

Re: question about making a call

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.tapi/2005-11/msg00085.html>

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 - *Date:* Mon, 7 Nov 2005 10:57:44 +0100
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"jim" <jim@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> schrieb im Newsbeitrag <news:3992F5E4-C38C-439F-BE62-F6747E510DC4@xxxxxxxxxxxxxxxxxxxx>
> I want to use a voice modem to make a phone call and play some wave files. I
> want to play a wave file at 1 second after a person has answered the phone.
> How can I control the timing?

jim,
Modem HW in voice mode doesn't have proper call state progression detection, so the modem simply doesn't know when the far end answers the call, and therefore TAPI can't know either. UniModem.TSP just generates _CONNECTED after dialing is complete.

Possible workarounds:

1) Do the analysis of the incoming media stream on your own and try to detect whether it is a human voice or answering machine on the other side. This is probably what the control you mentioned is doing.

2) Play repeatedly an announcement, instructing the callee to press a button ("Press '1' to continue ..."). You can use `lineMonitorDigits()` to get this button press. If you get this event, you may conclude that a human answered the call.

3) Use other HW that has better call state progression detection.

For telephony devices with proper call progression detection you may want to see

<http://www.terasens.de/products/teravoice/hardware.aspx?Language=EN>

Regarding playing wave files you may want to take a look at the `tapisend` sample (TAPI3 in C/C++) from P-SDK and at the IVR application (including source for TAPI2 in C/C++) from Alex. C. Punnen.

See my TAPI and TSPI FAQ:

Q: Is there any sample code available ?

http://www.i-b-a-m.de/Andreas_Marschall's_TAPI_and_TSPI_FAQ.htm#_Q:_Is_there

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Best Regards

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http://www.I-B-A-M.de/Andreas_Marschall's_TAPI_and_TSPI_FAQ.htm

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- ***Follow-Ups:***

- ◆ ***Re: question about making a call***

- ◇ *From:* jim

- Prev by Date: ***Re: TAPI around the world (Frappr! map)***
- Next by Date: ***Re: understanding disconnect event while running Consultative transfer***
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