



SIP SERVER SDK v4.0

SIP PHONE CALL FLOW

VERSION 3.2

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SIP client-A sends a call request.
Event: OnCallSessionCreated()
Event: OnIncomingCall()
Method: AcceptCallSession()
Event: OnCallSessionConnecting()
Method: CallSessionSendStatusResponse()
On SIP client-B side incoming call appears.
SIP client-B accepts the incoming call.
Call-Session established between SIP client-A and SIP client-B.
Event: OnCallSessionConnected()
Voice streaming starts between SIP client-A and SIP client-B.
SIP client-A disconnects the Call.
Event: OnCallSessionHangUp() ChannelId = Channel-ZERO (if SIP client-A hangup phone) ChannelId = Channel-ONE (if SIP client-B hangup phone)
Event: OnCallSessionClosed()