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 FAILED: Error while establishing connection DISCONNECTED: Connection is lost	The status of establishing connection to the WCS server via Websockets
RegistrationStatusEvent	REGISTERED: SIP account is registered UNREGISTERED: SIP account is unregistered AUTHENTICATION_FAIL: Authentication error	SIP registration status
CallStatusEvent	TRYING: SIP returned TRYING 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	SIP call status
TransferStatusEvent	ACCEPTED: SIP-call transfer request is accepted TRYING: An attempt to transfer the call COMPLETED: Transfer is completed FAILED: Transfer has failed	Call transfer status

StreamStatusEvent	PUBLISHING: Stream is being published UNPUBLISHED: Publishing finished PLAYING: Stream is playing STOPPED: Playback is stopped FAILED: Error while publishing or playing the stream	Stream status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