Event statuses

The event statuses are listed in the table below.

If such event is received on Web SDK (client-side), it will be processed on JavaScript in a correspondence object (stream, session, call, etc).

Examples:

1. Handle success connection to WCS server.

```
session.on(SESSION_STATUS.ESTABLISHED, function(){
        trace("connection established");
});
```

2. Handle success stream publishing to WCS server.

```
stream.on(STREAM_STATUS.PUBLISHING, function(){
        trace("stream is publishing");
});
```

Event	Statuses (the status field)		Description
ConnectionStatusEvent	ESTABLISHED	Connection is established	The status of establishing connection to the WCS server via Websockets
	FAILED	Error while establishing connection	
	DISCONNECTED	Connection is lost	
RegistrationStatusEvent	REGISTERED	SIP account is registered	SIP registration status
	UNREGISTERED	SIP account is unregistered	
	AUTHENTICATION_FAIL	Authentication error	
CallStatusEvent	TRYING	SIP returned TRYING	SIP call status
	RING	SIP returned 183 RINGING	
	SESSION_PROGRESS	SIP returned 183 SESSION PROGRESS	
	BUSY	SIP returned 486 or 600 BUSY	
	ESTABLISHED	SIP returned 200 OK to INVITE	
	HOLD	SIP call is put on hold	
	FINISH	SIP call is finished	
	FAILED	SIP call has failed or ended with an error	
TransferStatusEvent	ACCEPTED	SIP-call transfer request is accepted	Call transfer status
	TRYING	An attempt to transfer the call	
	COMPLETED	Transfer is completed	
	FAILED	Transfer has failed	

StreamStatusEvent	PUBLISHING	Stream is being published	Stream status
	UNPUBLISHED	Publishing finished	
	PLAYING	Stream is playing	
	STOPPED	Playback is stopped	
	FAILED	Error while publishing or playing the stream	
StreamKeepAliveEvent	PUBLISHING	Stream is being published	Keep-alive of the stream
	PLAYING	Stream us playing	
SessionDebugStatusEvent	STARTED	Debug logs are enabled	Debug session status
	STOPPED	Debug logs are disabled	
DataStatusEvent	ACCEPTED	Data are accepted for processing	
	FAILED	An error occurred	