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# Revision History

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

<table>
<thead>
<tr>
<th>Document No.</th>
<th>Publication Date</th>
<th>Description of Revisions</th>
</tr>
</thead>
<tbody>
<tr>
<td>05-2389-004</td>
<td>May 2008</td>
<td>Made global changes to reflect Dialogic brand and changed title to “Dialogic® IP Media Server Demo Guide.”</td>
</tr>
<tr>
<td>05-2389-003</td>
<td>July 2005</td>
<td>Added updated Linux information.</td>
</tr>
<tr>
<td>05-2389-002</td>
<td>April 2005</td>
<td>Globally changed file paths to use installation directory environment variable, and to reflect latest Windows directory hierarchy. Globally removed Linux-specific information and references to pre-1.3 HMP releases. Demo Description chapter: Added note about channel density and numbering restrictions. Demo Voice Menu Flowchart figure: Multiple minor updates for clarity.</td>
</tr>
</tbody>
</table>
Revision History
About This Publication

This section describes the purpose of the guide, the intended audience, and provides references to other documents that may be useful to the user.

- Purpose
- Applicability
- Intended Audience
- How to Use This Publication
- Related Information

Purpose

This guide provides information about the Dialogic® IP Media Server Demo that is available with the Dialogic® Host Media Processing (HMP) Software product. The guide describes the demo, lists its requirements, and provides details on how it works.

Applicability

This document version (05-2389-004) is published for Dialogic® Host Media Processing Software Release 3.1LIN.

This document may also be applicable to later software releases (including service updates) on Linux or Windows®. Check the Release Guide for your software release to determine whether this document is supported.

Note: The IP Media Server demo supplied with Dialogic® System Release 6.x software has different functionality than the Dialogic® HMP Software implementation, and is therefore described in a separate Demo Guide.

Intended Audience

This guide is intended for application developers who choose to develop a media server application using the Dialogic® Global Call API. Developers should be familiar with the C++ programming language and either the Windows® or Linux programming environments.

This information is intended for:
- Distributors
- Toolkit Developers
- Independent Software Vendors (ISVs)
About This Publication

- Value Added Resellers (VARs)
- Original Equipment Manufacturers (OEMs)

How to Use This Publication

Refer to this publication after you have installed the hardware and the system software.

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

The information in this guide is organized as follows:

- Chapter 1, “Demo Description” introduces you to the demo and its features.
- Chapter 2, “System Requirements” outlines the hardware and software required to run the demo.
- Chapter 3, “Preparing to Run the Demo” describes the preparations required before running the demo.
- Chapter 4, “Running the Demo” describes how to run the demo.
- Chapter 5, “Demo Details” provides details on how the demo works.

Related Information

See the following for additional information:

- http://www.dialogic.com/manuals/ (for Dialogic® product documentation)
- http://www.dialogic.com/support/ (for Dialogic technical support)
- http://www.dialogic.com/ (for Dialogic® product information)
This chapter describes the basic features of the Dialogic® IP Media Server demo.

The Dialogic IP Media Server demo is an object-oriented host-based application that demonstrates how to use the Dialogic® Global Call API to build an IP media server that provides voice and fax services via IP technology. The demo source code can be used as sample code for those who choose to develop an application from a working application.

**Note:** The Dialogic IP Media Server demo is limited to a maximum of four simultaneous channels. Additionally, the channel numbers used must be lower than 120; the demo will fail to run if you attempt to use a channel number higher than 120.

The Dialogic IP Media Server demo supports the following features:

- Voice service
- Fax service
- CSP barge in
- Configuration file
- Command line options

**Note:** The Dialogic IP Media Server demo does not function as a gateway. Therefore, it can only answer calls from the IP network. Gateway functionality can be added by writing additional software code within the IP module that will allow it to make outgoing calls to the IP network, and connecting a gateway to interface with the PSTN.

The Dialogic IP Media Server demo is a cross-OS demo, designed to run under both the Windows® and Linux environments. Most of the differences in the environments are handled directly by the programming interface and are transparent to the user. Other differences, due to inherent differences in the operating systems, are handled by the Platform Dependency Library (PDL). For more information about the PDL, refer to the source code in the `pdl_win` or `pdl_linux` directories directory.
Demo Description
System Requirements

This chapter discusses the system requirements for running the Dialogic® IP Media Server demo. It contains the following topics:

- Hardware Requirements ........................................... 13
- Software Requirements ........................................... 14

2.1 Hardware Requirements

To run the Dialogic IP Media Server demo, you need:

- Intel Pentium III processor (minimum requirement). For detailed processor clock speed and memory requirements, refer to the Release Guide (or Release Notes) for the Dialogic® Host Media Processing (HMP) Software version you are using.
- CD-ROM drive
- VGA display
- Pointing device (e.g., mouse)
- 100Base-T network interface card (NIC)
  
  *Note:* A 1000Base-T NIC will yield better performance.

Memory Requirements

For production purposes, a minimum of 512 MB of memory is required. For development and demo purposes using a low-end configuration, 256 MB of memory may be sufficient.

IP Endpoints

The following H.323 IP devices were tested for interoperability with Dialogic® HMP Software:

- Microsoft® NetMeeting® (Version 3.0 or later)
- Polycom SoundPoint IP 500
- Dialogic® PBX-IP Media Gateway
- Intel Optimizers Internet Phone

The following SIP IP devices were tested for interoperability with Dialogic® HMP Software:

- Polycom SoundPoint IP 500
- Dialogic® PBX-IP Media Gateway
System Requirements

2.2 Software Requirements

To run the Dialogic IP Media Server demo as documented in this guide, you need one of the following software releases:

- Dialogic® Host Media Processing Software Release 1.3 for Windows® (or later)
- Dialogic® Host Media Processing Software Release 1.5 for Linux (or later)

For operating system requirements, see the release documentation (Release Guide or Release Notes) that accompanies your specific Dialogic® HMP Software release.
Preparing to Run the Demo

This chapter discusses the preparations necessary to run the Dialogic® IP Media Server demo and provides information about the following topics:

- Editing Configuration Files .......................................................... 15
- Compiling and Linking ................................................................. 18

3.1 Editing Configuration Files

This section discusses how to configure the demo for your system. It contains the following topics:

- Configuration File Location
- Editing the IPMediaServer.cfg Configuration File

3.1.1 Configuration File Location

Before running the Dialogic IP Media Server demo, modify the IPMediaServer.cfg file to reflect your system environment. Use a text editor and open the file from the following location:

**Windows®**

$\left(INTEL\_DIALOGIC\_DIR\right)\left(Demos\right)\left(IPMediaServer\right)\left(Release\right)

**Linux**

$\left(INTEL\_DIALOGIC\_DIR\right)\left(demos\right)\left(IPMediaServer\right)\left(Release\right)

where $\left(INTEL\_DIALOGIC\_DIR\right)$ identifies the base installation directory for the software.

3.1.2 Editing the IPMediaServer.cfg Configuration File

Below is an example of the IPMediaServer.cfg file. Update the following information:

ipProtocolName

The IP protocol for opening IP line devices. Possible values are:

- H323
- SIP
- both

DTMFmode

Specifies how DTMF tones are transmitted. Possible values are:

- OutofBand – usually used with low bandwidth coders, such as GSM

*Note:* OutofBand is used for H.323 only.
Preparing to Run the Demo

- InBand – usually used with G.711 coders
- RFC2833

Capability
Describes the transmit and receive coders. See the Dialogic® Global Call IP Technology Guide for specific information about coder support. The parameters are as follows:
- TxType – the transmit voice coder

  **Note:** By default, the fax demo is turned off. This feature may be enabled when tested with T.38 capable IP endpoints. To do this, “uncomment” the line `TxType = t38UDPFax` in this section by removing the # from the start of the line, or add the line if not present.
- TxFramesPerPkt – the number of frames per packet for the selected Tx coder
- TxVAD – specifies if VAD is active for the selected Tx coder
- RxType – the receive voice coder
- RxFramesPerPkt – the number of frames per packet for the selected Rx coder

  **Note:** The G.711 coder defines frames per packet using the packet size in milliseconds, i.e. 10, 20, or 30 milliseconds. Refer to the Sample Configuration File, below, for the correct syntax for all the parameters.
- RxVAD – specifies if VAD is active for the selected Rx coder

Quality of Service
The application can set threshold values to monitor the quality of service during calls. A fault occurs when the result of a measurement of a QoS parameter crosses a predefined threshold. A success occurs when the result of a measurement of a QoS parameter does not cross a predefined threshold. The QoS parameters are measured during time intervals, starting when a call is established. The following parameters are supported:
- MediaAlarmLostPackets – monitors the number of lost IP packets during a call
- MediaAlarmJitter – monitors the jitter (as defined in RFC 1889) during IP transmission

QoS Attributes
The threshold for each QoS parameter is measured with the following six attributes:
- Threshold – defines when a QoS parameter is in a fault condition. A fault occurs when the result of a measurement of a QoS parameter crossed the Threshold value.
- DebounceOn – the time during which faults are measured (in msec., must be multiple of Interval)
- DebounceOff – the time during which successes are measured (in msec., must be multiple of Interval)
- Interval – the amount of time between two QoS parameter measurements (in multiples of 100 msec)
- Percent_Fail – used to detect failure condition, together with DebounceOn (expressed as a percentage of failures)
- Percent_Success – used to detect failure recovery, together with DebounceOff (expressed as a percentage of successes)

The default values are as follows:

<table>
<thead>
<tr>
<th>QoS Type</th>
<th>Threshold</th>
<th>DebounceOn</th>
<th>DebounceOff</th>
<th>Interval</th>
<th>Percent Fail</th>
<th>Percent Success</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lost packets</td>
<td>20 (%)</td>
<td>10000</td>
<td>10000</td>
<td>1000</td>
<td>60</td>
<td>40</td>
</tr>
<tr>
<td>Jitter</td>
<td>60 (ms)</td>
<td>20000</td>
<td>60000</td>
<td>5000</td>
<td>60</td>
<td>40</td>
</tr>
</tbody>
</table>
Sample Configuration File

```plaintext
################################################################################################
# IP Protocol :
#    The IP Protocol used for opening the IP Line devices, values: H323, SIP, both
# # DTMFmode
#    possible options:
#    OutOfBand, inband, rfc2833
# # Capability posiblities:
#    g711Alaw
#    g711Mulaw
#    gsm
#    gsmEFR
#    g723_5_3k
#    g723_6_3k
#    g729a
#    g729ab
#    t38UDPFax
# # Note: if you want to run the demo with coder g729 use:
#    g729a for running with VAD disable
#    and 729ab for running with VAD enable
# # Caution:
#    If capability is g711Alaw /Mulaw ==> FramesPerPkt = 10,20,30.
#    G711 frame per packet defines the packet size in milliseconds
#    If capability is g723_5_3k / 6_3k ==> FramesPerPkt = 1, 2, 3 .
#    FrameSize isn't needed, default= 30ms.
#    If capability is gsm
#    FrameSize isn't needed, default= 20ms.
#    If capability is gsmEFR
#    FrameSize isn't needed, default= 20ms.
#    If capability is g729a
#    FrameSize isn't needed, default= 10ms.
#    VAD disable, the VAD parameter is ignored
#    If capability is g729ab
#    FrameSize isn't needed, default= 10ms.
#    VAD enable, the VAD parameter is ignored
# ################################################################################################

ipProtocolName = H323
DTMFmode = inBand
Channel = 1-120
{
  Capability
  {
    # TxType = g711Alaw
    # TxFramesPerPkt = 30
    # TxVAD = 0
    # RxType = g711Alaw
    # RxFramesPerPkt = 30
    # RxVAD = 0
    #
    # TxType = g711Mulaw
    # TxFramesPerPkt = 20
    # TxVAD = 0
    # RxType = g711Mulaw
    # RxFramesPerPkt = 20
    # RxVAD = 0
    #
    # TxType = t38UDPFax
  }
```

Preparing to Run the Demo
Preparing to Run the Demo

```plaintext
MediaAlarmLostPackets
{
    Threshold      = 20    # Threshold value
    DebounceOn     = 10000 # Threshold debounce ON
    DebounceOff    = 10000 # Threshold debounce OFF
    Interval       = 1000  # Threshold Time Interval (ms)
    PercentSuccess = 60    # Threshold Success Percent
    PercentFail    = 40    # Threshold Fail Percent
}

MediaAlarmJitter
{
    Threshold      = 60    # Threshold value
    DebounceOn     = 20000 # Threshold debounce ON
    DebounceOff    = 60000 # Threshold debounce OFF
    Interval       = 5000  # Threshold Time Interval (ms)
    PercentSuccess = 60    # Threshold Success Percent
    PercentFail    = 40    # Threshold Fail Percent
}
# MediaAlarmResetAlarmState = 0
}

3.2 Compiling and Linking

Compile the Dialogic IP Media Server demo project within one of the following environments:

Windows®

To compile the Dialogic IP Media Server demo on a Windows® system, use Microsoft® Visual Studio® 6.0 with Service Pack 5.

Set IPMediaServer as the active project and build.

Linux

To compile the Dialogic IP Media Server demo on a Linux system, use gcc version 3.2.3.

To compile the entire project, go to the directory
`$(INTEL_DIALOGIC_DIR)/demos/IPMediaServer` and issue the commands:
```
make clean
make
```

To compile an individual module, go to the specific module directory (for example, `$(INTEL_DIALOGIC_DIR)/demos/IPMediaServer/Modules/FaxModule` for the fax module), and issue the commands:
```
make clean
make
```
This chapter discusses how to run the Dialogic® IP Media Server demo. It contains the following topics:

- Starting the Demo ......................................................... 19
- Demo Options .............................................................. 19
- Using the Demo ............................................................ 20
- Stopping the Demo ......................................................... 24

4.1 Starting the Demo

The demo executable file for the Dialogic IP Media Server demo can be started as follows:

**Windows®**

From a command prompt window, change to the directory:

$\text{INTEL\_DIALOGIC\_DIR}\text{Demos\IPMediaServer\Release}$

Type `IPMediaServer` to run the Dialogic IP Media Server demo using the default settings.

**Linux**

Change to the directory:

$\text{INTEL\_DIALOGIC\_DIR}\text{demos\IPMediaServer\Release}$

Type `IPMediaServer` to run the Dialogic IP Media Server demo using the default settings.

4.2 Demo Options

To specify certain options at run-time, launch the demo from a command line, using any of the switches listed in Table 1.

Table 1. Command Line Switches

<table>
<thead>
<tr>
<th>Switch</th>
<th>Action Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>-c&lt;filename&gt;</code></td>
<td>Configuration file name</td>
<td><code>-cIPMediaServer.cfg</code></td>
</tr>
<tr>
<td><code>-e&lt;encoding type&gt;</code></td>
<td>Sets the encoding type:</td>
<td><code>-em</code></td>
</tr>
<tr>
<td>-h or ?</td>
<td>Prints the command syntax to the screen</td>
<td>Off</td>
</tr>
</tbody>
</table>
Running the Demo

**Example**

The following example shows how to launch the demo from a command line with options:

```
IPMediaServer -n64 -cmyconfig.cfg -ea
```

This command launches the demo with 64 channels, using the `myconfig.cfg` configuration file and A-law encoding.

4.3 Using the Demo

This section describes how to use the Dialogic IP Media Server demo and contains the following topics:

- Keyboard Commands
- Using the Media Server

4.3.1 Keyboard Commands

The demo always waits for input from the keyboard. While the demo is running, you may enter any of the commands listed in Table 2.

**Table 2. Runtime Keyboard Commands**

<table>
<thead>
<tr>
<th>Command</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>q or Q or Ctrl+c</td>
<td>Terminates the application</td>
</tr>
</tbody>
</table>

4.3.2 Using the Media Server

The Dialogic IP Media Server demo allows the caller to interact with a series of voice menus, using the telephone keypad to enter an option. Basic operations include playing a pre-recorded message, recording a new message, sending or receiving a fax, and barge-in for CSP. Each menu prompts the caller to select an action by pushing a key. The call state within which the menu is called is indicated by the square brackets. Figure 1 shows the voice prompt flow, grouping the prompts by feature (voice, fax, CSP).

**Note:** By default, the fax demo is turned off. This feature may be enabled when tested with T.38 capable IP endpoints. To do this, uncomment the line:

```
TxType = t38UDPFax
```

in the Capability section of the `IPMediaServer.cfg` file (or add the line if not present as a comment).
Main Menu [Main_Menu]

1 - Voice Mail
2 - Fax
3 - Conferencing (not supported in Dialogic® Host Media Processing (HMP) Software Release 1.x)
4 - CSP Barge-in
* - Quit

Voice Mail Menu [Voicemail_Menu]

1 - Record Message
2 - Listen to message from a mailbox
* - Quit

Send Message Prompt [SendMsg_Menu]

Enter Mailbox Number - between 101 - 299
* - Quit

Start Record Prompt [Record_Menu]

2 - Start Record
Press 2 at end of message to stop recording (at end, Stop Record Prompt is played)
* - Quit

Stop Record Prompt [StopRec_Menu]

2 - Discard Message and re-record message to same mailbox
3 - Confirm Message [Save_Confirm]
4 - Listen to Message (and replay Stop Record Prompt)
* - Quit without saving

Confirm Message Saved [StopRec_Menu]

1 - Record a message
2 - Listen to a message from a mailbox
* - Quit

Listen to Message Prompt [ListenMsg_Menu]

Enter Mailbox Number - between 101 - 299 (Recorded message is played)
* - Quit

Stop Listen Prompt [Listening]

2 - Discard message and quit
* - Save message and quit
Running the Demo

Fax Menu [Fax_Menu]
1 - Send fax (to the Dialogic IP Media Server demo)
2 - Receive fax (sent from the Dialogic IP Media Server demo)
* - Quit

Send Fax Prompt [Send_Fax_Menu]
Dial fax number - between 101 - 299
* - Quit

Fax Sent Prompt [Fax_Sent_Menu]
Announces that fax was sent and repeats Fax Menu:
1 - Send fax
2 - Receive fax
* - Quit

Receive Fax Menu [Receive_Fax_Menu]
Dial fax number - between 101 - 299
* - Quit

Fax Received Prompt [Fax_Received_Menu]
Announces that fax was received and repeats Fax Menu:
1 - Send fax
2 - Receive fax
* - Quit

CSP Prompt [CSP_Menu]
Say something to barge in (new file will be created with barged-in message) or press any DTMF.
Running the Demo

4.4 Stopping the Demo

The Dialogic IP Media Server demo runs until it is terminated. Press “q” or “Q” to terminate the demo application.
Demo Details

This chapter discusses the Dialogic® IP Media Server demo in more detail. It contains the following topics:

- Files Used by the Demo .................................................. 25
- Programming Model .................................................... 28
- Threads ................................................................. 39
- Initialization ............................................................... 39
- Event Handling .......................................................... 41
- Typical Scenario ......................................................... 42

5.1 Files Used by the Demo

This section lists the files used by the Dialogic IP Media Server demo. It contains the following information

- Demo Source Code Files
- PDL Files

5.1.1 Demo Source Code Files

In Windows®, the Dialogic IP Media Server demo files listed in Table 3 are located within:

$(INTEL_DIALOGIC_DIR)/Demos/IPMediaServer

In Linux, the Dialogic IP Media Server demo files listed in Table 3 are located within:

$(INTEL_DIALOGIC_DIR)/demos/IPMediaServer

Table 3. Files in IPMediaServer Folder Used by the Dialogic® IP Media Server Demo

<table>
<thead>
<tr>
<th>Sub-Directory (if any)</th>
<th>File Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>CConfig.cpp</td>
<td>Implements the operations of the Configuration class</td>
</tr>
<tr>
<td></td>
<td>CConfig.h</td>
<td>Function prototype for config.cpp</td>
</tr>
<tr>
<td></td>
<td>CEventRouter.cpp</td>
<td>Implements the operations of the EventRouter class</td>
</tr>
<tr>
<td></td>
<td>CEventRouter.h</td>
<td>Function prototype for ceventrouter.cpp</td>
</tr>
<tr>
<td></td>
<td>IPMediaServer.dsp</td>
<td>Microsoft® Visual C++® project file</td>
</tr>
<tr>
<td></td>
<td>IPMediaServer.dsw</td>
<td>Microsoft® Visual C++® project workspace</td>
</tr>
<tr>
<td></td>
<td>main.cpp</td>
<td>Contains the main function and the WaitForKey</td>
</tr>
<tr>
<td></td>
<td>main.h</td>
<td>Function prototype for main.cpp</td>
</tr>
</tbody>
</table>
Table 3. Files in IPMediaServer Folder Used by the Dialogic® IP Media Server Demo

<table>
<thead>
<tr>
<th>Sub-Directory (if any)</th>
<th>File Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>makefile</td>
<td>Top-level make file (Linux only)</td>
</tr>
<tr>
<td>Release</td>
<td>200.tif</td>
<td>Sample fax file</td>
</tr>
<tr>
<td>Release</td>
<td>unavConf.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>cspPrompt.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>errorInput.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>faxMenu.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>faxReceived.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>faxSent.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>IPMediaServer.cfg</td>
<td>Demo configuration file</td>
</tr>
<tr>
<td>Release</td>
<td>IPMediaServer.exe</td>
<td>Demo executable</td>
</tr>
<tr>
<td>Release</td>
<td>listenMenu.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>mainMenu.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>receivefaxMenu.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>savecCnfirm.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>sendfaxMenu.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>sendMsg.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>startRec.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>stopListen.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>stopRec.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>thankyou.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>unavCsp.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>unavFax.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>unavMenu.vox</td>
<td>Voice file</td>
</tr>
<tr>
<td>Release</td>
<td>voicemailMenu.vox</td>
<td>Voice file</td>
</tr>
</tbody>
</table>

In Windows®, the Dialogic IP Media Server demo files listed in Table 4 are located within:  
$\text{INTEL\_DIALOGIC\_DIR}\text{\textbackslash Demos\textbackslash IPMediaServer\textbackslash Modules}$

In Linux, the Dialogic IP Media Server demo files listed in Table 4 are located within:  
$\text{INTEL\_DIALOGIC\_DIR}\text{\textbackslash demos\IPMediaServer\Modules}$

Table 4. Files in Modules Folder Used by the Dialogic® IP Media Server Demo

<table>
<thead>
<tr>
<th>Sub-Directory</th>
<th>File Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>common</td>
<td>Defines.h</td>
<td>Definitions and structures for the demo</td>
</tr>
<tr>
<td>common</td>
<td>Interfaces.h</td>
<td>Interfaces used in the demo</td>
</tr>
<tr>
<td>common</td>
<td>Parameters.h</td>
<td>Parameters used in the demo</td>
</tr>
<tr>
<td>common</td>
<td>makefile</td>
<td>Module make file (Linux only)</td>
</tr>
</tbody>
</table>
### Table 4. Files in Modules Folder Used by the Dialogic® IP Media Server Demo (Continued)

<table>
<thead>
<tr>
<th>Sub-Directory</th>
<th>File Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>FaxModule</td>
<td>CFaxDevice.cpp</td>
<td>Implements the operations of the CFaxDevice class</td>
</tr>
<tr>
<td>FaxModule</td>
<td>CFaxDevice.h</td>
<td>Function prototype for cfaxdevice.cpp</td>
</tr>
<tr>
<td>FaxModule</td>
<td>CFaxModule.cpp</td>
<td>Implements the operations of the CFaxModule class</td>
</tr>
<tr>
<td>FaxModule</td>
<td>CFaxModule.h</td>
<td>Function prototype for cfaxmodule.cpp</td>
</tr>
<tr>
<td>FaxModule</td>
<td>CFaxStateMachine.cpp</td>
<td>Implements the operations of the CFaxStateMachine class</td>
</tr>
<tr>
<td>FaxModule</td>
<td>CFaxStateMachine.h</td>
<td>Function prototype for cfaxstatemachine.cpp</td>
</tr>
<tr>
<td>FaxModule</td>
<td>FaxModule.dsp</td>
<td>Microsoft® Visual C++® project file</td>
</tr>
<tr>
<td>FaxModule</td>
<td>makefile</td>
<td>Module-level make file (Linux only)</td>
</tr>
<tr>
<td>FaxModule/Release or FaxModule/Release</td>
<td>FaxModule.lib</td>
<td>Compiled Fax Module library</td>
</tr>
<tr>
<td>IPModule</td>
<td>CIPDevice.cpp</td>
<td>Implements the operations of the CIPDevice class</td>
</tr>
<tr>
<td>IPModule</td>
<td>CIPDevice.h</td>
<td>Function prototype for cipdevice.cpp</td>
</tr>
<tr>
<td>IPModule</td>
<td>CIPMBoard.cpp</td>
<td>Implements the operations of the CIPMBoard class</td>
</tr>
<tr>
<td>IPModule</td>
<td>CIPMBoard.h</td>
<td>Function prototype for cipmboard.cpp</td>
</tr>
<tr>
<td>IPModule</td>
<td>CIPModule.cpp</td>
<td>Implements the operations of the CIPModule class</td>
</tr>
<tr>
<td>IPModule</td>
<td>CIPModule.h</td>
<td>Function prototype for cipmodule.cpp</td>
</tr>
<tr>
<td>IPModule</td>
<td>CPIStateMachine.cpp</td>
<td>Implements the operations of the CPIStateMachine class</td>
</tr>
<tr>
<td>IPModule</td>
<td>CPIStateMachine.h</td>
<td>Function prototype for cipstatemachine.cpp</td>
</tr>
<tr>
<td>IPModule</td>
<td>CPIPTBoard.cpp</td>
<td>Implements the operations of the CPIPTBoard class</td>
</tr>
<tr>
<td>IPModule</td>
<td>CPIPTBoard.h</td>
<td>Function prototype for ciptboard.cpp</td>
</tr>
<tr>
<td>IPModule</td>
<td>CMediaAlarms.cpp</td>
<td>Implements the operations of the CMediaAlarms class</td>
</tr>
<tr>
<td>IPModule</td>
<td>CMediaAlarms.h</td>
<td>Function prototype for cmediaalarms.cpp</td>
</tr>
<tr>
<td>IPModule</td>
<td>IModule.dsp</td>
<td>Microsoft® Visual C++® project file</td>
</tr>
<tr>
<td>IPModule/Release or</td>
<td>IModule.lib</td>
<td>Compiled IP Module library</td>
</tr>
<tr>
<td>IPModule/Release or</td>
<td>IModule/Release</td>
<td></td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CCSPDevice.cpp</td>
<td>Implements the operations of the CCSPDevice class</td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CCSPDevice.h</td>
<td>Function prototype for ccspdevice.cpp</td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CMailBoxBtl.cpp</td>
<td>Implements the operations of the CMailBoxUtil class</td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CMailBoxUtil.h</td>
<td>Function prototype for cmailboxutil.cpp</td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CVoiceBoard.cpp</td>
<td>Implements the operations of the voiceBoard class</td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CVoiceBoard.h</td>
<td>Function prototype for cvoiceboard.cpp</td>
</tr>
<tr>
<td>VoiceModule</td>
<td>CVoiceDevice.cpp</td>
<td>Implements the operations of the CVoiceDevice class</td>
</tr>
</tbody>
</table>
5.1.2 PDL Files

In Windows®, the PDL files listed in Table 5 are located within the directory:
\$(INTEL_DIALOGIC_DIR)\Demos\Shared\pdl_win

In Linux, the PDL files listed in Table 5 are located within the directory:
\$(INTEL_DIALOGIC_DIR)/demos/Shared/pdl_Linux

### Table 5. PDL Files Used by the Dialogic® IP Media Server Demo

<table>
<thead>
<tr>
<th>Sub-Directory (if any)</th>
<th>File Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>iptransport.cpp</td>
<td>iptransport.h</td>
<td>PDL IP transport functions</td>
</tr>
<tr>
<td></td>
<td>pdl.c</td>
<td>Platform dependency functions</td>
</tr>
<tr>
<td></td>
<td>pdl.h</td>
<td>Function prototype for pdl.c</td>
</tr>
<tr>
<td></td>
<td>pdl.ver</td>
<td>PDL version information</td>
</tr>
<tr>
<td></td>
<td>pdl_win.dsp</td>
<td>PDL Visual C project file</td>
</tr>
<tr>
<td></td>
<td>pdl_win.dsw</td>
<td>PDL Visual C project workspace</td>
</tr>
<tr>
<td></td>
<td>makefile</td>
<td>PDL make file (Linux only)</td>
</tr>
<tr>
<td></td>
<td>release</td>
<td>Compiled PDL library</td>
</tr>
<tr>
<td></td>
<td>psl_win.lib</td>
<td></td>
</tr>
</tbody>
</table>

5.2 Programming Model

This section describes the Dialogic IP Media Server demo architecture in the following topics:

- Module Structure
- EventRouter
- Interfaces
5.2.1 Module Structure

The Dialogic IP Media Server demo uses a modular architecture, in which each technology (IP, voice, fax, CSP) is wrapped inside a module so that a particular technology can be easily added or removed.

The system contains three modules:
- IP module that serves as the front end to communicate with the IP network
- Voice module to provide voice service
- Fax module to provide fax service

The system also contains a software component, the EventRouter, to connect the modules. The basic architecture of the system is illustrated in Figure 2.

Figure 2. IP Media Server (Global Call) Demo Architecture

Each module is composed of four elements:
- Board
- Device
- State Machine (call control)
- Wrapper

The Wrapper acts like a manager, receiving requests from the EventRouter and distributing the request to the boards or devices. A device can have one or multiple state machines attached to it. Each state machine represents one call.
5.2.2 EventRouter

The EventRouter is responsible for communicating with the modules. It does the following:

- Maintains routing tables
- Retrieves event data from the SRL and routes it to a module for processing
- Forwards event process result to another module if so requested.

Figure 3. EventRouter
5.2.3 Interfaces

The modular architecture implements a unified interface that allows replacement of modules by including new header files and adjusting routing statements.

A module is treated by the EventRouter as a block box. It has three types of APIs:

Initialization
- `Init()` – for initializing a module
- `GetNumOfDevices()` – returns the number of devices available to the application
- `GetDeviceHandle()` – returns a device handle
- `GetDeviceXmitSlot()` – returns a device transmit timeslot
- `SetDeviceReceiveSlot()` – sets a device receive timeslot

Runtime
- `ProcessEvent()` – processes event data

Termination
- `Exit()` – exits a module

5.2.4 Classes

This section describes the classes contained in the demo and within each module. Each module contains three classes: board, device, and state machine.

Table 6. Application Classes

<table>
<thead>
<tr>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>CConfig</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Responsible for parsing configuration file and</td>
</tr>
<tr>
<td></td>
<td>populating configuration variables in the program.</td>
</tr>
<tr>
<td></td>
<td>ParseConfigFile()</td>
</tr>
<tr>
<td></td>
<td>• Parses configuration file</td>
</tr>
<tr>
<td>ChannelNumber()</td>
<td>• Gets the number of channels that are the</td>
</tr>
<tr>
<td></td>
<td>minimum of the number of voice lines and the</td>
</tr>
<tr>
<td></td>
<td>number of IP lines</td>
</tr>
<tr>
<td>IPParms()</td>
<td>• Returns configured IP parameters</td>
</tr>
<tr>
<td>VoiceParms()</td>
<td>• Returns configured voice parameters</td>
</tr>
<tr>
<td>FaxParms()</td>
<td>• Returns configured fax parameters</td>
</tr>
</tbody>
</table>
Table 6. Application Classes (Continued)

<table>
<thead>
<tr>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>CEEventRouter</td>
<td></td>
</tr>
<tr>
<td>Responsible for connecting all the modules. It does the following:</td>
<td></td>
</tr>
<tr>
<td>• Maintains routing tables</td>
<td></td>
</tr>
<tr>
<td>• Retrieves event data from the SRL and routes them to modules</td>
<td></td>
</tr>
<tr>
<td>• Gets event process results from the modules and routes them to other modules if the destination is not NONE</td>
<td></td>
</tr>
<tr>
<td>Init( )</td>
<td>• Initializes the fax module, voice module, and IP module</td>
</tr>
<tr>
<td></td>
<td>• Builds event routing tables</td>
</tr>
<tr>
<td>Exit( )</td>
<td>• Terminates the IP module, voice module, and fax module</td>
</tr>
<tr>
<td>ProcessEvent( )</td>
<td>• Retrieves event data from Global Call and routes them to a module for processing</td>
</tr>
<tr>
<td></td>
<td>• Routes processing result to other module(s) for further processing.</td>
</tr>
</tbody>
</table>

Table 7. IP Module Classes

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module</td>
<td>CIPModule</td>
<td>Init( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Starts host based IP protocol</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Creates and initializes IPT (virtual) board objects</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Creates and initializes IPM (media) board objects</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Creates and initializes IP device objects</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exit( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Terminates and closes Dialogic® IPT boards</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Terminates and closes Dialogic® IPM boards</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Terminates and closes IP devices</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ProcessEvent( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Receives event data from the event router and distributes them, based on handles, to Dialogic® IPT boards, Dialogic® IPM boards or IP devices</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetNumOfDevices( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns number of IP devices engaging in the communication</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetDeviceHandle( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns an IP device handle</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetDeviceXmitSlot( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns the transmit timeslot of an IP device</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetDeviceReceiveSlot( )</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Sets the receiving timeslot of an IP device</td>
</tr>
</tbody>
</table>
### Table 7. IP Module Classes (Continued)

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
</table>
| **Board** | CIPTBoard | • Interacts with the Global Call library to handle IP virtual boards  
**Note:** The public function in this class should only be accessed by classes inside the IP module.  
Init( )  
• Opens IPT (virtual) board and sets board parameters  
Exit( )  
• Closes IPT (virtual) board  
ProcessEvent( )  
• Processes IPT (virtual) board events  
GetNumOfDevicesOnBoard( )  
• Returns the number of IPT devices (signaling devices) on the board |
| | CIPMBoard | • Interacts with the Global Call library to handle IP media boards  
**Note:** The public functions in this class should only be accessed by classes inside the IP module.  
Init( )  
• Opens IP media boards  
Exit( )  
• Closes IP media boards  
ProcessEvent( )  
• Processes IP media board events  
GetNumOfDevices( )  
• Returns number of IPM devices on the board |
Table 7. IP Module Classes (Continued)

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device</td>
<td>CIPDevice</td>
<td>Init()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Opens an IP device. If successful, creates an IP state machine. If QoS is enabled, creates a media alarm object.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exit()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Deletes IP state machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Deletes media alarm object</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Closes IP devices</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ProcessEvent()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Processes IP device events</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Connect()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Allows IP device to listen to its receiving timeslot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Disconnect()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Allows IP device to unlisten to its receiving timeslot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetDeviceHandle()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns IP device handle</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetXmitSlot()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns IP device transmit timeslot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetDeviceReceiveSlot()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Sets IP device receiving timeslot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetFaxHandle()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Sets fax device handle associated with the device</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetFaxHandle()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns fax device handle associated with the device</td>
</tr>
<tr>
<td>State Machine</td>
<td>CIPStateMachine</td>
<td>Init()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Initializes the IP state machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exit()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Terminates the IP state machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ProcessEvent()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Processes IP call events</td>
</tr>
</tbody>
</table>

Note: The public functions in this class should only be accessed by the classes inside the IP module.
Table 8. Voice Module Classes

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module</td>
<td>CVoiceModule</td>
<td>• Interacts with CVoiceBoard and CVoiceDevice.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Exports Voice module functions to CEventRouter.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Note:</strong> The public functions in this class can be accessed by classes outside the Voice module.</td>
</tr>
<tr>
<td></td>
<td>Init( )</td>
<td>• Opens and initializes voice board objects</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Opens and initializes voice device objects</td>
</tr>
<tr>
<td></td>
<td>Exit( )</td>
<td>• Terminates and closes voice boards</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Terminates and closes voice devices</td>
</tr>
<tr>
<td></td>
<td>ProcessEvent( )</td>
<td>• Receives event data from the event router and distributes them, based on devicehandles, to voice boards or voice devices for processing</td>
</tr>
<tr>
<td>Board</td>
<td>CVoiceBoard</td>
<td>• Interacts with the voice library to handle voice boards</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Note:</strong> The public function in this class should only be accessed by classes inside the Voice module.</td>
</tr>
<tr>
<td></td>
<td>Init( )</td>
<td>• Opens Dialogic® Voice board</td>
</tr>
<tr>
<td></td>
<td>Exit( )</td>
<td>• Closes Dialogic® Voice board</td>
</tr>
<tr>
<td></td>
<td>ProcessEvent( )</td>
<td>• Processes voice board events</td>
</tr>
</tbody>
</table>
### Table 8. Voice Module Classes (Continued)

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
</table>
| Device   | CVoiceDevice   | • Handles voice device operations, such as playing, recording, tone detection, and tone generation  
|          |                | • Holds CVoiceStateMachine  
| Note:    |                | The public functions in this class should only be accessed by classes inside the Voice module.  |
|          | Init( )        | • Opens the voice device. If successful, creates voice state machine.  |
|          | Exit( )        | • Deletes the voice state machine from the voice device  
|          |                | • Closes voice device  |
|          | ProcessEvent( )| • Processes voice device events  |
|          | Connect( )     | • Allows IP device to listen to its receiving timeslot  |
|          | Play( )        | • Plays a vox file  |
|          | OnPlayComplete( )| • Replays a vox file when it has finished playing  |
|          | Record( )      | • Records voice to a vox file  |
|          | GetDigits( )   | • Retrieves DTMF digits  |
|          | GetDigitCount( )| • Returns the number of retrieved DTMF digits  |
|          | GetDigitString( )| • Returns retrieved DTMF string  |
|          | Connect( )     | • Allows the voice device to listen to its receiving timeslot  |
|          | Disconnect( )  | • Allows voice device to unlisten to its receiving timeslot  |
|          | GetStoppedReason( )| • Tells why a played voice file stops  |
|          | GetDeviceHandle( )| • Returns voice device handle  |
|          | GetXmitSlot( ) | • Returns voice device transmit timeslot  |
|          | SetReceiveSlot( )| • Sets voice device receiving timeslot  |
Table 8. Voice Module Classes (Continued)

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>State Machine</strong></td>
<td>CVoiceStateMachine</td>
<td>- Handles voice events and maintains voice state machine(s)</td>
</tr>
<tr>
<td></td>
<td>Note:</td>
<td>- The public functions in this class should only be accessed by the classes inside the voice module.</td>
</tr>
<tr>
<td></td>
<td>Init( )</td>
<td>- Opens vox files</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Creates mailbox utility object that manages mailboxes</td>
</tr>
<tr>
<td></td>
<td>Exit( )</td>
<td>- Closes vox files</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Deletes mailbox utility object that manages mailboxes</td>
</tr>
<tr>
<td></td>
<td>ProcessEvent( )</td>
<td>- Processes voice events</td>
</tr>
<tr>
<td><strong>Misc</strong></td>
<td>CMailBoxUtil</td>
<td>- Provides utility function to manage mailboxes</td>
</tr>
<tr>
<td></td>
<td>Note:</td>
<td>- The public functions in this class should only be accessed by the classes inside the voice module</td>
</tr>
<tr>
<td></td>
<td>InitMailBoxes( )</td>
<td>- Initializes mailboxes</td>
</tr>
<tr>
<td></td>
<td>CheckAndConvertDigits( )</td>
<td>- Checks if the extension number is in allowed range. If it is, converts it into an integer.</td>
</tr>
<tr>
<td></td>
<td>GetMailBox( )</td>
<td>- Checks if the mailbox is ready to be used. If it is, gets the mailbox.</td>
</tr>
<tr>
<td></td>
<td>CreateMailBoxFileName( )</td>
<td>- Creates a filename for the mailbox</td>
</tr>
<tr>
<td></td>
<td>FreeMailBox( )</td>
<td>- Frees the mailbox for future use</td>
</tr>
</tbody>
</table>

Table 9. Fax Module Classes

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Module</strong></td>
<td>CFaxModule</td>
<td>- Interacts with CFaxDevice.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Exports Fax module functions to CEventRouter.</td>
</tr>
<tr>
<td></td>
<td>Note:</td>
<td>- The public functions in this class can be accessed by classes outside the Fax module.</td>
</tr>
<tr>
<td></td>
<td>Init( )</td>
<td>- Creates fax device objects</td>
</tr>
<tr>
<td></td>
<td>Exit( )</td>
<td>- Deletes fax device objects</td>
</tr>
<tr>
<td></td>
<td>GetNumOfDevices( )</td>
<td>- Gets the number of fax resources</td>
</tr>
<tr>
<td></td>
<td>GetDeviceHandle( )</td>
<td>- Returns fax device handle</td>
</tr>
<tr>
<td></td>
<td>TSUserEventProcessEvent( )</td>
<td>- Processes fax events from the Global Call library</td>
</tr>
<tr>
<td></td>
<td>ProcessEvent( )</td>
<td>- Processes the events from the other modules</td>
</tr>
</tbody>
</table>
Table 9. Fax Module Classes (Continued)

<table>
<thead>
<tr>
<th>Category</th>
<th>Class Name</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>Board</td>
<td>CFaxBoard</td>
<td>Init()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Interacts with the fax library to handle fax boards</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• The public function in this class should only be accessed by classes</td>
</tr>
<tr>
<td></td>
<td></td>
<td>inside the Fax module</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exit()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Close fax board</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ProcessEvent()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Processes fax board events</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Init()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Opens the fax device. If successful, creates fax state machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exit()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Deletes the fax state machine from the fax device</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Closes fax device</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetIott()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Sets up iott for the fax file</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetFaxState()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Sets initial fax state before fax transmission</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SendFax()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Starts to send a fax file</td>
</tr>
<tr>
<td></td>
<td></td>
<td>RecvFax()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Starts to receive a fax file</td>
</tr>
<tr>
<td></td>
<td></td>
<td>OpenFaxFile()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Gets fax file handle</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CloseFaxFile()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Closes fax file handle</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetDeviceHandle()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns fax device handle</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ToLower_String()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Converts a string from uppercase to lowercase</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetFaxFileName()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Names the fax file to be sent or received</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetFaxFileName()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns the name of the fax file</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SetNeighborHandle()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Sets IP device handle that is currently connected with the fax device</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetNeighborHandle()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Gets IP device handle that is currently connected with the fax device</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GetFaxStateMachineObject()</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Returns fax state machine object</td>
</tr>
</tbody>
</table>
5.3 Threads

The Dialogic IP Media Server demo operates with two threads, as shown in Figure 4.

**Figure 4. Dialogic® IP Media Server Demo Threads**

![Diagram of demo threads](Image)

The threads are created as follows:

1. The first (main) thread is created by the demo application to get the keyboard input.
2. The second thread is an SRL thread, created as a result of the demo application calling \texttt{PDLsr_enblhdlr()}. All Global Call events are received through the SRL.

5.4 Initialization

This section describes the Dialogic IP Media Server demo initialization as shown in Figure 5.

A system is started in the following sequence:

1. The application creates \texttt{CConfig()} to parse the configuration file.
2. The application creates \texttt{CEventRouter()} to start the Event Router, which, in turn, starts the Fax module, the Voice module, and the IP module. When a module is started, it initializes its boards, devices and state machines.
After all the modules are started, the EventRouter starts to build a static routing table that maps voice devices to IP devices. It is important that each IP device has a dedicated voice resource, so that when an IP channel is connected (an incoming call is answered) the user can get a voice prompt immediately.

If the initialization should fail, the application shuts down. The shutdown sequence is the reverse of the initialization sequence.

**Figure 5. System Initialization**
5.5 Event Handling

This section describes how the Dialogic IP Media Server demo handles events. It contains the following topics:

- Event Mechanism
- Handling Keyboard Input Events
- Handling SRL Events
- Handling Application Exit Events
- TSUsrEvent Structure

5.5.1 Event Mechanism

The Dialogic IP Media Server demo uses the SRL mechanism to retrieve events. When an event occurs, SRL calls event handlers automatically. All events are received by the SRL and then passed to the CallbackHdlr() function for handling.

In the initialization phase of the demo, the main() function sets up the call-back handler, by calling PDLsr_enbhdlr().

5.5.2 Handling Keyboard Input Events

There is an endless loop {while(0)} in the main() function in the Main.cpp file. In that loop, the application waits forever for a keyboard event by calling the waitForKey() function. The event must be handled immediately and event-specific information should be retrieved before the next call to waitForKey().

5.5.3 Handling SRL Events

When the R4/Global Call event is received, the application performs the following:

1. Get METAEVENT by calling gc_GetMetaEvent().
2. Get channel ID through device handle to channel mapping.
3. Get device type through device handle to type mapping.
4. Route meta event to the module specified by device type.

5.5.4 Handling Application Exit Events

Normal application exit events, such as pressing either q or Q, don’t enter the SRL. The main() function calls PDLSetApplicationExitPath() before initialization. In Linux, this function sets the signals (SIGINT, SIGTERM, SIGABRT) for making the appropriate exit from the application. In Windows®, this function enables the detection of CTRL_CLOSE_EVENT (closing the window).
Demo Details

5.5.5 TSUsrEvent Structure

The TSUsrEvent structure is used by the demo modules to return event processing results to the event router.

The TSUserEvt structure is defined as follows:

```c
typedef struct {
    int         event;
    TDeviceType destination;
    int         lineDevice;
    long        xmitSlot;
    long        neighborDevice;
    char        dialString[MAX_STRING_LENGTH]
} TSUserEvent;
```

The fields of the TSUserEvt structure are described as follows:

- **event**
  the name of a user-defined event, such as USR_CONNECTED, USR_SENDFAX, etc.

- **destination**
  the name of the module that this event is destined for. Possible values are IP, VOICE, FAX, or NONE.

- **lineDevice**
  the device handle in this module. It will be later used by the Event Router as an index to find its counterpart in the destination module.

- **xmitSlot**
  an integer that normally indicates a time slot number

- **neighborDevice**
  the neighbor device handle

- **dialString**
  a char string that is normally filled with a DTMF dialing string

5.6 Typical Scenario

This section describes a typical scenario for sending a fax, which involves all the Dialogic IP Media Server demo modules.

**Call Offered**

When an incoming call is received by the server, the IP module answers the call until the call is connected.
Figure 6. Typical Scenario: Call Offered

- Call gc_extension() to get call related information
- Call gc_AnswerCall() to answer the call
- Call gc_listen() to listen to voice device
- Format TSUserEvent to request voice module to play prompt
  - source=IP
  - destination=VOICE
  - event=USR_CONNECTED

Call gc_extension() to get call related information
Call gc_AnswerCall()
Call gc_listen() to listen to voice device
Format TSUserEvent to request voice module to play prompt
source=IP
destination=VOICE
event=USR_CONNECTED
Demo Details

Play Prompts

After the call is connected, the Voice module is notified to play prompts and accept DTMF.

Figure 7. Typical Scenario: Play Prompts
**Fax Mailbox**

The user selects to send a fax to mailbox “101”. The Fax module is requested to send a fax.

*Figure 8. Typical Scenario: Fax Mailbox*
Establish Fax Session

The Fax module requests the front end to get ready to send a fax. If the front end is IP, it should first move from an RTP port to a UDP port in order to send a fax.

**Figure 9. Typical Scenario: Establish Fax Session**

1. Call gc_setConfigData() to set to manual (fax) mode.
2. Call gc_unlisten() to disconnect from voice.
3. Call gc_setUserInfo() to set T.38 info.
4. Call gc_extension() to start T.38 session.

Format TSUserEvent to reply to fax module that T.38 session is established.
**Fax Session Established**

The Fax module gets a reply from the front end that the fax session has been established.

**Figure 10. Typical Scenario: Fax Session Established**

```
source=FAX
destination=IP
```

```
Call fx_sndfax() to send fax
```

```
Format TSUserEvent to request IP module to close fax session
```

```
Close fax file
```
**Demo Details**

**Fax Sent**

The fax is sent. The front end is requested to close the fax session.

**Figure 11. Typical Scenario: Fax Sent**

```
1. Call gc_stop() to stop T.38 session
2. Call gc_extension() to start audio session
3. Call gc_listen() to listen to voice prompts

Format TSUserEvent to reply to fax module that T.38 session is closed

source=IP
destination=FAX
event=USR_CLOSEFAX
SESSIONCONF
```
Fax Session Closed

The Fax module gets a reply from the front end that the fax session has been closed.

Figure 12. Typical Scenario: Fax Session Closed

Fax Complete

The Voice module gets a reply from the Fax module that a fax has been sent.

Figure 13. Typical Scenario: Fax Complete
Glossary

**Codec**: see COder/DECoder

**COder/DECoder**: A circuit used to convert analog voice data to digital and digital voice data to analog audio.

**Computer Telephony (CT)**: Adding computer intelligence to the making, receiving, and managing of telephone calls.

**DTMF**: Dual-Tone Multi-Frequency

**Dual-Tone Multi-Frequency**: A way of signaling consisting of a push-button or touch-tone dial that sends out a sound consisting of two discrete tones that are picked up and interpreted by telephone switches (either PBXs or central offices).

**Emitting Gateway**: called by a G3FE. It initiates IFT service for the calling G3FE and connects to a Receiving Gateway.

**E1**: The 2.048 Mbps digital carrier system common in Europe.

**FCD file**: An ASCII file that lists any non-default parameter settings that are necessary to configure a Dialogic® DM3 hardware/firmware product for a particular feature set. The downloader utility reads this file, and for each parameter listed generates and sends the DM3 message necessary to set that parameter value.

**Frame**: A set of SCbus/CT Bus timeslots which are grouped together for synchronization purposes. The period of a frame is fixed (at 125 µsec) so that the number of time slots per frame depends on the SCbus/CT Bus data rate.

**G3FE**: Group 3 Fax Equipment. A traditional fax machine with analog PSTN interface.

**Gatekeeper**: An H.323 entity on the Internet that provides address translation and control access to the network for H.323 Terminals and Gateways. The Gatekeeper may also provide other services to the H.323 terminals and Gateways, such as bandwidth management and locating Gateways.

**Gateway**: A device that converts data into the IP protocol. It often refers to a voice-to-IP device that converts an analog voice stream, or a digitized version of the voice, into IP packets.

**H.323**: A set of International Telecommunication Union (ITU) standards that define a framework for the transmission of real-time voice communications through Internet protocol (IP)-based packet-switched networks. The H.323 standards define a gateway and a gatekeeper for customers who need their existing IP networks to support voice communications.

**IAF**: Internet Aware Fax. The combination of a G3FE and a T.38 gateway.

**IFP**: Internet Facsimile Protocol

**IFT**: Internet Facsimile Transfer
International Telecommunications Union (ITU): An organization established by the United Nations to set telecommunications standards, allocate frequencies to various uses, and hold trade shows every four years.

Internet: An inter-network of networks interconnected by bridges or routers. LANs described in H.323 may be considered part of such inter-networks.

Internet Protocol (IP): The network layer protocol of the transmission control protocol/Internet protocol (TCP/IP) suite. Defined in STD 5, Request for Comments (RFC) 791. It is a connectionless, best-effort packet switching protocol.

Internet Service Provider (ISP): A vendor who provides direct access to the Internet.

Internet Telephony: The transmission of voice over an Internet Protocol (IP) network. Also called Voice over IP (VoIP), IP telephony enables users to make telephone calls over the Internet, intranets, or private Local Area Networks (LANs) and Wide Area Networks (WANs) that use the Transmission Control Protocol/Internet Protocol (TCP/IP).

ITU: See International Telecommunications Union.

Jitter: The deviation of a transmission signal in time or phase. It can introduce errors and loss of synchronization in high-speed synchronous communications.

NIC (Network Interface Card): Adapter card inserted into computer that contains necessary software and electronics to enable a station to communicate over network.

PCD file: An ASCII text file that contains product or platform configuration description information that is used by the DM3 downloader utility program. Each of these files identifies the hardware configuration and firmware modules that make up a specific hardware/firmware product. Each type of Dialogic DM3-based product used in a system requires a product-specific PCD file.

PSTN: see Public Switched Telephone Network

Public Switched Telephone Network: The telecommunications network commonly accessed by standard telephones, key systems, Private Branch Exchange (PBX) trunks and data equipment.

Reliable Channel: A transport connection used for reliable transmission of an information stream from its source to one or more destinations.

Reliable Transmission: Transmission of messages from a sender to a receiver using connection-mode data transmission. The transmission service guarantees sequenced, error-free, flow-controlled transmission of messages to the receiver for the duration of the transport connection.

RTCP: Real Time Control Protocol

RTP: Real Time Protocol

SIP: Session Initiation Protocol: an Internet standard specified by the Internet Engineering Task Force (IETF) in RFC 3261. SIP is used to initiate, manage, and terminate interactive sessions between one or more users on the Internet.
**T1**: A digital transmission link with a capacity of 1.544 Mbps used in North America. Typically channeled into 24 digital subscriber level zeros (DS0s), each capable of carrying a single voice conversation or data stream. T1 uses two pairs of twisted pair wires.

**TCP**: see Transmission Control Protocol

**Terminal**: An H.323 Terminal is an endpoint on the local area network which provides for real-time, two-way communications with another H.323 terminal, Gateway, or Multipoint Control Unit. This communication consists of control, indications, audio, moving color video pictures, and/or data between the two terminals. A terminal may provide speech only, speech and data, speech and video, or speech, data, and video.

**Transmission Control Protocol**: The TCP/IP standard transport level protocol that provides the reliable, full duplex, stream service on which many application protocols depend. TCP allows a process on one machine to send a stream of data to a process on another. It is connection-oriented in the sense that before transmitting data, participants must establish a connection.

**UDP**: see User Datagram Protocol

**UDPTL**: Facsimile UDP Transport Layer protocol

**User Datagram Protocol**: The TCP/IP standard protocol that allows an application program on one machine to send a datagram to an application program on another machine. Conceptually, the important difference between UDP datagrams and IP datagrams is that UDP includes a protocol port number, allowing the sender to distinguish among multiple destinations on the remote machine.

**VAD**: Voice Activity Detection
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