

# Phone UI

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## Example of web phone with dialer GUI

On the screenshots below

- parameters for SIP connection are entered in to the login form

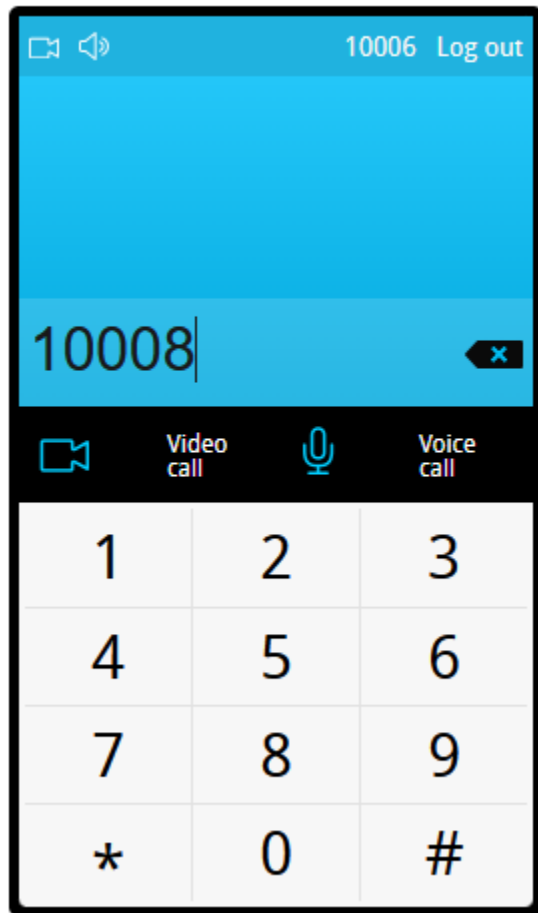
The screenshot displays a web phone interface titled "Phone". On the left is a dialer with a blue header containing a video call icon, a speaker icon, and a "Log in" button. Below the header is a large blue area with the text "Enter your number here". At the bottom of the dialer is a numeric keypad with buttons for digits 1-9, \*, 0, and #, along with icons for "Video call" and "Voice call". On the right is a login form with the following fields:

login:	10006	...
auth. name:	10006	...
password:	.....	...
domain:	sip.flashphoner.com	...
outbound proxy:	sip.flashphoner.com	...
port:	5060	...

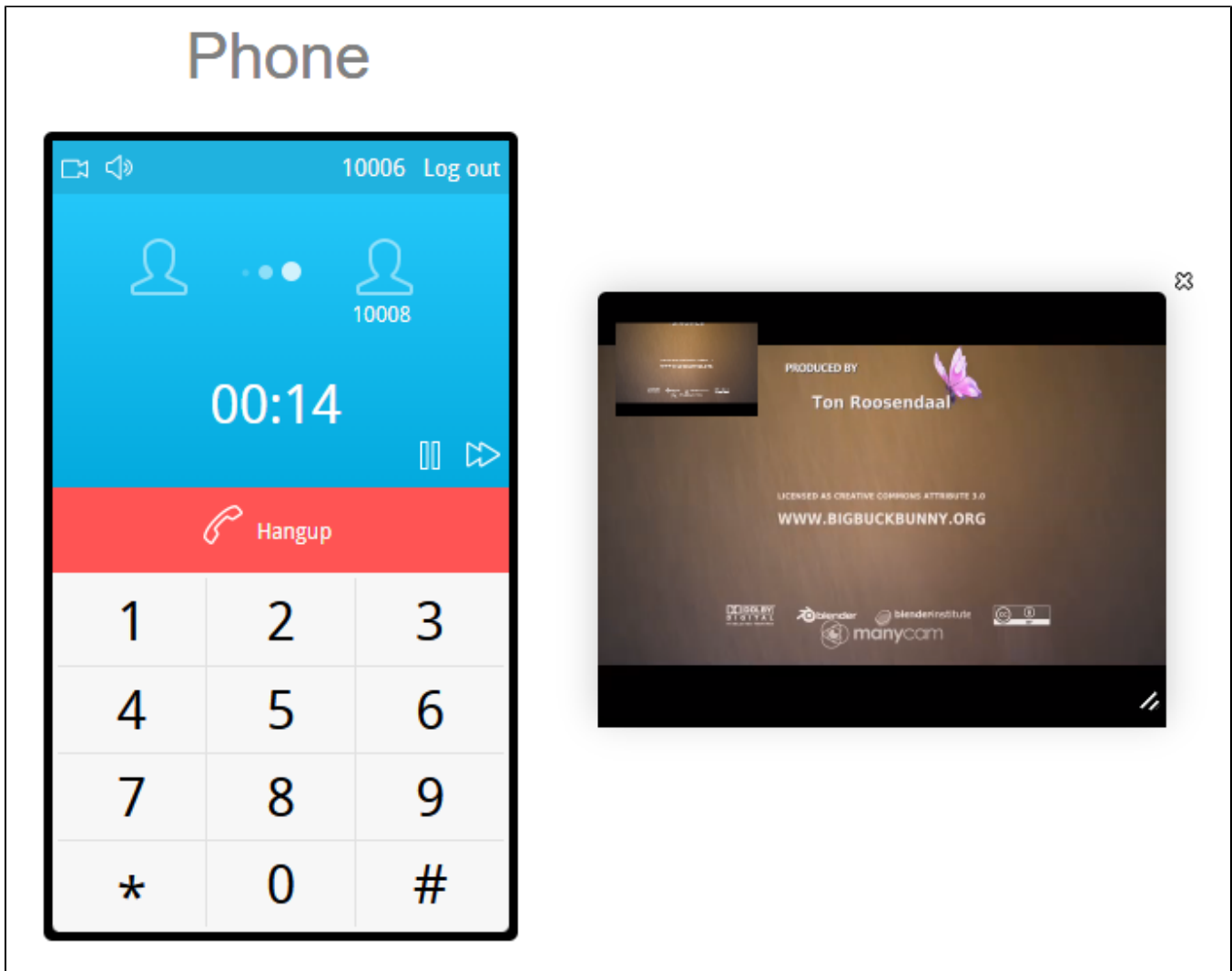
At the bottom of the login form are two buttons: "log in" (blue) and "cancel" (gray).

- callee SIP username is entered

# Phone



- video call is established



Video or voice call is establishing when corresponding button is clicked and is terminated when Hangup button is clicked.  
 Call can be put on hold using the 'pause' icon.  
 The volume can be adjusted using the 'loudspeaker' icon in the top left corner.

## Code of the example

The path to the source code of the example on WCS server is:

`/usr/local/FlashphonerWebCallServer/client/examples/demo/sip/phone-ui`

gui - directory containing files required for the GUI: file with styles, fonts, images  
 listener - directory containing event listener scripts  
 sounds - directory containing sound files for events  
 SoundControl.js - script providing functionality for playing sounds  
 Phone.js - script providing functionality for the web phone  
 Phone.html - page of the web phone

This example can be tested using the following address:

`https://host:8888/client/examples/demo/sip/phone-ui/Phone.html`

Here host is the address of the WCS server.

## Analyzing the code

To analyze the code, let's take the version of file Phone.js with hash ecbadc3, which is available [here](#) and can be downloaded with corresponding build [2.0.212](#).

In this script, Flashphoner API methods are called from the corresponding methods of Phone object.  
For example, method `createSession()` for establishing connection to server is called from method `connect()`

[code](#)

```
Phone.prototype.connect = function () {  
    var me = this;  
    ...  
    Flashphoner.createSession(connectionOptions).on(SESSION_STATUS.ESTABLISHED, function(session){  
        ...  
    }  
}
```

The Phone object is created and initialized after API initialization

[code](#)

```
var phone = new Phone();  
  
phone.init();
```

In addition to the methods required for the calling functionality, Phone object has listener methods for changing controls of the interface depending on the connection and call status ([line 194](#) - [line 416](#)).

1. Initialization of the API.

Flashphoner.init() [code](#)

```
Flashphoner.init();
```

2. Connection to server.

Flashphoner.createSession() [code](#)

Object with connection options is passed to the method

- `urlServer` - URL for WebSocket connection to WCS server
- `sipOptions` - object with parameters for SIP connection

```
var url = setURL();  
  
this.sipOptions = {};  
this.sipOptions.login = $('#sipLogin').val();  
this.sipOptions.password = $('#sipPassword').val();  
this.sipOptions.authenticationName = $('#sipAuthenticationName').val();  
this.sipOptions.domain = $('#sipDomain').val();  
this.sipOptions.outboundProxy = $('#sipOutboundProxy').val();  
this.sipOptions.port = $('#sipPort').val();  
this.sipOptions.useProxy = true;  
this.sipOptions.registerRequired = true;  
  
var connectionOptions = {  
    urlServer: url,  
    sipOptions: this.sipOptions  
};  
  
Flashphoner.createSession(connectionOptions).on(SESSION_STATUS.ESTABLISHED, function(session){  
    ...  
});
```

3. Receiving the event confirming successful connection

ConnectionStatusEvent ESTABLISHED [code](#)

```
Flashphoner.createSession(connectionOptions).on(SESSION_STATUS.ESTABLISHED, function(session){
    me.session = session;
    me.connectionStatusListener(SESSION_STATUS.ESTABLISHED);
}).on(SESSION_STATUS.REGISTERED, function(session){
    ...
}).on(SESSION_STATUS.DISCONNECTED, function(){
    ...
}).on(SESSION_STATUS.FAILED, function(){
    ...
}).on(SESSION_STATUS.INCOMING_CALL, function(call){
    ...
});
```

#### 4.Receiving the event confirming successful registration on SIP server

ConnectionStatusEvent REGISTERED [code](#)

```
Flashphoner.createSession(connectionOptions).on(SESSION_STATUS.ESTABLISHED, function(session){
    ...
}).on(SESSION_STATUS.REGISTERED, function(session){
    me.registrationStatusListener(SESSION_STATUS.REGISTERED);
}).on(SESSION_STATUS.DISCONNECTED, function(){
    ...
}).on(SESSION_STATUS.FAILED, function(){
    ...
}).on(SESSION_STATUS.INCOMING_CALL, function(call){
    ...
});
```

#### 5.Receiving the event on incoming call

ConnectionStatusEvent INCOMING\_CALL [code](#)

```
Flashphoner.createSession(connectionOptions).on(SESSION_STATUS.ESTABLISHED, function(session){
    ...
}).on(SESSION_STATUS.REGISTERED, function(session){
    ...
}).on(SESSION_STATUS.DISCONNECTED, function(){
    ...
}).on(SESSION_STATUS.FAILED, function(){
    ...
}).on(SESSION_STATUS.INCOMING_CALL, function(call){
    call.on(CALL_STATUS.RING, function(){
        ...
    });
    me.onCallListener(call);
});
```

#### 6. Outgoing call.

session.createCall(), call.call() [code](#)

The following parameters are passed when call is created

- callee - callee SIP username
- visibleName - display name
- localVideoDisplay - <div> element, in which video from camera will be displayed
- remoteVideoDisplay - <div> element, in which video from the other party will be displayed
- constraints - object with parameters specifying if the call should have audio and video

```

var constraints = {
    audio: true,
    video: hasVideo
};

var outCall = this.session.createCall({
    callee: callee,
    visibleName: this.sipOptions.login,
    localVideoDisplay: this.localVideo,
    remoteVideoDisplay: this.remoteVideo,
    constraints: constraints
    ...
});

outCall.call();

```

#### 7. Answering incoming call.

call.answer() [code](#)

Object with answer options is passed to the method

- localVideoDisplay - <div> element, in which video from camera will be displayed
- remoteVideoDisplay - <div> element, in which video from the other party will be displayed

```

Phone.prototype.answer = function () {
    trace("Phone - answer " + this.currentCall.id());
    this.flashphonerListener.onAnswer(this.currentCall.id());
    this.currentCall.answer({
        localVideoDisplay: this.localVideo,
        remoteVideoDisplay: this.remoteVideo
    });
};

```

#### 8. Call hold.

- put on hold: call.hold() [code](#)

```

Phone.prototype.hold = function () {
    trace("Phone - hold callId: " + this.currentCall.id());
    this.currentCall.hold();
};

```

- retrieve: call.unhold() [code](#)

```

Phone.prototype.unhold = function () {
    trace("Phone - hold callId: " + this.currentCall.id());
    this.currentCall.unhold();
};

```

#### 9. Call hangup.

call.hangup() [code](#)

```

Phone.prototype.hangup = function () {
    trace("Phone - hangup " + this.currentCall.id() + " status " + this.currentCall.status());
    this.hideFlashAccess();
    if (this.currentCall.status() == CALL_STATUS.PENDING) {
        this.callStatusListener(this.currentCall);
    } else {
        this.currentCall.hangup();
    }
    this.flashphonerListener.onHangup();
};

```

#### 10. Disconnection.

session.disconnect() [code](#)

```
Phone.prototype.disconnect = function () {  
  trace("Phone - disconnect");  
  this.session.disconnect();  
};
```