



## **SIP SERVER SDK v4.0**

**SIP PHONE CALL FLOW**

**VERSION 3.4**

## **SIP PHONE CALL FLOW**

SIP client-A sends a call request.
<b>Event:</b> OnCallSessionCreated()
<b>Event:</b> OnIncomingCall()
<b>Method:</b> AcceptCallSession()
<b>Event:</b> OnCallSessionConnecting()
<b>Method:</b> 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.
<b>Event:</b> OnCallSessionConnected()
Voice streaming starts between SIP client-A and SIP client-B.
SIP client-A disconnects the Call.
<b>Event:</b> OnCallSessionHangUp()  ChannelId = Channel-ZERO (if SIP client-A hangup phone) ChannelId = Channel-ONE (if SIP client-B hangup phone)
<b>Event:</b> OnCallSessionClosed()