
APPENDIX C

AGI Reference

ANSWER

ANSWER

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

Return values:

- 1 Failure
- 0 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:

- 0 Channel is down and available
- 1 Channel is down, but reserved
- 2 Channel is off-hook
- 3 Digits have been dialed
- 4 Line is ringing
- 5 Line is up
- 6 Line is busy

DATABASE DEL

DATABASE DEL *family key*

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

Return values:

- 0 Failure
- 1 Success

DATABASE DELTREE

DATABASE DELTREE *family* [*keytree*]

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

Return values:

- 0 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:

- 1 Failure
- 0 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
- 0 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
- 0 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
- 0 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
- 0 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
 - 0 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
- 0! 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
- 0! 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

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:

0 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