

## Re: TAPI 3.1 event handling

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.tapi/2005-06/msg00531.html>

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- *From:* "atlasgp" <[atlasgp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:atlasgp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Wed, 29 Jun 2005 23:04:37 -0400
- 

I ran a couple of more tests today. I thought I should make clear what I mean by freezing up. I have implemented the tapi event connection point on my app. Upon getting the connected event I send a message to the main window by using post message. On the message handler for the wm\_message I send myself I then proceed to get the device id from the call control interface, set the ISpMMSysAudio, and finally set the voice class output to the created ISpMMSysAudio object. I finally call speak on the voice interface in order to stream the text to the device. This causes a deadlock in nt.dll.

I implemented the app based on the simpletelephony example that comes with the Sapi SDK, however they do it in the context of receiving a call instead on initiating a call. Another point to note is that I have implemented the connection point using ATL, including the advise for the connection point, thus the com module thread is running, i.e., the message processing mechanism ATL uses.

So the mystery for me is why is calling speak causing a dead lock. The simpletelephony sample works on my machine, so I don't think it's the system, so it's got to be some problem with my implementation, but I'm stuck at the moment. Any suggestions, pointers would be appreciated. Thxs again.

"john doe" <[john@xxxxxxx](mailto:john@xxxxxxx)> wrote in message

[news:uLJY2LfHA.1148@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uLJY2LfHA.1148@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

> Thanks for the info. I was unclear about the tapi version supported by  
> w2k hence the error on the subject line. I did more reading and now  
> realize I'm using the interfaces exposed by version 3.0.

>

> Yes, I'm using a modem so I will research the hardware capabilities as you  
> suggest. In the meant time, playing a wave file is ok. However I'm  
> having problems with that as you can see in the second question. Based on  
> the examples I saw that it was not necessary to generate a wave file as I  
> could simply 'speak' the text. However generating a wave file was  
> actually my first thought. Either way I believe I have to call speak on  
> teh voice interface which is freezing up on me. Can this be caused  
> because of incompatibility between SAPI 5.1 and TAPI 3.0? Or is there  
> something I'm missing. The speach engine works fine in my seperates  
> tests, i.e., speaking from text or speaking from a wave file. It only

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> seems to trip when I try to speak to the modem device? Any ideas where I  
> should start looking?  
>  
> ----- Original Message -----  
> From: "Andreas Marschall [MVP TAPI]" <Andreas.Marschall@xxxxxxxxxx>  
> Newsgroups: microsoft.public.win32.programmer.tapi  
> Sent: Tuesday, June 28, 2005 11:44 PM  
> Subject: Re: TAPI 3.1 event handling  
>  
>  
>> "atlasgp" <atlasgp@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> schrieb im Newsbeitrag  
>> [news:7F37654A-03D4-4C49-BCAC-A9A039D8B3EF@xxxxxxxxxxxxxxxxxxxx](mailto:news:7F37654A-03D4-4C49-BCAC-A9A039D8B3EF@xxxxxxxxxxxxxxxxxxxx)  
>>> 1 ) What event must I listen for to know when a user has picked up the  
>>> call.  
>>> The TE\_CALLSTATE is triggered when the phone is ringing, I would like  
>>> to  
>>> know what event I can listen for when the phone has been answered. I'm  
>>> not  
>>> able to use the TE\_PHONE event as this is for Windows XP and beyond and  
>>> I'm  
>>> using windows 2000 server.  
>>  
>> atlasgp,  
>> the subject refers to TAPI 3.1 but on W2k you only have (upto) TAPI 3.0  
>> available.  
>>  
>> What device / TSP are you using?  
>> I assume it is a modem / UniModem.TSP.  
>>  
>> Modems in voice mode don't have proper call progression detection, so  
>> UniModem.TSP is blindly generating CS\_CONNECTED after dialing is  
>> complete.  
>> You may want to use better HW supporting progress detection:  
>> <http://www.terasens.com/products/teravoice/hardware.aspx>  
>>  
>> Alternatively you can do your own analysis of the media stream for  
>> detecting  
>> the presence of voice energy.  
>>  
>> Or you can repeatedly play a wave file blindly asking to "press 1 to  
>> continue"  
>> and monitor for '1' being pressed.  
>>  
>> --  
>> Best Regards  
>> Andreas Marschall  
>> Microsoft MVP for TAPI / Windows SDK  
>> TAPI / TSP Developer and Tester  
>> [http://www.I-B-A-M.de/Andreas\\_Marschall's\\_TAPI\\_and\\_TSPI\\_FAQ.htm](http://www.I-B-A-M.de/Andreas_Marschall's_TAPI_and_TSPI_FAQ.htm)  
>> \* Please post all messages and replies to the newsgroup so all may  
>> \* benefit from the discussion. Private mail is usually not replied to.

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>> \* This posting is provided "AS IS" with no warranties, and confers no  
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>>  
> "Andreas Marschall [MVP TAPI]" <Andreas.Marschall@xxxxxxxxxx> wrote in  
> message [news:eOkMYOfFHA.3936@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:eOkMYOfFHA.3936@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
>> "atlasgp" <atlasgp@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> schrieb im Newsbeitrag  
>> [news:7F37654A-03D4-4C49-BCAC-A9A039D8B3EF@xxxxxxxxxxxxxxxxxxxx](mailto:news:7F37654A-03D4-4C49-BCAC-A9A039D8B3EF@xxxxxxxxxxxxxxxxxxxx)  
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>> [http://www.I-B-A-M.de/Andreas\\_Marschall's\\_TAPI\\_and\\_TSPI\\_FAQ.htm](http://www.I-B-A-M.de/Andreas_Marschall's_TAPI_and_TSPI_FAQ.htm)  
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• **References:**

- ◆ **TAPI 3.1 event handling**  
    ◇ *From:* atlasgp
  - ◆ **Re: TAPI 3.1 event handling**  
    ◇ *From:* Andreas Marschall [MVP TAPI]
  - ◆ **Re: TAPI 3.1 event handling**  
    ◇ *From:* john doe
- 
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  - Previous by thread: **Re: TAPI 3.1 event handling**
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