



# **maximiser**

## **Conference Control Interface**

### **V3.2.1**

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# Conference Control Interface

## Description

The Conference Control Interface allows a third party application to get status information regarding currently active conferences and to manipulate the users connected to those conferences.

The application will connect to TCP port 4011 on the CallServer (or Voicemail server if separate) and can then send commands and receive responses/events.

## Commands

Commands are issued by the third party application and will always get a response. If there is an error, this will be reported with a string describing the problem, eg:

```
LISTUSER,ERROR,"Conference not found"
```

The following are the available commands with typical responses.

### LOGIN

Login to the Conference Control Interface. This must be done before any other commands or events will work. The password to use is defined as the Call Logging Password in the Manager.

Command: LOGIN,<password>

Response: LOGIN,OK

### NEWCONF

Add a new conference

Command: NEWCONF,<cn>,<company>,<organiser>,<maxusers>,  
<date>,<start>,<end>,<pin>

Response: NEWCONF,OK

### DELCONF

Delete a conference

Command: DELCONF,<conf-guid>

Response: DELCONF,OK

## **MODCONF**

Modify an existing conference

Command: MODCONF,<conf-guid>,<cn>,<company>,<organiser>,<maxusers>,<date>,<start>,<end>,<pin>

Response: MODCONF,OK

## **GETCONF**

Get an existing conference's config

Command: GETCONF,<conf-guid>

Response: GETCONF, <conf-guid>,<cn>,<company>,<organiser>,<maxusers>,<date>,<start>,<end>,<pin>

GETCONF,OK

## **LISTCONF**

Lists currently configured conferences.

Command: LISTCONF

Response: LISTCONF,<conf-guid>,<conf-cn>,<conf-company>,<member-count>

LISTCONF,OK

## **LISTUSER**

List users currently in the specified conference.

Command: LISTUSER,<conf-guid>

Response: LISTUSER,<conf-guid>,<call-guid>,<tel-num>,<name>,<listen-only>

LISTUSER,OK

## **CALLUSER**

Call a number and add to the specified conference.

Command: CALLUSER,<conf-guid>,<number> [,<remote-command>]

Response: CALLUSER,OK,<conf-guid>,<user-guid>

remote-command is normally not used, but can be used to pass commands to the Callserver/Voicemail (eg !LeaveRecording to record a conference).

## **MOVEUSER**

Move a user into the specified conference.

Command: MOVEUSER,<call-guid>,<conf-guid>

Response: MOVEUSER,OK

## **DROPUSER**

Drop the specified user out of all conferences and clear the call

Command: DROPUSER,<call-guid>

Response: DROPUSER,OK

## **MUTEUSER**

Change the mute status for a user.

Command: MUTEUSER,<call-guid>,<mute>

Response: MUTEUSER,OK

## **MUTEALL**

Change the mute status for all the users in a conference.

Command: MUTEALL,<conf-guid>,<mute>

Response: MUTEALL,OK

## **PLAYWAV**

Play the specified wav file to the specified user. Note, wav files are located in the /ftp folder.

Command: PLAYWAV,<call-guid>,<wav-file>,<loop>

Response: PLAYWAV,OK

## **PLAYWAVALL**

Play the specified wav file to all users in the specified conference. Note, wav files are located in the /ftp folder.

Command: PLAYWAVALL,<conf-guid>,<wav-file>,<loop>

Response: PLAYWAVALL,OK

## **STOPWAV**

Stop any playing wav file to the specified user.

Command: STOPWAV,<call-guid>  
Response: STOPWAV,OK

### **STOPWAVALL**

Stop any playing wav file to the specified conference.

Command: STOPWAVALL,<conf-guid>  
Response: STOPWAVALL,OK

### **PLAYTTS**

Play the specified text through Text-to-Speech to the specified user.

Command: PLAYTTS,<call-guid>,<text>  
Response: PLAYTTS,OK

### **PLAYTTSALL**

Play the specified text through Text-to-Speech to all users in the specified conference.

Command: PLAYTTSALL,<conf-guid>,<text>  
Response: PLAYTTSALL,OK

### **DTMFUSER**

Change whether a user can mute and unmute themselves using DTMF 1 and 2.

Command: DTMFUSER,<call-guid>,<dtmf-allow>  
Response: DTMFUSER,OK

### **DTMFALL**

Change whether all users in a conference can mute and unmute themselves using DTMF 1 and 2.

Command: DTMFALL,<conf-guid>,<dtmf-allow>  
Response: DTMFALL,OK

### **KEEPALIVE**

Used to keep the session alive.

Command: KEEPALIVE,<optional-text>  
Response: KEEPALIVE,OK,<optional-text>

## CONFBEEP

Used to enable or disable the audible “beep” into the conference when a new delegate joins. Defaults to “On”.

Command: CONFBEEP,<conf-guid>,1 (On) or 0 (Off)  
Response: CONFBEEP,OK

## Errors

### ERROR

General error.

Example: ERROR,“Not logged in”  
ERROR,“Unknown command”,LIST

**<command>,ERROR,<error description>**

Command specific error.

Example: LISTUSER,ERROR,“Syntax error”  
PLAYWAV,ERROR,“User not found”

## Events

Events are messages from Voicemail to the third party application giving unsolicited information, ie a user has connected to a conference or a user has pressed a DTMF digit.

The following are the currently defined events.

### NEWCONF

The specified conference has been created.

Event: NEWCONF,<conf-guid>,<conf-cn>,<conf-company>

### DELCONF

The specified conference has been deleted.

Event: DELCONF,<conf-guid>,<conf-cn>,<conf-company>

## **MODCONF**

The specified conference has been modified.

Event: MODCONF,<conf-guid>,<cn>,<company>,<organiser>,<maxusers>,<date>,<start>,<end>,<pin>

## **NEWUSER**

The specified user has joined the specified conference.

Event: NEWUSER,<conf-guid>,<call-guid>,<tel-num>,<name>,<listen-only>

## **DELUSER**

The specified user has left the specified conference.

Event: DELUSER,<conf-guid>,<call-guid>,<tel-num>,<name>,<listen-only>

## **CALLUSER**

Information regarding the outgoing call state; Presenting, Ringing, Connected, Busy, Failed.

Event: CALLUSER,<user-guid>,<state>

## **DIGIT**

The specified user pressed a DTMF digit

Event: DIGIT,<conf-guid>,<call-guid>,<digit>

## **PLAYWAV**

Status of playing wav file to user.

Event: PLAYWAV,PLAYING,<call-guid>,<wav-file>  
PLAYWAV,DONE,<call-guid>

## **PLAYWAVALL**

Status of playing wav file to conference.

Event: PLAYWAVALL,PLAYING,<call-guid>,<wav-file>

PLAYWAVALL,DONE,<call-guid>

**PLAYTTS**

Status of playing text to speech to user.

Event:           PLAYTTS,PLAYING,<call-guid>  
                  PLAYTTS,DONE,<call-guid>

**PLAYTTSALL**

Status of playing text to speech to conference.

Event:           PLAYTTSALL,PLAYING,<call-guid>  
                  PLAYTTSALL,DONE,<call-guid>