

The match between client invocations and REST methods

The table below lists methods, types and corresponding REST methods and events related to these REST methods. The Web SDK field illustrates how to invoke methods and handle events on the client's side.

Description	Web SDK	REST-method	Events
connect			
Establish connection to WCS	Flashphoner.createSession()	connect	ConnectionStatusEvent, RegistrationStatusEvent
Direct invocations - Streaming			
Play the stream	stream.play()	playStream	StreamStatusEvent
Pause playback of the stream	stream.pause()	pauseStream	StreamStatusEvent
Stop playback of the stream	stream.stop()	stopStream	StreamStatusEvent
Publish the stream	stream.publish()	publishStream	StreamStatusEvent
Make a snapshot of the stream	stream.snapshot()	snapshot	StreamStatusEvent
Stop publishing the stream	stream.stop()	unPublishStream	StreamStatusEvent
Direct invocations - Calls			
Make an outbound call	call.call()	call	CallStatusEvent
Send tone signal (DTMF)	call.sendDTMF()	sendDtmf	-
Answer an incoming call	call.answer()	answer	CallStatusEvent
Put the call on hold	call.hold()	hold	CallStatusEvent
Release the call from hold	call.unhold()	unhold	CallStatusEvent
Transfer the call to another number	call.transfer()	transfer	TransferStatusEvent
Hang up the call	call.hangup()	hangup	CallStatusEvent
Incoming invocations – Calls			
Receive the incoming call	session.on(SESSION_STATUS.INCOMING_CALL, handler)	OnCallEvent	CallStatusEvent
Direct and incoming invocations – Data			
Send data	session.sendData()	OnDataEvent	DataStatusEvent
Receive data	session.on(SESSION_STATUS.APP_DATA, handler)	OnDataEvent	DataStatusEvent
Direct invocations – Diagnostics			
Send a bug report to save on the server	session.submitBugReport()	submitBugReport	BugReportStatusEvent
Save client logs on the server	session.pushLogs()	pushLogs	
Enable debug logs for streaming	session.startDebug()	sessionDebug	SessionDebugStatusEvent
Disable debug logs for streaming	session.stopDebug()	sessionDebug	SessionDebugStatusEvent
Session events			
Connection status	session.on(SESSION_STATUS.STATUS, handler)	ConnectionStatusEvent	ConnectionStatusEvent
Registration status	session.on(SESSION_STATUS.STATUS, handler)	RegistrationStatusEvent	RegistrationStatusEvent
Session debug status	session.on(SESSION_STATUS.DEBUG, handler)	SessionDebugStatusEvent	SessionDebugStatusEvent
Stream events			
Stream status	stream.on(STREAM_STATUS.STATUS, handler)	StreamStatusEvent	StreamStatusEvent
Call events			
Call status	call.on(CALL_STATUS.STATUS, handler)	CallStatusEvent	CallStatusEvent
Other events			
The event sent by the server to REST while publishing / playing the stream	Not used by the client	StreamKeepAliveEvent	StreamKeepAliveEvent