

목차

BS2_SetVoipConfigExt

함수

파라미터

반환값

샘플코드

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1

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BS2_SetVoipConfigExt

[+ 2.8.3] BioStation 3 확장형 VoIP 설정을 저장합니다.

[BS2VoipConfig](#)와 비교하여 outbound proxy의 지정이나, 음량 설정과 같은 다양한 설정이 추가되었습니다.

함수

```
#include "BS_API.h"

int BS2_SetVoipConfigExt(void* context, uint32_t deviceId, const
BS2VoipConfigExt* config);
```

[BS2VoipConfigExt 구조체 보기](#)

파라미터

- [In] *context* : Context
- [In] *deviceId* : 장치 식별자
- [In] *config* : VoIP 설정 정보 포인터

반환값

성공적으로 수행될 경우 BS_SDK_SUCCESS를 반환하고, 에러가 발생할 경우 상응하는 에러 코드를 반환합니다.

샘플코드

C++

```
BS2VoipConfigExt config = { , };

config.enabled = true;
config.useOutboundProxy = false;
config.registrationDuration = 300;

string ipAddr = "192.168.0.9";
memcpy(config.address, ipAddr.c_str(), ipAddr.size());
config.port = 5060;
```

```

config.volume.speaker = 50;
config.volume.mic = 50;

string sipID = "myAccount";
memcpy(config.id, sipID.c_str(), sipID.size());
string sipPW = "myPassword";
memcpy(config.password, sipPW.c_str(), sipPW.size());
string authCode = "1234";
memcpy(config.authorizationCode, authCode.c_str(), authCode.size());

config.exitButton = '0'; // keypad 0
config.showExtensionNumber = true;
config.numPhoneBook = 2;

string phoneNum = "600";
memcpy(config.phonebook[0].phoneNumber, phoneNum.c_str(),
phoneNum.size());
string phoneDesc = "LB James";
memcpy(config.phonebook[0].description, phoneDesc.c_str(),
phoneDesc.size());
phoneNum = "601";
memcpy(config.phonebook[1].phoneNumber, phoneNum.c_str(),
phoneNum.size());
phoneDesc = "C Kershaw";
memcpy(config.phonebook[1].description, phoneDesc.c_str(),
phoneDesc.size());

int sdkResult = BS2_SetVoipConfigExt(context, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_SetVoipConfigExt call failed: %d", sdkResult);

```

C#

```

BS2VoipConfigExt config = Util.AllocateStructure<BS2VoipConfigExt>();

config.enabled = Convert.ToByte(1);
config.useOutboundProxy = Convert.ToByte();
config.registrationDuration = 300;

string strIpAddr = "192.168.0.9";
byte[] arrIpAddr = Encoding.UTF8.GetBytes(strIpAddr);
Array.Clear(config.address, , BS2Environment.BS2_URL_SIZE);
Array.Copy(arrIpAddr, , config.address, , arrIpAddr.Length);
config.port = 5060;

config.volume.speaker = 50;
config.volume.mic = 50;

string strSIPID = "myAccount";
byte[] arrSIPID = Encoding.UTF8.GetBytes(strSIPID);
Array.Clear(config.id, , BS2Environment.BS2_USER_ID_SIZE);

```

```
Array.Copy(arrSIPID, , config.id, , arrSIPID.Length);

string strSIPPW = "myPassword";
byte[] arrSIPPW = Encoding.UTF8.GetBytes(strSIPPW);
Array.Clear(config.password, , BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(arrSIPPW, , config.password, , arrSIPPW.Length);

string strAuthCode = "1234";
byte[] arrAuthCode = Encoding.UTF8.GetBytes(strAuthCode);
Array.Clear(config.authorizationCode, ,
BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(arrAuthCode, , config.authorizationCode, ,
arrAuthCode.Length);

config.exitButton = Convert.ToByte('0'); // keypad 0
config.showExtensionNumber = Convert.ToByte(true);
config.numPhoneBook = 2;

string strPhoneNum = "600";
byte[] arrPhoneNum = Encoding.UTF8.GetBytes(strPhoneNum);
Array.Clear(config.phonebook[].phoneNumber, ,
BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(arrPhoneNum, , config.phonebook[].phoneNumber, ,
arrPhoneNum.Length);
string strPhoneDesc = "LB James";
byte[] arrPhoneDesc = Encoding.UTF8.GetBytes(strPhoneDesc);
Array.Clear(config.phonebook[].description, ,
BS2Environment.BS2_VOIP_MAX_DESCRIPTION_LEN_EXT);
Array.Copy(arrPhoneDesc, , config.phonebook[].description, ,
arrPhoneDesc.Length);
strPhoneNum = "601";
arrPhoneNum = Encoding.UTF8.GetBytes(strPhoneNum);
Array.Clear(config.phonebook[1].phoneNumber, ,
BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(arrPhoneNum, , config.phonebook[1].phoneNumber, ,
arrPhoneNum.Length);
strPhoneDesc = "C Kershaw";
arrPhoneDesc = Encoding.UTF8.GetBytes(strPhoneDesc);
Array.Clear(config.phonebook[1].description, ,
BS2Environment.BS2_VOIP_MAX_DESCRIPTION_LEN_EXT);
Array.Copy(arrPhoneDesc, , config.phonebook[1].description, ,
arrPhoneDesc.Length);

BS2ErrorCode result = (BS2ErrorCode)API.BS2_SetVoipConfigExt(sdkContext,
deviceID, ref config);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}
```

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