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Titolo	FreeSWITCH 1.0.6 [[electronic resource] ] : build robust high performance telephony systems using FreeSWITCH // Anthony Minessale, Michael S. Collins, Darren Schreiber
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Altri autori (Persone)	CollinsMichael S SchreiberDarren
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Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewer; Table of Contents; Preface; Chapter 1: Architecture of FreeSWITCH; A revolution has begun and secrets have been revealed; The FreeSWITCH design: modular, scalable, stable; Important modules: Endpoint and Dialplan; Complex applications made simple; Voicemail; Multi-party conferencing; The FreeSWITCH API (FSAPI); The XML registry; Language modules; The default configuration; Summary; Chapter 2: Building and Installation; Setting up the FreeSWITCH environment; Operating system; Operating system prerequisites; Linux/Unix; Mac OS X WindowsText editors and XML; Downloading the source; Building from the latest code; Compiling FreeSWITCH for Linux/Unix/Mac OS X; Compiling FreeSWITCH; Step 1: Edit modules.conf; Step 2: Run configure script; Step 3: Run make and make install; Step 4: Edit modules.conf.xml; Step 5: Install sound and music files; Compiling FreeSWITCH for Windows; Building the solution with MSVC/MSVCEE; Starting FreeSWITCH; Running FreeSWITCH in the background; Summary; Chapter 3: Test Driving the Default Configuration; Important

concepts to understand; Putting FreeSWITCH to work  
Controlling FreeSWITCH with the CLIConfiguring a SIP phone to work with FreeSWITCH; SIP settings; Testing the default Dialplan; Test calls for a single phone; Test calls for two or more phones; Summary;  
Chapter 4: SIP and the User Directory; Understanding the FreeSWITCH user directory; Working with the FreeSWITCH user directory; User features; Adding a user; Testing voicemail; Groups of users; Connecting to the world with gateways; Setting up a new gateway; Making calls; Receiving calls; Making calls without a gateway; SIP profiles and user agents; Summary  
Chapter 5: Understanding the XML DialplanFreeSWITCH XML Dialplan elements; Call legs and channel variables; Accessing channel variables; Regular expressions; Contexts; Default; Public; Features; Extensions; Conditions; Actions and anti-actions; How Dialplan processing works; Creating a new extension; Important Dialplan applications; bridge; playback; say; play\_and\_get\_digits; ivr; sleep; answer; hangup; Set; Dialstring formats; Summary; Chapter 6: Using the Built-in XML IVR Engine; IVR engine overview; IVR XML configuration file; IVR menu definitions; greet-long; greet-short; invalid-sound exit-soundtimeout; inter-digit-timeout; max-failures; max-timeouts; digit-len; tts-voice; tts-engine; confirm-key; IVR menu destinations; menu-exec-app; menu-exec-api; menu-play-sound; menu-back; menu-top; Routing calls to your IVR; Nesting IVRs; Using phrases with IVRs; Calling Phrase Macros; Phrase Macro examples: voicemail; Advanced routing; Summary; Chapter 7: Building IVR Applications with Lua; Getting started with Lua; Running Lua scripts from the Dialplan; Basic Lua syntax; Building voice applications; Simple IVR-interacting with the caller; Conditions and looping  
Advanced IVR concepts

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Sommario/riassunto

Build robust high-performance telephony systems using FreeSWITCH

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