValue, gc_error_info.gcMsg, gc_error_info.ccLibId,
                gc_error_info.ccLibName, gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return (0);
}
```

■ See Also

- [gc_AcceptInitXfer\(\)](#)
- [gc_AcceptXfer\(\)](#)
- [gc_InitXfer\(\)](#)
- [gc_InvokeXfer\(\)](#)
- [gc_RejectXfer\(\)](#)

`gc_RejectXfer()`

Name: `int gc_RejectXfer(crn, reason, parmblkp, mode)`

Inputs:

<code>CRN crn</code>	• call reference number for the call between remote transferring party A and the local party receiving the call transfer request
<code>unsigned long reason</code>	• reason for rejection
<code>GC_PARM_BLK *parmblkp</code>	• pointer to the parameter block associated with the rejection
<code>unsigned long mode</code>	• <code>async</code>

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: supplementary service - call transfer

Mode: asynchronous

■ Description

The **`gc_RejectXfer()`** function is called by the local party (transferred party B) to reject the call transfer request from the remote transferring party A. Prior to calling this function, the local party had to be notified of the call transfer request via an unsolicited event `GCEV_REQ_XFER`, which associated the information for the rerouting number or address.

The remote transferring party A is notified of the rejection via a `GCEV_INVOKE_XFER_REJ` event.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
<code>crn</code>	call reference number for the call between the remote transferring party A and the local party that received the call transfer request
<code>reason</code>	specifies the value of rejection reason, which may be: • <code>GCVAL_REJREASON_INVADDR</code> • <code>GCVAL_REJREASON_NOTALLOWED</code> • <code>GCVAL_REJREASON_NOTAVAIL</code> • <code>GCVAL_REJREASON_NOTSUBSCRIBED</code> • <code>GCVAL_REJREASON_UNSPECIFIED</code> This parameter is mandatory.
<code>parmblkp</code>	ignored for IP
<code>mode</code>	set to <code>EV_ASYNC</code> for asynchronous execution

After successfully rejecting the request, the call state of local party B or C returns to its original call state (GCST_CONNECTED).

When receiving the GCEV_REQ_XFER event, the application can obtain the information for the rerouting number or address from extevtdatap in the METAEVENT data structure. Because the extevtdatap is managed by GCLib/CCLib (allocated/deleted automatically), the user application does not need to allocate or deallocate extevtdatap.

■ Preceding Events

GCEV_REQ_XFER

unsolicited event, notifies application at the local party receiving the call transfer request from remote party A

■ Termination Events

GCEV_REJ_XFER

indicates that the **gc_RejectXfer()** function was successful, that is, the local party successfully rejected the call transfer request from the remote party

GCEV_REJ_XFER_FAIL

indicates that the function failed. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

■ Cautions

The **gc_RejectXfer()** function can be called only when the call to be transferred is in the GCST_REQ_XFER call state (that is, after receiving GCEV_REQ_XFER).

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_REJ_XFER_FAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>
#include <gccfgparm.h>

#define MAX_CHAN 30                /* maximum number of channels in system */
/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV    ldev;                /* Global Call API line device handle */
    CRN        crn;                /* Global Call API call handle */
}
```

```

        CRN          consultation_crn;    /* Global Call API call handle */
        int          blocked;            /* channel blocked/unblocked */
    } port[MAX_CHAN+1];
    struct linebag *pline;                /* pointer to access line device */
    /*
    * Assume the following have been done:
    *   1. Opened line devices for each time slot on the network interface board.
    *   2. Each line device is stored in linebag structure "port".
    *   3. The original (primary) call has been established between Transferring party A and
    *      Transferred Party B and the call is in connected or answered state.
    *   4. The party B received the GCEV_REQ_XFER.
    */
    int reject_calltransfer(int port_num, unsigned long reason)
    {
        GC_INFO      gc_error_info;      /* Global Call error information data */

        /* Find info for this time slot, specified by 'port_num' */
        /* (assumes port_num is valid) */
        pline = port + port_num;

        /* Reject the call transfer request */
        if (gc_RejectXfer(pline->crn, reason, NULL, EV_ASYNC) == -1)
        {
            /* process error return as shown */
            gc_ErrorInfo( &gc_error_info );
            printf ("Error: gc_RejectXfer() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                    CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n", pline->ldev,
                    gc_error_info.gcValue, gc_error_info.gcMsg, gc_error_info.ccLibId,
                    gc_error_info.ccLibName, gc_error_info.ccValue, gc_error_info.ccMsg);
            return (gc_error_info.gcValue);
        }
        return (0);
    }

```

■ See Also

- [gc_AcceptInitXfer\(\)](#)
- [gc_AcceptXfer\(\)](#)
- [gc_InitXfer\(\)](#)
- [gc_InvokeXfer\(\)](#)
- [gc_RejectInitXfer\(\)](#)

gc_ReleaseCallEx()

Name: int gc_ReleaseCallEx(crn, mode)

Inputs: CRN crn • call reference number
unsigned long mode • async or sync

Returns: 0 if successful
<0 if failure

Includes: gcerr.h

Category: basic

Mode: asynchronous or synchronous

■ Description

The **gc_ReleaseCallEx()** function releases the call and the associated internal resources. Every **gc_DropCall()** must be followed by **gc_ReleaseCallEx()**.

For some technologies, an inbound call will be rejected after **gc_DropCall()** and prior to **gc_ReleaseCallEx()**.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
crn	call reference number for the call
mode	set to EV_ASYNC for asynchronous execution or to EV_SYNC for synchronous execution

■ Termination Events

GCEV_RELEASECALL
indicates that the function call is successful and the call resources have been released.

GCEV_RELEASECALL_FAIL
indicates that the function failed.

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_RELEASECALL_FAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the

error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. The call has been dropped with gc_DropCall()
 */
int release_callEx(CRN crn)
{
    GC_INFO          gc_error_info;    /* GlobalCall error information data */
    /*
     * Release the system resources using gc_ReleaseCallEx().
     */
    if (gc_ReleaseCallEx(crn, EV_ASYNC) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_ReleaseCallEx() on device handle: 0x%lx,
                GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                metaevent.evtdev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    /*
     * Once gc_ReleaseCallEx() returns, the system must wait for the
     * GCEV_RELEASECALL event. When this event is received, the
     * system is then ready to generate or accept another call on
     * this line device.
     */
    return (0);
}
```

■ See Also

None

gc_ReqService()

Name: int gc_ReqService(target_type, target_ID, pserviceID, reqdatap, respdatap, mode)

Inputs:

int target_type	• type of target object
long target_ID	• ID of target object
unsigned long *pserviceID	• pointer to service ID
GC_PARM_BLK reqdatap	• pointer to data associated with the request
GC_PARM_BLK *respdatap	• pointer to location that stores the pointer to the response buffer generated by the call control library
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: Global Call Service Request (GCSR)

Mode: asynchronous

■ Description

The **gc_ReqService()** function requests a service from a remote device. Some examples of requests are device registration, channel setup, call setup, and information request.

For more information about the **gc_ReqService()** function, see the discussion of the Global Call Service Request (GCSR) feature in the *Global Call API Programming Guide*.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
target_type	target object type. Valid values are: • GCTGT_GCLIB_CHAN • GCTGT_GCLIB_CRN
target_id	target object identifier. This identifier, along with target_type , uniquely specifies the target object. Valid identifiers are: • line device handle • call reference number
pserviceID	points to the service ID of this request. Assigned by the call control library when this function returns.
reqdatap	points to the user-specified data associated with the request

Parameter	Description
respdatap	set to NULL in asynchronous mode
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_SERVICERESP

indicates a response to a request for a service from a remote device.

GCEV_TASKFAIL

indicates that the function failed.

Note: The *extevtdatap* field of these events contains a pointer to a [GC_PARM_BLK](#) that contains an unsigned long value that is the Service ID associated with the event. This pointer is only valid until the next [gc_GetMetaEvent\(\)](#) or [gc_GetMetaEventEx\(\)](#) is called. See the *Global Call IP for Host Media Processing Technology Guide* for technology-specific information.

■ Cautions

- Only synchronous mode is supported for the following target object: GCTGT_GCLIB_SYSTEM. Otherwise, the function will return the async mode error.
- When using the [gc_ReqService\(\)](#) function, PARM_REQTYPE and PARM_ACK are mandatory parameters of the [GC_PARM_BLK](#) pointed to by the **reqdatap** function parameter.

■ Errors

If this function returns <0 to indicate failure, use the [gc_ErrorInfo\(\)](#) function for error information. If the GCEV_TASKFAIL event is received, use the [gc_ResultInfo\(\)](#) function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include "gclib.h"
#include "gcip.h"
#include "gcip_defs.h"

void main( )
{
    LINEDEV      devh;
    unsigned long serviceID;
    GC_PARM_BLKP reqdatap = NULL;
    GC_INFO      gc_error_info;    /* GlobalCall error information data */

    /* Following code assumes that gc_OpenEx has been done with handle = devh */
}
```

```
/* Set up GC_PARM_BLK */
if ( gc_util_insert_parm_val( &reqdatap, GCSET_SERVREQ, PARM_REQTYPE,
    sizeof( int ), 0 ) != GC_SUCCESS ) {
    /* Process error */
}
if ( gc_util_insert_parm_val( &reqdatap, GCSET_SERVREQ, PARM_ACK,
    sizeof( short ), GC_NACK ) != GC_SUCCESS ) {
    /* Process error */
}

/* Insert any other technology-dependent parameters */

if ( gc_ReqService( GCTGT_GCLIB_CHAN, devh, &serviceID, reqdatap, NULL,
    EV_ASYNC ) != GC_SUCCESS ) {
    /* Process error */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_ReqService() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
        CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
        devh, gc_error_info.gcValue, gc_error_info.gcMsg,
        gc_error_info.ccLibId, gc_error_info.ccLibName,
        gc_error_info.ccValue, gc_error_info.ccMsg);
}

/* Wait for GCEV_SERVRESP and process */

/* Delete GC_PARM_BLK */
gc_util_delete_parm_blk( reqdatap );
}
```

■ See Also

- [gc_RespService\(\)](#)

`gc_ResetLineDev()`

Name: `int gc_ResetLineDev(linedev, mode)`

Inputs: `LINEDEV linedev` • Global Call line device handle
`unsigned long mode` • `async`

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: system controls and tools

Mode: asynchronous

■ Description

The `gc_ResetLineDev()` function resets the line device state and disconnects calls on the line device. All calls being set up are aborted. This function typically is used after a recovery from a trunk error, a recovery from an alarm condition, or to reset the channel to the Null state.

The `GCEV_RESETLINEDEV` event indicates successful termination of the `gc_ResetLineDev()` function. After receiving this event, the application must issue a new `gc_WaitCall()` function to receive the next incoming call on the channel.

Parameter	Description
<code>linedev</code>	Global Call line device
<code>mode</code>	set to <code>EV_ASYNC</code> for asynchronous execution

■ Termination Events

`GCEV_RESETLINEDEV`
indicates that the function was successful, that is, the line device was reset to the Null state.

`GCEV_RESTARTFAIL`
indicates that the function failed. See the “Error Handling” section in the *Global Call API Programming Guide*.

`GCEV_TASKFAIL`
indicates that the function failed.

■ Cautions

- When a time slot (for example, `dtiB1T1`) is opened, it is put in the out-of-service state, blocking all incoming calls on that time slot. The application must issue a `gc_WaitCall()` to accept incoming calls or a `gc_MakeCall()` to make outgoing calls. When `gc_ResetLineDev()` is issued, it puts the time slot in the out-of-service state, disconnecting any existing calls and blocking any further incoming calls.

Any synchronous call issued on this time slot is aborted. The **gc_ResetLineDev()** function does not terminate a synchronous call issued in a different process.

- The **gc_ResetLineDev()** function should be used when the application has lost control of the line due to a protocol error. It should not be used to switch between states, such as to simplify the call control process. In general, calling **gc_ResetLineDev()** from the Idle state is an acceptable practice, but using **gc_ResetLineDev()** in some call states can lead to other unnecessary protocol errors.
- After successful completion of this function, the application must issue a new **gc_WaitCall()** function to return the channel to the Idle state to be ready to receive the next call on the channel.
- Do not call any Global Call function until after the GCEV_RESETLINEDEV event is received for this line. Likewise, ignore any other events until after the GCEV_RESETLINEDEV event is received.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_RESTARTFAIL or GCEV_TASKFAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30      /* max. number of channels in system */
/*
 * Data structure which stores all information for each line
 */
struct linebag {
    LINEDEV  ldev;          /* GlobalCall line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      state;         /* state of first layer state machine */
} port[MAXCHAN+1];

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Application has received GCEV_BLOCKED due to an alarm condition on the line
 * 3. Application has received GCEV_UNBLOCKED due to alarm recovered
 *
 * At this point, the application can 'reset' all of it's line devices back to normal.
 * (Alternatively, this could be called at any time)
 */

int restart(void)
{
    int      i;             /* index for 'port' */
    int      ts;            /* network time slot number */
    GC_INFO  gc_error_info; /* GlobalCall error information data */
```

```

/*
 * Clean up and get ready to generate/accept calls again.
 */
for (ts = 1, i=1; ts <= MAXCHAN; ts++, i++) {
    if (gc_ResetLineDev(port[i].ldev, EV_ASYNC) != GC_SUCCESS) {
        /* get cause value and process error */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_ResetLineDev() on device handle: 0x%lx,
                GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                port[i].ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    /*
     * Application will need to re-issue gc_WaitCall() to wait
     * for incoming calls
     */
}
return (0);
}

```

■ See Also

- [gc_WaitCall\(\)](#)

gc_RespService()

Name: int gc_RespService(target_type, target_ID, datap, mode)

Inputs:

int target_type	• type of target object
long target_ID	• ID of target object
GC_PARM_BLK datap	• pointer to data associated with the response
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: Global Call Service Request (GCSR)

Mode: asynchronous

■ Description

The **gc_RespService()** function generates a response to a requested service. Notification of a request is indicated by the reception of a GCEV_SERVICEREQ event. The extevtdatap field of the event contains a pointer to a [GC_PARM_BLK](#) that contains an unsigned long value that is the Service ID associated with the event.

For more information about the **gc_RespService()** function, see the discussion of the Global Call Service Request (GCSR) feature in the *Global Call API Programming Guide*.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
target_type	target object type. Valid values are: • GCTGT_GCLIB_CHAN • GCTGT_GCLIB_CRN
target_id	target object identifier. This identifier, along with target_type , uniquely specifies the target object. Valid identifiers are: • line device handle • call reference number
datap	points to data associated with the response; contains user-specified values
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

GCEV_SERVICERESPCMPLT
indicates that a response has been successfully generated

GCEV_TASKFAIL

indicates that the function failed

Note: The *extevtdatap* field of these events contains a pointer to a [GC_PARM_BLK](#) that contains an unsigned long value that is the Service ID associated with the event. This pointer is only valid until the next [gc_GetMetaEvent\(\)](#) or [gc_GetMetaEventEx\(\)](#) is called. See the *Global Call IP for Host Media Processing Technology Guide* for technology-specific information.

■ Cautions

- When using the **gc_RespService()** function, **PARM_SERVICEID** is a mandatory parameter of the [GC_PARM_BLK](#) pointed to by the **datap** function parameter.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_TASKFAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include "gcLib.h"
#include "gcip.h"
#include "gcip_defs.h"

void main( )
{
    LINEDEV      devh;
    unsigned long serviceID;
    GC_PARM_BLKP  datap = NULL;
    GC_INFO      gc_error_info; /* GlobalCall error information data */

    /* Following code assumes that:
     * 1. gc_OpenEx has been done with handle = devh
     * 2. a GCEV_SERVREQ event has been received and processed, with serviceID
     *    set to the appropriate value
     * /

    /* Set up GC_PARM_BLK for reply */
    if ( gc_util_insert_parm_ref( &datap, GCSET_SERVREQ, PARM_SERVICEID,
        sizeof( unsigned long ), &serviceID ) != GC_SUCCESS ) {
        /* Process error */
    }
    if ( gc_util_insert_parm_val( &datap, GCSET_SERVREQ, PARM_REQTYPE,
        sizeof( int ), 0 ) != GC_SUCCESS ) {
        /* Process error */
    }
    if ( gc_util_insert_parm_val( &datap, GCSET_SERVREQ, PARM_ACK,
        sizeof( short ), GC_ACK ) != GC_SUCCESS ) {
        /* Process error */
    }

    /* Insert any other technology-dependent parameters */
}
```

```
if ( gc_RespService( GCTGT_GCLIB_CHAN, devh, datap, EV_ASYNC ) != GC_SUCCESS ) {
    /* Process error */
    /* Process error */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_RespService() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
           CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
           devh, gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
}

/* Delete GC_PARM_BLK */
gc_util_delete_parm_blk( datap );
}
```

■ **See Also**

- [gc_ReqService\(\)](#)

gc_ResultInfo()

Name: int gc_ResultInfo(*a_Metaevent, a_Info)

Inputs: METAEVENT *a_Metaevent • pointer to the structure of metaevent data
GC_INFO* a_Info • pointer to the GC_INFO data structure

Returns: 0 if error value successfully retrieved
<0 if fails to retrieve error value

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_ResultInfo()** function retrieves information about Global Call events. To retrieve the information, the **gc_ResultInfo()** function must be called immediately after a Global Call event arrives and before the next event is requested.

If the application gets an event, the gcValue or ccValue field of the **GC_INFO** structure identifies the cause of the event to which the **a_Metaevent** parameter points. This pointer is acquired by the **gc_GetMetaEvent()** or **gc_GetMetaEventEx()** function.

Parameter	Description
a_Metaevent	points to the metaevent associated with this event
a_Info	points to the GC_INFO structure where information about the event is contained. See GC_INFO , on page 240 for more information.

■ Termination Events

None

■ Cautions

- The **gc_ResultInfo()** function can be called only in the **same** thread in which the event was retrieved and before the next Global Call event is received.
- Do not overwrite the message space pointed to by any of the char* fields in **GC_INFO** as these point to private internal space.
- The lifetime of the strings pointed to by the **GC_INFO** data structure is from the time the **gc_ResultInfo()** function returns to the time the next event is requested.

■ Errors

If the **gc_ResultInfo()** function fails, error analysis should not be done by calling either the **gc_ErrorInfo()** or **gc_ErrorValue()** function. A failure return generally indicates that **a_Info** is NULL.

■ Example

```
/*
-- This function can be called anytime after a GlobalCall event has occurred
-- This procedure prints the result information to the console with no other side effects
*/
void PrintResultInfo(METAEVENT *a_metaeventp)
{
    int         retCode;
    GC_INFO     t_Info;
    GC_INFO     gc_error_info; /* GlobalCall error information data */

    retCode = gc_ResultInfo(a_metaeventp, &t_Info);
    if (retCode == GC_SUCCESS) {
        printf("gc_ResultInfo() successfully called\n");
        PrintGC_INFO(&t_Info);
    }
    else {
        printf("gc_ResultInfo() call failed\n");
    }
}

/*
-- This function is called to print GC_INFO to the system console
-- Typically it would be called after a call to gc_ErrorInfo()
-- or gc_ResultInfo() to print the resulting GC_INFO data structure
*/
void PrintGC_INFO(GC_INFO *a_Info)
{
    printf("a_Info->gcValue = 0x%x\n", a_Info->gcValue);
    printf("a_Info->gcMsg = %s\n", a_Info->gcMsg);
    printf("a_Info->ccLibId = %d\n", a_Info->ccLibId);
    printf("a_Info->ccLibName = %s\n", a_Info->ccLibName);
    printf("a_Info->ccValue = 0x%x\n", a_Info->ccValue);
    printf("a_Info->ccMsg = %s\n", a_Info->ccMsg);
    printf("a_Info->additionalInfo = %s\n", a_Info->additionalInfo);
    printf("Enter <CR> to continue: ");
    getchar();
}
```

■ See Also

- [gc_CCLibIDToName\(\)](#)

`gc_SetAlarmConfiguration()`

Name: `int gc_SetAlarmConfiguration(linedev, aso_id, alarm_list, alarm_config_type)`

Inputs:

<code>LINEDEV linedev</code>	• Global Call line device handle
<code>unsigned long aso_id</code>	• alarm source object ID
<code>ALARM_LIST *alarm_list</code>	• pointer to alarm list
<code>int alarm_config_type</code>	• alarm information type

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_SetAlarmConfiguration()` function sets alarm configuration parameter values for alarms originating from the specified alarm source object.

The function can be used as follows:

- To specify whether the application wants to be notified when any of the alarms in the **alarm_list** occur. The default is not to notify the application of the alarms.
- To classify the alarms in **alarm_list** as either blocking or non-blocking. The default for the severity of the alarm, that is, whether the alarm is blocking or non-blocking, is ASO dependent.

The `gc_SetAlarmConfiguration()` function can also be used to determine if an alarm exists on a line device when the device is opened. After calling `gc_OpenEx()`, enable alarm notification for the line device. If any alarms are already active on the board, the application will be notified.

The list of alarms to be configured is stored in the [ALARM_LIST](#) data structure. (See [ALARM_LIST](#), on page 226.) For each alarm, the `alarm_number` field in the [ALARM_FIELD](#) data structure identifies the alarm to be configured, and the `alarm_data` field specifies the configuration attribute for the alarm. (See [ALARM_FIELD](#), on page 225.) The set of valid values for the `alarm_data` field depends on whether the notification attribute or the blocking attribute is specified in the **alarm_config_type** parameter. The `alarm_data` field is of type `int`.

Parameter	Description
linedev	Global Call line device handle. The linedev parameter must be set to NULL to configure alarm source objects. When this value is NULL, the default behaviors for devices opened after the function call are also changed.
aso_id	alarm source object (ASO) ID. Use the gc_AlarmSourceObjectNameToID() function to obtain the ASO ID for the desired alarm source object. The ALARM_SOURCE_ID_NETWORK_ID can be used if the network ASO ID associated with the line device is desired.
alarm_list	points to the alarm list. The alarm list will contain the list of alarms to be passed to the application. (See ALARM_LIST , on page 226.) NULL is not allowed.
alarm_config_type	performs two roles. The first role is to specify whether the application wants to be notified when any of the alarms in the alarm_list occur and to classify the alarms in the alarm_list as either blocking or non-blocking. Possible values are: - ALARM_CONFIG_BLOCKING – indicates whether the specified alarms for the given aso_id and linedev are to be blocking or non-blocking. The data field for each alarm in alarm_list will contain either ALARM_BLOCKING (for blocking alarms) or ALARM_NONBLOCKING (for nonblocking alarms). - ALARM_CONFIG_NOTIFY – indicates whether the application wants to be notified of the alarms in the alarm_list for the given aso_id and linedev. The data field for each alarm in alarm_list will contain either ALARM_NONNOTIFY (if the application is not to be notified) or ALARM_NOTIFY (if the application is to be notified). The second role is to specify whether ASOs, boards, or time slots are to be configured. For this purpose, the following values may be ORed in: - ALARM_CONFIGURE_BOARDS – configure all the boards for the specified ASO ID - ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS – configure all the boards and time slots for the specified ASO ID - ALARM_CONFIGURE_TIMESLOTS – configure the time slots for the specified board line device See Table 6 for more information about setting flags.

Table 6. Possible Scope Settings for the `alarm_config_type` Parameter

Object(s) to Configure:			alarm_config_type Flag Setting†	linedev Setting
ASO	Board	Time Slot		
yes	yes	yes	ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS	NULL
yes	yes	no	ALARM_CONFIGURE_BOARDS	NULL
yes	no	yes	configuration not supported‡	N/A
yes	no	no	none	NULL
no	yes	yes	ALARM_CONFIGURE_TIMESLOTS	Board linedev ID
no	yes	no	none	Board linedev ID
no	no	yes	none	Time slot linedev ID
no	no	no	configuration not supported‡	N/A
† Possible flag settings are ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS, ALARM_CONFIGURE_BOARDS, ALARM_CONFIGURE_TIMESLOTS. These values must be ORed in with other values. See the description of the alarm_config_type parameter above. ‡ Attempts to configure unsupported configurations will return an error.				

■ Termination Events

None

■ Cautions

- When **linedev** is set to NULL, changing an alarm source object's configuration will change the default behavior for devices opened subsequent to the `gc_SetAlarmConfiguration()` function call. That is, devices opened after the `gc_SetAlarmConfiguration()` function call will get their default behavior from the alarm source object configuration information.
- Only “alarm on” attributes may be set in the **alarm_list**. Setting the “alarm on” attribute for a specified alarm will set the “alarm off” attribute as well. For example, if DTT1_LOS is in the list of alarms to be configured, DTT1_LOSOK will also be configured. DTT1_LOSOK cannot be specified in **alarm_list**.
- If the blocking attribute of an alarm that is on is changed, the requested change will occur after the alarm clears.
- If the `gc_SetAlarmConfiguration()` function fails before it finishes updating multiple devices, that is, when **linedev** = NULL or when **linedev** = a board device, those devices that were successfully changed will remain changed (that is, the changes will not be undone).
- If a line device is specified and the given **aso_id** is not an alarm source object for the line device, an EGC_INVPARM error is generated.
- Although notification of a given alarm is enabled using `gc_SetAlarmConfiguration()`, the application may **not** be notified if the flow of alarms to the application has been limited by a call to `gc_SetAlarmFlow()`.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*.

All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```

This code demonstrates setting alarm configuration for all alarms
associated with a given linedevice and alarm source object
/*****
--      Name:      SetAlarmConfiguration()
-- Description:    According to config_type, set alarm configuration to cfgvalue
--                for all alarms on the ldev for the program-wide aso_id
--      Input:     ldev - linedevice to set
--                if 0 then doing for aso_id
--                aso_id - alarm source object ID
--                config_type alarm configuration type
--                (ALARM_CONFIG_NOTIFY or ALARM_CONFIG_BLOCKING)
--                cfgvalue - value to set
--                if config_type = ALARM_CONFIG_NOTIFY
--                then valid values are ALARM_NOTIFY/ALARM_NO_NOTIFY
--                if config_type = ALARM_CONFIG_BLOCKING
--                then valid values are ALARM_BLOCKING/ALARM_NONBLOCKING
--                alarm_list_src_ptr - pointer to the location of the current values
--                that are being changed. This should have been retrieved with a
--                gc_GetAlarmConfiguration(ldev, aso_id, &alarm_status_blocking,
--                ALARM_CONFIG_STATUS_BLOCKING)
--                for the blocking alarms configuration value and a
--                gc_GetAlarmConfiguration(ldev, aso_id, &alarm_status_notify,
--                ALARM_CONFIG_STATUS_NOTIFY)
--                for the notify configuration value
--
--      Output:     None
--      Return:     0 = success, -1 = error
*****/
int SetAlarmConfiguration(LINEDEV ldev, int aso_id, int config_type,
                        int config_value, ALARM_LIST *alarm_list_src_ptr)
{
    ALARM_LIST set_list;
    int i, rc;
    GC_INFO gc_error_info; /* GlobalCall error information data */

    switch(config_type & ~ALARM_CONFIGURE_FLAGS) /* strip "hierocracy" bits */
    {
        case ALARM_CONFIG_NOTIFY:
            /* validate config_value */
            if ((config_value != ALARM_NOTIFY) && (config_value != ALARM_NONNOTIFY))
            {
                printf("Invalid config_value (%d) in call to SetAlarmConfiguration\n",
                    config_value);
                return -1; /* ERROR RETURN POINT */
            }

            /* copy alarm_list_src_ptr to set_list and set data to desired value */
            set_list.n_alarms = alarm_list_src_ptr->n_alarms;
            for (i = 0; i < set_list.n_alarms; i++)
            {
                set_list.alarm_fields[i].alarm_number =
                    alarm_list_src_ptr->alarm_fields[i].alarm_number;
                set_list.alarm_fields[i].alarm_data.intvalue = config_value;
            }
            break;
    }
}

```

```

case ALARM_CONFIG_BLOCKING:
    /* validate config_value */
    if ((config_value != ALARM_BLOCKING) && (config_value != ALARM_NONBLOCKING))
    {
        printf("Invalid config_value (%d) in call to SetAlarmConfiguration\n",
               config_value);
        return -1; /* ERROR RETURN POINT */
    }
    /* copy alarm_list_src_ptr to set_list and set data to desired value */
    set_list.n_alarms = alarm_list_src_ptr->n_alarms;
    for (i = 0; i < set_list.n_alarms; i++)
    {
        set_list.alarm_fields[i].alarm_number =
            alarm_list_src_ptr->alarm_fields[i].alarm_number;
        set_list.alarm_fields[i].alarm_data.intvalue = config_value;
    }
    break;

default:
    printf("Invalid config_type (%d) in call to SetAlarmConfiguration\n",
           config_type);
    return -1; /* ERROR RETURN POINT */
}

/* now set alarm configuration for the desired configuration type */
rc = gc_SetAlarmConfiguration(ldev, aso_id, &set_list, config_type);

if (rc < 0)
{
    /* process error as shown */
    /* Note: gc_SetAlarmConfiguration() is a GC only function */
    /* hence the cclib error message is not printed */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_SetAlarmConfiguration() on device handle: 0x%x,
            GC ErrorValue: 0x%x - %s, CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
            ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
            gc_error_info.ccLibId, gc_error_info.ccLibName,
            gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
return(0); /* SUCCESS RETURN POINT */
}

/*
-- This code demonstrates setting the blocking values for the specific alarms
-- DTE1_LOS and DTE1_RLOS n a given linedevice that has as an alarm source object
-- ALARM_SOURCE_ID_DM3_E1
*/

LINEDEV    ldev;
int         rc;
ALARM_LIST set_list;
int         cclibid;
int         gc_error;
int         cc_error;
char        *msg;

/*
-- code assumes ldev is already initialized to the correct linedevice
-- or 0 if doing for the entire alarm source object ALARM_SOURCE_ID_DM3_E1
*/
set_list.n_alarms = 2;
set_list.alarm_fields[0].alarm_number = DTE1_LOS;

```

```
set_list.alarm_fields[0].alarm_data.intvalue = ALARM_BLOCKING;
set_list.alarm_fields[1].alarm_number = DTE1_RLOS;
set_list.alarm_fields[1].alarm_data.intvalue = ALARM_NONBLOCKING;
rc = gc_SetAlarmConfiguration(ldev, ALARM_SOURCE_ID_DM3_E1, &set_list,
                             ALARM_CONFIG_BLOCKING);

if (rc < 0)
{
    /* process error as shown */
    /* Note: gc_SetAlarmConfiguration() is a GC only function */
    /* hence the cclib error message is not printed */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_SetAlarmConfiguration() on device handle: 0x%x,
           GC ErrorValue: 0x%x - %s, CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
           ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
```

■ See Also

- [gc_GetAlarmConfiguration\(\)](#)
- [gc_SetAlarmFlow\(\)](#)
- [gc_SetAlarmNotifyAll\(\)](#)

`gc_SetAlarmFlow()`

Name: `int gc_SetAlarmFlow(aso_id, flow)`

Inputs: `unsigned long aso_id` • alarm source object ID
`int flow` • controls the flow of alarms to the application

Returns: 0 if successful
<0 if failure

Includes: `gcLib.h`
`gcErr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_SetAlarmFlow()` function configures which alarms are sent to the application, that is, which alarms are allowed to “flow” to the application. This function allows the application to control the **flow** parameter, for example, to only allow blocking alarms, or to only allow the first alarm on and the last alarm off to be sent. This prevents the application from being flooded with alarms.

Prior to using this function, the notification attribute for alarms that the application wants to be notified of must first be turned on using the `gc_SetAlarmConfiguration()` or `gc_SetAlarmNotifyAll()` function. The `gc_SetAlarmFlow()` function is used to further refine which alarms are allowed to flow to the application. The default is that all candidate alarms (that is, alarms whose notify attributes are on) flow to the application.

Parameter	Description
<code>aso_id</code>	alarm source object (ASO) ID. Use the <code>gc_AlarmSourceObjectNameToID()</code> function to obtain the ASO ID for the desired alarm source object.

Parameter	Description
flow	flow control; for alarms whose notification attribute has been turned on, determines which of the alarms are actually sent (that is, allowed to “flow”) to the application. Possible values are: • ALARM_FLOW_ALWAYS – all alarms with notification on are sent to the application (default) • ALARM_FLOW_ALWAYS_BLOCKING – all blocking alarms with notification on are sent to the application. Non-blocking alarms are not sent. • ALARM_FLOW_FIRST_AND_LAST – only the first alarm on and the last alarm off are sent to the application (if their notification attribute is on). Both blocking and non-blocking alarms are eligible to be sent. • ALARM_FLOW_FIRST_AND_LAST_BLOCKING – only the first blocking alarm on and the last blocking alarm off are sent to the application (if their notification attribute is on)

■ Termination Events

None

■ Cautions

The **gc_SetAlarmFlow()** function controls only the alarm flow, not the alarm notification. Use the **gc_SetAlarmConfiguration()** or **gc_SetAlarmNotifyAll()** function to set alarm notification on or off. The **gc_SetAlarmFlow()** function then further refines which alarms are allowed to flow to the application.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int          rc;
GC_INFO  gc_error_info;  /* GlobalCall error information data */

/* This code assumes that the application is running over DM3 E1 */
/* and wishes to only be notified of the first and last blocking alarms */
rc = gc_SetAlarmFlow(ALARM_SOURCE_ID_DM3_E1, ALARM_FLOW_FIRST_AND_LAST_BLOCKING);
```

```
if (rc < 0) {
    /* process error as shown */
    gc_ErrorInfo( &gc_error_info );
    printf ("Error: gc_SetAlarmFlow(), GC ErrorValue: 0x%hx - %s, CCLibID: %i - %s,
           CC ErrorValue: 0x%lx - %s\n",
           gc_error_info.gcValue, gc_error_info.gcMsg,
           gc_error_info.ccLibId, gc_error_info.ccLibName,
           gc_error_info.ccValue, gc_error_info.ccMsg);
    return (gc_error_info.gcValue);
}
```

■ See Also

- [gc_GetAlarmFlow\(\)](#)
- [gc_SetAlarmConfiguration\(\)](#)
- [gc_SetAlarmNotifyAll\(\)](#)

gc_SetAlarmNotifyAll()

Name: int gc_SetAlarmNotifyAll(linedev, aso_id, value)

Inputs: LINEDEV linedev • Global Call line device handle
unsigned long aso_id • alarm source object ID
int value • notification value to set

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: GCAMS

Mode: synchronous

■ Description

The **gc_SetAlarmNotifyAll()** function sets the notification attribute of all alarms originating from a specified alarm source object.

The **gc_SetAlarmNotifyAll()** function can be used as a shortcut for changing the notify attribute, instead of using the **gc_GetAlarmConfiguration()** function to retrieve the list of all alarms and then setting their notify attribute using the **gc_SetAlarmConfiguration()** function.

The **gc_SetAlarmNotifyAll()** function can also be used to determine if an alarm exists on a line device when the device is opened. After calling **gc_OpenEx()**, enable alarm notification for the line device. If any alarms are already active on the line device, the application will be notified with one or more applicable GCEV_ALARM events, depending on the current value of the alarm flow control.

Parameter	Description
linedev	Global Call line device handle. The linedev parameter must be set to NULL to set the notification attribute for alarm source objects. Setting linedev to NULL changes the default behavior for any device opened after the function call.

Parameter	Description
aso_id	alarm source object (ASO) ID. Use the <code>gc_AlarmSourceObjectNameToID()</code> function to obtain the ASO ID for the desired alarm source object. ALARM_SOURCE_ID_NETWORK_ID can be used if the network ASO ID is not known.
value	performs two roles. The first role is to set the alarm notification attribute. Possible values are: - ALARM_NOTIFY – notify the application of all alarms in alarm_list - ALARM_NONOTIFY – do not notify the application of alarms in alarm_list The second role is to define whether the notification attribute is to be set for all boards or time slots associated with the ASO or for a specific board associated with the ASO, allowing users to control the extent of the changes. The following flags, which may be ORed in, can be used to define whether which ASO IDs, boards, or time slots are to be configured: - ALARM_CONFIGURE_BOARDS – configure all the boards for the specified ASO ID - ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS – configure all the boards and time slots for the specified ASO ID - ALARM_CONFIGURE_TIMESLOTS – configure the time slots for the specified board See Table 7 for more information about setting these flags. Only one of the three flags may be set at a time.

Table 7. Possible Flag Settings for value Parameter

Object(s) to Configure:			alarm_config_type Flag Setting†	linedev Setting
ASO	Board	Time Slot		
yes	yes	yes	ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS	NULL
yes	yes	no	ALARM_CONFIGURE_BOARDS	NULL
yes	no	yes	configuration not supported‡	N/A
yes	no	no	none	NULL
no	yes	yes	ALARM_CONFIGURE_TIMESLOTS	Board linedev ID
no	yes	no	none	Board linedev ID
no	no	yes	none	Time slot linedev ID
no	no	no	configuration not supported‡	N/A
† Possible flag settings are ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS, ALARM_CONFIGURE_BOARDS, ALARM_CONFIGURE_TIMESLOTS. ‡ Attempts to configure unsupported configurations will return an error.				

■ Termination Events

None

■ Cautions

- When **linedev** is set to NULL, changing an alarm source object's configuration will change the default behavior for devices opened subsequent to the **gc_SetAlarmNotifyAll()** function call. That is, devices opened after the **gc_SetAlarmNotifyAll()** function call will get their default behavior from the alarm source object configuration information.
- If a line device is specified and the given **aso_id** is not an alarm source object for the line device, an error will occur.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isderr.h* file for the ISDN call control library).

■ Example

```
/* Example 1: change ASO, but not any open devices */
int      rc;
/* Enable alarm notification on all Springware E1 alarms */
/* Note: this does not change any open devices */
rc = gc_SetAlarmNotifyAll(0, ALARM_SOURCE_ID_SPRINGWARE_E1, ALARM_NOTIFY);
if (rc < 0)
{
    /* get and process the error */
}

/* Example 2: change ASO, and all open devices that use this ASO */
int      rc;
/* Enable alarm notification on all Springware E1 alarms */
/* Note: this also changes all open devices associated that use this ASO */
rc = gc_SetAlarmNotifyAll(0, ALARM_SOURCE_ID_SPRINGWARE_E1, ALARM_NOTIFY |
                          ALARM_CONFIGURE_BOARDS_AND_TIMESLOTS);
if (rc < 0)
{
    /* get and process the error */
}
```

■ See Also

- [gc_GetAlarmConfiguration\(\)](#)
- [gc_SetAlarmConfiguration\(\)](#)

`gc_SetAlarmParm()`

Name: `int gc_SetAlarmParm(linedev, aso_id, ParmSetID, alarm_parm_list, mode)`

Inputs:

<code>LINEDEV linedev</code>	• Global Call line device handle
<code>unsigned long aso_id</code>	• alarm source object ID
<code>int ParmSetID</code>	• parameter set ID
<code>ALARM_PARM_LIST *alarm_parm_list</code>	• pointer to alarm parameter list
<code>unsigned long mode</code>	• sync

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GCAMS

Mode: synchronous

■ Description

The `gc_SetAlarmParm()` function sets the data associated with the alarm parameter for one or more alarm number and parameter ID pairs. The alarm number and parameter set ID pairs are specified in `ALARM_PARM_FIELD` in the **`alarm_parm_list`** list.

The parameter set ID identifies a set of associated parameters as defined by the alarm source object (ASO).

Examples of alarm parameters that can be set include timing parameters and maximum number of errors. Parameters can be set on either a line device basis or an ASO ID basis.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
<code>linedev</code>	Global Call line device handle
<code>aso_id</code>	alarm source object (ASO) ID. Use the gc_AlarmSourceObjectNameToID() function to obtain the ASO ID for the desired alarm source object. <code>ALARM_SOURCE_ID_NETWORK_ID</code> can be used if the network ASO ID is not known.
<code>ParmSetID</code>	identifies a set of associated parameters

Parameter	Description
alarm_parm_list	points to the alarm parameter list. See ALARM_PARM_LIST , on page 228 for a description of the fields in the ALARM_PARM_LIST data structure.
mode	set to EV_SYNC for synchronous mode (only synchronous mode is supported)

■ Termination Events

None

■ Cautions

- The alarm parameters are alarm source object dependent. Detailed knowledge of the alarm source object is necessary in order to use these parameters properly.
- The exact usage of the ALARM_PARM_FIELD of **alarm_parm_list** is dependent upon (alarm source object, parameter set ID) pair.
- It is important that the Global Call API is able to call the alarm source object's underlying functions with the exact same syntax used by the functions. To ensure proper use of the alarm source object variables, see the appropriate documentation.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <stdlib.h>
#include <gclib.h>
#include <gcerr.h>
#include <dtlib.h>          /* for ASO symbols */
#include <gcip.h>
#include <gcip_defs.h>

int main(int argc, char **argv)
{
    int          rc;
    ALARM_PARM_LIST alarm_parm_list;

    /* perform application initialization */
    /* assumes gc_Start() has already been successfully called */

    /* init all to 0 */
    memset(&alarm_parm_list, '\0', sizeof(ALARM_PARM_LIST));

    /* set 1 parameter */
    alarm_parm_list.n_parms = 1;

    /* set # of out of frame errors to allow before sending an alarm */
    alarm_parm_list.alarm_parm_fields[0].alarm_parm_number.intvalue = DTG_OOFMAX;
```

```
/* 3 is only used as an example and has no significance */
alarm_parm_list.alarm_parm_fields[0].alarm_parm_data.intvalue = 3;

/* Set for all of Springware T1 */
rc = gc_SetAlarmParm(0, ALARM_SOURCE_ID_SPRINGWARE_T1, ParmSetID_parm,
                    &alarm_parm_list, EV_SYNC);

if (rc < 0)
{
    /* get and process the error */
}

/* continue with the application */
}
```

■ See Also

- [gc_GetAlarmParm\(\)](#)

gc_SetConfigData()

Name: int gc_SetConfigData(target_type, target_id, target_datap, time_out, update_cond, request_idp, mode)

Inputs:

int target_type	• target object type
long target_id	• target object ID
GC_PARM_BLK target_datap	• pointer to the location of the configuration data used to update the target object data
int time_out	• time-out in seconds
int update_cond	• when update will happen
long * request_idp	• pointer to the location for storing request ID
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gcerr.h

Category: RTCM, system controls and tools

Mode: asynchronous

■ Description

The **gc_SetConfigData()** function supports the Global Call Real Time Configuration Management (RTCM) feature. The **gc_SetConfigData()** updates the configuration data for a given target object.

Configuration data for multiple parameters can be updated in a single function call. Only one target object can be accessed in a single function call.

See [Table 14, “Global Call Parameter Entry List Maintained in GCLIB”](#), on page 271 and [Table 15, “Examples of Parameter Entry List Maintained in CCLIB”](#), on page 273. For more information about the RTCM feature, see the *Global Call API Programming Guide*.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
target_type	target object type
target_id	target object identifier. This identifier, along with target_type , uniquely specifies the target object.
target_datap	points to the GC_PARM_BLK structure. This structure contains the parameter configuration data to be updated. See GC_PARM_BLK , on page 243 for more information.
time_out	not supported in asynchronous mode

Parameter	Description
update_cond	specifies when to update. Valid values are: - GCUPDATE_IMMEDIATE – requires parameter to be updated immediately - GCUPDATE_ATNULL – requires parameter to be updated at the Null call state. Applicable only if the target_type is associated with a call.
request_idp	points to the location for storing the request ID, which is generated by Global Call
mode	set to EV_ASYNC for asynchronous execution

The parameter **target_datap** points to the location of the [GC_PARM_BLK](#), which stores the configuration parameter data to be updated. Memory allocation and deallocation of the GC_PARM_BLK data block is done by the Global Call utility functions (`gc_util_xxx`). See [Section 1.11, “GC_PARM_BLK Utility Functions”](#), on page 20 for more information.

It is the Global Call application’s responsibility to use the Global Call utility functions to allocate an appropriate-size data block memory ([GC_PARM_BLK](#)) for the configuration parameters and to insert parameter information (such as the set ID, parm ID, value buffer size, value buffer, and value data) into the GC_PARM_BLK data block. After successfully calling the `gc_SetConfigData( )` function, the parameter value(s) in the GCLib or CCLib are updated with the values given in the GC_PARM_BLK (value buffer fields). After finishing its use of the GC_PARM_BLK, the Global Call application should deallocate the GC_PARM_BLK data block using the [gc_util_delete_parm_blk\(\)](#) function. See [GC_PARM_BLK](#), on page 243 for more information.

The function outputs a unique request ID to verify received update events and query the update results. All subsequent references to this request must be made using the request ID.

The parameter configuration data can be either read-only, update immediately, or update at the Null call state. When the `gc_SetConfigData( )` function is issued, the action taken by the application depends on the update condition of the parameter, as described in Table 8.

Table 8. Parameter Configuration Data Conditions and Results

Parameter Update Condition	Result when <code>gc_SetConfigData()</code> is Called
Read-only	An error is returned immediately.
Update immediately	Configuration data is updated immediately.
Update only at Null call state	Configuration data is updated when the target object does not have an active call (Null call state). A request for an immediate update may fail. To immediately update parameters that can be updated only at the Null call state, call <code>gc_SetConfigData()</code> with GCUPDATE_ATNULL and then call gc_ResetLineDev() .

The termination events, GCEV_SETCONFIGDATA and GCEV_SETCONFIGDATA_FAIL, both have an associated [GC_RTCM_EVTDATA](#) data structure (to which the evtdatap field in [METAEVENT](#) points) that includes the request ID, additional message, etc., but without the retrieved [GC_PARM_BLK](#) field. The request ID is used by the application to trace the function call. See [GC_RTCM_EVTDATA](#), on page 246 for more information.

When the **gc_SetConfigData()** function is called to update the configuration data of a group of parameters, the request will terminate on any single parameter updating failure. Some parameters may be updated while others may not be updated. To find out what kind of error occurred and which parameter data pair (set ID, parm ID) were being updated when it occurred, use the **gc_ErrorInfo()** function to retrieve information about function return values or the **gc_ResultInfo()** function to retrieve information about termination events. (See the “Error Handling” section in the *Global Call API Programming Guide* for more information about these error functions.) After the error is fixed, call the **gc_SetConfigData()** function again to update the remaining parameters.

■ Termination Events

GCEV_SETCONFIGDATA

indicates that the **gc_SetConfigData()** function was successful, that is, the configuration data has been successfully updated

GCEV_SETCONFIGDATA_FAIL

indicates that the **gc_SetConfigData()** function failed

■ Cautions

- Parameters should be set with caution. Improper setting of parameters may result in unpredictable behavior. Consult the *Global Call API Programming Guide* and the *Global Call IP for Host Media Processing Technology Guide* for the impact of changing any settings.
- Only synchronous mode is supported for the following target object: GCTGT_GCLIB_SYSTEM. Otherwise, the function will return the async mode error.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function for error information. If the GCEV_SETCONFIGDATA_FAIL event is received, use the **gc_ResultInfo()** function to retrieve information about the event. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30
/*
   Data structure that stores all information about each line device
*/
struct linebag
{
    LINEDEV  ldev;          /* Line device ID */
    CRN      crn;           /* CRN */
    int      call_sate;
} port[MAXCHAN];
```

```

struct linebag      *pline;

int main()
{
    int      port_num = 0;
    long     request_id = 0;
    long     long_value;

    /* To call the GC PARM utility function to insert a parameter,
       the pointer to GC_PARM_BLK must be initialized to NULL */
    GC_PARM_BLK * parm_data_blkp = NULL;

    /* First call GC PARM utility function to insert the parameters used to be
       updated */

    /* 1. insert set call event mask parm */
    long_value = GCMSK_DETECTED | GCMSK_DIALING;
    gc_util_insert_parm_val(&parm_data_blkp, GCSET_CALLEVENT_MSK, GCACT_SETMSK,
                           sizeof(long), long_value);

    /* 2. insert set call state mask parm */
    long_value = GCMSK_PROCEEDING_STATE;
    gc_util_insert_parm_val(&parm_data_blkp, GCSET_CALLSTATE_MSK, GCACT_SETMSK,
                           sizeof(long), long_value);

    /* Call gc_SetConfigData() function */
    result = gc_SetConfigData(target_type, target_id, parm_blkp, 0, update_flag, request_idp,
                              mode);
    if (result != GC_SUCCESS)
    {
        /* retrieve error values by calling gc_ErrorInfo */
        if (gc_ErrorInfo(&t_gcinfo) == GC_SUCCESS)
        {
            printf("Error on target type: 0x%lx, target ID: 0x%lx\n", target_type, target_id);
            printf("with GC Error 0x%xh: %s\n", t_gcinfo.gcValue, t_gcinfo.gCMsg);
            printf("CCLib %d(%s) Error - 0x%xh: %s\n", t_gcinfo.ccLibId, t_gcinfo.ccLibName,
                  t_gcinfo.ccValue, t_gcinfo.ccMsg);
            printf("Additional message: %s\n", t_gcinfo.additionalInfo);
        }
        else
        {
            printf("gc_ErrorInfo() failure");
        }
    }

    /* delete the parm data block after using it */
    gc_util_delete_parm_blk(parm_data_blkp);
    return 0;
}

```

■ See Also

None

gc_SetUserInfo()

Name: int gc_SetUserInfo (target_type, target_id, infoparmblkp, duration)

Inputs:

int target_type	• type of target object (line device or call reference number)
long target_id	• ID of target: either line device handle or call reference number
GC_PARM_BLK infoparmblkp	• pointer to user information GC_PARM_BLK as specified by the technology
int duration	• duration of the user information setting

Returns: 0 if successful
<0 if failure

Includes: gclib.h

Category: FTE

Mode: synchronous

■ Description

The **gc_SetUserInfo()** function permits the setting of technology-specific user information. The definition and use of the user information is totally technology dependent.

For the **gc_SetUserInfo()** function, the target type identifies whether the basic entity is either a line device (GCTGT_GCLIB_CHAN) or a call (GCTGT_GCLIB_CRN). See [Section 6.2, “Target Objects”](#), on page 267 for more information.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
target_type	target object type. Valid values are: • GCTGT_GCLIB_CHAN • GCTGT_GCLIB_CRN See Table 14, “Global Call Parameter Entry List Maintained in GCLIB” , on page 271 for details.
target_id	target object identifier. This identifier, along with target_type, uniquely specifies the target object.
infoparmblkp	points to GC_PARM_BLK which contains parameters defining user information. See the <i>Global Call IP for Host Media Processing Technology Guide</i> for GC_PARM_BLK pointer referenced structure definitions.

Parameter	Description
duration	duration of the user information block setting: - GC_SINGLECALL – effective for the next call if in the Idle or Null call state, otherwise effective for the current call. The user information returns to its default when the call is cleared, and the line returns to Idle state. - GC_ALLCALLS – effective for the current or next call, and all subsequent calls.

■ Termination Events

None

■ Cautions

If the duration is specified as GC_ALLCALLS, the specified user information block is maintained for either the duration of the line device (that is, until `gc_Close()` is invoked on the device) or until `gc_SetUserInfo()` is invoked again. In the case where `gc_SetUserInfo()` is invoked subsequent times on a single line device, each prior data setting is overwritten with the data specified in each subsequent call.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

The *Global Call IP for Host Media Processing Technology Guide* contains technology-specific examples of using the `gc_SetUserInfo()` function.

■ See Also

None

gc_SetUsrAttr()

Name: int gc_SetUsrAttr(linedev, usrattr)

Inputs: LINEDEV linedev • Global Call line device handle
 void *usrattr • user attribute

Returns: 0 if successful
 <0 if failure

Includes: gclib.h
 gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_SetUsrAttr()** function sets an attribute defined by the user. For example, the **usrattr** parameter can be used as a pointer to a data structure associated with a line device or an index to an array. The data structure may contain user information such as the current call state or line device identification. The attribute number is retrieved using the **gc_GetUsrAttr()** function.

Parameter	Description
linedev	Global Call line device handle
usrattr	user defined attribute. Applications can recall this value by calling gc_GetUsrAttr() .

■ Termination Events

None

■ Cautions

None

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30          /* max. number of channels in system */
/*
 * Data structure which stores all information for each line
 */
struct linebag {
    LINEDEV  ldev;          /* GlobalCall line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      state;         /* state of first layer state machine */
} port[MAXCHAN+1];

/*
 * Associates port_num with ldev for later use
 * by other procedures - will save table searches
 * for the port_num corresponding to ldev
 */
int set_usrattr(LINEDEV ldev, int port_num)
{
    GC_INFO  gc_error_info; /* GlobalCall error information data */

    /*
     * Assuming that a line device is opened already and
     * that its ID is ldev, let us store a meaningful number
     * for this ldev as an attribute for this ldev set by user
     */
    if (gc_SetUsrAttr(ldev, (void *) port_num) != GC_SUCCESS) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_SetUsrAttr() on device handle: 0x%x, GC ErrorValue: 0x%x - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%x - %s\n",
                ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }

    return (0);
}
```

■ See Also

- [gc_GetUsrAttr\(\)](#)
- [gc_OpenEx\(\)](#)

gc_Start()

Name: int gc_Start(startp)

Inputs: GC_START_STRUCT *startp • pointer to call control library information

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_Start()** function starts and initializes call control libraries. This function **must** be called before any other Global Call function is called. The application can specify one or more call control libraries to be started through the **GC_START_STRUCT** data structure.

To start all the supported call control libraries:

- Pass a NULL parameter; that is, use **gc_Start(NULL)**.
- Set the num_cclibs field in the **GC_START_STRUCT** structure pointed to by **startp** to a value of GC_ALL_LIB.

The function opens the call control libraries that interface directly to the network interface so that these libraries can be used by the Global Call library.

The **gc_Start()** function returns 0 if the call control libraries have successfully started. If a NULL parameter is passed to **gc_Start()** and a call control library is not present, an error is not returned. However, the state of the missing call control library will be “failed”. If **GC_START_STRUCT** is used, an error is returned if one or more of the libraries fail to load.

Successfully started libraries are available to be used by the Global Call functions and are called “available” libraries. Libraries that fail to start are called “failed” libraries. Use the **gc_CCLibStatusEx()** function to determine the status (available, configured, failed) of one or all call control libraries.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
startp	points to list of call control libraries to be loaded and started. If NULL, then all of the supported libraries will be started.

■ Termination Events

None

■ Cautions

- The `gc_Start()` function should be called only once per application execution. Calling `gc_Start()` a second time (i.e., after `gc_Stop()` function) is **not** recommended although it is allowed in a debug environment. If calling `gc_Start()` after `gc_Stop()` is needed in your application, it should be done only a limited number of times, not frequently.
- For Linux applications, the `gc_Start()` function **must** be called from the parent process when creating child processes.
- For multi-threaded applications, the `gc_Start()` function **must** be called from the primary thread when creating multiple threads. The `gc_Stop()` function must be called from the same thread that issued the `gc_Start()` call.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file.

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gcplib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

int sysinit()
{
    GC_START_STRUCT gclib_start;    /* Structure for gc_Start() */
    GC_INFO         gc_error_info;  /* GlobalCall error information data */

    GC_CUSTOMLIB_STRUCT custom_lib1 = {
        "libgcxyz.dll",
        "xyz_Start"
    };

    CCLIB_START_STRUCT cclib_start[]={
        {"GC_ICAPI_LIB", NULL},
        {"GC_PDKRT_LIB", NULL},
        {"GC_CUSTOM1_LIB", (void *)&custom_lib1},
    };

    gclib_start.num_cclibs = 4;
    gclib_start.cclib_list = cclib_start;

    /* Next issue a gc_Start() Call */
    if ( gc_Start( &gclib_start ) != GC_SUCCESS )    {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_Start(), GC ErrorValue: 0x%x - %s, CCLibID: %i - %s,\n",
                CC ErrorValue: 0x%x - %s\n", gc_error_info.gcValue, gc_error_info.gcMsg,
```

```
        gc_error_info.ccLibId, gc_error_info.ccLibName,  
        gc_error_info.ccValue, gc_error_info.ccMsg);  
    return (gc_error_info.gcValue);  
}  
return (0);  
  
/* Next open the GlobalCall Line Devices */  
  
return(0);  
}
```

■ **See Also**

- [gc_CCLibStatusEx\(\)](#)
- [gc_Stop\(\)](#)

gc_Stop()

Name: int gc_Stop(void)

Inputs: none

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: system controls and tools

Mode: synchronous

■ Description

The **gc_Stop()** function stops call control libraries and releases resources. This function **must** be the last Global Call function called before exiting the application.

For Linux applications, the **gc_Stop()** function must be called from the parent process when child processes are used.

For multi-threaded applications, the **gc_Stop()** function must be called from the same thread that issued the **gc_Start()** call.

■ Termination Events

None

■ Cautions

- The **gc_Stop()** function must be called before exiting the application.
- All open devices should be closed before issuing a **gc_Stop()** function.
- No Global Call functions should be called after **gc_Stop()**. Calling **gc_Start()** a second time after **gc_Stop()** is **not** recommended although it is allowed in a debug environment. If calling **gc_Start()** after **gc_Stop()** is needed in your application, it should be done only a limited number of times, not frequently.

■ Errors

If this function returns <0 to indicate failure, use the **gc_ErrorInfo()** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, *ccerr.h* or *isdnerr.h* file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <stdlib.h>
#include <gcilib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30                /* Total Number of channels opened */

LINEDEV port[MAXCHAN + 1];       /* Array of line devices previously opened */

void sysexit( int exit_code )
{
    int          port_num;        /* Index used for port[] */
    GC_INFO      gc_error_info;   /* GlobalCall error information data */

    /* First close all the handles for the opened boards */

    /* Now close all the open GlobalCall devices */
    for (port_num = 1; port_num <= MAXCHAN; port_num++) {
        if (gc_Close(port[port_num].ldev) != GC_SUCCESS ) {
            /* Process error return from gc_Close() */
        }
    }

    /* Issue gc_Stop() Next */
    if (gc_Stop() != GC_SUCCESS ) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_Stop(), GC ErrorValue: 0x%x - %s, CCLibID: %i - %s,\n",
                GC ErrorValue: 0x%x - %s\n",
                gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
    }

    /* Close all open file handles corresponding to recorded files and exit */
    exit(exit_code);
}
```

■ See Also

- [gc_Start\(\)](#)

`gc_UnListen()`

Name: `int gc_UnListen(linedev, mode)`

Inputs: `LINEDEV linedev` • Global Call line device handle
`unsigned long mode` • async or sync

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: system controls and tools

Mode: asynchronous or synchronous

■ Description

The `gc_UnListen()` function disconnects a channel from the network CT Bus time slot for a line device that was connected previously using the `gc_Listen()` function.

Note: See the *Global Call IP for Host Media Processing Technology Guide* for additional information about this function.

Parameter	Description
<code>linedev</code>	Global Call line device handle
<code>mode</code>	set to <code>EV_ASYNC</code> for asynchronous execution or to <code>EV_SYNC</code> for synchronous execution

■ Termination Events

`GCEV_UNLISTEN`
indicates that the time slot has been unrouted successfully.

`GCEV_TASKFAIL`
indicates that the time slot unrouting has failed.

■ Cautions

For routing on resources such as voice resources, the routing function for the corresponding library must be called, for example, `dx_getxmitslot()`, `dx_listen()`, `dx_unlisten()`.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```

#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAX_CHAN 30          /* max. number of channels in system */

/*
 * Data structure which stores all information for each line
 */
static struct linebag {
    LINEDEV  ldev;          /* GlobalCall API line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      blocked;       /* channel blocked/unblocked */
    int      networkh;      /* network handle */
} port[MAX_CHAN+1];
struct linebag *pline;      /* pointer to access line device */

/*
 * Assume the following has been done:
 * 1. Opened line devices for each time slot on DTIB1.
 * 2. Each line device and voice handle is stored in linebag structure "port"
 */
int call_unlisten(int port_num)
{
    GC_INFO      gc_error_info;  /* GlobalCall error information data */

    /* Find info for this time slot, specified by 'port_num' */
    /* (assumes port_num is valid) */
    pline = port + port_num;

    /* Disconnect receive of digital board 1, timeslot 1 from all CTbus timeslots */
    if (gc_UnListen(pline->ldev, EV_SYNC) == -1) {
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_UnListen() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
    return (0);
}

```

■ See Also

- [gc_GetCTInfo\(\)](#)
- [gc_GetXmitSlot\(\)](#)
- [gc_Listen\(\)](#)

gc_util_delete_parm_blk()

Name: void gc_util_delete_parm_blk(parm_blk)

Inputs: GC_PARM_BLK* parm_blk • pointer to [GC_PARM_BLK](#) to be deleted

Returns: none

Includes: gclib.h
gcerr.h

Category: GC_PARM_BLK utility

Mode: synchronous

■ Description

The `gc_util_delete_parm_blk( )` function deletes the specified [GC_PARM_BLK](#).

Parameter	Description
parm_blk	points to the GC_PARM_BLK to be deleted. For more information about the GC_PARM_BLK data structure, see GC_PARM_BLK , on page 243.

■ Termination Events

None

■ Cautions

None

■ Errors

None

■ Example

```
#include "gclib.h"
#include "gcip.h"
#include "gcip_defs.h"

void main( )
{
    GC_PARM_BLK my_blkp = NULL;
    GC_PARM_DATAP my_parmp;
    int type = 1;

    /* insert parm by reference */
    if ( gc_util_insert_parm_ref( &my_blkp, GC_SET_SERVREQ, PARM_REQTYPE,
        sizeof( int ), &type ) != GC_SUCCESS )
    {
        /* Process error */
    }
}
```

```
/* insert parm by value */
if ( gc_util_insert_parm_val( &my_blkp, GC_SET_SERVREQ, PARM_ACK,
    sizeof( short ), GC_ACK ) != GC_SUCCESS )
{
    /* Process error */
}

/* Now we should have a GC_PARM_BLK with 2 parameters */

/* Following use of gc_util_next_parm retrieves the first parameter in a
 * GC_PARM_BLK, which in this case is PARM_REQTYPE */
my_parp = gc_util_next_parm( my_blkp, NULL );

/* Retrieve the next parameter after getting the first one */
my_parp = gc_util_next_parm( my_blkp, my_parp );

/* This function finds and returns specified parameter, NULL if not found */
my_parp = gc_util_find_parm( my_blkp, GC_SET_SERVREQ, PARM_ACK );

/* After GC_PARM_BLK is no longer needed, delete the block */
gc_util_delete_parm_blk( my_blkp );

/* Set my_blkp to NULL now that the block has been deleted */
my_blkp = NULL;
}
```

■ See Also

- [gc_util_insert_parm_ref\(\)](#)
- [gc_util_insert_parm_val\(\)](#)

gc_util_find_parm()

Name: GC_PARM_DATAP gc_util_find_parm(parm_blk, setID, parmID)

Inputs: GC_PARM_BLK *parm_blk

- pointer to [GC_PARM_BLK](#) where parameter is possibly located

unsigned short setID

- set ID of parameter to be found

unsigned short parmID

- parm ID of parameter to be found

Returns: a pointer to GC_PARM_DATAP if successful
NULL if the parameter is not found in the given [GC_PARM_BLK](#)

Includes: gclib.h
gcerr.h

Category: GC_PARM_BLK utility

Mode: synchronous

■ Description

The **gc_util_find_parm()** function is used to find a parameter in a [GC_PARM_BLK](#). The **gc_util_find_parm()** function can be used to verify that a particular parameter exists, or to retrieve a particular parameter, or both. The function returns a pointer to the parameter if the parameter exists, or NULL if the parameter is not found in the specified GC_PARM_BLK.

Parameter	Description
parm_blk	points to a valid GC_PARM_BLK where the parameter is possibly located
setID	set ID of the parameter to be found
parmID	parm ID of the parameter to be found

■ Termination Events

None

■ Cautions

- If the same parameter is included twice inside the [GC_PARM_BLK](#), **only** the first instance of the parameter is returned.
- The pointer returned by **gc_util_find_parm()** can be used to modify that specific parameter within the [GC_PARM_BLK](#). When the GC_PARM_BLK is modified, the changes will not take effect until the appropriate function, such as [gc_SetConfigData\(\)](#), is called. The size of the data must remain the same.

■ Errors

None

■ Example

```
#include "gclib.h"
#include "gcip.h"
#include "gcip_defs.h"

void main( )
{
    GC_PARM_BLK my_blkp = NULL;
    GC_PARM_DATAP my_parmp;
    int type = 1;

    /* insert parm by reference */
    if ( gc_util_insert_parm_ref( &my_blkp, GC_SET_SERVREQ, PARM_REQTYPE,
        sizeof( int ), &type ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* insert parm by value */
    if ( gc_util_insert_parm_val( &my_blkp, GC_SET_SERVREQ, PARM_ACK,
        sizeof( short ), GC_ACK ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* Now we should have a GC_PARM_BLK with 2 parameters */

    /* Following use of gc_util_next_parm retrieves the first parameter in a
     * GC_PARM_BLK, which in this case is PARM_REQTYPE */
    my_parmp = gc_util_next_parm( my_blkp, NULL );

    /* Retrieve the next parameter after getting the first one */
    my_parmp = gc_util_next_parm( my_blkp, my_parmp );

    /* This function finds and returns specified parameter, NULL if not found */
    my_parmp = gc_util_find_parm( my_blkp, GC_SET_SERVREQ, PARM_ACK );

    /* After GC_PARM_BLK is no longer needed, delete the block */
    gc_util_delete_parm_blk( my_blkp );

    /* Set my_blkp to NULL now that the block has been deleted */
    my_blkp = NULL;
}
```

■ See Also

- [**gc_util_delete_parm_blk\(\)**](#)
- [**gc_util_insert_parm_ref\(\)**](#)
- [**gc_util_insert_parm_val\(\)**](#)
- [**gc_util_next_parm\(\)**](#)

gc_util_insert_parm_ref()

Name: int gc_util_insert_parm_ref(parm_blkpp, setID, parmID, data_size, datap)

Inputs: GC_PARM_BLKP **parm_blkpp • pointer to the address of a valid [GC_PARM_BLK](#)
 unsigned short setID • set ID of parameter to be inserted
 unsigned short parmID • parm ID of parameter to be inserted
 unsigned char data_size • size of the data in bytes
 void *datap • pointer to the parameter data

Returns: 0 if successful
 <0 if failure

Includes: gclib.h
 gccrr.h

Category: GC_PARM_BLK utility

Mode: synchronous

■ Description

The **gc_util_insert_parm_ref()** function must be used to insert a parameter by reference into a [GC_PARM_BLK](#). A new GC_PARM_BLK can be created by inserting the first parameter into the block and setting ***parm_blkpp** to NULL. A parameter can be inserted in an existing GC_PARM_BLK by setting ***parm_blkpp** to the address of that block.

Note: When the parameters in the GC_PARM_BLK are retrieved via the [gc_util_next_parm\(\)](#) function, they are retrieved in the same order in which they were inserted.

Parameter	Description
parm_blkpp	points to the address of a valid GC_PARM_BLK where the parameter is to be inserted. Set *parm_blkpp to NULL if the parameter is to be inserted into a new block.
setID	set ID of the parameter to be inserted
parmID	parm ID of the parameter to be inserted
data_size	size, in bytes, of the data associated with this parameter
datap	points to the data associated with this parameter

■ Termination Events

None

■ Cautions

- The **gc_util_insert_parm_ref()** function does not check whether the set ID or the parm ID is valid, nor does it check for duplicate parameters.

- To avoid a memory leak, any [GC_PARM_BLK](#) created must be deleted using the [gc_util_delete_parm_blk\(\)](#) function.
- The maximum size of a [GC_PARM_BLK](#) is defined as `PARM_BLK_HUGE` bytes. If the maximum size is reached when inserting a parameter, the function will return an `EGC_NOMEM` error.

■ Errors

If this function returns `<0` to indicate failure, use the [gc_ErrorInfo\(\)](#) function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file.

■ Example

```
#include "gclib.h"
#include "gcip.h"
#include "gcip_defs.h"

void main( )
{
    GC_PARM_BLK my_blkp = NULL;
    GC_PARM_DATAP my_parmp;
    int type = 1;

    /* insert parm by reference */
    if ( gc_util_insert_parm_ref( &my_blkp, GC_SET_SERVREQ, PARM_REQTYPE,
        sizeof( int ), &type ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* insert parm by value */
    if ( gc_util_insert_parm_val( &my_blkp, GC_SET_SERVREQ, PARM_ACK,
        sizeof( short ), GC_ACK ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* Now we should have a GC_PARM_BLK with 2 parameters */

    /* Following use of gc_util_next_parm retrieves the first parameter in a
     * GC_PARM_BLK, which in this case is PARM_REQTYPE */
    my_parmp = gc_util_next_parm( my_blkp, NULL );

    /* Retrieve the next parameter after getting the first one */
    my_parmp = gc_util_next_parm( my_blkp, my_parmp );

    /* This function finds and returns specified parameter, NULL if not found */
    my_parmp = gc_util_find_parm( my_blkp, GC_SET_SERVREQ, PARM_ACK );

    /* After GC_PARM_BLK is no longer needed, delete the block */
    gc_util_delete_parm_blk( my_blkp );

    /* Set my_blkp to NULL now that the block has been deleted */
    my_blkp = NULL;
}
```

■ See Also

- [gc_util_delete_parm_blk\(\)](#)
- [gc_util_insert_parm_val\(\)](#)

`gc_util_insert_parm_val()`

Name: `int gc_util_insert_parm_val(parm_blkpp, setID, parmID, data_size, data)`

Inputs: `GC_PARM_BLKP **parm_blkpp` • pointer to address of a valid [GC_PARM_BLK](#)
`unsigned short setID` • set ID of parameter to be inserted
`unsigned short parmID` • parm ID of parameter to be inserted
`unsigned char data_size` • size of the data in bytes
`unsigned long data` • actual parameter data

Returns: 0 if successful
<0 if failure

Includes: `gclib.h`
`gcerr.h`

Category: GC_PARM_BLK utility

Mode: synchronous

■ Description

The `gc_util_insert_parm_val()` function must be used to insert a parameter by value into a [GC_PARM_BLK](#). A new GC_PARM_BLK can be created by inserting the first parameter of the block, and setting `*parm_blkpp` to NULL. A parameter can be inserted in an existing GC_PARM_BLK by setting `*parm_blkpp` to the address of that block.

Note: When the parameters in the GC_PARM_BLK are retrieved via the [gc_util_next_parm\(\)](#) function, they are retrieved in the same order in which they were inserted.

Parameter	Description
<code>parm_blkpp</code>	points to the address of a valid GC_PARM_BLK where the parameter is to be inserted. Set <code>*parm_blkpp</code> to NULL if the parameter is to be inserted into a new block.
<code>setID</code>	set ID of the parameter to be inserted
<code>parmID</code>	parm ID of the parameter to be inserted
<code>data_size</code>	size, in bytes, of the data associated with this parameter
<code>data</code>	actual data associated with this parameter

■ Termination Events

None

■ Cautions

- The `gc_util_insert_parm_val()` function can only insert data of type char, short, int, or long.

- The ***gc_util_insert_parm_val()*** function does not check whether the Set ID or the Parm ID is valid, nor does it check for duplicate parameters.
- To avoid a memory leak, any ***GC_PARM_BLK*** created must be deleted using the ***gc_util_delete_parm_blk()*** function.
- The maximum size of a ***GC_PARM_BLK*** is defined as ***PARM_BLK_HUGE*** bytes. If the maximum size is reached when inserting a parameter the function will return an ***EGC_NOMEM*** error.

■ Errors

If this function returns <0 to indicate failure, use the ***gc_ErrorInfo()*** function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the *gcerr.h* file.

■ Example

```
#include "gclib.h"
#include "gcip.h"
#include "gcip_defs.h"

void main( )
{
    GC_PARM_BLK my_blkp = NULL;
    GC_PARM_DATAP my_parmp;
    int type = 1;

    /* insert parm by reference */
    if ( gc_util_insert_parm_ref( &my_blkp, GC_SET_SERVREQ, PARM_REQTYPE,
        sizeof( int ), &type ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* insert parm by value */
    if ( gc_util_insert_parm_val( &my_blkp, GC_SET_SERVREQ, PARM_ACK,
        sizeof( short ), GC_ACK ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* Now we should have a GC_PARM_BLK with 2 parameters */

    /* Following use of gc_util_next_parm retrieves the first parameter in a
     * GC_PARM_BLK, which in this case is PARM_REQTYPE */
    my_parmp = gc_util_next_parm( my_blkp, NULL );

    /* Retrieve the next parameter after getting the first one */
    my_parmp = gc_util_next_parm( my_blkp, my_parmp );

    /* This function finds and returns specified parameter, NULL if not found */
    my_parmp = gc_util_find_parm( my_blkp, GC_SET_SERVREQ, PARM_ACK );

    /* After GC_PARM_BLK is no longer needed, delete the block */
    gc_util_delete_parm_blk( my_blkp );

    /* Set my_blkp to NULL now that the block has been deleted */
    my_blkp = NULL;
}
```



insert a parameter by value into a GC_PARM_BLK — `gc_util_insert_parm_val()`

■ **See Also**

- [gc_util_delete_parm_blk\(\)](#)
- [gc_util_insert_parm_ref\(\)](#)

gc_util_next_parm()

Name: gc_util_next_parm(param_blk, cur_parm)

Inputs: GC_PARM_BLKP *param_blk • pointer to [GC_PARM_BLK](#)
GC_PARM_DATAP *cur_parm • pointer to current parameter

Returns: a pointer if successful
NULL if no more parameters exist

Includes: gclib.h
gcerr.h

Category: GC_PARM_BLK utility

Mode: synchronous

■ Description

The [gc_util_next_parm\(\)](#) function must be used to retrieve the next parameter in a [GC_PARM_BLK](#). The function takes a [GC_PARM_BLK](#) pointer to the block where the data resides and a [GC_PARM_DATA](#) pointer returned by a previous call to this function. If the first parameter in the block is desired, NULL can be used. The function locates and returns the pointer to the next parameter, or NULL if no more parameters exist.

Parameter	Description
param_blk	points to the parameter block where data is stored
cur_parm	points to the current parameter. The pointer is obtained through a previous call to this function. Use NULL if the first parameter is desired.

■ Termination Events

None

■ Cautions

This function always returns a pointer to the next parameter relative to the given parameters, for example, this function will return the pointer to the third element if given the pointer to the second element. It does not return the pointer to the next element relative to the previous call of this function.

■ Errors

None

■ Example

```
#include "gclib.h"
#include "gcip.h"
#include "gcip_defs.h"
```

```
void main( )
{
    GC_PARM_BLK my_blkp = NULL;
    GC_PARM_DATAP my_parmp;
    int type = 1;

    /* insert parm by reference */
    if ( gc_util_insert_parm_ref( &my_blkp, GC_SET_SERVREQ, PARM_REQTYPE,
        sizeof( int ), &type ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* insert parm by value */
    if ( gc_util_insert_parm_val( &my_blkp, GC_SET_SERVREQ, PARM_ACK,
        sizeof( short ), GC_ACK ) != GC_SUCCESS )
    {
        /* Process error */
    }

    /* Now we should have a GC_PARM_BLK with 2 parameters */

    /* Following use of gc_util_next_parm retrieves the first parameter in a
     * GC_PARM_BLK, which in this case is PARM_REQTYPE */
    my_parmp = gc_util_next_parm( my_blkp, NULL );

    /* Retrieve the next parameter after getting the first one */
    my_parmp = gc_util_next_parm( my_blkp, my_parmp );

    /* This function finds and returns specified parameter, NULL if not found */
    my_parmp = gc_util_find_parm( my_blkp, GC_SET_SERVREQ, PARM_ACK );

    /* After GC_PARM_BLK is no longer needed, delete the block */
    gc_util_delete_parm_blk( my_blkp );

    /* Set my_blkp to NULL now that the block has been deleted */
    my_blkp = NULL;
}
```

■ See Also

- [`gc\_util\_find\_parm\(\)`](#)

gc_WaitCall()

Name: int gc_WaitCall(linedev, crnp, waitcallp, timeout, mode)

Inputs:

LINEDEV linedev	• Global Call line device handle
CRN *crnp	• pointer to CRN
GC_WAITCALL_BLK *waitcallp	• reserved for future use
int timeout	• time-out
unsigned long mode	• async

Returns: 0 if successful
<0 if failure

Includes: gclib.h
gcerr.h

Category: basic

Mode: asynchronous

■ Description

The **gc_WaitCall()** function indicates that the application is ready to receive inbound calls. The **gc_WaitCall()** function unblocks the time slot (if the technology and the line conditions permit unblocking the line) and enables notification of inbound calls.

After the **gc_WaitCall()** function was successfully called, the **gc_ReleaseCallEx()** function will not block the incoming notification. Therefore, it is only necessary to call a **gc_WaitCall()** function once. However, the **gc_WaitCall()** function must be called again after issuing a **gc_Close()** or a **gc_ResetLineDev()** function.

Also, the call reference parameter is not used in this function call. The application must retrieve the CRN from the **METAEVENT** structure returned when the call notification event (GCEV_OFFERED) arrives.

Parameter	Description
linedev	Global Call line device handle
crnp	must be set to NULL in asynchronous mode. When the GCEV_OFFERED event is received, the CRN can be retrieved.
waitcallp	not used. Set to zero.
timeout	ignored in asynchronous mode
mode	set to EV_ASYNC for asynchronous execution

■ Termination Events

None

Note: An unsolicited GCEV_OFFERED event will be received when a call is received and the call state transitions to the Offered state.

■ Cautions

- The application should always call a `gc_ReleaseCallEx()` function to release the CRN after the termination of a connection. Failure to do so may cause memory problems due to memory being allocated and not being released.
- The CRN will not be available until an inbound call has arrived (that is, until the GCEV_OFFERED event is received).
- Any active `gc_WaitCall()` function can be stopped by using the `gc_ResetLineDev()` function. When the `gc_ResetLineDev()` function completes, the application must reissue the `gc_WaitCall()` function to be able to receive incoming calls.
- If the `gc_WaitCall()` function is already active and is called again, the resulting behavior depends on the call control library being used. For some call control libraries, an error will be returned, while other call control libraries will accept multiple `gc_WaitCall()` calls.

■ Errors

If this function returns <0 to indicate failure, use the `gc_ErrorInfo()` function to retrieve the reason for the error. See the “Error Handling” section in the *Global Call API Programming Guide*. All Global Call error codes are defined in the `gcerr.h` file. If the error returned is technology specific, see the technology-specific error header file(s) for the error definition (for example, `ccerr.h` or `isdnerr.h` file for the ISDN call control library).

■ Example

```
#include <stdio.h>
#include <srllib.h>
#include <gclib.h>
#include <gcerr.h>
#include <gcip.h>
#include <gcip_defs.h>

#define MAXCHAN 30          /* max. number of channels in system */
/*
 * Data structure which stores all information for each line
 */
struct linebag {
    LINEDEV  ldev;          /* line device handle */
    CRN      crn;           /* GlobalCall API call handle */
    int      state;         /* state of first layer state machine */
} port[MAXCHAN+1];
struct linebag *pline;     /* pointer to access line device */

/*
 * Assume the following has been done:
 * 1. Open line devices for each time slot on dtiB1.
 * 2. Each Line Device ID is stored in linebag structure, 'port'.
 */
int wait_call(int port_num)
{
    GC_INFO      gc_error_info;    /* GlobalCall error information data */

```

```
/* Find info for this time slot, specified by 'port_num' */
pline = port + port_num;

/*
 * Wait for a call, with 0 timeout.
 */
if (pline->state == GCST_NULL) {
    if (gc_WaitCall(pline->ldev, NULL, NULL, 0, EV_ASYNC) != GC_SUCCESS) {
        /* process error return as shown */
        /* process error return as shown */
        gc_ErrorInfo( &gc_error_info );
        printf ("Error: gc_WaitCall() on device handle: 0x%lx, GC ErrorValue: 0x%hx - %s,
                CCLibID: %i - %s, CC ErrorValue: 0x%lx - %s\n",
                pline->ldev, gc_error_info.gcValue, gc_error_info.gcMsg,
                gc_error_info.ccLibId, gc_error_info.ccLibName,
                gc_error_info.ccValue, gc_error_info.ccMsg);
        return (gc_error_info.gcValue);
    }
}
/*
 * GCEV_OFFERED event will indicate incoming call has arrived.
 */
return (0);
}
```

■ See Also

- [***gc_DropCall\(\)***](#)
- [***gc_MakeCall\(\)***](#)
- [***gc_ReleaseCallEx\(\)***](#)
- [***gc_ResetLineDev\(\)***](#)

This chapter provides information about the events used by the Global Call software with Host Media Processing (HMP). Topics include:

- [Event Types](#) 215
- [Event Information](#) 215

3.1 Event Types

The Global Call software uses three different types of events:

Termination Events

These events are returned after the termination of a function call. Note that termination events apply to the asynchronous programming model only.

Notification Events

These events are requested by the application and provide information about a function call. Notification events can be received in either asynchronous or synchronous mode.

Unsolicited Events

These events are not requested by the application. They are triggered by, and provide information about, external events. Unsolicited events apply to both the synchronous and asynchronous programming model.

3.2 Event Information

Events used by the Global Call software are listed below. For each event, the following information is provided:

- The name of the event. A dagger (†) next to the event name indicates that the name is maskable and the event's default setting (enabled or disabled) is indicated in parentheses.
- The type of the event: termination, notification, or unsolicited. See [Section 3.1, “Event Types”](#), on page 215 for more information.
- The type of entity with which the event is associated: a call (CRN), line device (LDID), or Request ID.
- A short description explaining why the event is received and what the event indicates.

Note: For more information about masking (enabling or disabling) events, see the description of the [gc_SetConfigData\(\)](#) function.

The following events, listed in alphabetical order, are used by the Global Call software:

GCEV_ACCEPT

Termination event for [gc_AcceptCall\(\)](#)

Associated with a call (CRN)

Call received at remote end, but not yet answered.

GCEV_ACCEPT_INIT_XFER

Termination event for [gc_AcceptInitXfer\(\)](#)

Associated with a call (CRN)

Indicates that the function was successful, that is, party C successfully accepted the initiate transfer request from remote party A.

GCEV_ACCEPT_INIT_XFER_FAIL

Termination event for [gc_AcceptInitXfer\(\)](#)

Associated with a call (CRN)

The [gc_AcceptInitXfer\(\)](#) function failed.

GCEV_ACCEPT_XFER

Termination event for [gc_AcceptXfer\(\)](#)

Associated with a call (CRN)

Indicates that the function was successful, that is, the local party successfully accepted the call transfer request from remote party A.

GCEV_ACCEPT_XFER_FAIL

Termination event for [gc_AcceptXfer\(\)](#)

Associated with a call (CRN)

The [gc_AcceptXfer\(\)](#) function failed.

GCEV_ACKCALL

Termination event for [gc_CallAck\(\)](#)

Associated with a call (CRN)

Indicates termination of [gc_CallAck\(\)](#).

GCEV_ALARM

Unsolicited event

Associated with a line device (LDID)

An alarm occurred on a trunk or a time slot. If enabled and allowed, GCEV_BLOCKED and GCEV_UNBLOCKED will also be generated for blocking alarms.

GCEV_ALERTING† (enabled by default)

Notification event for [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Notifies the application that the call has reached its destination but is not yet connected to the called party. The call is waiting for the destination party to answer (ringing).

GCEV_ANSWERED

Termination event for [gc_AnswerCall\(\)](#)

Associated with a call (CRN)

Call established and enters Connected state.

GCEV_ATTACH

Termination event for [gc_AttachResource\(\)](#)

Associated with a line device (LDID)

Voice or media handle was successfully attached to the line device.

GCEV_ATTACH_FAIL

Termination event for [gc_AttachResource\(\)](#)

Associated with a line device (LDID)

The corresponding attach function failed.

GCEV_BLOCKED† (enabled by default)

Unsolicited event

Associated with a line device (LDID)

Indicates that the line is blocked and application cannot issue call-related function calls.

GCEV_CONNECTED

Termination event for [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Call is connected.

GCEV_DETACH

Termination event for [gc_Detach\(\)](#)

Associated with a line device (LDID)

Voice or media handle was successfully detached from the line device.

GCEV_DETACH_FAIL

Termination event for [gc_Detach\(\)](#)

Associated with a line device (LDID)

The [gc_Detach\(\)](#) function failed.

GCEV_DETECTED† (enabled by default)

Unsolicited event

Associated with a call (CRN)

Generated when an incoming call has been received. Indicates that the call is still in progress and is waiting for more digits before it can be offered to the application.

GCEV_DIALING† (disabled by default)

Notification event for [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Generated when a call is sent out and enters the Dialing call state.

GCEV_DISCONNECTED (see also below)

Unsolicited event

Associated with a call (CRN)

Call is disconnected by remote end.

The application must call the [gc_DropCall\(\)](#) and [gc_ReleaseCallEx\(\)](#) functions after this event is received to set the call state to Null.

GCEV_DISCONNECTED (see also above)

Termination event for [gc_MakeCall\(\)](#)

Associated with a call (CRN) or a line device (LDID)

A request or message was rejected by the network or the function timed out. The error detected prevents further call processing on this call.

GCEV_DROPCALL

Termination event for [gc_DropCall\(\)](#)

Associated with a call (CRN)

Call is disconnected and enters Idle state.

GCEV_EXTENSION

Unsolicited event

Associated with a call (CRN) or line device (LDID)

Indicates unsolicited information is received from the network or remote end point. Information about the event is contained in the [EXTENSIONEVTBLK](#) structure, which is referenced via the `extevtdatap` pointer in the [METAEVENT](#) structure associated with the **GCEV_EXTENSION** event.

GCEV_EXTENSIONCMPLT

Termination event for [gc_Extension\(\)](#)

Associated with a call (CRN) or line device (LDID)

Indicates the successful completion of the extension function. Information about the event is contained in the [EXTENSIONEVTBLK](#) structure, which is referenced via the `extevtdatap` pointer in the [METAEVENT](#) structure associated with the **GCEV_EXTENSIONCMPLT** event.

GCEV_FATALERROR

Unsolicited event

Associated with a line device (LDID)

Generated when a fatal error occurs. A fatal error is an error that can cause the channel to hang. For information about handling fatal errors, see the “Error Handling” section in the *Global Call API Programming Guide*.

GCEV_INIT_XFER

Termination event for [gc_InitXfer\(\)](#)

Associated with a call (CRN)

Indicates that the function was successful (implies that the request was accepted by remote party C).

GCEV_INIT_XFER_FAIL

Termination event for [gc_InitXfer\(\)](#)

Associated with a call (CRN)

The [gc_InitXfer\(\)](#) function failed.

GCEV_INIT_XFER_REJ

Termination event for [gc_InitXfer\(\)](#)

Associated with a call (CRN)

Indicates that the initiate transfer request was successfully invoked by party A via the [gc_InitXfer\(\)](#) function, but the request was rejected by remote party C.

GCEV_INVOKE_XFER

Termination event for [gc_InvokeXfer\(\)](#)

Associated with a call (CRN)

The call transfer was successfully completed by the [gc_InvokeXfer\(\)](#) function.

GCEV_INVOKE_XFER_FAIL

Termination event for [gc_InvokeXfer\(\)](#)

Associated with a call (CRN)

The [gc_InvokeXfer\(\)](#) function failed.

GCEV_INVOKE_XFER_REJ

Termination event for [gc_InvokeXfer\(\)](#)

Associated with a call (CRN)

Indicates that the call transfer request was successfully invoked by party A via the [gc_InvokeXfer\(\)](#) function, but the request was rejected by the remote party that received the call transfer request.

GCEV_LISTEN

Termination event for [gc_Listen\(\)](#)

Associated with a line device (LDID)

Indicates that the time slot has been routed successfully.

GCEV_MEDIA_ACCEPT

Notification event for [gc_AnswerCall\(\)](#), [gc_AttachResource\(\)](#), [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Generated when media has been established with the remote side and streaming may begin.

GCEV_MEDIA_REJECT

Notification event for [gc_AttachResource\(\)](#) or [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Generated when an attempt to establish media with the remote side failed.

GCEV_MEDIA_REQ

Unsolicited event

Associated with a call (CRN)

Indicates that the remote side has proposed the establishment of media.

GCEV_NOFACILITYBUF

Notification event for [gc_GetCallInfo\(\)](#)

Associated with a call (CRN)

Generated when a combination of multiple IEs are received in the same message and the IEs exceed the storage capacity of the library.

GCEV_NOUSRINFOBUF† (enabled by default)

Unsolicited event

Associated with a call (CRN)

Indicates that the incoming UUI is discarded. An incoming UUI is not accepted until the existing UUI is read by the application.

GCEV_OFFERED

Unsolicited event

Associated with a call (CRN)

Indicates that an inbound call arrived; call enters Offered state.

GCEV_OPENEX

Termination event for [gc_OpenEx\(\)](#)

Associated with a line device (LDID)

Indicates that the device was opened successfully.

GCEV_OPENEX_FAIL

Termination event for [gc_OpenEx\(\)](#)

Associated with a line device (LDID)

Indicates that the request to open the device failed. A [gc_Close\(\)](#) function must still be performed on the line device handle to free resources.

GCEV_PROCEEDING[†] (enabled by default)

Notification event for [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Generated when the call is sent out and enters the proceeding state. The necessary information for the call is completed. The call is proceeding.

GCEV_REJ_INIT_XFER

Termination event for [gc_RejectInitXfer\(\)](#)

Associated with a call (CRN)

Indicates that the function was successful, that is, party C successfully rejected the initiate transfer request from remote party A.

GCEV_REJ_INIT_XFER_FAIL

Termination event for [gc_RejectInitXfer\(\)](#)

Associated with a call (CRN)

The [gc_RejectInitXfer\(\)](#) function failed.

GCEV_REJ_XFER

Termination event for [gc_RejectXfer\(\)](#)

Associated with a call (CRN)

Indicates that the function was successful, that is, the local party successfully rejected the call transfer request from the remote party.

GCEV_REJ_XFER_FAIL

Termination event for [gc_RejectXfer\(\)](#)

Associated with a call (CRN)

The [gc_RejectXfer\(\)](#) function failed.

GCEV_RELEASECALL

Termination event for [gc_ReleaseCallEx\(\)](#)

Associated with a call (CRN)

Indicates that the call has been released.

GCEV_RELEASECALL_FAIL

Termination event for [gc_ReleaseCallEx\(\)](#)

Associated with a call (CRN)

Indicates that the release call action failed.

GCEV_REQ_INIT_XFER

Unsolicited event

Associated with a call (CRN)

Notifies application at party C of the initiate transfer request from remote party A.

GCEV_REQ_XFER

Unsolicited event

Associated with a call (CRN)

Notifies application at the local party receiving the call transfer request from remote party A.

GCEV_REQMOREINFO† (enabled by default)

Notification event for [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Generated when the remote side requests more digits, which typically occurs after the call enters the Dialing state.

GCEV_RESETLINEDEV

Termination event for [gc_ResetLineDev\(\)](#)

Associated with a line device (LDID)

Generated when the [gc_ResetLineDev\(\)](#) function completes.

GCEV_SERVICEREQ

Unsolicited event

Associated with a call (CRN) or line device (LDID)

Generated when the network receives a service request.

GCEV_SERVICERESP

Termination event for [gc_ReqService\(\)](#)

Associated with a call (CRN) or line device (LDID)

Generated when the network receives a response from the remote device to a service request.

GCEV_SERVICERESPCMPLT

Termination event for [gc_RespService\(\)](#)

Associated with a call (CRN) or line device (LDID)

Indicates that a response to a service request has been successfully generated.

GCEV_SETCONFIGDATA

Termination event for [gc_SetConfigData\(\)](#)

Associated with a Request ID

Indicates that the configuration data has been successfully updated. Information about the event is contained in the [GC_RTCM_EVTDATA](#) structure.

GCEV_SETCONFIGDATA_FAIL

Termination event for [gc_SetConfigData\(\)](#)

Associated with a Request ID

Indicates that an error occurred when updating the configuration data. Information about the event is contained in the [GC_RTCM_EVTDATA](#) structure.

GCEV_SETUP_ACK† (disabled by default)

Notification event for [gc_MakeCall\(\)](#)

Associated with a call (CRN)

Generated when an incoming setup ACK message is received.

GCEV_STOPMEDIA_REQ

Unsolicited event

Associated with a call (CRN)

Indicates that the remote side has torn down the media channel that was previously established and that streaming should stop.

GCEV_TASKFAIL

Termination event for [gc_AcceptCall\(\)](#), [gc_AnswerCall\(\)](#), [gc_CallAck\(\)](#), [gc_DropCall\(\)](#), [gc_Extension\(\)](#), [gc_Listen\(\)](#), [gc_MakeCall\(\)](#), [gc_ReqService\(\)](#), [gc_RespService\(\)](#), [gc_UnListen\(\)](#)

Associated with a call (CRN) or line device (LDID)

For functions that cause call state transitions, the event indicates a failure occurred and the call state does not change. An unsolicited error event occurred during the execution of a function. The call state does not change. For more information, see the “Error Handling” section in the *Global Call API Programming Guide*.

GCEV_UNBLOCKED† (enabled by default)

Unsolicited event

Associated with a line device (LDID)

Line is unblocked. Application may issue call-related commands to this line device.

GCEV_UNLISTEN

Termination event for [gc_UnListen\(\)](#)

Associated with a line device (LDID)

Indicates that the time slot has been unrouted successfully.

GCEV_XFER_CMPLT

Unsolicited event

Associated with a call (CRN)

Notifies application at the local party accepting the call transfer request that the call transfer was completed (that is, the call between party B and C was connected).

GCEV_XFER_FAIL

Unsolicited event

Associated with a call (CRN)

Notifies application at the local party accepting the call transfer request that the call transfer was not completed because of a failure (time-out, busy, no answer, etc.).

This chapter provides an alphabetical reference to the data structures used by the Global Call software with Host Media Processing (HMP). The following data structures are described:

• ALARM_FIELD	225
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• ALARM_SOURCE_OBJECT_FIELD.....	229
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• GCLIB_CHAN_BLK	251
• GCLIB_MAKECALL_BLK.....	252
• METAEVENT.....	253
• SC_TSINFO	255

ALARM_FIELD

```
typedef struct
{
    long        alarm_number;
    GC_PARM     alarm_data;
    GC_PARM     rfu;
} ALARM_FIELD;
```

■ Description

The `ALARM_FIELD` structure contains information about one particular alarm in the [ALARM_LIST](#) data structure.

■ Field Descriptions

The fields of `ALARM_FIELD` are described as follows:

`alarm_number`

the alarm ID for the alarm that the information in this data structure is being referred to

`alarm_data`

if used, the data for the alarm; the information contained in the structure depends on the configuration information specified

`rfu`

reserved for future use; must be memset to 0

ALARM_LIST

```
typedef struct
{
    int          n_alarms;
    ALARM_FIELD  alarm_fields[MAX_NUMBER_OF_ALARMS];
} ALARM_LIST;
```

■ Description

The ALARM_LIST structure contains a list of alarms for a specified alarm source object (ASO) on a given line device.

■ Field Descriptions

The fields of the ALARM_LIST are described as follows:

n_alarms

the number of alarms in the list

alarm_fields

an array of data structures containing information about the individual alarms

ALARM_PARM_FIELD

```
typedef struct
{
    GC_PARM    alarm_parm_number;
    GC_PARM    alarm_parm_data;
    GC_PARM    rfu;
} ALARM_PARM_FIELD;
```

■ Description

The `ALARM_PARM_FIELD` data structure represents one entry in the [ALARM_PARM_LIST](#), and contains the data for an alarm parameter.

■ Field Descriptions

The fields of `ALARM_PARM_FIELD` are described as follows:

`alarm_parm_number`
the alarm parameter

`alarm_parm_data`
the parameter data

`rfu`
reserved for future use; must be memset to 0

ALARM_PARM_LIST

```
typedef struct
{
    int                n_parms;
    ALARM_PARM_FIELD  alarm_parm_fields[MAX_NUMBER_OF_ALARM_PARAMS];
} ALARM_PARM_LIST;
```

■ Description

The ALARM_PARM_LIST data structure represents the lists of alarm parameters that are passed between the application and GCAMS. It contains the number of alarm parameters in the list as well as all the alarm parameter fields.

■ Field Descriptions

The fields of ALARM_PARM_LIST are described as follows:

n_parms
the number of alarm parameters in the list

alarm_parm_fields
an array of data structures containing alarm parameters. See [ALARM_PARM_FIELD](#), on page 227 for a description of that data structure.

`ALARM_SOURCE_OBJECT_FIELD`

```
typedef struct
{
    GC_PARM    aso_data;
    int        rfu;
} ALARM_SOURCE_OBJECT_FIELD;
```

■ Description

The `ALARM_SOURCE_OBJECT_FIELD` data structure represents one entry in the [ALARM_SOURCE_OBJECT_LIST](#) that corresponds to one alarm source object.

■ Field Descriptions

The fields of `ALARM_SOURCE_OBJECT_FIELD` are described as follows:

`aso_data`
the data for the alarm source object

`rfu`
reserved for future use. Set to 0.

ALARM_SOURCE_OBJECT_LIST

```
typedef struct {  
    int  
        ALARM_SOURCE_OBJECT_FIELD    n_asos;  
} ALARM_SOURCE_OBJECT_LIST;    aso_fields[MAX_ASOS];
```

■ Description

The ALARM_SOURCE_OBJECT_LIST structure contains information about a list of alarm source objects.

■ Field Descriptions

The fields of ALARM_SOURCE_OBJECT_LIST are described as follows:

n_asos
 the number of alarm source objects in the aso_fields

aso_fields
 the fields associated with the alarm source objects

CCLIB_START_STRUCT

```
typedef struct {  
    char    *cclib_name;  
    void    *cclib_data;  
} CCLIB_START_STRUCT, *CCLIB_START_STRUCTP;
```

■ Description

The CCLIB_START_STRUCT structure contains startup information for a call control library.

■ Field Descriptions

The fields of CCLIB_START_STRUCT are described as follows:

cclib_name

name of the call control library. Valid call control library names are:

- “GC_ALL_LIB” – All call control libraries
- “GC_CUSTOM1_LIB” – Custom call control library 1
- “GC_CUSTOM2_LIB” – Custom call control library 2
- “GC_DM3CC_LIB” – DM3CC call control library
- “GC_ICAPI_LIB” – ICAPI call control library
- “GC_IPM_LIB” – IP_Media call control library
- “GC_ISDN_LIB” – ISDN call control library
- “GC_PDKRT_LIB” – PDKRT call control library
- “GC_SS7_LIB” – SS7 call control library

cclib_data

pointer to the call control specific data structure. Call control library specific information can be passed to the library through this pointer. For custom libraries, the [GC_CUSTOMLIB_STRUCT](#) can be used for loading the call control library.

CT_DEVINFO

```
typedef struct ct_devinfo {
    unsigned long   ct_prodid;      /* product ID */
    unsigned char   ct_devfamily;   /* device family */
    unsigned char   ct_devmode;     /* device mode */
    unsigned char   ct_nettype;     /* network interface */
    unsigned char   ct_busmode;     /* bus architecture */
    unsigned char   ct_busencoding; /* bus encoding */
    union {
        unsigned char ct_RFU[7];    /* reserved */
        struct {
            unsigned char ct_prottype;
        } ct_net_devinfo;
    } ct_ext_devinfo;
} CT_DEVINFO;
```

■ Description

The CT_DEVINFO structure contains information about a specified line device.

Valid values for each member of the structure are defined in *ctinfo.h*, which is referenced by *gclib.h*.

■ Field Descriptions

See the *Voice API for Host Media Processing Library Reference* for further information about the CT_DEVINFO data structure when used with HMP.

EXTENSIONEVTBLK

```
typedef struct {  
    unsigned char    ext_id;  
    GC_PARM_BLK      parmblk;  
} EXTENSIONEVTBLK;
```

■ Description

The extension block structure, EXTENSIONEVTBLK, contains technology-specific information and is referenced via the extevtdatap pointer in the [METAEVENT](#) structure associated with the GCEV_EXTENSION and GCEV_EXTENSIONCMPLT events.

■ Field Descriptions

The fields of EXTENSIONEVTBLK are described as follows:

ext_id
 identifier of called extension function

parmblk
 [GC_PARM_BLK](#) that provides technology-specific information. See the *Global Call IP for Host Media Processing Technology Guide* for more information.

GC_CALLACK_BLK

```
typedef struct {
    unsigned long type; /* type of a structure inside following union */
    long rfu;           /* will be used for common functionality */
    union {
        struct {
            int accept;
        } dnis;
        struct {
            int acceptance;
            /* 0x0000 proceeding with the same B chan */
            /* 0x0001 proceeding with the new B chan */
            /* 0x0002 setup ACK */
            LINEDEV linedev;
        } isdn;
        struct {
            int info_len;
            int info_type;
        } info;
        struct {
            long gc_private[4];
        } gc_private;
    } service; /* what kind of service is requested */
    /* related to type field */
} GC_CALLACK_BLK, *GC_CALLACK_BLK_PTR;
```

■ Description

The GC_CALLACK_BLK structure contains information provided to the [gc_CallAck\(\)](#) function regarding the operation to be performed by this function.

■ Field Descriptions

The fields of GC_CALLACK_BLK are described as follows:

type

specifies the type of service requested. The type field identifies the type of structure inside the service union:

- GCACK_SERVICE_INFO – used to request more info
- GCACK_SERVICE_PROC – used when call is proceeding

See Table 9 for descriptions of the fields in each type of structure.

rfu

reserved for future use; must be set to 0

service

kind of service requested; related to type field. Not used for the GCACK_SERVICE_PROC service type.

gc_private[4]

for internal use by Global Call

Table 9. Service Type Data Structure Field Descriptions

Service Type	Data Structure Field in Union	Description
GCACK_SERVICE_INFO	info	structure containing type and length of information requested
	info.info_type	type of information requested. The possible values are: • DESTINATION_ADDRESS – request more DNIS • ORIGINATION_ADDRESS – request more ANI
	info.info_len	length of the information requested (typically number of digits)

GC_CCLIB_STATE

```
typedef struct {  
    char    name[GC_MAX_CCLIBNAME_LEN];    /* name of the library. */  
    int     state;                          /* state of the library */  
} GC_CCLIB_STATE, *GC_CCLIB_STATEP;
```

■ Description

The GC_CCLIB_STATE structure contains the status of any call control library.

■ Field Descriptions

The fields of GC_CCLIB_STATE are described as follows:

name

specifies the name of the call control library and is filled in by the Global Call library. Valid call control library names are:

- “GC_ALL_LIB” – All call control libraries
- “GC_CUSTOM1_LIB” – Custom call control library 1
- “GC_CUSTOM2_LIB” – Custom call control library 2
- “GC_DM3CC_LIB” – DM3CC call control library
- “GC_ICAPI_LIB” – ICAPI call control library
- “GC_IPM_LIB” – IP_Media call control library
- “GC_ISDN_LIB” – ISDN call control library
- “GC_PDKRT_LIB” – PDKRT call control library
- “GC_SS7_LIB” – SS7 call control library

state

specifies the state of the call control library and is filled in by Global Call library. The possible states are:

- GC_CCLIB_CONFIGURED – library is configured; no attempt has been made to start the library
- GC_CCLIB_AVAILABLE – library is available; started successfully
- GC_CCLIB_FAILED – library failed to start

GC_CCLIB_STATUS

```
typedef struct {
    int    num_avllibraries;
    int    num_configuredlibraries;
    int    num_failedlibraries;
    int    num_stublibraries;
    char   **avllibraries;
    char   **configuredlibraries;
    char   **failedlibraries;
    char   **stublibraries;
} GC_CCLIB_STATUS, *GC_CCLIB_STATUSP;
```

■ Description

The GC_CCLIB_STATUS structure contains the states of the individual call control library. The Global Call library is not a call control library and is therefore not included.

■ Field Descriptions

The fields of GC_CCLIB_STATUS are described as follows:

num_avllibraries

the number of available call control libraries in the avllibraries field

num_configuredlibraries

the number of configured call control libraries in the avllibraries field

num_failedlibraries

the number of failed (did not start) call control libraries in the avllibraries field

num_stublibraries

obsolete, not used

avllibraries

returns the name(s) of the available libraries in a string terminated with a NULL

configuredlibraries

an array of name(s) of the configured libraries. Each name is a null-terminated string in the same format as avllibraries

failedlibraries

an array of name(s) of the failed libraries. Each name is a null-terminated string in the same format as avllibraries

stublibraries

obsolete, not used

GC_CCLIB_STATUSALL

```
typedef struct {  
    GC_CCLIB_STATE    cclib_status[MAX_CCLIBS];  
} GC_CCLIB_STATUSALL, *GC_CCLIB_STATUSALLP;
```

■ Description

The GC_CCLIB_STATUSALL structure contains the status of all call control libraries. The Global Call library is not a call control library and is therefore not included.

■ Field Descriptions

The fields of GC_CCLIB_STATUSALL are described as follows:

cclib_status

an array of type [GC_CCLIB_STATE](#) where each element in the array contains the status of one call control library.

GC_CUSTOMLIB_STRUCT

```
typedef struct {  
    char    *file_name;  
    char    *start_proc_name;  
} GC_CUSTOMLIB_STRUCT, *GC_CUSTOMLIB_STRUCTP;
```

■ Description

Third-party Global Call compatible call control libraries can be used as custom libraries. If the name in the [CCLIB_START_STRUCT](#) is either GC_CUSTOM1_LIB or GC_CUSTOM2_LIB, then the cclib_data pointer is cast as a pointer to the GC_CUSTOMLIB_STRUCT structure.

■ Field Descriptions

The fields of GC_CUSTOMLIB_STRUCT are described as follows:

file_name

file name, including the extension, of the custom library to be loaded. The name must not be greater than 8 characters long (excluding the extension).

start_proc_name

start procedure to be called when starting the custom library. The start procedure function name must not exceed 15 characters.

GC_INFO

```
typedef struct {  
    int      gcValue;  
    char     *gcMsg;  
    int      ccLibId;  
    char     *ccLibName;  
    long     ccValue;  
    char     *ccMsg;  
    char     *additionalInfo;  
} GC_INFO;
```

■ Description

The GC_INFO structure contains error or result information for the application.

■ Field Descriptions

The fields of GC_INFO are described as follows:

gcValue

Global Call error or result value

*gcMsg

a pointer to a Global Call message associated with this error or result value

ccLibId

the ID of the call control library associated with the error or result value

*ccLibName

a pointer to the name of the call control library associated with the error or result value

ccValue

CCLib error or result value

*ccMsg

pointer to the CCLib message associated with this error or result value

*additionalInfo

pointer to additional information associated with this error or result value. The string is null terminated. This additional information is optional and may be used as a diagnostic aid.

GC_MAKECALL_BLK

```
typedef struct {  
    GCLIB_MAKECALL_BLK *gclib;  
    void *cclib;  
} GC_MAKECALL_BLK, *GC_MAKECALL_BLKP;
```

■ Description

The `GC_MAKECALL_BLK` structure contains information used by the `gc_MakeCall()` function when setting up a call.

Note: The pointer to the `GC_MAKECALL_BLK` structure in the argument list for the `gc_MakeCall()` function must be set to `NULL` to use the default value for the call.

■ Field Descriptions

The fields of `GC_MAKECALL_BLK` are described as follows:

`gclib`

a pointer to a [GCLIB_MAKECALL_BLK](#) structure that contains information that is common across technologies

`cclib`

a pointer to call control library information

GC_PARM

```
typedef union {  
    short          shortvalue;  
    unsigned long  ulongvalue;  
    long           longvalue;  
    int            intvalue;  
    unsigned int   uintvalue;  
    char           charvalue;  
    char           *paddress;  
    void           *pstruct;  
} GC_PARM;
```

■ Description

The GC_PARM is a union of data types. The union definition is shown above.

GC_PARM_BLK

```
typedef struct {  
    unsigned short    parm_data_size;  
    unsigned char     parm_data_buf[1];  
}GC_PARM_BLK, *GC_PARM_BLK_P;
```

■ Description

The GC_PARM_BLK structure contains parameter data. To retrieve or update parameter data, the parameter data must be in the format of the GC_PARM_DATA data structure. See [Table 13, “Possible Set ID, Parm ID Pairs used in GCLIB_MAKECALL_BLK Structure”](#), on page 270 or the *Global Call IP for Host Media Processing Technology Guide* to find the set IDs and parameter IDs to be used in the GC_PARM_DATA structure. See [Figure 2, “GC_PARM_BLK Memory Diagram”](#), on page 268 for an illustration of the memory block format.

Note: Memory allocation and deallocation of a GC_PARM_BLK data block is done by the Global Call utility functions (gc_util_***). See [Section 1.11, “GC_PARM_BLK Utility Functions”](#), on page 20 for more information.

■ Field Descriptions

The fields of GC_PARM_BLK are described as follows:

parm_data_size

the size of the parm_data_buf buffer in bytes

parm_data_buf[1]

the first byte of the first element in an array of GC_PARM_DATA structures. The memory for this buffer is allocated dynamically by the utility functions.

GC_PARM_DATA

```
typedef struct
{
    unsigned short    set_ID;
    unsigned short    parm_ID;
    unsigned char     value_size;
    unsigned char     value_buf[1];
}GC_PARM_DATA, *GC_PARM_DATAP;
```

■ Description

The GC_PARM_DATA structure contains parameter data. Consult the *Global Call IP for Host Media Processing Technology Guide* for additional set ID(s) and parameter ID(s).

Note: The set ID and the parm ID as a pair identify the parameter.

See [Figure 2, “GC_PARM_BLK Memory Diagram”](#), on page 268 for an illustration of the memory block format. See [Table 13, “Possible Set ID, Parm ID Pairs used in GCLIB_MAKECALL_BLK Structure”](#), on page 270 for possible values for the fields in the GC_PARM_BLK structure. Additional set IDs, parameter IDs, and parameter values can be specified by the call control library. See the *Global Call IP for Host Media Processing Technology Guide* for additional set IDs and parm IDs.

■ Field Descriptions

The fields of GC_PARM_DATA are described as follows:

set_id
the set ID of the parameter

parm_id
the parameter ID of the parameter

value_size
the size of the value_buf buffer in bytes. The size is determined by the Global Call utility functions.

value_buf[1]
the first byte of the first element in an array of parm value buffers. The memory for this buffer is allocated dynamically by the utility functions.

GC_REROUTING_INFO

```
typedef struct
{
    char*          rerouting_num;    /*Rerouting number, terminated with '\0' */
    GCLIB_ADDRESS_BLK rerouting_addr; /*Rerouting address */
    GC_PARM_BLK    *parm_blkp;      /*Additional parameters associated*/
} GC_REROUTING_INFO, *GC_REROUTING_INFOP;
```

Description

The GC_REROUTING_INFO structure contains the rerouting information for call transfer. It is used as event data for GCEV_REQ_XFER. The structure is sent to the application along with the GCEV_REQ_XFER event and is accessed by dereferencing the extevdatap pointer within the METAEVENT structure.

Note: This structure contains the information only until the next call of **gc_GetMetaEvent()** or **gc_GetMetaEventEx()**. All GC_REROUTING_INFO structure data must be processed or cached within the application, or risk being lost upon the next call of **gc_GetMetaEvent()** or **gc_GetMetaEventEx()**.

Field Descriptions

The fields of GC_REROUTING_INFO are described as follows:

rerouting_num

a null terminated string of maximum size GC_ADDRSIZE (128) bytes

rerouting_addr

rerouting address information. See the [GCLIB_ADDRESS_BLK](#) structure.

Note: The three subaddress elements of the GCLIB_ADDRESS_BLK structure are unused for IP applications.

*parm_blkp

a pointer to the parm_blk structure

GC_RTCM_EVTDATA

```
typedef struct{
    long        request_ID;
    int         gc_result;
    int         cclib_result;
    int         cclib_ID;
    char        additional_msg[MAX_ADDITIONAL_MSG];
    GC_PARM_BLK retrieved_parmblkp;
}GC_RTCM_EVTDATA, *GC_RTCM_EVTDATAP;
```

■ Description

The GC_RTCM_EVTDATA structure contains information returned via Run Time Configuration Management (RTCM) events.

The evtdatap field in the [METAEVENT](#) data structure points to this structure.

■ Field Descriptions

The fields of GC_RTCM_EVTDATA are described as follows:

request_ID

RTCM request ID, identifies the request that triggered the event

gc_result

Global Call result value for this event

cclib_result

CCLib result value for this event

cclib_ID

the ID of the CCLib associated with the CCLib result value

additional_msg

optional additional information associated with the event. The additional information may be used as a diagnostic aid.

retrieved_parmblkp

data associated with the event. Applies only to GCEV_GETCONFIGDATA; field will be NULL for all other events.

GC_START_STRUCT

```
typedef struct {  
    int                num_cclibs;  
    CCLIB_START_STRUCT *cclib_list;  
} GC_START_STRUCT, *GC_START_STRUCTP;
```

■ Description

The GC_START_STRUCT structure allows an application to specify which call control libraries are to be started and, optionally, to provide startup information to one or more call control libraries.

■ Field Descriptions

The fields of GC_START_STRUCT are described as follows:

num_cclibs

specifies the number of libraries in cclib_list. If GC_ALL_LIB is specified, then all the libraries supported by Global Call are started. Otherwise, if only some libraries are to be started, the libraries must be specified in the cclib_list field as described below.

cclib_list

pointer to an array of start structures, where each structure corresponds to a library to be started. This field is ignored if num_cclibs is set to GC_ALL_LIB.

GCLIB_ADDRESS_BLK

```
typedef struct {
    char            address[MAX_ADDRESS_LEN];
    unsigned char   address_type;
    unsigned char   address_plan;
    char            sub_address[MAX_ADDRESS_LEN];
    unsigned char   sub_address_type;
    unsigned char   sub_address_plan;
} GCLIB_ADDRESS_BLK;
```

■ Description

The GCLIB_ADDRESS_BLK structure contains called party or calling party address information.

■ Field Descriptions

The fields of GCLIB_ADDRESS_BLK are described as follows:

address

specifies the address. The format is technology-specific; see the *Global Call IP for Host Media Processing Technology Guide*. Maximum size of the address is MAX_ADDRESS_LEN.

address_type

specifies the address type. Possible values are:

- GCADDRTYPE_TRANSPARENT – number type is transparent
- GCADDRTYPE_NAT – national number
- GCADDRTYPE_INTL – international number
- GCADDRTYPE_LOC – local number
- GCADDRTYPE_IP – Internet Protocol address
- GCADDRTYPE_URL – URL address
- GCADDRTYPE_DOMAIN – domain address
- GCADDRTYPE_EMAIL – e-mail address

address_plan

specifies the numbering plan for the address. This is technology-specific. See the *Global Call IP for Host Media Processing Technology Guide* for more information.

sub_address

specifies the destination sub-address, typically digits. The format is technology-specific. See the *Global Call IP for Host Media Processing Technology Guide* for more information. Maximum size of the address is MAX_ADDRESS_LEN.

sub_address_type

specifies the destination sub-address type. Possible values are:

- GCSUBADDR_UNKNOWN – unknown type
- GCSUBADDR_OSI – NSAP - X.213/ISO 8348 AD2
- GCSUBADDR_USER – user specified
- GCSUBADDR_IA5 – IA5 digit format

Other possible values will be provided by the technology call control library being used.

sub_address_plan

specifies the numbering plan for the sub-address. This is technology-specific. Possible values are:



called party or calling party address information — GCLIB_ADDRESS_BLK

- GC_UNKNOWN – unknown plan

Other possible values will be provided by the technology call control library being used.

GCLIB_CALL_BLK

```
typedef struct {  
    unsigned char    category;  
    unsigned char    address_info;  
} GCLIB_CALL_BLK;
```

■ Description

The GCLIB_CALL_BLK structure contains call information.

■ Field Descriptions

The fields of GCLIB_CALL_BLK are described as follows:

category

specifies the category of the call. Possible values are:

- GCCAT_SUB_NOPRIOR – subscriber without priority
- GCCAT_SUB_PRIOR – subscriber with priority
- GCCAT_MAINT_EQUIP – maintenance equipment
- GCCAT_COIN_BOX – coinbox or subscriber with charge metering
- GCCAT_OPERATOR – operator
- GCCAT_DATA – data transmission
- GCCAT_CPTP – C.P.T.P.
- GCCAT_SPECIAL – special line
- GCCAT_MOBILE – mobile users
- GCCAT_VPN – virtual private network line

address_info

indicates if address is partial (overlap mode) or complete (end of dialing). Possible values are:

- GCADDRINFO_ENBLOC – address is complete
- GCADDRINFO_OVERLAP – address is not complete

GCLIB_CHAN_BLK

```
typedef struct {  
    unsigned char    medium_id;  
    unsigned char    medium_sel;  
} GCLIB_CHAN_BLK;
```

■ Description

The GCLIB_CHAN_BLK structure contains channel information.

■ Field Descriptions

The fields of GCLIB_CHAN_BLK are described as follows:

medium_id

specifies the time slot or port to be connected.

medium_sel

specifies if the **medium_id** is preferred (if time slot/port is not available, use another one) or exclusive (no other time slot/port can be used). Possible values are:

- GCMEDSEL_MEDIUM_PREF – preferred
- GCMEDSEL_MEDIUM_EXCL – exclusive

GCLIB_MAKECALL_BLK

```
typedef struct {  
    GCLIB_ADDRESS_BLK    destination;  
    GCLIB_ADDRESS_BLK    origination;  
    GCLIB_CHAN_BLK       chan_info;  
    GCLIB_CALL_BLK        call_info;  
    GC_PARM_BLK          ext_datap;  
} GCLIB_MAKECALL_BLK, *GCLIB_MAKECALL_BLKP;
```

■ Description

The GCLIB_MAKECALL_BLK structure supports generic call related parameters. The GCLIB_MAKECALL_BLK structure above shows the fields that are common across most technologies. The fields in this structure should be initialized to a value of GCMAKECALLBLK_DEFAULT with the exception of the ext_datap pointer which should be set to NULL. If a value is not specified for any field, a default value will be assigned.

■ Field Descriptions

The fields of GCLIB_MAKECALL_BLK are described as follows:

destination

called party information, typically digits

origination

calling party information, typically digits

chan_info

channel-specific information

call_info

call-specific information

ext_datap

pointer to the [GC_PARM_BLK](#) structure for passing additional parameters. This field can be set using (set ID, parm ID) pairs as shown in [Table 13, “Possible Set ID, Parm ID Pairs used in GCLIB_MAKECALL_BLK Structure”](#), on page 270. See the *Global Call IP for Host Media Processing Technology Guide* to determine which fields are supported for the technology.

METAEVENT

```
typedef struct {
    long            magicno;
    unsigned long   flags;
    void            *evtdatap;
    long            evtlen;
    long            evtdev;
    long            evttype;
    LINEDEV         linedev;
    CRN             crn;
    void*           extevtdatap;
    void            *usrattr;
    int             cclibid;
    int             rful;
} METAEVENT, *METAEVENTP;
```

Description

The METAEVENT structure contains the event descriptor for a metaevent. The [Field Descriptions](#) section below describes each element used in the metaevent data structure and indicates the function that the Global Call API uses to retrieve the information stored in the associated field. This data structure eliminates the need for the application to issue the equivalent functions listed below.

Field Descriptions

The fields of METAEVENT are described as follows:

magicno

for internal use only

Function equivalent: none

flags

The GCME_GC_EVENT bit is set if, and only if, the event is a Global Call event.

Function equivalent: none

evtdatap

for internal use only

Function equivalent: **sr_getevtdatap()**

evtlen

for internal use only

Function equivalent: **sr_getevtlen()**

evtdev

event device

Function equivalent: **sr_getevtdev()**

evttype

event type

Function equivalent: **sr_getevttype()**

linedev

line device for Global Call events

Function equivalent: [gc_GetLineDev\(\)](#)

crn

call reference number for Global Call events; if 0, no CRN for this event

Function equivalent: [gc_GetCRN\(\)](#)

extevtdatap

pointer to additional event data

Function equivalent: none

usrattr

user assigned attribute associated with the line device

Function equivalent: [gc_GetUsrAttr\(\)](#)

cclibid

identification of call control library associated with the event:

- n = cclib ID number
- -1 = unknown

Function equivalent: none

rfu1

reserved for future use

Function equivalent: none

SC_TSINFO

```
typedef struct {  
    unsigned long    sc_numts;  
    long             *sc_tsarrayp;  
} SC_TSINFO;
```

■ Description

The SC_TSINFO structure contains CT Bus time slot information for a specified line device.

■ Field Descriptions

The fields of SC_TSINFO are described as follows:

sc_numts

specifies the number of time slots requested (usually 1)

sc_tsarrayp

pointer to an array. When the structure is returned, the first element of the array will contain the CT Bus time slot number on which the channel transmits.

This chapter describes the error codes used by the Global Call software.

The Global Call software uses two types of error codes as follows:

Error codes (prefixed by EGC_)

Codes that are generated when a Global Call API function returns a value less than 0. The [gc_ErrorInfo\(\)](#) function can be used to retrieve the error information.

Result values (prefixed by GCRV_)

Values that are generated when a GCEV_TASKFAIL event is received by the application. The [gc_ResultInfo\(\)](#) function can be used to retrieve the error information.

Common error codes and result values are defined in the *gcerr.h* header file.

Note: When a Global Call API function fails, the underlying call control library may also generate an error code that contains more detail about the error. The [gc_ErrorInfo\(\)](#) function also provides access to this error information. The error codes for underlying call control libraries are defined in separate technology-specific header files.

Error codes (prefixed by EGC_) and result values (prefixed by GCRV_) are listed alphabetically and described below. The error codes include the Real Time Configuration Management (RTCM) error codes. See the *Global Call API Programming Guide* for more information about error handling.

EGC_AGGETXMITSLLOT

[ag_getxmitslot\(\)](#) function failed

EGC_AGLISTEN

Analog device listen failed

EGC_AGUNLISTEN

Analog device unlisten failed

EGC_ALARM

Function interrupted by alarm

EGC_ALARMDBINIT

Alarm database failed to initialize

EGC_ATTACHED

Specified resource already attached

EGC_BUSY

Line is busy

EGC_CCLIBSPECIFIC

Error specific to call control library

EGC_CCLIBSTART

At least one call control library failed to start

EGC_CEPT
Operator intercept detected

EGC_COMPATIBILITY
Incompatible components

EGC_CONGESTION
Congestion on the line

EGC_CPERROR
Special Information Tone (SIT) detection error

EGC_DEVICE
Invalid device handle

EGC_DIALTONE
No dial tone detected

EGC_DRIVER
Driver error

EGC_DTGETXMITSLLOT
dt_getxmitslot() function failed

EGC_DTLISTEN
Network interface (dti) device listen failed

EGC_DTOPEN
dt_open() function failed

EGC_DTUNLISTEN
Network interface (dti) device unlisten failed

EGC_DUPENTRY
Duplicate entry inserted into Global Call database

EGC_DXGETXMITSLLOT
dx_getxmitslot() function failed

EGC_DXLISTEN
Voice device listen failed

EGC_DXOPEN
dx_open() function failed

EGC_DXUNLISTEN
Voice device unlisten failed

EGC_FATALERROR_ACTIVE
Recovery from a fatal error is in progress

EGC_FATALERROR_OCCURRED
Fatal error occurred

EGC_FILEOPEN
Error opening file

EGC_FILEREAD
Error reading file

EGC_FILEWRITE
Error writing file

EGC_FUNC_NOT_DEFINED
Protocol function not defined

EGC_GC_STARTED
Global Call library is already started

EGC_GCDBERR
Global Call database error

EGC_GCNOTSTARTED
Global Call not started

EGC_GETXMITSLLOT
[gc_GetXmitSlot\(\)](#) function failed

EGC_GLARE
[gc_MakeCall\(\)](#) function failed due to a glare condition

EGC_ILLSTATE
Function not supported in the current state

EGC_INTERR
Internal Global Call error

EGC_INVCRN
Invalid call reference number

EGC_INVATABUFFSIZE
(RTCM) Invalid parm data buffer size

EGC_INVDEVNAME
Invalid device name

EGC_INVLINDEV
Invalid line device passed

EGC_INVMETAEVENT
Invalid metaevent

EGC_INVPARM
Invalid parameter (argument)

EGC_INVPARM_CCLIB
(RTCM) Invalid parm to CCLib

EGC_INVPARM_FIRMWARE
(RTCM) Invalid parm to firmware

EGC_INVPARM_GCLIB
(RTCM) Invalid parm to GCLib

EGC_INVPARM_PROTOCOL
(RTCM) Invalid parm to protocol

EGC_INVPARM_TARGET
(RTCM) Invalid parm to target object

EGC_INVPARMBLK	(RTCM) Invalid GC_PARM_BLK
EGC_INVPARMID	(RTCM) Invalid parm ID
EGC_INVPROTOCOL	Invalid protocol name
EGC_INVQUERYID	(RTCM) Invalid query ID
EGC_INVSETID	(RTCM) Invalid set ID
EGC_INVSTATE	Invalid state
EGC_INVTARGETID	(RTCM) Invalid target object ID
EGC_INVTARGETTYPE	(RTCM) Invalid target object type
EGC_INVUPDATEFLAG	(RTCM) Invalid update condition flag
EGC_LINERELATED	Error is related to line device
EGC_LISTEN	gc_Listen() function failed
EGC_MAXDEVICES	Exceeded maximum devices limit
EGC_NAMENOTFOUND	Trunk device name not found
EGC_NDEVICE	Too many devices opened
EGC_NEXT_PARM_ERR	(RTCM) Can not get next parm data
EGC_NO_MORE_AVL	No more information available
EGC_NOANSWER	Rang called party, called party did not answer
EGC_NOCALL	No call was made or transferred
EGC_NOERR	No error
EGC_NOMEM	Out of memory

EGC_NON_RECOVERABLE_FATALERROR	A non-recoverable fatal error occurred. The application must be shut down and restarted.
EGC_NORB	No ringback detected
EGC_NOT_INSERVICE	Called number is not in-service
EGC_NOVOICE	Call needs voice resource, use gc_AttachResource() function
EGC_NPROTOCOL	Too many protocols opened
EGC_OPENH	(same as EGC_DXOPEN)
EGC_PARM_DATATYPE_ERR	(RTCM) Parm data type error
EGC_PARM_UPDATEPERM_ERR	(RTCM) Parm update not allowed
EGC_PARM_VALUE_ERR	(RTCM) Parm value error
EGC_PARM_VALUESIZE_ERR	(RTCM) Parm value buffer size error
EGC_PFILE	Error opening parameter file
EGC_PROTOCOL	Protocol error
EGC_PUTEVT	Error queuing event
EGC_QUERYEDATA_ERR	(RTCM) Query source data error
EGC_RECOVERABLE_FATALERROR	Recoverable fatal error occurred. Channel must be closed and then reopened.
EGC_REJECT	Call is rejected
EGC_RESETABLE_FATALERROR	Resetable fatal error occurred. Line device was automatically reset.
EGC_ROUTEFAIL	Routing failed
EGC_SETALRM	Set alarm mode failed
EGC_SRL	SRL failure

EGC_STOPD
Call progress stopped

EGC_SYNC
Set mode flag to EV_ASYNC instead of EV_SYNC

EGC_SYSTEM
System error

EGC_TASKABORTED
Task aborted

EGC_TIMEOUT
Function time-out

EGC_TIMER
Error starting timer

EGC_UNALLOCATED
Number is unallocated

EGC_UNLISTEN
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EGC_UNSUPPORTED
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EGC_USER
Function interrupted by user

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User attribute for this line device not set

EGC_VOICE
No voice resource attached

EGC_VOXERR
Error from voice software

EGC_XMITALRM
Send alarm failed

GCRV_ALARM
Event caused by alarm

GCRV_B8ZSD
Bipolar eight zero substitution detected

GCRV_B8ZSDOK
Bipolar eight zero substitution detected recovered

GCRV_BPVS
Bipolar violation count saturation

GCRV_BPVSOK
Bipolar violation count saturation recovered

GCRV_BUSY
Line is busy

GCRV_CCLIBSPECIFIC
Event caused by specific call control library failure

GCRV_CECS
CRC4 error count saturation

GCRV_CECSOK
CRC4 error count saturation recovered

GCRV_CEPT
Operator intercept detected

GCRV_CONGESTION
Congestion

GCRV_CPERROR
Special Information Tone (SIT) detection error

GCRV_DIALTONE
No dial tone detected

GCRV_DPM
Driver performance monitor failure

GCRV_DPMOK
Driver performance monitor failure recovered

GCRV_ECS
Error count saturation

GCRV_ECSOK
Error count saturation recovered

GCRV_FATALERROR_ACTIVE
Recovery from fatal error in progress

GCRV_FATALERROR_OCCURRED
Fatal error occurred

GCRV_FERR
Frame bit error

GCRV_FERROK
Frame bit error recovered

GCRV_FSERR
Frame sync error

GCRV_FSERROK
Frame sync error recovered

GCRV_GLARE
Glare condition occurred

GCRV_INTERNAL
Event caused internal failure

GCRV_LOS
Initial loss of signal detection

GCRV_LOSOK	Initial loss of signal detection recovered
GCRV_MFSERR	Received multi frame sync error
GCRV_MFSERROK	Received multi frame sync error recovered
GCRV_NOANSWER	Event caused by no answer
GCRV_NODYNMEM	Fatal error occurred due to no dynamic memory
GCRV_NONRECOVERABLE_FATALERROR	Non-recoverable fatal error occurred; application must be shut down and restarted
GCRV_NORB	No ringback detected
GCRV_NORMAL	Normal completion
GCRV_NOT_INSERVICE	Called number is not in-service
GCRV_NOVOICE	Call needs voice resource, use gc_AttachResource() function
GCRV_OOF	Out of frame error, count saturation
GCRV_OOFOK	Out of frame error, count saturation recovered
GCRV_PROTOCOL	Event caused by protocol error
GCRV_RBL	Received blue alarm
GCRV_RBLOK	Received blue alarm recovered
GCRV_RCL	Received carrier loss
GCRV_RCLOK	Received carrier loss recovered
GCRV_RDMA	Received distant multi-frame alarm
GCRV_RDMAOK	Received distant multi-frame alarm recovered
GCRV_RECOVERABLE_FATALERROR	Recoverable fatal error occurred

GCRV_RED	Received a red alarm condition
GCRV_REDOK	Received a red alarm condition recovered
GCRV_REJECT	Call rejected
GCRV_RESETABLE_FATALERROR	Resettable fatal error occurred. The protocol was automatically reset.
GCRV_RLOS	Received loss of sync
GCRV_RLOSOK	Received loss of sync recovered
GCRV_RRA	Remote alarm
GCRV_RRAOK	Remote alarm recovered
GCRV_RSA1	Received signaling all 1s
GCRV_RSA1OK	Received signaling all 1s recovered
GCRV_RUA1	Received unframed all 1s
GCRV_RUA1OK	Received unframed all 1s recovered
GCRV_RYEL	Received yellow alarm
GCRV_RYELOK	Received yellow alarm recovered
GCRV_SIGNALLING	Signaling change
GCRV_STOPD	Call progress stopped
GCRV_TIMEOUT	Event caused by time-out
GCRV_UNALLOCATED	Number not allocated

Supplementary Reference Information

6

This chapter provides reference information about the following subjects:

- Alarm Source Object IDs 267
- Target Objects 267

6.1 Alarm Source Object IDs

This section contains information pertaining to the Global Call Alarm Management System (GCAMS).

Table 10 lists the Alarm Source Object (ASO) IDs that are used by Global Call. Only those ASOs that are known to Global Call are included in the table. For other ASO IDs, see the *Global Call IP for Host Media Processing Technology Guide*.

Table 10. Alarm Source Object IDs

Alarm Source Object ID	Description
ALARM_SOURCE_ID_NETWORK_ID	Network alarm source object ID. May be used instead of the actual network ID.

6.2 Target Objects

This section provides information related to the various target objects used by the Global Call API.

Table 11 shows the combinations of physical or logical entities and software module entities that can make up a target (**target_type**).

Table 11. Supported Target Types

Software Module	Entity			
	System	Network Interface	Channel	CRN
GCLib	S	S	S	S
CCLib		S	S	S
S = Supported				

Table 12 shows the target types, as described in Table 11, with various target IDs to represent valid target objects.

Table 12. Target Type and Target ID Pairs

Target Type	Target ID	Description
GCTGT_GCLIB_SYSTEM	GCGV_LIB(0)	Global Call library module target object
GCTGT_GCLIB_NETIF	Global Call Line device ID	Network Interface target object in Global Call library module
GCTGT_CCLIB_NETIF	Global Call Line device ID	Network Interface target object in call control library module
GCTGT_GCLIB_CHAN	Global Call Line device ID	Channel target object in Global Call library module
GCTGT_CCLIB_CHAN	Global Call Line device ID	Channel target object in call control library module
GCTGT_GCLIB_CRN	Global Call CRN	CRN target object in Global Call library module
GCTGT_CCLIB_CRN	Global Call CRN	CRN target object in call control library module

Figure 2 gives the memory diagram for the [GC_PARM_BLK](#) structure.

Figure 2. GC_PARM_BLK Memory Diagram

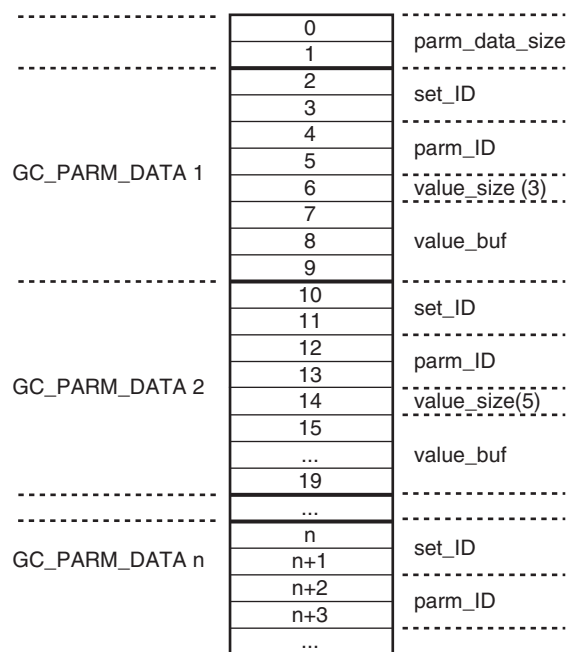


Figure 3 is an example of the [GC_PARM_BLK](#) structure filled with some parameters for IP technology.

Figure 3. Sample GC_PARM_BLK Memory Diagram

parm_data_size	16	Size in bytes of the data in the parm_dat_buf
set_ID	GCSET_CAPABILITY	Set defined by GlobalCall
parm_ID	GCPARM_TYPE	Parameter defined by GlobalCall
value_size	1	Size in bytes of the value
value_buff	GCCAPTYPE_AUDIO	
set_ID	GCSET_CAPABILITY	Set defined by GlobalCall
parm_ID	GCPARM_CAPABILITY	Parameter defined by GlobalCall
value_size	1	Size in bytes of the value
value_buff	GCCAP_AUDIO_g711Alaw	
set_ID	GCSET_CAPABILITY	Set defined by GlobalCall
parm_ID	GCPARM_RATE	Parameter defined by GlobalCall
value_size	1	Size in bytes of the value
value_buff	GCCAPRATE_64K	
set_ID	GCIS_SET_CHANSTATE	Set defined by ISDN library
parm_ID	GCIS_PARM_BCHANSTATE	Parameter defined by ISDN library
value_size	1	Size in bytes of the value
value_buff	ISDN_ACCUNET	

Table 13 shows possible (set ID, parm ID) pairs for passing additional parameters in the [GCLIB_MAKECALL_BLK](#) structure. The Value column show the possible values for the parameter IDs. See the *Global Call IP for Host Media Processing Technology Guide* for technology-specific information.

Table 13. Possible Set ID, Parm ID Pairs used in GCLIB_MAKECALL_BLK Structure

Set ID†	Parameter ID†	Value†
GCSET_DEST_ADDR	GCPARM_ADDR_DATA	technology-specific format
	GCPARM_ADDR_TYPE	GCADDRTYPE_TRANSPARENT GCADDRTYPE_NAT GCADDRTYPE_INTL GCADDRTYPE_LOC GCADDRTYPE_IP GCADDRTYPE_URL GCADDRTYPE_DOMAIN GCADDRTYPE_EMAIL
	GCPARM_ADDR_PLAN	GCADDRPLAN_UNKNOWN GCADDRPLAN_ISDN GCADDRPLAN_TELEPHONY GCADDRPLAN_PRIVATE
	GCPARM_SUBADDR_DATA	technology-specific format
	GCPARM_SUBADDR_TYPE	GCSUBADDR_UNKNOWN GCSUBADDR_OSI GCSUBADDR_USER GCSUBADDR_IA5
	GCPARM_SUBADDR_PLAN	protocol specific
GCSET_ORIG_ADDR	GCPARM_ADDR_DATA	technology-specific format
	GCPARM_ADDR_TYPE	GCADDRTYPE_TRANSPARENT GCADDRTYPE_NAT GCADDRTYPE_INTL GCADDRTYPE_LOC GCADDRTYPE_IP GCADDRTYPE_URL GCADDRTYPE_DOMAIN GCADDRTYPE_EMAIL
	GCPARM_ADDR_PLAN	GCADDRPLAN_UNKNOWN GCADDRPLAN_ISDN GCADDRPLAN_TELEPHONY GCADDRPLAN_PRIVATE
	GCPARM_SUBADDR_DATA	technology-specific format
	GCPARM_SUBADDR_TYPE	GCSUBADDR_UNKNOWN GCSUBADDR_OSI GCSUBADDR_USER GCSUBADDR_IA5
	GCPARM_SUBADDR_PLAN	protocol specific
† More set IDs, parameter IDs, and parameter values can be specified by the call control library.		

Table 13. Possible Set ID, Parm ID Pairs used in GCLIB_MAKECALL_BLK Structure

Set ID†	Parameter ID†	Value†
GCSET_CHAN_BLK	GCPARM_CHAN_MEDIA_ID	GC_DISABLE GC_ENABLE
	GCPARM_CHAN_MEDIA_SEL	GCMEDSEL_MEDIUM_PREF GCMEDSEL_MEDIUM_EXCL
GCSET_CALL_BLK	GCPARM_CALL_CATEGORY	GCCAT_SUB_NOPRIOR GCCAT_SUB_PRIOR GCCAT_MAINT_EQUIP GCCAT_COIN_BOX GCCAT_OPERATOR GCCAT_DATA GCCAT_CPTP GCCAT_SPECIAL GCCAT_MOBILE GCCAT_VPN
	GCPARM_CALL_ADDR_INFO	GCADDRINFO_ENBLOC GCADDRINFO_OVERLAP
† More set IDs, parameter IDs, and parameter values can be specified by the call control library.		

The parameter lists for the [gc_SetConfigData\(\)](#) function are shown in Table 14 and Table 15.

Table 14. Global Call Parameter Entry List Maintained in GCLIB

Set ID	Parm ID	Target Object Type	Description	Data Type	Access Attribute†
GCSET_DEVICEINFO	GCPARM_DEVICENAME	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	Device name	string	GC_R_O
GCSET_DEVICEINFO	GCPARM_NETWORKH	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	Network device handle	int	GC_R_O
GCSET_DEVICEINFO	GCPARM_VOICENAME	GCTGT_GCLIB_CHAN	Voice device name	string	GC_R_O
GCSET_DEVICEINFO	GCPARM_VOICEH	GCTGT_GCLIB_CHAN	Voice device handle	int	GC_R_O
GCSET_CALLEVENT_MSK	GCPARM_GET_MSK	GCTGT_GCLIB_CHAN	Get call event mask	long	GC_R_O
GCSET_CALLEVENT_MSK	GCACT_SETMSK	GCTGT_GCLIB_CHAN	Set call event mask	long	GC_W_N
GCSET_CALLEVENT_MSK	GCACT_ADDMSK	GCTGT_GCLIB_CHAN	Add call event mask	long	GC_W_N
† Possible values are: GC_R_O - Retrieve only GC_W_I - Update immediately GC_W_N - Update only while call is in the Null state GC_W_X - Not available					

Table 14. Global Call Parameter Entry List Maintained in GCLIB (Continued)

Set ID	Parm ID	Target Object Type	Description	Data Type	Access Attribute†
GCSET_CALLEVENT_MSK	GCACT_SUBMSK	GCTGT_GCLIB_CHAN	Sub call event mask	long	GC_W_N
GCSET_CALLSTATE_MSK	GCPARM_GET_MSK	GCTGT_GCLIB_CHAN	Get call state mask	long	GC_R_O
GCSET_CALLSTATE_MSK	GCACT_SETMSK	GCTGT_GCLIB_CHAN	Set call state mask	long	GC_W_N
GCSET_CALLSTATE_MSK	GCACT_ADDMSK	GCTGT_GCLIB_CHAN	Add call state mask	long	GC_W_N
GCSET_CALLSTATE_MSK	GCACT_SUBMSK	GCTGT_GCLIB_CHAN	Sub call state mask	long	GC_W_N
GCSET_CRN_INDEX	GCPARM_1ST_CRN	GCTGT_GCLIB_CHAN	1st CRN	long	GC_R_O
GCSET_CRN_INDEX	GCPARM_2ND_CRN	GCTGT_GCLIB_CHAN	2nd CRN	long	GC_R_O
GCSET_DEVICEINFO	GCPARM_CALLSTATE	GCTGT_GCLIB_CRN	Call state	int	GC_R_O
GCSET_DEVICEINFO	GCPARM_BOARD_LDID	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	Network interface board ID	long	GC_R_O
GCSET_PROTOCOL	GCPARM_PROTOCOL_ID	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	Protocol ID	long	GC_R_O
GCSET_PROTOCOL	GCPARM_PROTOCOL_NAME	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	Protocol Name	string	GC_R_O
GCSET_CCLIB_INFO	GCPARM_CCLIB_ID	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	CCLib ID	long	GC_R_O
GCSET_CCLIB_INFO	GCPARM_CCLIB_NAME	GCTGT_GCLIB_NETIF GCTGT_GCLIB_CHAN	CCLib ID	string	GC_R_O
† Possible values are: GC_R_O - Retrieve only GC_W_I - Update immediately GC_W_N - Update only while call is in the Null state GC_W_X - Not available					

Table 15. Examples of Parameter Entry List Maintained in CCLIB

Set ID	Parm ID	Target Object Type	Description	Data Type	Access Attribute†
GCSET_CALLINFO	CALLINFOTYPE	GCTGT_CCLIB_CRN	Calling info type	string	GC_R_O
GCSET_CALLINFO	CATEGORY_DIGIT	GCTGT_CCLIB_CRN	Category digit	char	GC_R_O
GCSET_CALLINFO	CONNECT_TYPE	GCTGT_CCLIB_CRN	Connect type	char	GC_R_O
GCSET_PARM	GCPR_CALLINGPARTY	GCTGT_GCLIB_CHAN	Calling party	string	GC_W_I
GCSET_PARM	GCPR_LOADTONES	GCTGT_GCLIB_CHAN	Load tones	short	GC_W_I
GCSET_ORIG_ADDR	GCPARM_ADDR_DATA	GCTGT_GCLIB_CHAN	Calling number	string	GC_W_I
† Possible values are: GC_R_O - Retrieve only GC_W_I - Update immediately GC_W_N - Update only while call is in the Null state GC_W_X - Not available					

Note: The parameter entries shown in Table 15 are examples only. The configurable parameters depend on the CCLib implementation.



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