SipCli SEditor

User Guide
Version 2.7

Document Revision 1.5

http://www.yasinkaplan.com/sipcli.asp

SEditor is built by Yasin KAPLAN

Read "Readme.txt" for last minute changes and updates which can be found under application directory.

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Introduction

SipCli is a command line SIP user agent runs under Windows *(XP/Vista/7/8/10 & 2003-2016 Server)* which enables making SIP *(Based on RFC 3261)* based calls. SipCli supports automated tasks defined in scenario scripts. SEditor is a GUI for creating scenario scripts. Visit https://www.kaplansoft.com/sipcli regularly for updates.

System Requirements

SEditor requires Microsoft .NET Framework 4.0 installed with the latest patches. Pentium i3 class CPU with 3 GB of RAM is ideal for most configurations.

Installation

Unzip "sipcli.zip" and run Seditor.exe which comes with the distribution. No installation required.

Scenario Editor

You can create your own scenario using SipCli Scenario Editor. Before creating your scenario you must define audio prompts to be used in your scenario. Prompt and Action definitions for the scenario are stored in text files.

Scenario Editor / Prompts Tab

Click Scenario / Prompts Tab to add audio prompts. You can either add wave files in 16 bit per sample, 1 channel and 8000 Hz sampling frequency format or free text to be played out using TTS engine. Each prompt must have a **unique** Prompt ID. You can delete a defined prompt pressing delete key on the keyboard. Scenario Editor does not allow deleting a prompt which is used in a "Play" action.

You can open an existing scenario file from File Menu / Open menu option.

Figure - 1. Scenario Editor / Prompts Tab

Scenario Editor / Scenario Designer Tab

Click Scenario / Scenario Designer Tab to define steps in your scenario. Each action will have a **unique** Action ID. Scenario Designer does not allow deleting an action which is used in an action as a *NextAction* and you can not assign Action's *NextAction* to itself. SipCli supports following actions in scenarios:

Play. Play action will play out defined in action *(Prompt)* and collects user input in %Received_Digits% variable. You can set how many times welcome message will be played if no user input *(DTMF digits)* detected *(Count)*, how many digits will be collected maximum *(DigitLength)* and how many second will be waited after last digit entered if user does not dial # *(DigitTimeout)*. You must also define next step after the action completed *(NextAction)*.

Synthesise. This action is similar to Play action and has the same parameters. However Synt synthesises audio prompt dynamically using Microsoft TTS engine by processing test string specified in Prompt parameter. You can use internal variables in prompt text like %called_number%, %calling_number%, %received_digits%, %date%, %execout% and %sipdomain%". You can not use pipe | character in prompt text.

Record. Record action will record audio from calling part after playing out a prompt which is configurable. You can restrict maximum duration of the audio recording by Duration parameter.

Caller can terminate recording by dialing pound key *(#)*.You must also define next step after the action completed *(NextAction)*.

Figure - 2. Scenario Editor / Prompts Tab

Evaluate. Evaluate action evaluates user input and then determines next action. If SipCli can not finds an action satisfies conditions in *Options* parameter next action will be the action defined in *DefaultAction* parameter. Conditions must be entered in `<Go to Action>;<Case 1>|<Go to Action>;..;<Case n>|<Go to Action>` format.

Execute. Execute action executes the executable defined in *ExecutablePath* parameter. You must enter executable with full path. Valid predefined options for the command line parameters *(ExecutableParameters)* are %called_number%, %calling_number%, %received_digits% and %sipdomain%". Predefined parameters are case sensitive. Leave *ExecutableParameters* blank if no parameter will be used. Set WaitforCompletion > 0 in seconds if you wish SipCli to wait completion of the execution of the executable. You must also define next step after the action completed *(NextAction)*. If you set WaitforCompletion > 0 SipCli will store executable's console output to %execout% variable and ignores return value *(DOS Errorlevel)* of executable.

Send. Send action will send digits to remote party defined in *SendDigits* parameter.

Wait. You can wait caller while playing out a configurable prompt. You can specify wait time in seconds. You must also define next step after the action completed *(NextAction)*.

Exit. Exit action terminates execution of scenario. If any of the action has an undefined action in NextAction parameter SipCli will also terminate execution of scenario.

It is wise to start your scenario with a Play action.

You can add an action to your scenario by dragging it from Actions list on left after clicking "Add action" button. You can assign an Action's next action by dragging it to another action after clicking "Link action" button. You can change the next action in the same way. You can delete an action or a link after clicking "Delete object" button and then selecting object.

How to Record a Custom Welcome Message

You can use Windows Sound Recorder to record a custom audio prompt. Windows Sound Recorder can be run from "Start/Programs/Accessories/Entertainment/Sound Recorder".

Click record button to start recording. Click stop button after finishing. Select "File/Save As" option from File menu.

Click "Change" button to change file format.

Select “PCM” as format and select “8,000 kHz; 16 Bit; Mono 15 kb/sec” from the attributes list. Click OK to accept settings and then click “Save”.