

SIP calls using iOS SDK

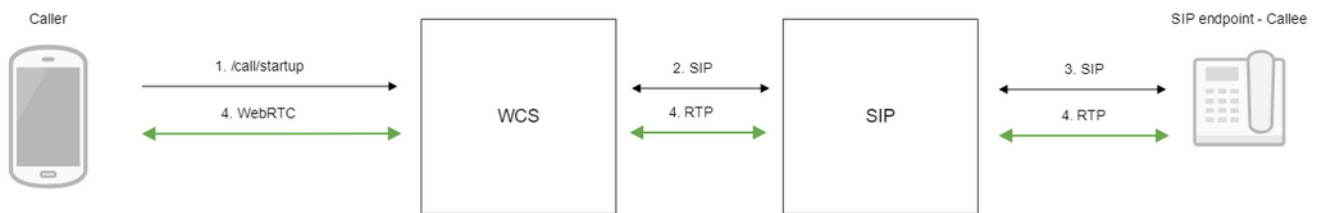
- [Overview](#)
 - [Operation flowchart](#)
- [Making an outgoing call from iOS to a SIP device](#)
- [Receiving an outgoing call from a SIP device to iOS](#)
- [Call flow](#)
- [Known issues](#)

Overview

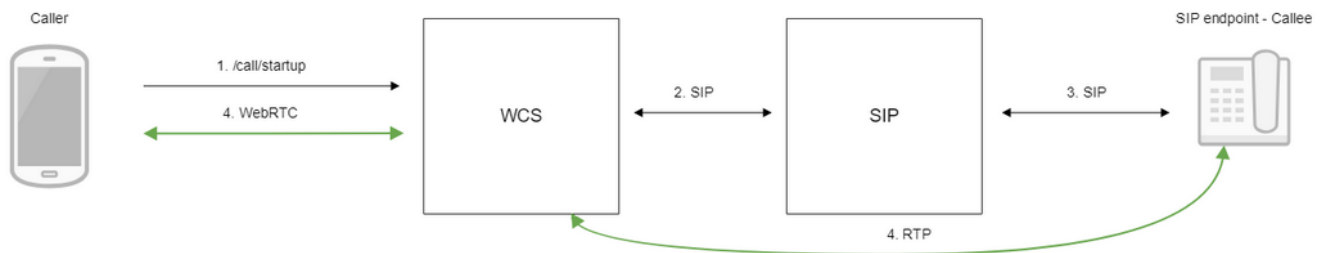
SIP call on iOS devices can be made both [from a browser](#), and using the [Overview](#).

Operation flowchart

1: SIP server as a proxy server to transfer calls and RTP media



2: SIP server as a server to transfer calls only



1. The Android device begins a call
2. WCS connects to the SIP server
3. The SIP server connects to the SIP device that receives the call
4. The Android device and the SIP device exchange audio and video streams

Making an outgoing call from iOS to a SIP device

1. For the test we use:

- two SIP accounts;
- the [Phone](#) application to make a call;
- a software phone to answer the call.

2. Install the [Phone](#) app to the iOS device. Start the app, enter the URL of the WCS server to connect to it via Secure Websocket and the data of the SIP account making a call:

No SIM 16:50 40 %

wss://wcs5-eu.flashphoner.com:8443

Sip Login

1000

Sip Auth Name

1000

Sip Password

1234

Sip Domain

192.168.0.1

Sip Outbound Proxy

192.168.0.1

Sip Port

5060

Sip Register Required ☒

NO STATUS

3. Run the softphone, enter the data of the SIP account that receives the call:

Account Voicemail Topology Presence Transport Advanced

Account name:

Protocol:

Allow this account for —

☒ Call

☒ IM / Presence

User Details —

* User ID:

* Domain:

Password:

Display name:

Authorization name:

Domain Proxy —

☒ Register with domain and receive calls

Send outbound via:

☒ Domain

☐ Proxy Address:

4. Tap the Connect button in the app, a connection will be established to the server. Then enter the identifier of the SIP account that receives the call and click the Call button:

No SIM

87.226.225.56

07:37

86 %

Sip Port

5060

Sip Register Required

REGISTERED

DISCONNECT

Invite Parameters

Callee

10005

RING

HANGUP

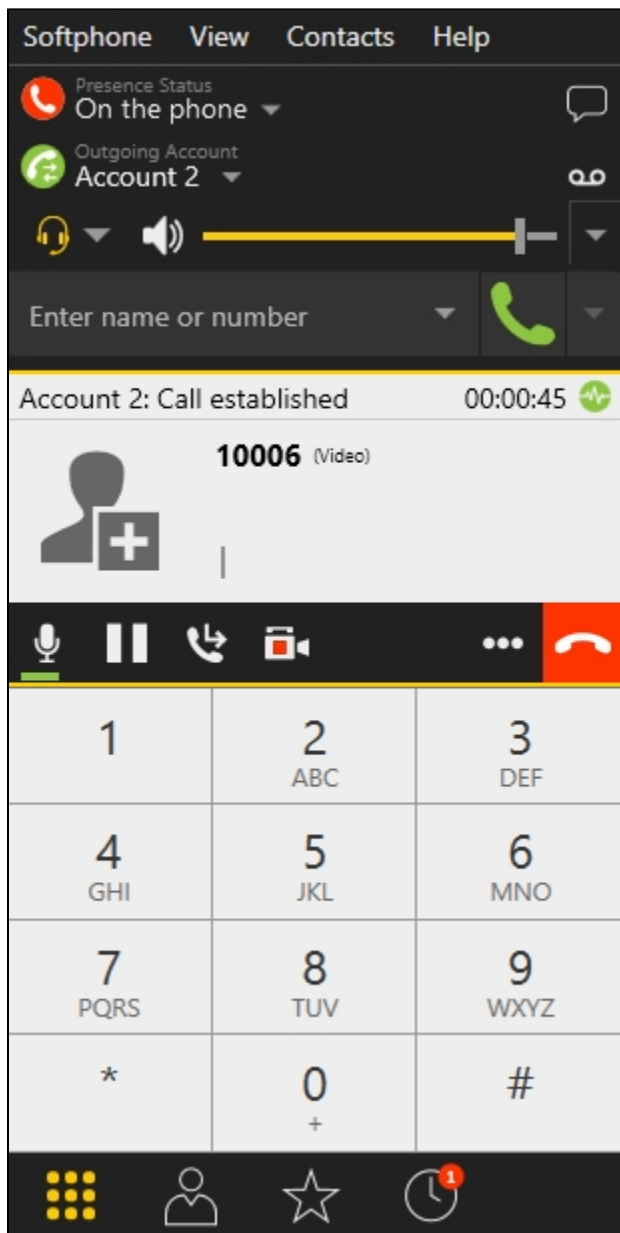
HOLD

DTMF

1

DTMF

5. Answer the call in the softphone by clicking the answer button:



6. To terminate the call, tap the Hangup button in the application, or click the end call button in the softphone.

Receiving an outgoing call from a SIP device to iOS

1. For the test we use:

- two SIP accounts;
- a softphone to make a call;
- the [Phone](#) application to answer the call.

2. Install the [Phone](#) app to the iOS device. Start the app, enter the URL of the WCS server to connect via Secure Websocket and the data of the SIP account that receives the call:

No SIM 16:50 40 %

wss://wcs5-eu.flashphoner.com:8443

Sip Login

1000

Sip Auth Name

1000

Sip Password

1234

Sip Domain

192.168.0.1

Sip Outbound Proxy

192.168.0.1

Sip Port

5060

Sip Register Required ☒

NO STATUS

3. Run the software phone and enter the data of the SIP account making the call:

Account Voicemail Topology Presence Transport Advanced

Account name:

Protocol:

Allow this account for —

☒ Call

☒ IM / Presence

User Details —

* User ID:

* Domain:

Password:

Display name:

Authorization name:

Domain Proxy —

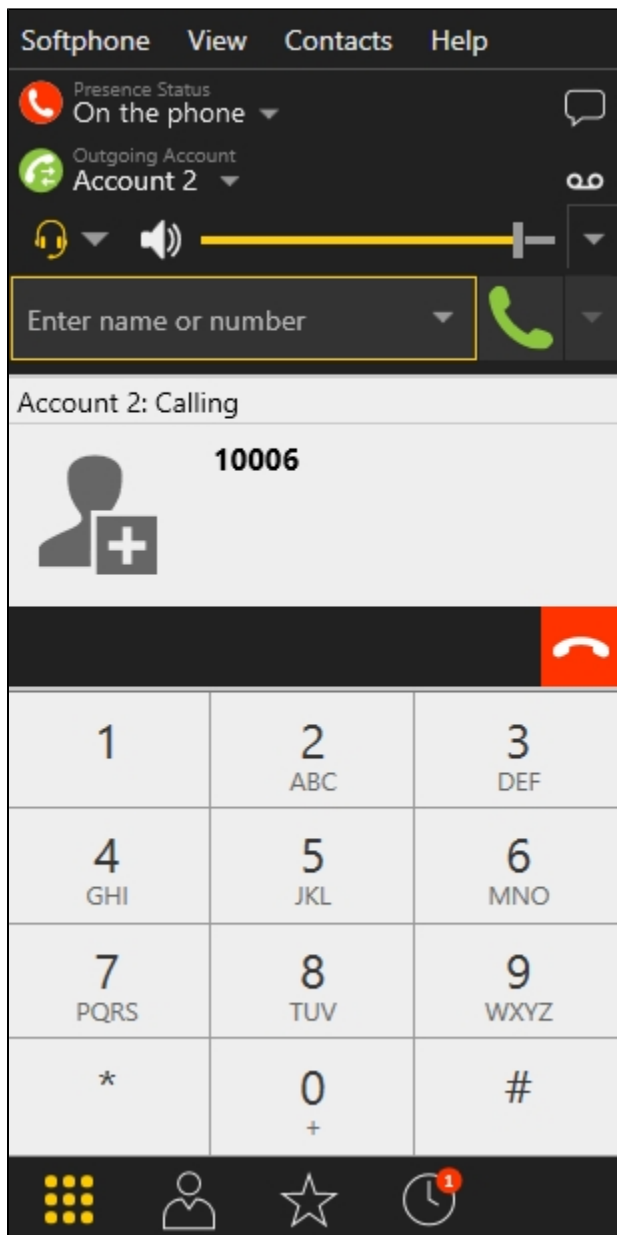
☒ Register with domain and receive calls

Send outbound via:

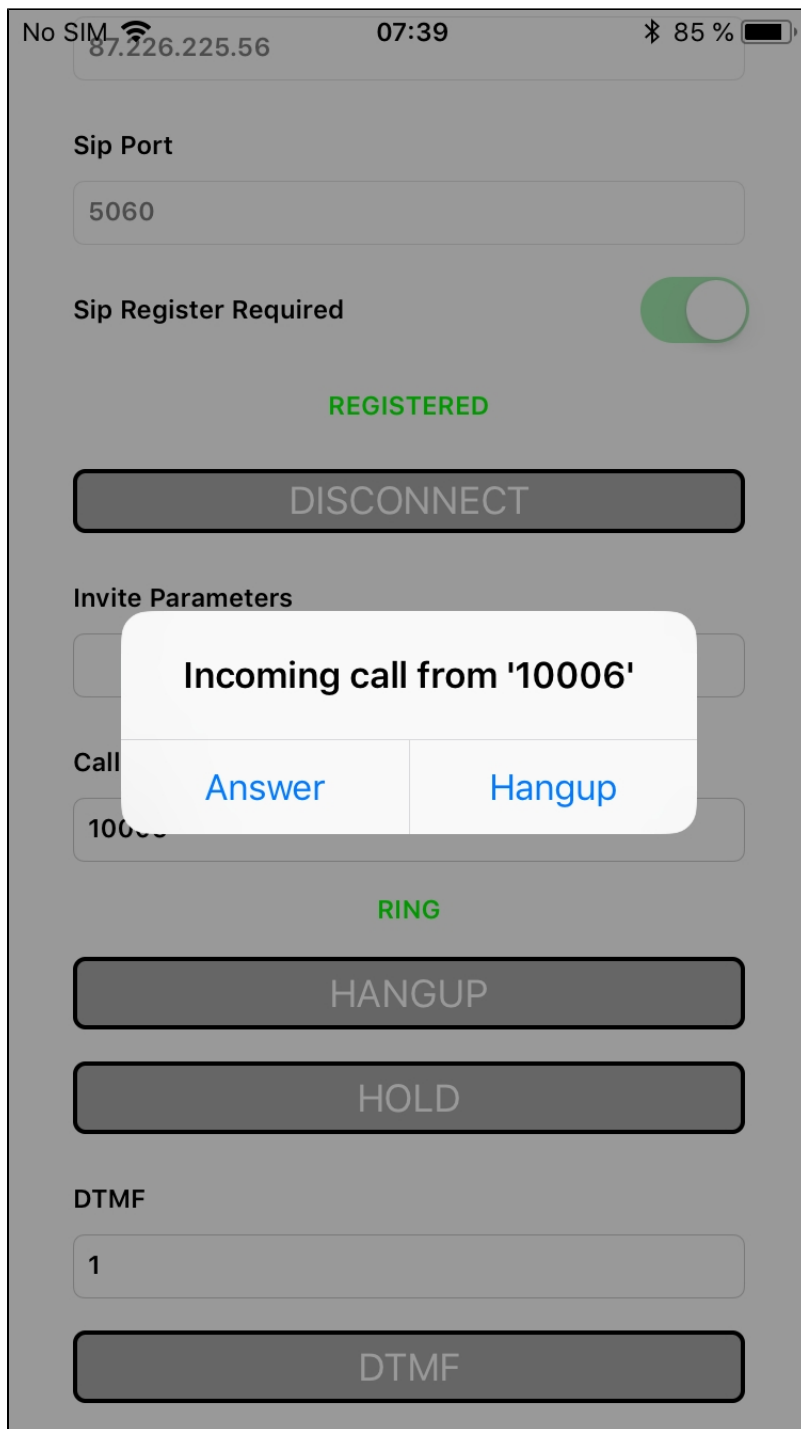
☒ Domain

☐ Proxy Address:

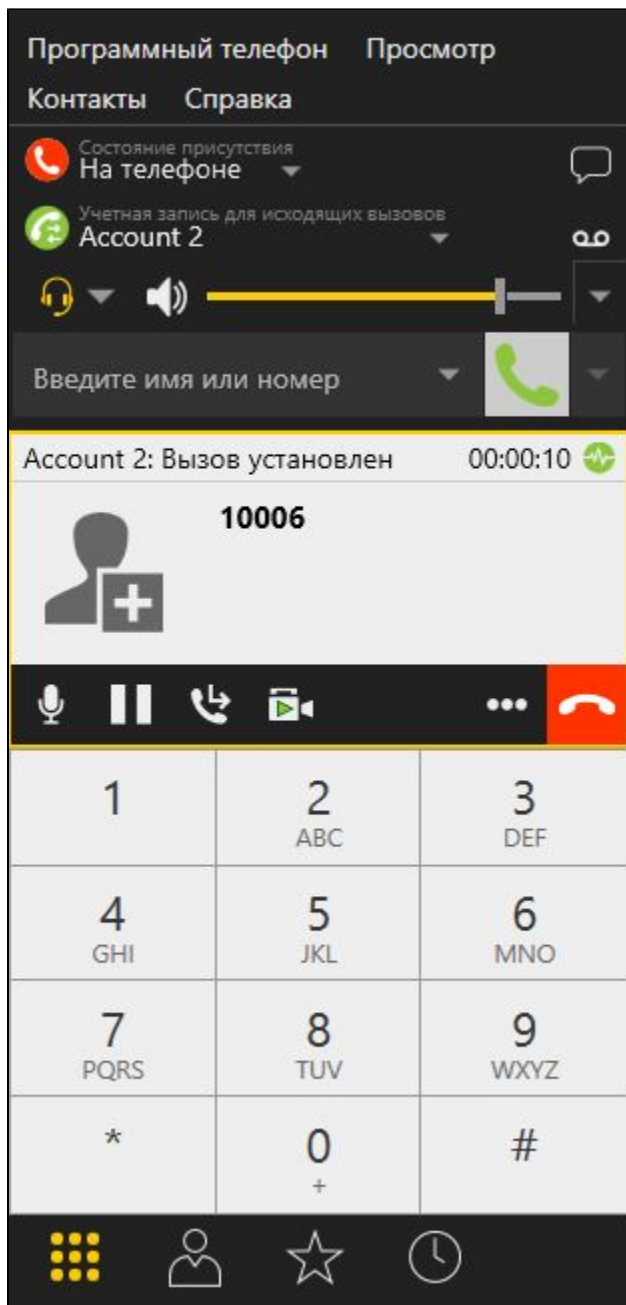
4. Tap the "Connect" button in the app, a connection is established to the server. In the softphone enter the identifier of the SIP account that receives the call and click the call button:



5. Answer the call in the application by tapping Answer:



6. In the softphone make sure the call has started:

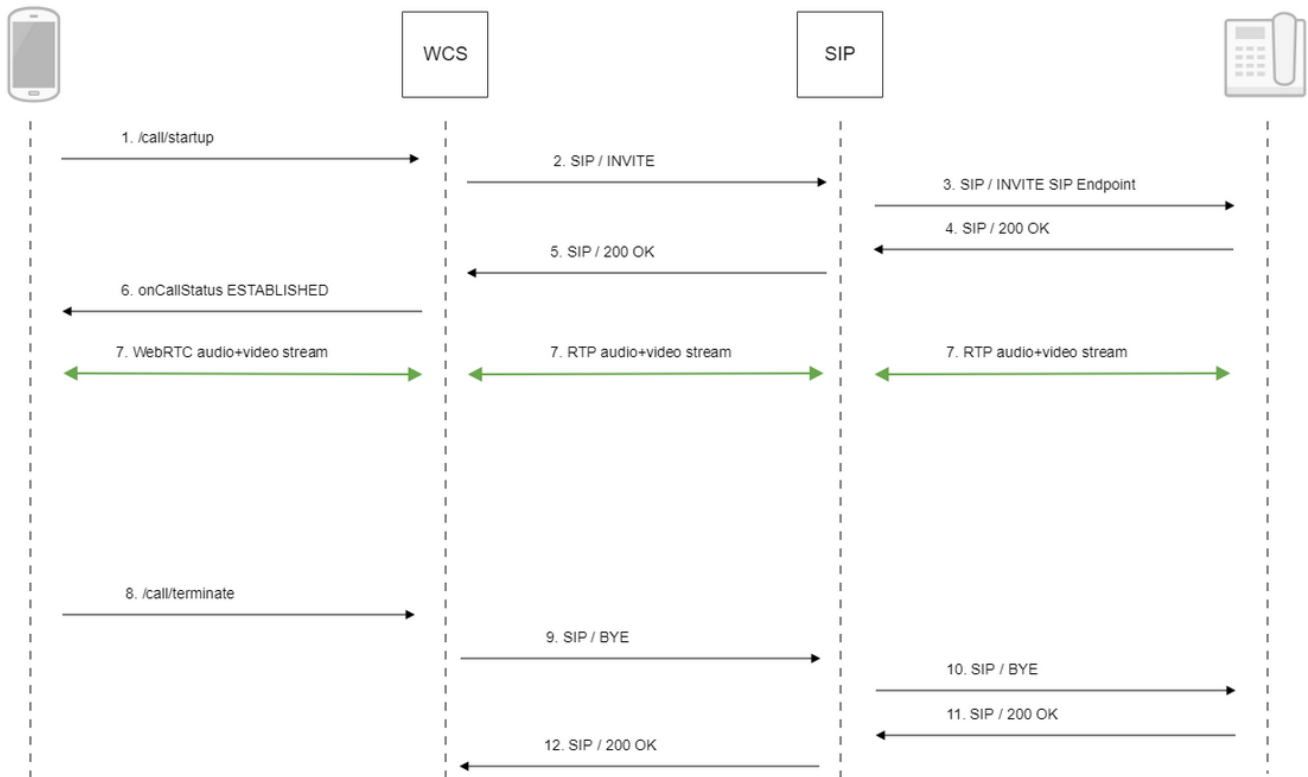


7. To terminate the call, tap the Hangup button in the app, or click the end call button in the softphone.

Call flow

Below is the call flow when using the Phone-min example to create a call

View class for the main view of the application: ViewController (header file [ViewController.h](#); implementation file [ViewController.m](#))



1. Creating a call:

FPWCSApi2Session createCall, FPWCSApi2Call call [code](#)

The next parameters are passed to createCall() method:

- callee SIP username
- additional SIP INVITE parameters from string set by user

```

- (FPWCSApi2Call *)call {
    FPWCSApi2Session *session = [FPWCSApi2 getSessions][0];
    FPWCSApi2CallOptions *options = [[FPWCSApi2CallOptions alloc] init];
    NSString *parameters = _inviteParameters.input.text;
    if (parameters && [parameters length] > 0) {
        NSError* err = nil;
        parameters = [parameters stringByReplacingOccurrencesOfString:@"\"" withString:@"\""];
        NSMutableDictionary *dictionary = [NSJSONSerialization JSONObjectWithData:[parameters dataUsingEncoding:NSUTF8StringEncoding] options:0 error:&err];
        if (err) {
            NSLog(@"Error converting JSON Invite parameters to dictionary %@, JSON %@", err, parameters);
        } else {
            options.inviteParameters = dictionary;
        }
    }
    options.callee = _callee.input.text;
    //used for only recv audio
    // options.localConstraints = [[FPWCSApi2MediaConstraints alloc] initWithAudio:NO video:NO];
    // options.remoteConstraints = [[FPWCSApi2MediaConstraints alloc] initWithAudio:YES video:NO];
    NSError *error;
    call = [session createCall:options error:&error];
    ...
    [call call];
    return call;
}
  
```

2. Establishing a connection with the SIP server

3. Establishing a connection to the callee
4. Receiving a confirmation from the SIP device
5. Receiving a confirmation from the SIP server
6. Receiving from the server an event confirming successful connection.
7. The caller and the callee exchange audio and video streams
8. Terminating the call

FPWCSEApi2Call hangupcode

```
- (void)callButton:(UIButton *)button {
    [self changeViewState:button enabled:NO];
    if ([button.titleLabel.text isEqualToString:@"HANGUP"]) {
        if ([FPWCSEApi2 getSessions].count) {
            [call hangup];
        } else {
            [self toCallState];
        }
        ...
    }
}
```

9. Sending the command to the SIP server
10. Sending the command to the SIP device
11. Receiving a confirmation from the SIP device
12. Receiving a confirmation from the SIP server

Known issues

1. It's impossible to make a SIP call if 'SIP Login' and 'SIP Authentication name' fields are incorrect

Symptoms: SIP call sticks in PENDING state.

Solution: according to the [standard](#), 'SIP Login' and 'SIP Authentication name' should not contain any of unescaped spaces and special symbols and should not be enclosed in angle brackets '<>'.

For example, this is not allowed by the standard

```
sipLogin='Ralf C12441@host.com'
sipAuthenticationName='Ralf C'
sipPassword='demo'
sipVisibleName='null'
```

and this is allowed

```
sipLogin='Ralf_C12441'
sipAuthenticationName='Ralf_C'
sipPassword='demo'
sipVisibleName='Ralf C'
```