

Re: Program architecture for TAPI v1.4 to v2.2

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.tapi/2004-06/0534.html>

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Date: 06/25/04

Date: Fri, 25 Jun 2004 16:45:21 -0400

You want to build a general software facility for tracking responses and associating them with requests. So, for example, an Answer "tool" would be invoked when you see a call offering. When this "tool" is invoked, it makes the request to TAPI and stores the TAPI request ID as a data member. This request would be added to a collection maintained by your application. Then whenever you check TAPI for responses (or get notified via whichever notification mechanism you employ) you can scan all outstanding requests to see which one this is a response to. Your dispatcher then calls a member function of your "tool" (hopefully all tools are derived from a common base class so you can easily add new tools without re-writing your dispatcher) to notify it of the response. The tool then completes and hopefully you have some kind of scripting ability to then look at the results of the tool and move to the next step in your script. If you do things write you really don't need to use threads for most of what you want to do. TAPI handles async activities and as long as you stay in front of the wave driver you can also avoid threading calls to queue play and receive buffers.

Lots of ranting here but I've built several high quality rock solid telephony apps with TAPI using techniques like I describe.

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"Ting Liu" <tl_163@hotmail.com> wrote in message

news:ae45a9be.0406250849.32102ddc@posting.google.com...

> Since TAPI v1.4 uses callback functions while TAPI v2.0 provides more

> mechanisms. Moreover, some lineXXX functions require asynchronous

> reply while others do not.

>

> what is the best structure for the program, so it will not be messy.

> Thank you in advance.

>

>

> Ting

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microsoft.public.win32.programmer.tapi: Re: Program architecture for TAPI v1.4 to v2.2

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> t1_163@hotmail.com (Ting Liu) wrote in message
news:<ae45a9be.0406241840.10f5c61@posting.google.com>...
> > Hi, Experts:
> >
> > What is the best program structure for TAPI v1.4 and v2.2? To make
it
> > more specific, what I am trying to know is how you effectively
arrange
> > your program structures to handle asynchronous events and callback
> > functions such as those in TAPI v1.4 and v2.2.
> >
> > Can you also provide a brief outline of it? Such as when a thread
> > should start, when to wait for an event or anything similar, so
all
> > cases can be handled nicely.
> >
> > Thank you in advance.
> >
> >
> > Ting