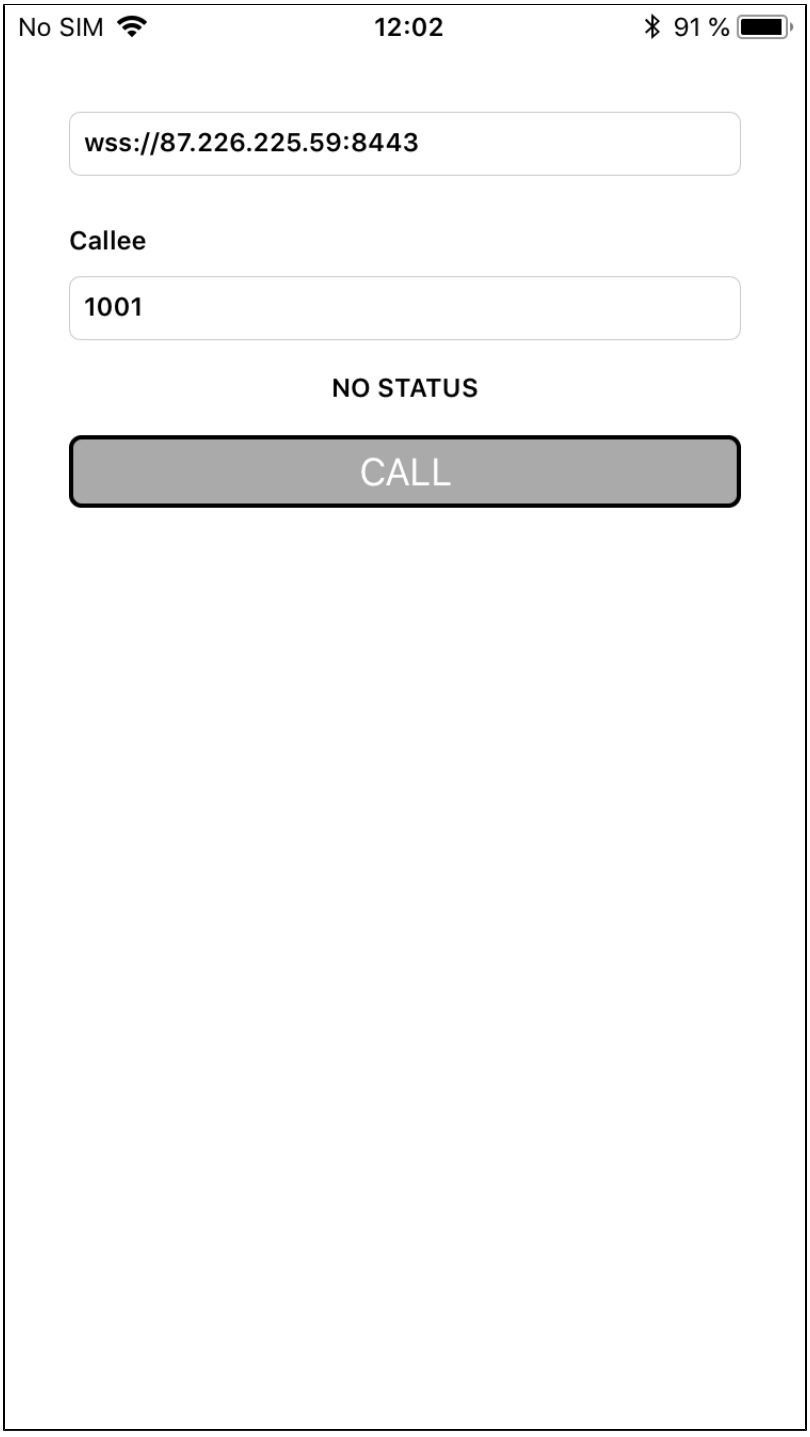
iOS Click to Call

Example of Click to Call application for iOS

This example allows to place outgoing audio call with one button click using account specified in server config file

/usr/local/FlashphonerWebCallServer/conf/apps/click-to-call/accounts.xml



Analyzing the code of the example

To analyze the code, let's takeClickToCallexample version, which can be downloaded with build2.5.2.

View class for the main view of the application: ViewController (header fileViewController.h;implementation fileViewController.m).

1. Import of API.code

```
#import <FPWCSApi2/FPWCSApi2.h>
```

2. Connection to the server.

FPWCSApi2 createSession, FPWCSApi2Session connectcode

FPWCSApi2SessionOptions object with the following parameters is passed to createSession() method

- URL of WCS server
- appKey of internal server-side application(clickToCallApp)

```
- (FPWCSApi2Session *)connect {
    FPWCSApi2SessionOptions *options = [[FPWCSApi2SessionOptions alloc] init];
    options.urlServer = _connectUrl.text;
    options.appKey = @"clickToCallApp";
    NSError *error;
    session = [FPWCSApi2 createSession:options error:&error];
    ...
    [session connect];
    return session;
}
```

3. Receiving the event confirming successful connection.

ViewController onConnected, ViewController callcode

Onthis event, ViewController call method is called to makeoutgoing call.

```
- (void)onConnected:(FPWCSApi2Session *)session {
    [self onHangup];
    [self call];
}
```

4. Outgoing call.

FPWCSApi2Session createCall, FPWCSApi2Call callcode

The next options are passed to the createCall() method:

- callee SIP username
- call constraints: audio only

```
- (FPWCSApi2Call *)call {
    FPWCSApi2CallOptions *options = [[FPWCSApi2CallOptions alloc] init];
    options.callee = _callee.input.text;
    options.localConstraints = [[FPWCSApi2MediaConstraints alloc] initWithAudio:YES video:NO];
    NSError *error;
    call = [session createCall:options error:&error];
    ...
    [call call];
    return call;
}
```

5. Call hangup.

FPWCSApi2Call hangupcode

```
- (void)callButton:(UIButton *)button {
    [self changeViewState:button enabled:NO];
    if ([button.titleLabel.text isEqualToString:@"HANGUP"]) {
        if (call) {
            [call hangup];
        }
        ...
    }
}
```