





# **APPENDIX C**

# **AGI Reference**

# **ANSWER**

ANSWER

Answers the channel (if it is not already in an answered state).

Return values:

- -1 Failure
- Success

## **CHANNEL STATUS**

CHANNEL STATUS [channelname]

Queries the status of the channel indicated by channelname or, if no channel is specified, the current channel.

Return values:

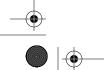
- Channel is down and available
- Channel is down, but reserved 1
- Channel is off-hook
- Digits have been dialed
- Line is ringing
- Line is up
- Line is busy

# **DATABASE DEL**

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DATABASE DEL family key

Deletes an entry from the Asterisk database for the specified family and key.

















Return values:

- o Failure
- 1 Success

# **DATABASE DELTREE**

DATABASE DELTREE family [keytree]

Deletes a family and/or keytree from the Asterisk database.

Return values:

- o Failure
- 1 Success

## **DATABASE GET**

DATABASE GET family key

Retrieves a value from the Asterisk database for the specified family and key.

Return values:

- 0 Not set
- 1 (value)

Value is set (and is included in parentheses)

## **DATABASE PUT**

DATABASE PUT family key value

Adds or updates an entry in the Asterisk database for the specified family and key, with the specified value.

Return values:

- 0 Failure
- 1 Success

# **EXEC**

EXEC application options

Executes the specified dialplan application, including options.

Return values:

-2 Failure to find the application

value

Return value of the application

















## **GET DATA**

GET DATA filename [timeout] [max digits]

Plays the audio file specified by *filename* and accepts DTMF digits, up to the limit set by *max digits*. Similar to the Background() dialplan application.

Return value:

value

Digits received from the caller

## **GET FULL VARIABLE**

GET FULL VARIABLE variablename [channelname]

If the variable indicated by *variablename* is set, returns its value in parentheses. This command understands complex variable names and built-in variable names, unlike GET VARIABLE.

Return values:

- 0 No channel, or variable not set
- 1 (value)

Value is retrieved (and is included in parentheses)

## **GET OPTION**

GET OPTION filename escape\_digits [timeout]

Behaves the same as STREAM FILE, but has a timeout option (in seconds).

Return value:

value

ASCII value of digits received, in decimal

## **GET VARIABLE**

GET VARIABLE variablename

If the variable is set, returns its value in parentheses. This command does not understand complex variables or built-in variables; use the GET FULL VARIABLE command if your application requires these types of variables.

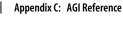
Return values:

- 0 No channel, or variable not set
- 1 (value

Value is retrieved (and is included in parentheses)



















#### **HANGUP**

HANGUP [channelname]

Hangs up the specified channel or, if no channel is given, the current channel.

Return values:

- -1 Specified channel does not exist
- 1 Hangup was successful

#### **NOOP**

NoOp [text]

Performs no operation. As a side effect, this command prints *text* to the Asterisk console. Usually used for debugging purposes.

Return value:

0 No channel, or variable not set

## **RECEIVE CHAR**

RECEIVE CHAR timeout

Receives a character of text on a channel. Specify a *timeout* in milliseconds as the maximum amount of time to wait for input, or set to 0 to wait infinitely. Note that most channels do not support the reception of text.

Return values:

-1 (hangup)

Failure or hangup

char (timeout)

Timeout

value

ASCII value of character, in decimal

#### **RECORD FILE**

RECORD FILE filename format escape\_digits timeout [offset\_samples] [BEEP] [s=silence]

Records the channel audio to the specified file until the reception of a defined escape (DTMF) digit. The *format* argument defines the type of file to be recorded (wav, gsm, etc.). The *timeout* argument is the maximum number of milliseconds the recording can last, and can be set to -1 for no timeout. The *offset\_samples* argument is optional; if provided, it will seek to the offset without exceeding the end of the file. The *silence* argument is the number of seconds of silence allowed before the function returns despite the lack of DTMF digits or reaching the timeout. The silence value must be preceded by s= and is also optional.

















#### Return values:

- Failure
- Successful recording

## **SAY ALPHA**

SAY ALPHA number escape\_digits

Says a given character string, returning early if any of the given DTMF digits are received on the channel.

#### Return values:

- -1 Error or hangup
- Playback completed without being interrupted by an escape digit value

ASCII value of digit (if pressed), in decimal

#### **SAY DATE**

SAY DATE date escape digits

Says a given date, returning early if any of the given DTMF digits are received on the channel. The date is the number of seconds elapsed since 00:00:00 on January 1, 1970, Coordinated Universal Time (UTC).

#### Return values:

- -1 Error or hangup
- Playback completed without being interrupted by an escape digit value

ASCII value of digit (if pressed), in decimal

## **SAY DATETIME**

SAY DATETIME datetime escape\_digits [format] [timezone]

Says the given datetime, returning early if any of the given DTMF digits are received on the channel. The datetime is the number of seconds elapsed since 00:00:00 on January 1, 1970, Coordinated Universal Time (UTC). The optional format argument is the format in which the time should be spoken. (See *voicemail.conf* for a complete description of the format options.) format defaults to "ABdY 'digits/at' IMp". Acceptable values for timezone can be found in /usr/share/zoneinfo/. timezone defaults to the default time zone of the Asterisk server.

## Return values:

- -1 Error or hangup
- Playback completed without being interrupted by an escape digit value

ASCII value of digit (if pressed), in decimal





















## **SAY DIGITS**

SAY DIGITS number escape digits

Says a given digit string, returning early if any of the given DTMF digits are received on the channel.

Return values:

- -1 Error or hangup
- 0 Playback completed without being interrupted by an escape digit *value*

ASCII value of digit (if pressed), in decimal

#### **SAY NUMBER**

SAY NUMBER number escape digits

Says a given number, returning early if any of the given DTMF digits are received on the channel.

Return values:

- -1 Error or hangup
- O Playback completed without being interrupted by an escape digit *value*

ASCII value of digit (if pressed), in decimal

#### **SAY PHONETIC**

SAY PHONETIC string escape digits

Says a given character string with phonetics, returning early if any of the given DTMF digits are received on the channel.

Return values:

- -1 Error or hangup
- 0 Playback completed without being interrupted by an escape digit *value*

ASCII value of digit (if pressed), in decimal

## **SAY TIME**

SAY TIME time escape digits

Says the indicated *time*, returning early if any of the given DTMF digits are received on the channel. The *time* is the number of seconds elapsed since 00:00:00 on January 1, 1970, Coordinated Universal Time (UTC).



















Return values:

- -1 Error or hangup
- O Playback completed without being interrupted by an escape digit value

ASCII value of digit (if pressed), in decimal

#### **SEND IMAGE**

SEND IMAGE image

Sends the given image on the current channel. Most channels do not support the transmission of images. Image names should not include extensions.

Return values:

- -1 Error or hangup
- 0I Image sent, or channel does not support sending an image

## **SEND TEXT**

SEND TEXT "text\_to\_send"

Sends the specified text on the current channel. Most channels do not support the transmission of text. Text consisting of more than one word should be placed in quotes, since the command accepts only a single argument.

Return values:

- -1 Error or hangup
- 0I Text sent, or channel does not support sending text

## **SET AUTOHANGUP**

SET AUTOHANGUP time

Causes the channel to automatically be hung up once *time* seconds have elapsed. Of course, it can be hung up before then as well. Setting *time* to 0 will cause the autohangup feature to be disabled on this channel.

Return value:

0 Autohangup has been set

## **SET CALLERID**

SET CALLERID number

Changes the Caller ID of the current channel.

Return value:

1 Caller ID has been set

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## **SET CONTEXT**

SET CONTEXT context

Sets the context for continuation upon exiting the AGI application.

Return value:

0 Context has been set

## **SET EXTENSION**

SET EXTENSION extension

Changes the extension for continuation upon exiting the AGI application.

Return value:

0 Extension has been set

## **SET MUSIC ON**

SET MUSIC ON [on|off] [class]

Enables/disables the Music on Hold generator. If *class* is not specified, the default Music on Hold class will be used.

Return value:

0 Always returns 0

## **SET PRIORITY**

SET PRIORITY priority

Changes the priority for continuation upon exiting the AGI application. *priority* must be a valid priority or label.

Return value:

0 Extension has been set

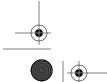
## **SET VARIABLE**

SET VARIABLE variablename value

Sets or updates the *value* for the variable name specified by *variablename*. If the variable does not exist, it is created.

Return value:

1 Variable has been set

















#### **STREAM FILE**

STREAM FILE filename escape digits [sample offset]

Play the audio file indicated by *filename*, allowing playback to be interrupted by the digits specified by *escape\_digits*, if any. Use double quotes for the digits if you wish none to be permitted. If *sample\_offset* is provided, the audio will seek to *sample\_offset* before playback starts.

Remember, the file extension must not be included in the filename.

Return values:

- O Playback completed with no digit pressed
- -1 Error or hangup

value

ASCII value of digit (if pressed), in decimal

#### **TDD MODE**

TDD MODE [on|off]

Enable/disable Telecommunications Devices for the Deaf (TDD) transmission/reception on this channel.

Return values:

- 0 Channel not TDD-capable
- 1 Success

## **VERBOSE**

VERBOSE message level

Sends *message* to the console via the verbose message system. The *level* argument is the minimum verbosity level at which the message will appear on the Asterisk command-line interface.

Return value:

0 Always returns 0

#### **WAIT FOR DIGIT**

WAIT FOR DIGIT timeout

Waits up to *timeout* milliseconds for the channel to receive a DTMF digit. Use -1 for the *timeout* value if you want the call to block indefinitely.

Return values:

- -1 Error or channel failure
- 0 Timeout

value

ASCII value of digit (if pressed), in decimal

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