



## **Asterisk 1.8.28 Reference**

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## Overview

A listing of new capabilities in Asterisk 1.8

## In Brief

Asterisk 1.8 introduces a number of new features since the previous 1.6.2 release. Highlights include:

- Secure RTP (SRTP)
- IPv6 Support for SIP
- Connected Party Identification Support - COLP and CONP.
- Calendaring Integration for CalDAV, iCal, Exchange or EWS calendars
- A new call logging system, Channel Event Logging (CEL)
- Distributed Device State, including Message Waiting Indicator using Jabber/XMPP PubSub
- Call Completion Supplementary Services (CCSS) Support, including Call Completion on Busy Subscriber (CCBS) and Call Completion on No Response (CCNR)
- Advice of Charge, including AOC-S, AOC-D, and AOC-E Support
- Multicast RTP
- ISDN Q.SIG Call Rerouting and Call Deflection
- Google Talk and Google Voice integration
- Audio Pitch Shifting (for fun and profit)

## Detailed Listing

### SIP Changes

- Added `preferred_codec_only` option in `sip.conf`. This feature limits the joint codecs sent in response to an INVITE to the single most preferred codec.
- Added `SIP_CODEC_OUTBOUND` dialplan variable which can be used to set the codec to be used for the outgoing call. It must be one of the codecs configured for the device.
- Added `tlsprivatekey` option to `sip.conf`. This allows a separate `.pem` file to be used for holding a private key. If `tlsprivatekey` is not specified, `tlscertfile` is searched for both public and private key.
- Added `tlsclientmethod` option to `sip.conf`. This allows the protocol for outbound client connections to be specified.
- The `sendrpid` parameter has been expanded to include the options `'rpid'` and `'pai'`. Setting `sendrpid` to `'rpid'` will cause Remote-Party-ID header to be sent (equivalent to setting `sendrpid=yes`) and setting

- sendrpid to 'pai' will cause P-Asserted-Identity header to be sent.
- The 'ignoreversion' behavior has been made automatic when the SDP received is in response to a T.38 re-INVITE that Asterisk initiated. In this situation, since the call will fail if Asterisk does not process the incoming SDP, Asterisk will accept the SDP even if the SDP version number is not properly incremented, but will generate a warning in the log indicating that the SIP peer that sent the SDP should have the 'ignoreversion' option set.
- The 'nat' option has now been changed to have yes, no, force\_rport, and comedia as valid values. Setting it to yes forces RFC 3581 behavior and enables symmetric RTP support. Setting it to no only enables RFC 3581 behavior if the remote side requests it and disables symmetric RTP support. Setting it to force\_rport forces RFC 3581 behavior and disables symmetric RTP support. Setting it to comedia enables RFC 3581 behavior if the remote side requests it and enables symmetric RTP support.
- Slave SIP channels now set HASH(SIP\_CAUSE,<slave-channel-name>) on each response. This permits the master channel to know how each channel dialed in a multi-channel setup resolved in an individual way.
- Added 'externtcpport' and 'externrtlsport' options to allow custom port configuration for the externip and externhost options when tcp or tls is used.
- Added support for message body (stored in content variable) to SIP NOTIFY message accessible via AMI and CLI.
- Added 'media\_address' configuration option which can be used to explicitly specify the IP address to use in the SDP for media (audio, video, and text) streams.
- Added 'unsolicited\_mailbox' configuration option which specifies the virtual mailbox that the new/old count should be stored on if an unsolicited MWI NOTIFY message is received.
- Added 'use\_q850\_reason' configuration option for generating and parsing if available Reason: Q.850;cause=<cause code> header. It is implemented in some gateways for better passing PRI/SS7 cause codes via SIP.
- When dialing SIP peers, a new component may be added to the end of the dialstring to indicate that a specific remote IP address or host should be used when dialing the particular peer. The dialstring format is SIP/peer/extern/host\_or\_IP.
- SRTP SDDES support for encrypting calls to/from Asterisk over SIP. The ability to selectively force bridged channels to also be encrypted is also implemented. Branching in the dialplan can be done based on whether or not a channel has secure media and/or signaling.
- Added directmediapermit/directmediadeny to limit which peers can send direct media to each other
- Added the 'snom\_aoc\_enabled' option to turn on support for sending Advice of Charge messages to snom phones.
- Added support for G.719 media streams.
- Added support for 16khz signed linear media streams.
- SIP is now able to bind to and communicate with IPv6 addresses. In addition, RTP has been outfitted with the same abilities.
- Added support for setting the Max-Forwards: header in SIP requests. Setting is available in device configurations as well as in the dial plan.
- Addition of the 'subscribe\_network\_change' option for turning on and off res\_stun\_monitor module support in chan\_sip.
- Addition of the 'auth\_options\_requests' option for turning on and off authentication for OPTIONS requests in chan\_sip.

## IAX2 Changes

- Added rtsavesysname option into iax.conf to allow the systname to be saved on realtime updates.
- Added the ability for chan\_iax2 to inform the dialplan whether or not encryption is being used. This interoperates with the SIP SRTP implementation so that a secure SIP call can be bridged to a secure IAX call when the dialplan requires bridged channels to be "secure".
- Addition of the 'subscribe\_network\_change' option for turning on and off res\_stun\_monitor module support in chan\_iax.

## MGCP Changes

- Added ability to preset channel variables on indicated lines with the setvar configuration option. Also, clearvars=all resets the list of variables back to none.
- PacketCable NCS 1.0 support has been added for Docsis/Eurodocsis Networks. See configs/res\_pktccops.conf for more information.

## XMPP Google Talk/Jingle changes

- Added the externip option to gtalk.conf.
- Added the stunaddr option to gtalk.conf which allows for the automatic retrieval of the external ip from a stun server.

## Applications

- Added 'p' option to PickupChan() to allow for picking up channel by the first match to a partial channel name.
- Added .m3u support for Mp3Player application.
- Added progress option to the app\_dial D() option. When progress DTMF is present, those values are sent immediately upon receiving a PROGRESS message regardless if the call has been answered or not.
- Added functionality to the app\_dial F() option to continue with execution at the current location when no parameters are provided.
- Added the 'a' option to app\_dial to answer the calling channel before any announcements or macros are executed.
- Modified app\_dial to set answertime when the called channel answers even if the called channel hangs up during playback of an announcement.
- Modified app\_dial 'r' option to support an additional parameter to play an indication tone from indications.conf
- Added c() option to app\_chanspy. This option allows custom DTMF to be set to cycle through the next available channel. By default this is still '\*'.
- Added x() option to app\_chanspy. This option allows DTMF to be set to exit the application.
- The Voicemail application has been improved to automatically ignore messages that only contain silence.
- If you set maxmsg to 0 in voicemail.conf, Voicemail will consider the associated mailbox(es) to be greetings-only.
- The ChanSpy application now has the 'S' option, which makes the application automatically exit once it hits a point where no more channels are available to spy on.
- The ChanSpy application also now has the 'E' option, which spies on a single channel and exits when that channel hangs up.
- The MeetMe application now turns on the DENOISE() function by default, for each participant. In our tests, this has significantly decreased background noise (especially noisy data centers).
- Voicemail now permits storage of secrets in a separate file, located in the spool directory of each individual user. The control for this is located in the "passwordlocation" option in voicemail.conf. Please see the sample configuration for more information.
- The ChanlsAvail application now exposes the returned cause code using a separate variable, AVAILCAUSECODE, instead of overwriting the device state in AVAILSTATUS.
- Added 'd' option to app\_followme. This option disables the "Please hold" announcement.
- Added 'y' option to app\_record. This option enables a mode where any DTMF digit received will terminate recording.
- Voicemail now supports per mailbox settings for folders when using IMAP storage. Previously the folder could only be set per context, but has now been extended using the imapfolder option.
- Voicemail now supports per mailbox settings for nextaftercmd and minsecs.
- Voicemail now allows the pager date format to be specified separately from the email date format.
- New applications JabberJoin, JabberLeave, and JabberSendGroup have been added to allow joining, leaving, and sending text to group chats.
- MeetMe has a new option 'G' to play an announcement before joining a conference.
- Page has a new option 'A(x)' which will playback an announcement simultaneously to all paged phones (and optionally excluding the caller's one using the new option 'n') before the call is bridged.
- The 'f' option to Dial has been augmented to take an optional argument. If no argument is provided, the 'f' option works as it always has. If an argument is provided, then the connected party information of all outgoing channels created during the Dial will be set to the argument passed to the 'f' option.
- Dial now inherits the GOSUB\_RETVAL from the peer, when the U() option runs a Gosub on the peer.
- The OSP lookup application adds in/outbound network ID, optional security, number portability, QoS reporting, destination IP port, custom info and service type features.
- Added new application VMSayName that will play the recorded name of the voicemail user if it exists, otherwise will play the mailbox number.

- Added custom device states to ConfBridge bridges. Use 'confbridge:<name>' to retrieve state for a particular bridge, where <name> is the conference name
- app\_directory now allows exiting at any time using the operator or pound key.
- Voicemail now supports setting a locale per-mailbox.
- Two new applications are provided for declining counting phrases in multiple languages. See the application notes for SayCountedNoun and SayCountedAdj for more information.
- Voicemail now runs the externnotify script when pollmailboxes is activated and notices a change.
- Voicemail now includes rdnis within msgXXXX.txt file.
- Added 'D' command to ExternalIVR full details in <http://wiki.asterisk.org>

## Dialplan Functions

- SRVQUERY and SRVRESULT functions added. This can be used to query and iterate over SRV records associated with a specific service. From the CLI, type 'core show function SRVQUERY' and 'core show function SRVRESULT' for more details on how these may be used.
  - PITCH\_SHIFT dialplan function added. This function can be used to modify the pitch of a channel's tx and rx audio streams.
  - Added new dialplan functions CONNECTEDLINE and REDIRECTING which permits setting various connected line and redirecting party information.
  - CALLERID and CONNECTEDLINE dialplan functions have been extended to support ISDN subaddressing.
  - The CHANNEL() function now supports the "name" and "checkhangup" options.
  - For DAHDI channels, the CHANNEL() dialplan function now allows the dialplan to request changes in the configuration of the active echo canceller on the channel (if any), for the current call only.
- The syntax is:

```
exten => s,n,Set(CHANNEL(echocan_mode)=off)
```

The possible values are:

on - normal mode (the echo canceller is actually reinitialized)  
off - disabled  
fax - FAX/data mode (NLP disabled if possible, otherwise completely disabled)  
voice - voice mode (returns from FAX mode, reverting the changes that were made when FAX mode was requested)

- Added new dialplan function MASTER\_CHANNEL(), which permits retrieving and setting variables on the channel which created the current channel. Administrators should take care to avoid naming conflicts, when multiple channels are dialled at once, especially when used with the Local channel construct (which all could set variables on the master channel). Usage of the HASH() dialplan function, with the key set to the name of the slave channel, is one approach that will avoid conflicts.
- Added new dialplan function MUTEAUDIO() for muting inbound and/or outbound audio in a channel.
- func\_odbc now allows multiple row results to be retrieved without using mode=multirow. If rowlimit is set, then additional rows may be retrieved from the same query by using the name of the function which retrieved the first row as an argument to ODBC\_FETCH().
- Added JABBER\_RECEIVE, which permits receiving XMPP messages from the dialplan. This function returns the content of the received message.
- Added REPLACE, which searches a given variable name for a set of characters, then either replaces them with a single character or deletes them.
- Added PASSTHRU, which literally passes the same argument back as its return value. The intent is to be able to use a literal string argument to functions that currently require a variable name as an argument.
- HASH-associated variables now can be inherited across channel creation, by prefixing the name of the hash at assignment with the appropriate number of underscores, just like variables.
- GROUP\_MATCH\_COUNT has been improved to allow regex matching on category
- CHANNEL(secure\_bridge\_signaling) and CHANNEL(secure\_bridge\_media) to set/get whether or not channels that are bridged to the current channel will be required to have secure signaling and/or media.
- CHANNEL(secure\_signaling) and CHANNEL(secure\_media) to get whether or not the current channel has secure signaling and/or media.
- For DAHDI/ISDN channels, the CHANNEL() dialplan function now supports the "no\_media\_path" option.

Returns "0" if there is a B channel associated with the call.  
Returns "1" if no B channel is associated with the call. The call is either on hold or is a call waiting call.

- Added option to dialplan function CDR(), the 'f' option allows for high resolution times for billsec and duration fields.
- FILE() now supports line-mode and writing.
- Added FIELDNUM(), which returns the 1-based offset of a field in a list.
- FRAME\_TRACE(), for tracking internal ast\_frames on a channel.

## Dialplan Variables

- Added DYNAMIC\_FEATURENAME which holds the last triggered dynamic feature.
- Added DYNAMIC\_PEERNAME which holds the unique channel name on the other side and is set when a dynamic feature is triggered.
- Added PARKINGLOT which can be used with parkeddynamic feature.conf option to dynamically create a new parking lot matching the value this variable is set to.
- Added PARKINGDYNAMIC which represents the template parkinglot defined in features.conf that should be the base for dynamic parkinglots.
- Added PARKINGDYNCONTEXT which tells what context a newly created dynamic parkinglot should have.
- Added PARKINGDYNPOS which holds what parking positions a dynamic parkinglot should have.

## Queue changes

- Added "ready" option to QUEUE\_MEMBER counting to count free agents whose wrap-up timeout has expired.
- Added 'R' option to app\_queue. This option stops moh and indicates ringing to the caller when an Agent's phone is ringing. This can be used to indicate to the caller that their call is about to be picked up, which is nice when one has been on hold for an extended period of time.
- A new config option, penaltymemberslimit, has been added to queues.conf. When set this option will disregard penalty settings when a queue has too few members.
- A new option, 'I' has been added to both app\_queue and app\_dial. By setting this option, Asterisk will not update the caller with connected line changes or redirecting party changes when they occur.
- A 'relative-periodic-announce' option has been added to queues.conf. When enabled, this option will cause periodic announce times to be calculated from the end of announcements rather than from the beginning.
- The autopause option in queues.conf can be passed a new value, "all." The result is that if a member becomes auto-paused, he will be paused in all queues for which he is a member, not just the queue that failed to reach the member.
- Added dialplan function QUEUE\_EXISTS to check if a queue exists
- The queue logger now allows events to optionally propagate to a file, even when realtime logging is turned on. Additionally, realtime logging supports sending the event arguments to 5 individual fields, although it will fallback to the previous data definition, if the new table layout is not found.

## misDN channel driver (chan\_misdn) changes

- Added display\_connected parameter to misdn.conf to put a display string in the CONNECT message containing the connected name and/or number if the presentation setting permits it.
- Added display\_setup parameter to misdn.conf to put a display string in the SETUP message containing the caller name and/or number if the presentation setting permits it.
- Made misdn.conf parameters localdialplan and cpndialplan take a -1 to indicate the dialplan settings are to be obtained from the asterisk channel.
- Made misdn.conf parameter callerid accept the "name" <number> format used by the rest of the system.
- Made use the nationalprefix and internationalprefix misdn.conf parameters to prefix any received number from the ISDN link if that number has the corresponding Type-Of-Number. NOTE: This includes comparing the incoming call's dialed number against the MSN list.

- Added the following new parameters: unknownprefix, netspecificprefix, subscriberprefix, and abbreviatedprefix in misdn.conf to prefix any received number from the ISDN link if that number has the corresponding Type-Of-Number.
- Added new dialplan application misdn\_command which permits controlling the CCBS/CCNR functionality.
- Added new dialplan function mISDN\_CC which permits retrieval of various values from an active call completion record.
- For PTP, you should manually send the COLR of the redirected-to party for an incoming redirected call if the incoming call could experience further redirects. Just set the REDIRECTING(to-num,i) = \${EXTEN} and set the REDIRECTING(to-pres) to the COLR. A call has been redirected if the REDIRECTING(from-num) is not empty.
- For outgoing PTP redirected calls, you now need to use the inhibit(i) option on all of the REDIRECTING statements before dialing the redirected-to party. You still have to set the REDIRECTING(to-xxx,i) and the REDIRECTING(from-xxx,i) values. The PTP call will update the redirecting-to presentation (COLR) when it becomes available.
- Added outgoing\_colp parameter to misdn.conf to filter outgoing COLP information.

## thirdparty mISDN enhancements

mISDN has been modified by Digium, Inc. to greatly expand facility message support to allow:

- Enhanced COLP support for call diversion and transfer.
- CCBS/CCNR support.

The latest modified mISDN v1.1.x based version is available at: <http://svn.digium.com/svn/thirdparty/mISDN/trunk> <http://svn.digium.com/svn/thirdparty/mISDNuser/trunk>

Tagged versions of the modified mISDN code are available under: <http://svn.digium.com/svn/thirdparty/mISDN/tags> <http://svn.digium.com/svn/thirdparty/mISDNuser/tags>

## libpri channel driver (chan\_dahdi) DAHDI changes

- The channel variable PRIREDIRECTREASON is now just a status variable and it is also deprecated. Use the REDIRECTING(reason) dialplan function to read and alter the reason.
- For Q.SIG and ETSI PRI/BRI-PTP, you should manually send the COLR of the redirected-to party for an incoming redirected call if the incoming call could experience further redirects. Just set the REDIRECTING(to-num,i) = CALLERID(dnid) and set the REDIRECTING(to-pres) to the COLR. A call has been redirected if the REDIRECTING(count) is not zero.
- For outgoing Q.SIG and ETSI PRI/BRI-PTP redirected calls, you need to use the inhibit(i) option on all of the REDIRECTING statements before dialing the redirected-to party. You still have to set the REDIRECTING(to-xxx,i) and the REDIRECTING(from-xxx,i) values. The call will update the redirecting-to presentation (COLR) when it becomes available.
- Added the ability to ignore calls that are not in a Multiple Subscriber Number (MSN) list for PTMP CPE interfaces.
- Added dynamic range compression support for dahdi channels. It is configured via the rxdr and txdr parameters in chan\_dahdi.conf.
- Added support for ISDN calling and called subaddress with partial support for connected line subaddress.
- Added support for BRI PTMP NT mode. (Requires latest LibPRI.)
- Added handling of received HOLD/RETRIEVE messages and the optional ability to transfer a held call on disconnect similar to an analog phone.
- Added CallRerouting/CallDeflection support for Q.SIG, ETSI PTP, ETSI PTMP. Will reroute/deflect an outgoing call when receive the message. Can use the DAHDISendCallreroutingFacility to send the message for the supported switches.
- Added standard location to add options to chan\_dahdi dialing: `Dial(DAHDI/g1[/extension[/options]])`  
Current options:  
K(<keypad\_digits>)  
R Reverse charging indication
- Added Reverse Charging Indication (Collect calls) send/receive option. Send reverse charging in SETUP message with the chan\_dahdi R dialing option.

Dial(DAHDI/g1/extension/R)

Access received reverse charge in SETUP message by: \${CHANNEL(reversecharge)}  
(requires latest LibPRI)

- Added ability to send/receive keypad digits in the SETUP message.  
Send keypad digits in SETUP message with the chan\_dahdi K(<keypad\_digits>) dialing option. Dial(DAHDI/g1/[~mdavenport:extension]/K(<keypad\_digits>))  
Access any received keypad digits in SETUP message by: \${CHANNEL(keypad\_digits)}  
(requires latest LibPRI)
- Added ability to send and receive ETSI Explicit Call Transfer (ECT) messages to eliminate tromboned calls. A tromboned call goes out an interface and comes back into the same interface. Tromboned calls happen because of call routing, call deflection, call forwarding, and call transfer.
- Added the ability to send and receive ETSI Advice-Of-Charge messages.
- Added the ability to support call waiting calls. (The SETUP has no B channel assigned.)
- Added Malicious Call ID (MCID) event to the AMI call event class.
- Added Message Waiting Indication (MWI) support for ISDN PTMP endpoints (phones).

## Asterisk Manager Interface

- The Hangup action now accepts a Cause header which may be used to set the channel's hangup cause.
- sslprivatekey option added to manager.conf and http.conf. Adds the ability to specify a separate .pem file to hold a private key. By default sslcert is used to hold both the public and private key.
- Options in manager.conf and http.conf with the 'ssl' prefix have been replaced for options containing the 'tls' prefix. For example, 'sslenable' is now 'tslenable'. This has been done in effort to keep ssl and tls options consistent across all .conf files. All affected sample.conf files have been modified to reflect this change. Previous options such as 'sslenable' still work, but options with the 'tls' prefix are preferred.
- Added a MuteAudio AMI action for muting inbound and/or outbound audio in a channel. (res\_mutestream.so)
- The configuration file manager.conf now supports a channelvars option, which specifies a list of channel variables to include in each channel-oriented event.
- The redirect command now has new parameters ExtraContext, ExtraExtension, and ExtraPriority to allow redirecting the second channel to a different location than the first.
- Added new event "JabberStatus" in the Jabber module to monitor buddies status.
- Added a "MixMonitorMute" AMI action for muting inbound and/or outbound audio in a MixMonitor recording.
- The 'iax2 show peers' output is now similar to the expected output of 'sip show peers'.
- Added Advice-Of-Charge events (AOC-S, AOC-D, and AOC-E) in the new aoc event class.
- Added Advice-Of-Charge manager action, AOCMessage, for generating AOC-D and AOC-E messages on a channel.
- A DBGetComplete event now follows a DBGetResponse, to make the DBGet action conform more closely to similar events.
- Added a new eventfilter option per user to allow whitelisting and blacklisting of events.
- Added optional parkinglot variable for park command.

## Channel Event Logging

- A new interface, CEL, is introduced here. CEL logs single events, much like the AMI, but it differs from the AMI in that it logs to db backends much like CDR does; is based on the event subsystem introduced by Russell, and can share in all its benefits; allows multiple backends to operate like CDR; is specialized to event data that would be of concern to billing systems, like CDR. Backends for logging and accounting calls have been produced, but a new CDR backend is still in development.

## CDR

- 'linkedid' and 'peeraccount' are new CDR fields available to CDR aficionados. linkedid is based on uniqueID, but spreads to other channels as transfers, dials,

- etc are performed. Thus the pieces of CDR can be grouped into multilegged sets.
- Multiple files and formats can now be specified in `cdr_custom.conf`.
- `cdr_syslog` has been added which allows CDRs to be written directly to syslog. See `configs/cdr_syslog.conf.sample` for more information.
- A 'sequence' field has been added to CDRs which can be combined with `linkedid` or `uniqueid` to uniquely identify a CDR.
- Handling of `billsec` and `duration` field has changed. If your table definition specifies those fields as `float`, `double` or similar they will now be logged with microsecond accuracy instead of a whole integer.

## Calendaring for Asterisk

- A new set of modules were added supporting calendar integration with Asterisk. Dialplan functions for reading from and writing to calendars are included, as well as the ability to execute dialplan logic upon calendar event notifications. iCalendar, CalDAV, and Exchange Server calendars (via `res_calendar_exchange` for Exchange Server 2003 with no write or attendee support, and `res_calendar_ews` for Exchange Server 2007+ with full write and attendee support) are supported (Exchange 2003 support does not support forms-based authentication).

## Call Completion Supplementary Services for Asterisk

- Call completion support has been added for SIP, DAHDI/ISDN, and DAHDI/analog. DAHDI/ISDN supports call completion for the following switch types: EuroISDN(ETSI) for PTP and PTMP modes, and Qsig. See <http://wiki.asterisk.org> for details.

## Multicast RTP Support

- A new RTP engine and channel driver have been added which supports Multicast RTP. The channel driver can be used with the Page application to perform multicast RTP paging. The dial string format is: `MulticastRTP/<type>/<destination>/<control address>`. Type can be either `basic` or `linksys`. Destination is the IP address and port for the RTP packets. Control address is specific to the `linksys` type and is used for sending the control packets unique to them.

## Security Events Framework

- Asterisk has a new C API for reporting security events. The module `res_security_log` sends these events to the "security" logger level. Currently, AMI is the only Asterisk component that reports security events. However, SIP support will be coming soon. For more information on the security events framework, see the "Security Events" chapter of the included documentation - `doc/AST.pdf`.

## Fax

- A technology independent fax frontend (`res_fax`) has been added to Asterisk.
- A `spandsp` based fax backend (`res_fax_spandsp`) has been added.
- The `app_fax` module has been deprecated in favor of the `res_fax` module and the new `res_fax_spandsp` backend.
- The `SendFAX` and `ReceiveFAX` applications now send their log messages to a 'fax' logger level, instead of to the generic logger levels. To see these messages, the system's `logger.conf` file will need to direct the 'fax' logger level to one or more destinations; the `logger.conf.sample` file includes an example of how to do this. Note that if the 'fax' logger level is **not** directed to at least one destination, log messages generated by these applications will be lost, and that if the 'fax' logger level is directed to the console, the `'core set verbose'` and `'core set debug'` CLI commands will have no effect on whether the messages appear on the console or not.

## Miscellaneous

- The `transmit_silence_during_record` option in `asterisk.conf.sample` has been removed. Now, in order to enable transmitting silence during record the `transmit_silence` option should be used. `transmit_silence_during_record` remains a valid option, but



defaults to the behavior of the `transmit_silence` option.

- Addition of the Unit Test Framework API for managing registration and execution of unit tests with the purpose of verifying the operation of C functions.
- `SendText` is now implemented in `chan_gtalk` and `chan_jingle`. It will simply send XMPP text messages to the remote JID.
- `Modules.conf` has a new option - "require" - that marks a module as critical for the execution of Asterisk.  
If one of the required modules fail to load, Asterisk will exit with a return code set to 2.
- An 'X' option has been added to the asterisk application which enables `#exec` support. This allows `#exec` to be used in `asterisk.conf`.
- `jabber.conf` supports a new option `auth_policy` that toggles auto user registration.
- A new `lockconfdir` option has been added to `asterisk.conf` to protect the configuration directory (`/etc/asterisk` by default) during reloads.
- The `parkeddynamic` option has been added to `features.conf` to enable the creation of dynamic parkinglots.
- `chan_dahdi` now supports reporting alarms over AML either by channel or span via the `reportalarms` config option.
- `chan_dahdi` supports dialing configuring and dialing by device file name. `DAHDI/span-name!local!1` will use `/dev/dahdi/span-name/local/1`. Likewise it may appear in `chan_dahdi.conf` as `'channel => span-name!local!1'`.
- A new options for `chan_dahdi.conf`: `'ignore_failed_channels'`. Boolean. False by default. If set, `chan_dahdi` will ignore failed 'channel' entries. Handy for the above name-based syntax as it does not depend on initialization order.
- The Realtime dialplan switch now caches entries for 1 second. This provides a significant increase in performance (about 3X) for installations using this switchtype.
- Distributed `devicestate` now supports the use of the XMPP protocol, in addition to AIS. For more information, please see <http://wiki.asterisk.org>
- The addition of G.719 pass-through support.
- Added support for 16khz Speex audio. This can be enabled by using `'allow=speex16'` during device configuration.
- The UNISTIM channel driver (`chan_unistim`) has been updated to support devices that have less than 3 lines on the LCD.
- Realtime now supports database failover. See the sample `extconfig.conf` for details.
- The addition of improved translation path building for wideband codecs. Sample rate changes during translation are now avoided unless absolutely necessary.
- The addition of the `res_stun_monitor` module for monitoring and reacting to network changes while behind a NAT.

## CLI Changes

- The `'core set debug'` and `'core set verbose'` commands, in previous versions, could optionally accept a filename, to apply the setting only to the code generated from that source file when Asterisk was built. However, there are some modules in Asterisk that are composed of multiple source files, so this did not result in the behavior that users expected. In this version, `'core set debug'` and `'core set verbose'` can optionally accept **module** names instead (with or without the `.so` extension), which applies the setting to the entire module specified, regardless of which source files it was built from.
- New `'manager show settings'` command showing the current settings loaded from `manager.conf`.
- Added `'all'` keyword to the CLI command `"channel request hangup"` so that you can send the channel hangup request to all channels.
- Added a `"core reload"` CLI command that executes a global reload of Asterisk.

# Asterisk Command Reference

This page is the top level page for all of the Asterisk applications, functions, manager actions, and AGI commands that are kept in the XML based documentation that is included with Asterisk.

## AGI Commands

# AGICommand\_answer

## ANSWER

### Synopsis

Answer channel

### Description

Answers channel if not already in answer state. Returns -1 on channel failure, or 0 if successful.

### Syntax

|        |
|--------|
| ANSWER |
|--------|

### Arguments

### See Also

- [AGICommand\\_hangup](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_asyncagi break

## ASYNACGI BREAK

### Synopsis

Interrupts Async AGI

### Description

Interrupts expected flow of Async AGI commands and returns control to previous source (typically, the PBX dialplan).

### Syntax

```
ASYNACGI BREAK
```

### Arguments

### See Also

- [AGICommand\\_hangup](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_channel status

## CHANNEL STATUS

### Synopsis

Returns status of the connected channel.

### Description

Returns the status of the specified *channelname*. If no channel name is given then returns the status of the current channel.

Return values:

- 0 - Channel is down and available.
- 1 - Channel is down, but reserved.
- 2 - Channel is off hook.
- 3 - Digits (or equivalent) have been dialed.
- 4 - Line is ringing.
- 5 - Remote end is ringing.
- 6 - Line is up.
- 7 - Line is busy.

### Syntax

```
CHANNEL STATUS CHANNELNAME
```

### Arguments

- channelname

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_control stream file

## CONTROL STREAM FILE

### Synopsis

Sends audio file on channel and allows the listener to control the stream.

### Description

Send the given file, allowing playback to be controlled by the given digits, if any. Use double quotes for the digits if you wish none to be permitted. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed, or -1 on error or if the channel was disconnected.

### Syntax

```
CONTROL STREAM FILE FILENAME ESCAPE_DIGITS SKIPMS FFCHAR REWCHR PAUSECHR
```

### Arguments

- filename - The file extension must not be included in the filename.
- escape\_digits
- skipms
- ffchar - Defaults to \*
- rewchr - Defaults to #
- pausechr

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_database del

## DATABASE DEL

### Synopsis

Removes database key/value

### Description

Deletes an entry in the Asterisk database for a given *family* and *key*.

Returns 1 if successful, 0 otherwise.

### Syntax

```
DATABASE DEL FAMILY KEY
```

### Arguments

- family
- key

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# AGICommand\_database deltree

## DATABASE DELTREE

### Synopsis

Removes database keytree/value

### Description

Deletes a *family* or specific *keytree* within a *family* in the Asterisk database.

Returns 1 if successful, 0 otherwise.

### Syntax

```
DATABASE DELTREE FAMILY KEYTREE
```

### Arguments

- family
- keytree

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_database get

## DATABASE GET

### Synopsis

Gets database value

### Description

Retrieves an entry in the Asterisk database for a given *family* and *key*.

Returns 0 if *key* is not set. Returns 1 if *key* is set and returns the variable in parenthesis.

Example return code: 200 result=1 (testvariable)

### Syntax

```
DATABASE GET FAMILY KEY
```

### Arguments

- family
- key

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_database put

## DATABASE PUT

### Synopsis

Adds/updates database value

### Description

Adds or updates an entry in the Asterisk database for a given *family*, *key*, and *value*.

Returns 1 if successful, 0 otherwise.

### Syntax

```
DATABASE PUT FAMILY KEY VALUE
```

### Arguments

- family
- key
- value

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_exec

## EXEC

### Synopsis

Executes a given Application

### Description

Executes *application* with given *options*.

Returns whatever the *application* returns, or -2 on failure to find *application*.

### Syntax

```
EXEC APPLICATION OPTIONS
```

### Arguments

- application
- options

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_get data

## GET DATA

### Synopsis

Prompts for DTMF on a channel

### Description

Stream the given *file*, and receive DTMF data.

Returns the digits received from the channel at the other end.

### Syntax

```
GET DATA FILE TIMEOUT MAXDIGITS
```

### Arguments

- `file`
- `timeout`
- `maxdigits`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_get full variable

## GET FULL VARIABLE

### Synopsis

Evaluates a channel expression

### Description

Returns 0 if *variablename* is not set or channel does not exist. Returns 1 if *variablename* is set and returns the variable in parenthesis. Understands complex variable names and builtin variables, unlike GET VARIABLE.

Example return code: 200 result=1 (testvariable)

### Syntax

```
GET FULL VARIABLE VARIABLENAME CHANNEL NAME
```

### Arguments

- `variablename`
- `channel name`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_get option

## GET OPTION

### Synopsis

Stream file, prompt for DTMF, with timeout.

### Description

Behaves similar to STREAM FILE but used with a timeout option.

### Syntax

```
GET OPTION FILENAME ESCAPE_DIGITS TIMEOUT
```

### Arguments

- filename
- escape\_digits
- timeout

### See Also

- [AGICommand\\_stream file](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_get variable

## GET VARIABLE

### Synopsis

Gets a channel variable.

### Description

Returns 0 if *variablename* is not set. Returns 1 if *variablename* is set and returns the variable in parentheses.

Example return code: 200 result=1 (testvariable)

### Syntax

```
GET VARIABLE VARIABLENAME
```

### Arguments

- `variablename`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# AGICommand\_gosub

## GOSUB

### Synopsis

Cause the channel to execute the specified dialplan subroutine.

### Description

Cause the channel to execute the specified dialplan subroutine, returning to the dialplan with execution of a Return().

### Syntax

```
GOSUB CONTEXT EXTENSION PRIORITY OPTIONAL-ARGUMENT
```

### Arguments

- context
- extension
- priority
- optional-argument

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_hangup

## HANGUP

### Synopsis

Hangup a channel.

### Description

Hangs up the specified channel. If no channel name is given, hangs up the current channel

### Syntax

```
HANGUP CHANNELNAME
```

### Arguments

- channelname

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_noop

## NOOP

### Synopsis

Does nothing.

### Description

Does nothing.

### Syntax

|      |
|------|
| NOOP |
|------|

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_receive char

## RECEIVE CHAR

### Synopsis

Receives one character from channels supporting it.

### Description

Receives a character of text on a channel. Most channels do not support the reception of text. Returns the decimal value of the character if one is received, or 0 if the channel does not support text reception. Returns -1 only on error/hangup.

### Syntax

RECEIVE CHAR TIMEOUT

### Arguments

- `timeout` - The maximum time to wait for input in milliseconds, or 0 for infinite. Most channels

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_receive text

## RECEIVE TEXT

### Synopsis

Receives text from channels supporting it.

### Description

Receives a string of text on a channel. Most channels do not support the reception of text. Returns -1 for failure or 1 for success, and the string in parenthesis.

### Syntax

RECEIVE TEXT TIMEOUT

### Arguments

- `timeout` - The timeout to be the maximum time to wait for input in milliseconds, or 0 for infinite.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_record file

## RECORD FILE

### Synopsis

Records to a given file.

### Description

Record to a file until a given dtmf digit in the sequence is received. Returns -1 on hangup or error. The format will specify what kind of file will be recorded. The *timeout* is the maximum record time in milliseconds, or -1 for no *timeout*. *offset samples* is optional, and, if provided, will seek to the offset without exceeding the end of the file. *silence* is the number of seconds of silence allowed before the function returns despite the lack of dtmf digits or reaching *time out*. *silence* value must be preceded by *s=* and is also optional.

### Syntax

```
RECORD FILE FILENAME FORMAT ESCAPE_DIGITS TIMEOUT OFFSET SAMPLES BEEP S=SILENCE
```

### Arguments

- filename
- format
- escape\_digits
- timeout
- offset samples
- BEEP
- s=silence

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_say alpha

## SAY ALPHA

### Synopsis

Says a given character string.

### Description

Say a given character string, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed or -1 on error/hangup.

### Syntax

```
SAY ALPHA NUMBER ESCAPE_DIGITS
```

### Arguments

- number
- escape\_digits

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_say date

## SAY DATE

### Synopsis

Says a given date.

### Description

Say a given date, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed or -1 on error/hangup.

### Syntax

```
SAY DATE DATE ESCAPE_DIGITS
```

### Arguments

- `date` - Is number of seconds elapsed since 00:00:00 on January 1, 1970. Coordinated Universal Time (UTC).
- `escape_digits`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# AGICommand\_say datetime

## SAY DATETIME

### Synopsis

Says a given time as specified by the format given.

### Description

Say a given time, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed or -1 on error/hangup.

### Syntax

```
SAY DATETIME TIME ESCAPE_DIGITS FORMAT TIMEZONE
```

### Arguments

- `time` - Is number of seconds elapsed since 00:00:00 on January 1, 1970, Coordinated Universal Time (UTC)
- `escape_digits`
- `format` - Is the format the time should be said in. See `voicemail.conf` (defaults to `ABdY 'digits/at' IMp`).
- `timezone` - Acceptable values can be found in `/usr/share/zoneinfo` Defaults to machine default.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_say digits

## SAY DIGITS

### Synopsis

Says a given digit string.

### Description

Say a given digit string, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed or -1 on error/hangup.

### Syntax

```
SAY DIGITS NUMBER ESCAPE_DIGITS
```

### Arguments

- number
- escape\_digits

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_say number

## SAY NUMBER

### Synopsis

Says a given number.

### Description

Say a given number, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed or -1 on error/hangup.

### Syntax

```
SAY NUMBER NUMBER ESCAPE_DIGITS GENDER
```

### Arguments

- number
- escape\_digits
- gender

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_say phonetic

## SAY PHONETIC

### Synopsis

Says a given character string with phonetics.

### Description

Say a given character string with phonetics, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit pressed, the ASCII numerical value of the digit if one was pressed, or -1 on error/hangup.

### Syntax

```
SAY PHONETIC STRING ESCAPE_DIGITS
```

### Arguments

- string
- escape\_digits

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_say time

## SAY TIME

### Synopsis

Says a given time.

### Description

Say a given time, returning early if any of the given DTMF digits are received on the channel. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed or -1 on error/hangup.

### Syntax

```
SAY TIME TIME ESCAPE_DIGITS
```

### Arguments

- `time` - Is number of seconds elapsed since 00:00:00 on January 1, 1970. Coordinated Universal Time (UTC).
- `escape_digits`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_send image

## SEND IMAGE

### Synopsis

Sends images to channels supporting it.

### Description

Sends the given image on a channel. Most channels do not support the transmission of images. Returns 0 if image is sent, or if the channel does not support image transmission. Returns -1 only on error/hangup. Image names should not include extensions.

### Syntax

```
SEND IMAGE IMAGE
```

### Arguments

- image

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_send text

## SEND TEXT

### Synopsis

Sends text to channels supporting it.

### Description

Sends the given text on a channel. Most channels do not support the transmission of text. Returns 0 if text is sent, or if the channel does not support text transmission. Returns -1 only on error/hangup.

### Syntax

```
SEND TEXT TEXT TO SEND
```

### Arguments

- `text to send` - Text consisting of greater than one word should be placed in quotes since the command only accepts a single argument.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_set autohangup

## SET AUTOHANGUP

### Synopsis

Autohangup channel in some time.

### Description

Cause the channel to automatically hangup at *time* seconds in the future. Of course it can be hungup before then as well. Setting to 0 will cause the autohangup feature to be disabled on this channel.

### Syntax

```
SET AUTOHANGUP TIME
```

### Arguments

- *time*

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# AGICommand\_set callerid

## SET CALLERID

### Synopsis

Sets callerid for the current channel.

### Description

Changes the callerid of the current channel.

### Syntax

```
SET CALLERID NUMBER
```

### Arguments

- number

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_set context

## SET CONTEXT

### Synopsis

Sets channel context.

### Description

Sets the context for continuation upon exiting the application.

### Syntax

```
SET CONTEXT DESIRED CONTEXT
```

### Arguments

- desired context

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_set extension

## SET EXTENSION

### Synopsis

Changes channel extension.

### Description

Changes the extension for continuation upon exiting the application.

### Syntax

```
SET EXTENSION NEW EXTENSION
```

### Arguments

- new extension

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_set music

## SET MUSIC

### Synopsis

Enable/Disable Music on hold generator

### Description

Enables/Disables the music on hold generator. If *class* is not specified, then the `default` music on hold class will be used. This generator will be stopped automatically when playing a file.

Always returns 0.

### Syntax

```
SET MUSIC CLASS
```

### Arguments

- `{}`
  - `{}`
    - `on`
    - `off`
- `class`

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# AGICommand\_set priority

## SET PRIORITY

### Synopsis

Set channel dialplan priority.

### Description

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

### Syntax

```
SET PRIORITY PRIORITY
```

### Arguments

- priority

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_set variable

## SET VARIABLE

### Synopsis

Sets a channel variable.

### Description

Sets a variable to the current channel.

### Syntax

```
SET VARIABLE VARIABLENAME VALUE
```

### Arguments

- variablename
- value

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech activate grammar

## SPEECH ACTIVATE GRAMMAR

### Synopsis

Activates a grammar.

### Description

Activates the specified grammar on the speech object.

### Syntax

```
SPEECH ACTIVATE GRAMMAR GRAMMAR NAME
```

### Arguments

- grammar name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech create

## SPEECH CREATE

### Synopsis

Creates a speech object.

### Description

Create a speech object to be used by the other Speech AGI commands.

### Syntax

```
SPEECH CREATE ENGINE
```

### Arguments

- engine

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# AGICommand\_speech deactivate grammar

## SPEECH DEACTIVATE GRAMMAR

### Synopsis

Deactivates a grammar.

### Description

Deactivates the specified grammar on the speech object.

### Syntax

```
SPEECH DEACTIVATE GRAMMAR GRAMMAR NAME
```

### Arguments

- grammar name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech destroy

## SPEECH DESTROY

### Synopsis

Destroys a speech object.

### Description

Destroy the speech object created by `SPEECH CREATE`.

### Syntax

```
SPEECH DESTROY
```

### Arguments

### See Also

- [AGICommand\\_speech create](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech load grammar

## SPEECH LOAD GRAMMAR

### Synopsis

Loads a grammar.

### Description

Loads the specified grammar as the specified name.

### Syntax

```
SPEECH LOAD GRAMMAR GRAMMAR NAME PATH TO GRAMMAR
```

### Arguments

- grammar name
- path to grammar

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech recognize

## SPEECH RECOGNIZE

### Synopsis

Recognizes speech.

### Description

Plays back given *prompt* while listening for speech and dtmf.

### Syntax

```
SPEECH RECOGNIZE PROMPT TIMEOUT OFFSET
```

### Arguments

- `prompt`
- `timeout`
- `offset`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech set

## SPEECH SET

### Synopsis

Sets a speech engine setting.

### Description

Set an engine-specific setting.

### Syntax

```
SPEECH SET NAME VALUE
```

### Arguments

- name
- value

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_speech unload grammar

## SPEECH UNLOAD GRAMMAR

### Synopsis

Unloads a grammar.

### Description

Unloads the specified grammar.

### Syntax

```
SPEECH UNLOAD GRAMMAR GRAMMAR NAME
```

### Arguments

- grammar name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_stream file

## STREAM FILE

### Synopsis

Sends audio file on channel.

### Description

Send the given file, allowing playback to be interrupted by the given digits, if any. Returns 0 if playback completes without a digit being pressed, or the ASCII numerical value of the digit if one was pressed, or -1 on error or if the channel was disconnected. If musiconhold is playing before calling stream file it will be automatically stopped and will not be restarted after completion.

### Syntax

```
STREAM FILE FILENAME ESCAPE_DIGITS SAMPLE OFFSET
```

### Arguments

- `filename` - File name to play. The file extension must not be included in the *filename*.
- `escape_digits` - Use double quotes for the digits if you wish none to be permitted.
- `sample_offset` - If sample offset is provided then the audio will seek to sample offset before play starts.

### See Also

- [AGICommand\\_control stream file](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_tdd mode

## TDD MODE

### Synopsis

Toggles TDD mode (for the deaf).

### Description

Enable/Disable TDD transmission/reception on a channel. Returns 1 if successful, or 0 if channel is not TDD-capable.

### Syntax

```
TDD MODE BOOLEAN
```

### Arguments

- boolean
  - on
  - off

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# AGICommand\_verbose

## VERBOSE

### Synopsis

Logs a message to the asterisk verbose log.

### Description

Sends *message* to the console via verbose message system. *level* is the verbose level (1-4). Always returns 1

### Syntax

```
VERBOSE MESSAGE LEVEL
```

### Arguments

- message
- level

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGICommand\_wait for digit

## WAIT FOR DIGIT

### Synopsis

Waits for a digit to be pressed.

### Description

Waits up to *timeout* milliseconds for channel to receive a DTMF digit. Returns `-1` on channel failure, `0` if no digit is received in the timeout, or the numerical value of the ascii of the digit if one is received. Use `-1` for the *timeout* value if you desire the call to block indefinitely.

### Syntax

```
WAIT FOR DIGIT TIMEOUT
```

### Arguments

- `timeout`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# AGI Command Template Page

## AGI COMMAND

### Synopsys

.....

### Description

...

### Syntax

- AGI COMMAND <arg>

### Arguments

- arg
- something
- options
  - a
    - option 'a' is asdfadf
  - b
    - option 'b' is asdfasdfadf
  - c
    - option 'c' is for cookie

### Runs Dead

Yes / No

### See Also

[Dialplan Function Template Page](#)  
[Dialplan Application Template Page](#)  
[AMI Action Template Page](#)

### Import Version

This documentation was imported from Asterisk version VERSION STRING HERE.

## AMI Actions

# AMI Action Template Page

## ManagerAction

### Synopsys

.....

### Description

...

### Syntax

```
Action: ManagerAction
RequiredHeader: Value
[OptionalHeader:] Value
```

### Arguments

- RequiredHeader
  - This header is something that is required.
- OptionalHeader
  - This is some optional header

### See Also

[Dialplan Application Template page](#)

[Dialplan Function Template page](#)

[AGI Command Template Page](#)

### Import Version

This documentation was imported from Asterisk version VERSION STRING HERE.

# ManagerAction\_AbsoluteTimeout

## AbsoluteTimeout

### Synopsis

Set absolute timeout.

### Description

Hangup a channel after a certain time. Acknowledges set time with `Timeout` Set message.

### Syntax

```
Action: AbsoluteTimeout  
ActionID: <value>  
Channel: <value>  
Timeout: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Channel` - Channel name to hangup.
- `Timeout` - Maximum duration of the call (sec).

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_AgentLogoff

## AgentLogoff

### Synopsis

Sets an agent as no longer logged in.

### Description

Sets an agent as no longer logged in.

### Syntax

```
Action: AgentLogoff  
ActionID: <value>  
Agent: <value>  
Soft: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Agent** - Agent ID of the agent to log off.
- **Soft** - Set to `true` to not hangup existing calls.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Agents

## Agents

### Synopsis

Lists agents and their status.

### Description

Will list info about all possible agents.

### Syntax

```
Action: Agents  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_AGI

## AGI

### Synopsis

Add an AGI command to execute by Async AGI.

### Description

Add an AGI command to the execute queue of the channel in Async AGI.

### Syntax

```
Action: AGI
ActionID: <value>
Channel: <value>
Command: <value>
CommandID: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Channel - Channel that is currently in Async AGI.
- Command - Application to execute.
- CommandID - This will be sent back in CommandID header of AsyncAGI exec event notification.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_AOCMessage

## AOCMessage

### Synopsis

Generate an Advice of Charge message on a channel.

### Description

Generates an AOC-D or AOC-E message on a channel.

### Syntax

```
Action: AOCMessage
ActionID: <value>
Channel: <value>
ChannelPrefix: <value>
MsgType: <value>
ChargeType: <value>
UnitAmount(0): <value>
UnitType(0): <value>
CurrencyName: <value>
CurrencyAmount: <value>
CurrencyMultiplier: <value>
TotalType: <value>
AOCBillingId: <value>
ChargingAssociationId: <value>
ChargingAssociationNumber: <value>
ChargingAssociationPlan: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel name to generate the AOC message on.
- **ChannelPrefix** - Partial channel prefix. By using this option one can match the beginning part of a channel name without having to put the entire name in. For example if a channel name is SIP/snom-00000001 and this value is set to SIP/snom, then that channel matches and the message will be sent. Note however that only the first matched channel has the message sent on it.
- **MsgType** - Defines what type of AOC message to create, AOC-D or AOC-E
  - D
  - E
- **ChargeType** - Defines what kind of charge this message represents.
  - NA
  - FREE
  - Currency
  - Unit
- **UnitAmount(0)** - This represents the amount of units charged. The ETSI AOC standard specifies that this value along with the optional **UnitType** value are entries in a list. To accommodate this these values take an index value starting at 0 which can be used to generate this list of unit entries. For Example, If two unit entries were required this could be achieved by setting the parameter **UnitAmount(0)=1234** and **UnitAmount(1)=5678**. Note that **UnitAmount** at index 0 is required when **ChargeType=Unit**, all other entries in the list are optional.
- **UnitType(0)** - Defines the type of unit. ETSI AOC standard specifies this as an integer value between 1 and 16, but this value is left open to accept any positive integer. Like the **UnitAmount** parameter, this value represents a list entry and has an index parameter that starts at 0.
- **CurrencyName** - Specifies the currency's name. Note that this value is truncated after 10 characters.
- **CurrencyAmount** - Specifies the charge unit amount as a positive integer. This value is required when **ChargeType==Currency**.
- **CurrencyMultiplier** - Specifies the currency multiplier. This value is required when **ChargeType==Currency**.
  - OneThousandth
  - OneHundredth
  - OneTenth
  - One
  - Ten
  - Hundred
  - Thousand
- **TotalType** - Defines what kind of AOC-D total is represented.
  - Total
  - SubTotal
- **AOCBillingId** - Represents a billing ID associated with an AOC-D or AOC-E message. Note that only the first 3 items of the enum are valid AOC-D billing IDs
  - Normal
  - ReverseCharge
  - CreditCard

- `CallFwdUnconditional`
- `CallFwdBusy`
- `CallFwdNoReply`
- `CallDeflection`
- `CallTransfer`
- `ChargingAssociationId` - Charging association identifier. This is optional for AOC-E and can be set to any value between -32768 and 32767
- `ChargingAssociationNumber` - Represents the charging association party number. This value is optional for AOC-E.
- `ChargingAssociationPlan` - Integer representing the charging plan associated with the `ChargingAssociationNumber`. The value is bits 7 through 1 of the Q.931 octet containing the type-of-number and numbering-plan-identification fields.

## See Also

## Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Atxfer

## Atxfer

### Synopsis

Attended transfer.

### Description

Attended transfer.

### Syntax

```
Action: Atxfer  
ActionID: <value>  
Channel: <value>  
Exten: <value>  
Context: <value>  
Priority: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Transferer's channel.
- **Exten** - Extension to transfer to.
- **Context** - Context to transfer to.
- **Priority** - Priority to transfer to.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Bridge

## Bridge

### Synopsis

Bridge two channels already in the PBX.

### Description

Bridge together two channels already in the PBX.

### Syntax

```
Action: Bridge
ActionID: <value>
Channel1: <value>
Channel2: <value>
Tone: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel1** - Channel to Bridge to Channel2.
- **Channel2** - Channel to Bridge to Channel1.
- **Tone** - Play courtesy tone to Channel 2.
  - yes
  - no

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Challenge

## Challenge

### Synopsis

Generate Challenge for MD5 Auth.

### Description

Generate a challenge for MD5 authentication.

### Syntax

```
Action: Challenge  
ActionID: <value>  
AuthType: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **AuthType** - Digest algorithm to use in the challenge. Valid values are:
  - MD5

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ChangeMonitor

## ChangeMonitor

### Synopsis

Change monitoring filename of a channel.

### Description

This action may be used to change the file started by a previous 'Monitor' action.

### Syntax

```
Action: ChangeMonitor  
ActionID: <value>  
Channel: <value>  
File: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Used to specify the channel to record.
- **File** - Is the new name of the file created in the monitor spool directory.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Command

## Command

### Synopsis

Execute Asterisk CLI Command.

### Description

Run a CLI command.

### Syntax

```
Action: Command  
ActionID: <value>  
Command: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Command` - Asterisk CLI command to run.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_CoreSettings

## CoreSettings

### Synopsis

Show PBX core settings (version etc).

### Description

Query for Core PBX settings.

### Syntax

```
Action: CoreSettings  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_CoreShowChannels

## CoreShowChannels

### Synopsis

List currently active channels.

### Description

List currently defined channels and some information about them.

### Syntax

```
Action: CoreShowChannels  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_CoreStatus

## CoreStatus

### Synopsis

Show PBX core status variables.

### Description

Query for Core PBX status.

### Syntax

```
Action: CoreStatus  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_CreateConfig

## CreateConfig

### Synopsis

Creates an empty file in the configuration directory.

### Description

This action will create an empty file in the configuration directory. This action is intended to be used before an UpdateConfig action.

### Syntax

```
Action: CreateConfig  
ActionID: <value>  
Filename: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Filename** - The configuration filename to create (e.g. `foo.conf`).

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DAHDI DialOffhook

## DAHDI DialOffhook

### Synopsis

Dial over DAHDI channel while offhook.

### Description

Generate DTMF control frames to the bridged peer.

### Syntax

```
Action: DAHDI DialOffhook
ActionID: <value>
DAHDIChannel: <value>
Number: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- DAHDIChannel - DAHDI channel number to dial digits.
- Number - Digits to dial.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DAHDIIDNDoff

## DAHDIIDNDoff

### Synopsis

Toggle DAHDI channel Do Not Disturb status OFF.

### Description

Equivalent to the CLI command "dahdi set dnd channel off".



#### Note

Feature only supported by analog channels.

### Syntax

```
Action: DAHDIIDNDoff
ActionID: <value>
DAHDIChannel: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- DAHDIChannel - DAHDI channel number to set DND off.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DAHDIIDNDon

## DAHDIIDNDon

### Synopsis

Toggle DAHDI channel Do Not Disturb status ON.

### Description

Equivalent to the CLI command "dahdi set dnd channel on".



#### Note

Feature only supported by analog channels.

### Syntax

```
Action: DAHDIIDNDon
ActionID: <value>
DAHDIChannel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **DAHDIChannel** - DAHDI channel number to set DND on.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DAHDIHangup

## DAHDIHangup

### Synopsis

Hangup DAHDI Channel.

### Description

Simulate an on-hook event by the user connected to the channel.



#### Note

Valid only for analog channels.

### Syntax

```
Action: DAHDIHangup
ActionID: <value>
DAHDIChannel: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `DAHDIChannel` - DAHDI channel number to hangup.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_DAHDIRestart

## DAHDIRestart

### Synopsis

Fully Restart DAHDI channels (terminates calls).

### Description

Equivalent to the CLI command "dahdi restart".

### Syntax

```
Action: DAHDIRestart  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DAHDIShowChannels

## DAHDIShowChannels

### Synopsis

Show status of DAHDI channels.

### Description

Similar to the CLI command "dahdi show channels".

### Syntax

```
Action: DAHDIShowChannels
ActionID: <value>
DAHDIChannel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **DAHDIChannel** - Specify the specific channel number to show. Show all channels if zero or not present.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DAHDITransfer

## DAHDITransfer

### Synopsis

Transfer DAHDI Channel.

### Description

Simulate a flash hook event by the user connected to the channel.



#### Note

Valid only for analog channels.

### Syntax

```
Action: DAHDITransfer  
ActionID: <value>  
DAHDIChannel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **DAHDIChannel** - DAHDI channel number to transfer.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DataGet

## DataGet

### Synopsis

Retrieve the data api tree.

### Description

Retrieve the data api tree.

### Syntax

```
Action: DataGet
ActionID: <value>
Path: <value>
Search: <value>
Filter: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Path
- Search
- Filter

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DBDel

## DBDel

### Synopsis

Delete DB entry.

### Description

### Syntax

```
Action: DBDel  
ActionID: <value>  
Family: <value>  
Key: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Family
- Key

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DBDelTree

## DBDelTree

### Synopsis

Delete DB Tree.

### Description

### Syntax

```
Action: DBDelTree
ActionID: <value>
Family: <value>
Key: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Family
- Key

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DBGet

## DBGet

### Synopsis

Get DB Entry.

### Description

### Syntax

```
Action: DBGet  
ActionID: <value>  
Family: <value>  
Key: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Family
- Key

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_DBPut

## DBPut

### Synopsis

Put DB entry.

### Description

### Syntax

```
Action: DBPut
ActionID: <value>
Family: <value>
Key: <value>
Val: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Family**
- **Key**
- **Val**

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_Events

## Events

### Synopsis

Control Event Flow.

### Description

Enable/Disable sending of events to this manager client.

### Syntax

```
Action: Events  
ActionID: <value>  
EventMask: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `EventMask`
  - `on` - If all events should be sent.
  - `off` - If no events should be sent.
  - `system,call,log,...` - To select which flags events should have to be sent.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ExtensionState

## ExtensionState

### Synopsis

Check Extension Status.

### Description

Report the extension state for given extension. If the extension has a hint, will use devicestate to check the status of the device connected to the extension.

Will return an `Extension Status` message. The response will include the hint for the extension and the status.

### Syntax

```
Action: ExtensionState
ActionID: <value>
Exten: <value>
Context: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Exten` - Extension to check state on.
- `Context` - Context for extension.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_GetConfig

## GetConfig

### Synopsis

Retrieve configuration.

### Description

This action will dump the contents of a configuration file by category and contents or optionally by specified category only.

### Syntax

```
Action: GetConfig  
ActionID: <value>  
Filename: <value>  
Category: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Filename** - Configuration filename (e.g. `foo.conf`).
- **Category** - Category in configuration file.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_GetConfigJSON

## GetConfigJSON

### Synopsis

Retrieve configuration (JSON format).

### Description

This action will dump the contents of a configuration file by category and contents in JSON format. This only makes sense to be used using rawman over the HTTP interface.

### Syntax

```
Action: GetConfigJSON
ActionID: <value>
Filename: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Filename** - Configuration filename (e.g. `foo.conf`).

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Getvar

## Getvar

### Synopsis

Gets a channel variable.

### Description

Get the value of a global or local channel variable.

**Note**

If a channel name is not provided then the variable is global.

### Syntax

```
Action: Getvar  
ActionID: <value>  
Channel: <value>  
Variable: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel to read variable from.
- **Variable** - Variable name.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Hangup

## Hangup

### Synopsis

Hangup channel.

### Description

Hangup a channel.

### Syntax

```
Action: Hangup
ActionID: <value>
Channel: <value>
Cause: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Channel - The channel name to be hangup.
- Cause - Numeric hangup cause.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_IAXnetstats

## IAXnetstats

### Synopsis

Show IAX Netstats.

### Description

Show IAX channels network statistics.

### Syntax

```
Action: IAXnetstats
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_IAXpeerlist

## IAXpeerlist

### Synopsis

List IAX Peers.

### Description

List all the IAX peers.

### Syntax

```
Action: IAXpeerlist  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_IAXpeers

## IAXpeers

### Synopsis

List IAX peers.

### Description

### Syntax

```
Action: IAXpeers  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_IAXregistry

## IAXregistry

### Synopsis

Show IAX registrations.

### Description

Show IAX registrations.

### Syntax

```
Action: IAXregistry  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_JabberSend

## JabberSend

### Synopsis

Sends a message to a Jabber Client.

### Description

Sends a message to a Jabber Client.

### Syntax

```
Action: JabberSend  
ActionID: <value>  
Jabber: <value>  
JID: <value>  
Message: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Jabber** - Client or transport Asterisk uses to connect to JABBER.
- **JID** - XMPP/Jabber JID (Name) of recipient.
- **Message** - Message to be sent to the buddy.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ListCategories

## ListCategories

### Synopsis

List categories in configuration file.

### Description

This action will dump the categories in a given file.

### Syntax

```
Action: ListCategories  
ActionID: <value>  
Filename: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Filename** - Configuration filename (e.g. `foo.conf`).

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ListCommands

## ListCommands

### Synopsis

List available manager commands.

### Description

Returns the action name and synopsis for every action that is available to the user.

### Syntax

```
Action: ListCommands  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_LocalOptimizeAway

## LocalOptimizeAway

### Synopsis

Optimize away a local channel when possible.

### Description

A local channel created with "/n" will not automatically optimize away. Calling this command on the local channel will clear that flag and allow it to optimize away if it's bridged or when it becomes bridged.

### Syntax

```
Action: LocalOptimizeAway
ActionID: <value>
Channel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - The channel name to optimize away.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Login

## Login

### Synopsis

Login Manager.

### Description

Login Manager.

### Syntax

```
Action: Login  
ActionID: <value>  
Username: <value>  
Secret: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Username** - Username to login with as specified in manager.conf.
- **Secret** - Secret to login with as specified in manager.conf.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Logoff

## Logoff

### Synopsis

Logoff Manager.

### Description

Logoff the current manager session.

### Syntax

```
Action: Logoff  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_MailboxCount

## MailboxCount

### Synopsis

Check Mailbox Message Count.

### Description

Checks a voicemail account for new messages.

Returns number of urgent, new and old messages.

Message: Mailbox Message Count

Mailbox: *mailboxid*

UrgentMessages: *count*

NewMessages: *count*

OldMessages: *count*

### Syntax

```
Action: MailboxCount
ActionID: <value>
Mailbox: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Mailbox - Full mailbox ID *mailbox@vm-context*.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_MailboxStatus

## MailboxStatus

### Synopsis

Check mailbox.

### Description

Checks a voicemail account for status.

Returns whether there are messages waiting.

Message: Mailbox Status.

Mailbox: *mailboxid*.

Waiting: 0 if messages waiting, 1 if no messages waiting.

### Syntax

```
Action: MailboxStatus
ActionID: <value>
Mailbox: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Mailbox** - Full mailbox ID *mailbox@vm-context*.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_MeetmeList

## MeetmeList

### Synopsis

List participants in a conference.

### Description

Lists all users in a particular MeetMe conference. MeetmeList will follow as separate events, followed by a final event called MeetmeListComplete.

### Syntax

```
Action: MeetmeList
ActionID: <value>
[Conference:] <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Conference** - Conference number.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_MeetmeMute

## MeetmeMute

### Synopsis

Mute a Meetme user.

### Description

### Syntax

```
Action: MeetmeMute
ActionID: <value>
Meetme: <value>
Usernum: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Meetme
- Usernum

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_MeetmeUnmute

## MeetmeUnmute

### Synopsis

Unmute a Meetme user.

### Description

### Syntax

```
Action: MeetmeUnmute
ActionID: <value>
Meetme: <value>
Usernum: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Meetme
- Usernum

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_MixMonitorMute

## MixMonitorMute

### Synopsis

Mute / unMute a Mixmonitor recording.

### Description

This action may be used to mute a MixMonitor recording.

### Syntax

```
Action: MixMonitorMute
ActionID: <value>
Channel: <value>
Direction: <value>
State: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Used to specify the channel to mute.
- **Direction** - Which part of the recording to mute: read, write or both (from channel, to channel or both channels).
- **State** - Turn mute on or off : 1 to turn on, 0 to turn off.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ModuleCheck

## ModuleCheck

### Synopsis

Check if module is loaded.

### Description

Checks if Asterisk module is loaded. Will return Success/Failure. For success returns, the module revision number is included.

### Syntax

```
Action: ModuleCheck
ActionID: <value>
Module: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Module` - Asterisk module name (not including extension).

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_ModuleLoad

## ModuleLoad

### Synopsis

Module management.

### Description

Loads, unloads or reloads an Asterisk module in a running system.

### Syntax

```
Action: ModuleLoad
ActionID: <value>
Module: <value>
LoadType: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Module** - Asterisk module name (including .so extension) or subsystem identifier:
  - cdr
  - dnsmgr
  - extconfig
  - enum
  - manager
  - http
  - logger
  - features
  - dsp
  - udptl
  - indications
  - cel
  - plc
- **LoadType** - The operation to be done on module. Subsystem identifiers may only be reloaded.
  - load
  - unload
  - reload

If no module is specified for a `reload` loadtype, all modules are reloaded.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_Monitor

## Monitor

### Synopsis

Monitor a channel.

### Description

This action may be used to record the audio on a specified channel.

### Syntax

```
Action: Monitor
ActionID: <value>
Channel: <value>
File: <value>
Format: <value>
Mix: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Used to specify the channel to record.
- **File** - Is the name of the file created in the monitor spool directory. Defaults to the same name as the channel (with slashes replaced with dashes).
- **Format** - Is the audio recording format. Defaults to `wav`.
- **Mix** - Boolean parameter as to whether to mix the input and output channels together after the recording is finished.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Originate

## Originate

### Synopsis

Originate a call.

### Description

Generates an outgoing call to a *Extension/Context/Priority* or *Application/Data*

### Syntax

```
Action: Originate
ActionID: <value>
Channel: <value>
Exten: <value>
Context: <value>
Priority: <value>
Application: <value>
Data: <value>
Timeout: <value>
CallerID: <value>
Variable: <value>
Account: <value>
Async: <value>
Codecs: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Channel - Channel name to call.
- Exten - Extension to use (requires Context and Priority)
- Context - Context to use (requires Exten and Priority)
- Priority - Priority to use (requires Exten and Context)
- Application - Application to execute.
- Data - Data to use (requires Application).
- Timeout - How long to wait for call to be answered (in ms.).
- CallerID - Caller ID to be set on the outgoing channel.
- Variable - Channel variable to set, multiple Variable: headers are allowed.
- Account - Account code.
- Async - Set to true for fast origination.
- Codecs - Comma-separated list of codecs to use for this call.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Park

## Park

### Synopsis

Park a channel.

### Description

Park a channel.

### Syntax

```
Action: Park
ActionID: <value>
Channel: <value>
Channel2: <value>
Timeout: <value>
Parkinglot: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel name to park.
- **Channel2** - Channel to return to if timeout.
- **Timeout** - Number of milliseconds to wait before callback.
- **Parkinglot** - Specify in which parking lot to park the channel.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ParkedCalls

## ParkedCalls

### Synopsis

List parked calls.

### Description

List parked calls.

### Syntax

```
Action: ParkedCalls  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_PauseMonitor

## PauseMonitor

### Synopsis

Pause monitoring of a channel.

### Description

This action may be used to temporarily stop the recording of a channel.

### Syntax

```
Action: PauseMonitor  
ActionID: <value>  
Channel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Used to specify the channel to record.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Ping

## Ping

### Synopsis

Keepalive command.

### Description

A 'Ping' action will ellicit a 'Pong' response. Used to keep the manager connection open.

### Syntax

```
Action: Ping  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_PlayDTMF

## PlayDTMF

### Synopsis

Play DTMF signal on a specific channel.

### Description

Plays a dtmf digit on the specified channel.

### Syntax

```
Action: PlayDTMF
ActionID: <value>
Channel: <value>
Digit: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel name to send digit to.
- **Digit** - The DTMF digit to play.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_QueueAdd

## QueueAdd

### Synopsis

Add interface to queue.

### Description

### Syntax

```
Action: QueueAdd
ActionID: <value>
Queue: <value>
Interface: <value>
Penalty: <value>
Paused: <value>
MemberName: <value>
StateInterface: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Queue** - Queue's name.
- **Interface** - The name of the interface (tech/name) to add to the queue.
- **Penalty** - A penalty (number) to apply to this member. Asterisk will distribute calls to members with higher penalties only after attempting to distribute calls to those with lower penalty.
- **Paused** - To pause or not the member initially (true/false or 1/0).
- **MemberName** - Text alias for the interface.
- **StateInterface**

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485



# ManagerAction\_QueueLog

## QueueLog

### Synopsis

Adds custom entry in queue\_log.

### Description

### Syntax

```
Action: QueueLog
ActionID: <value>
Queue: <value>
Event: <value>
Uniqueid: <value>
Interface: <value>
Message: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- Queue
- Event
- Uniqueid
- Interface
- Message

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_QueuePause

## QueuePause

### Synopsis

Makes a queue member temporarily unavailable.

### Description

Pause or unpause a member in a queue.

### Syntax

```
Action: QueuePause  
ActionID: <value>  
Interface: <value>  
Paused: <value>  
Queue: <value>  
Reason: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Interface** - The name of the interface (tech/name) to pause or unpause.
- **Paused** - Pause or unpause the interface. Set to 'true' to pause the member or 'false' to unpause.
- **Queue** - The name of the queue in which to pause or unpause this member. If not specified, the member will be paused or unpaused in all the queues it is a member of.
- **Reason** - Text description, returned in the event QueueMemberPaused.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_QueuePenalty

## QueuePenalty

### Synopsis

Set the penalty for a queue member.

### Description

Change the penalty of a queue member

### Syntax

```
Action: QueuePenalty
ActionID: <value>
Interface: <value>
Penalty: <value>
Queue: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Interface** - The interface (tech/name) of the member whose penalty to change.
- **Penalty** - The new penalty (number) for the member. Must be nonnegative.
- **Queue** - If specified, only set the penalty for the member of this queue. Otherwise, set the penalty for the member in all queues to which the member belongs.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_QueueReload

## QueueReload

### Synopsis

Reload a queue, queues, or any sub-section of a queue or queues.

### Description

### Syntax

```
Action: QueueReload
ActionID: <value>
Queue: <value>
Members: <value>
Rules: <value>
Parameters: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Queue** - The name of the queue to take action on. If no queue name is specified, then all queues are affected.
- **Members** - Whether to reload the queue's members.
  - yes
  - no
- **Rules** - Whether to reload queuerules.conf
  - yes
  - no
- **Parameters** - Whether to reload the other queue options.
  - yes
  - no

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_QueueRemove

## QueueRemove

### Synopsis

Remove interface from queue.

### Description

### Syntax

```
Action: QueueRemove  
ActionID: <value>  
Queue: <value>  
Interface: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Queue** - The name of the queue to take action on.
- **Interface** - The interface (tech/name) to remove from queue.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_QueueReset

## QueueReset

### Synopsis

Reset queue statistics.

### Description

Reset the statistics for a queue.

### Syntax

```
Action: QueueReset  
ActionID: <value>  
Queue: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Queue** - The name of the queue on which to reset statistics.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_QueueRule

## QueueRule

### Synopsis

Queue Rules.

### Description

List queue rules defined in queuerules.conf

### Syntax

```
Action: QueueRule
ActionID: <value>
Rule: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Rule** - The name of the rule in queuerules.conf whose contents to list.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_Queues

## Queues

### Synopsis

Queues.

### Description

Show queues information.

### Syntax

Action: Queues

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485



# ManagerAction\_QueueStatus

## QueueStatus

### Synopsis

Show queue status.

### Description

Check the status of one or more queues.

### Syntax

```
Action: QueueStatus  
ActionID: <value>  
Queue: <value>  
Member: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Queue** - Limit the response to the status of the specified queue.
- **Member** - Limit the response to the status of the specified member.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_QueueSummary

## QueueSummary

### Synopsis

Show queue summary.

### Description

Request the manager to send a QueueSummary event.

### Syntax

```
Action: QueueSummary  
ActionID: <value>  
Queue: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Queue** - Queue for which the summary is requested.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r413485

# ManagerAction\_Redirect

## Redirect

### Synopsis

Redirect (transfer) a call.

### Description

Redirect (transfer) a call.

### Syntax

```
Action: Redirect
ActionID: <value>
Channel: <value>
ExtraChannel: <value>
Exten: <value>
ExtraExten: <value>
Context: <value>
ExtraContext: <value>
Priority: <value>
ExtraPriority: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel to redirect.
- **ExtraChannel** - Second call leg to transfer (optional).
- **Exten** - Extension to transfer to.
- **ExtraExten** - Extension to transfer extrachannel to (optional).
- **Context** - Context to transfer to.
- **ExtraContext** - Context to transfer extrachannel to (optional).
- **Priority** - Priority to transfer to.
- **ExtraPriority** - Priority to transfer extrachannel to (optional).

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Reload

## Reload

### Synopsis

Send a reload event.

### Description

Send a reload event.

### Syntax

```
Action: Reload  
ActionID: <value>  
Module: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Module` - Name of the module to reload.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SendText

## SendText

### Synopsis

Send text message to channel.

### Description

Sends A Text Message to a channel while in a call.

### Syntax

```
Action: SendText  
ActionID: <value>  
Channel: <value>  
Message: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel to send message to.
- **Message** - Message to send.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_Setvar

## Setvar

### Synopsis

Set a channel variable.

### Description

Set a global or local channel variable.

**Note**

If a channel name is not provided then the variable is global.

### Syntax

```
Action: Setvar  
ActionID: <value>  
Channel: <value>  
Variable: <value>  
Value: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Channel to set variable for.
- **Variable** - Variable name.
- **Value** - Variable value.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_ShowDialPlan

## ShowDialPlan

### Synopsis

Show dialplan contexts and extensions

### Description

Show dialplan contexts and extensions. Be aware that showing the full dialplan may take a lot of capacity.

### Syntax

```
Action: ShowDialPlan
ActionID: <value>
Extension: <value>
Context: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Extension** - Show a specific extension.
- **Context** - Show a specific context.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SIPnotify

## SIPnotify

### Synopsis

Send a SIP notify.

### Description

Sends a SIP Notify event.

All parameters for this event must be specified in the body of this request via multiple Variable: name=value sequences.

### Syntax

```
Action: SIPnotify  
ActionID: <value>  
Channel: <value>  
Variable: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Peer to receive the notify.
- **Variable** - At least one variable pair must be specified. *name=value*

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_SIPpeers

## SIPpeers

### Synopsis

List SIP peers (text format).

### Description

Lists SIP peers in text format with details on current status. Peerlist will follow as separate events, followed by a final event called PeerlistComplete.

### Syntax

```
Action: SIPpeers
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SIPqualifypeer

## SIPqualifypeer

### Synopsis

Qualify SIP peers.

### Description

Qualify a SIP peer.

### Syntax

```
Action: SIPqualifypeer  
ActionID: <value>  
Peer: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Peer` - The peer name you want to qualify.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SIPshowpeer

## SIPshowpeer

### Synopsis

show SIP peer (text format).

### Description

Show one SIP peer with details on current status.

### Syntax

```
Action: SIPshowpeer  
ActionID: <value>  
Peer: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Peer` - The peer name you want to check.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SIPshowregistry

## SIPshowregistry

### Synopsis

Show SIP registrations (text format).

### Description

Lists all registration requests and status. Registrations will follow as separate events. followed by a final event called RegistrationsComplete.

### Syntax

```
Action: SIPshowregistry  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SKINNYdevices

## SKINNYdevices

### Synopsis

List SKINNY devices (text format).

### Description

Lists Skinny devices in text format with details on current status. Devicelist will follow as separate events, followed by a final event called DevicelistComplete.

### Syntax

```
Action: SKINNYdevices  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SKINNYlines

## SKINNYlines

### Synopsis

List SKINNY lines (text format).

### Description

Lists Skinny lines in text format with details on current status. Linelist will follow as separate events, followed by a final event called LinelistComplete.

### Syntax

```
Action: SKINNYlines  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SKINNYshowdevice

## SKINNYshowdevice

### Synopsis

Show SKINNY device (text format).

### Description

Show one SKINNY device with details on current status.

### Syntax

```
Action: SKINNYshowdevice  
ActionID: <value>  
Device: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Device` - The device name you want to check.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_SKINNYshowline

## SKINNYshowline

### Synopsis

Show SKINNY line (text format).

### Description

Show one SKINNY line with details on current status.

### Syntax

```
Action: SKINNYshowline  
ActionID: <value>  
Line: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Line** - The line name you want to check.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456



# ManagerAction\_Status

## Status

### Synopsis

List channel status.

### Description

Will return the status information of each channel along with the value for the specified channel variables.

### Syntax

```
Action: Status  
ActionID: <value>  
Channel: <value>  
Variables: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - The name of the channel to query for status.
- **Variables** - Comma , separated list of variable to include.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_StopMonitor

## StopMonitor

### Synopsis

Stop monitoring a channel.

### Description

This action may be used to end a previously started 'Monitor' action.

### Syntax

```
Action: StopMonitor  
ActionID: <value>  
Channel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - The name of the channel monitored.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_UnpauseMonitor

## UnpauseMonitor

### Synopsis

Unpause monitoring of a channel.

### Description

This action may be used to re-enable recording of a channel after calling PauseMonitor.

### Syntax

```
Action: UnpauseMonitor  
ActionID: <value>  
Channel: <value>
```

### Arguments

- **ActionID** - ActionID for this transaction. Will be returned.
- **Channel** - Used to specify the channel to record.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_UpdateConfig

## UpdateConfig

### Synopsis

Update basic configuration.

### Description

This action will modify, create, or delete configuration elements in Asterisk configuration files.

### Syntax

```
Action: UpdateConfig
ActionID: <value>
SrcFilename: <value>
DstFilename: <value>
Reload: <value>
Action-XXXXXX: <value>
Cat-XXXXXX: <value>
Var-XXXXXX: <value>
Value-XXXXXX: <value>
Match-XXXXXX: <value>
Line-XXXXXX: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- SrcFilename - Configuration filename to read (e.g. foo.conf).
- DstFilename - Configuration filename to write (e.g. foo.conf)
- Reload - Whether or not a reload should take place (or name of specific module).
- Action-XXXXXX - Action to take.  
X's represent 6 digit number beginning with 000000.
  - NewCat
  - RenameCat
  - DelCat
  - EmptyCat
  - Update
  - Delete
  - Append
  - Insert
- Cat-XXXXXX - Category to operate on.  
X's represent 6 digit number beginning with 000000.
- Var-XXXXXX - Variable to work on.  
X's represent 6 digit number beginning with 000000.
- Value-XXXXXX - Value to work on.  
X's represent 6 digit number beginning with 000000.
- Match-XXXXXX - Extra match required to match line.  
X's represent 6 digit number beginning with 000000.
- Line-XXXXXX - Line in category to operate on (used with delete and insert actions).  
X's represent 6 digit number beginning with 000000.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_UserEvent

## UserEvent

### Synopsis

Send an arbitrary event.

### Description

Send an event to manager sessions.

### Syntax

```
Action: UserEvent
ActionID: <value>
UserEvent: <value>
Header1: <value>
HeaderN: <value>
```

### Arguments

- ActionID - ActionID for this transaction. Will be returned.
- UserEvent - Event string to send.
- Header1 - Content1.
- HeaderN - ContentN.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_VoicemailUsersList

## VoicemailUsersList

### Synopsis

List All Voicemail User Information.

### Description

### Syntax

```
Action: VoicemailUsersList  
ActionID: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

# ManagerAction\_WaitEvent

## WaitEvent

### Synopsis

Wait for an event to occur.

### Description

This action will elicit a `Success` response. Whenever a manager event is queued. Once `WaitEvent` has been called on an HTTP manager session, events will be generated and queued.

### Syntax

```
Action: WaitEvent
ActionID: <value>
Timeout: <value>
```

### Arguments

- `ActionID` - ActionID for this transaction. Will be returned.
- `Timeout` - Maximum time (in seconds) to wait for events, `-1` means forever.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404456

## Dialplan Applications



# Application\_AddQueueMember

## AddQueueMember()

### Synopsis

Dynamically adds queue members.

### Description

Dynamically adds interface to an existing queue. If the interface is already in the queue it will return an error.

This application sets the following channel variable upon completion:

- AQMSTATUS - The status of the attempt to add a queue member as a text string.
  - ADDED
  - MEMBERALREADY
  - NOSUCHQUEUE

### Syntax

```
AddQueueMember(queueName, interface, penalty, options, memberName, stateInterface)
```

### Arguments

- queueName
- interface
- penalty
- options
- memberName
- stateInterface

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ADSIProg

## ADSIProg()

### Synopsis

Load Asterisk ADSI Scripts into phone

### Description

This application programs an ADSI Phone with the given script

### Syntax

```
ADSIProg([script])
```

### Arguments

- `script` - adsi script to use. If not given uses the default script `asterisk.adsi`

### See Also

- [Application\\_GetCPEID](#)
- `adsi.conf`

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_AELSub

## AELSub()

### Synopsis

Launch subroutine built with AEL

### Description

Execute the named subroutine, defined in AEL, from another dialplan language, such as extensions.conf, Realtime extensions, or Lua.

The purpose of this application is to provide a sane entry point into AEL subroutines, the implementation of which may change from time to time.

### Syntax

```
AELSub(routine[,args])
```

### Arguments

- routine - Named subroutine to execute.
- args

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_AgentLogin

## AgentLogin()

### Synopsis

Call agent login.

### Description

Asks the agent to login to the system. Always returns -1. While logged in, the agent can receive calls and will hear a `beep` when a new call comes in. The agent can dump the call by pressing the star key.

### Syntax

```
AgentLogin(AgentNo,options)
```

### Arguments

- `AgentNo`
- `options`
  - `s` - silent login - do not announce the login ok segment after agent logged on/off

### See Also

- [Application\\_Queue](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_AGENT](#)
- `agents.conf`
- `queues.conf`

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_AgentMonitorOutgoing

## AgentMonitorOutgoing()

### Synopsis

Record agent's outgoing call.

### Description

Tries to figure out the id of the agent who is placing outgoing call based on comparison of the callerid of the current interface and the global variable placed by the AgentCallbackLogin application. That's why it should be used only with the AgentCallbackLogin app. Uses the monitoring functions in chan\_agent instead of Monitor application. That has to be configured in the `agents.conf` file.

Normally the app returns 0 unless the options are passed.

### Syntax

```
AgentMonitorOutgoing(options)
```

### Arguments

- `options`
  - `d` - make the app return `-1` if there is an error condition.
  - `c` - change the CDR so that the source of the call is `Agent/agent_id`
  - `n` - don't generate the warnings when there is no callerid or the agentid is not known. It's handy if you want to have one context for agent and non-agent calls.

### See Also

- `agents.conf`

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_AGI

## AGI()

### Synopsis

Executes an AGI compliant application.

### Description

Executes an Asterisk Gateway Interface compliant program on a channel. AGI allows Asterisk to launch external programs written in any language to control a telephony channel, play audio, read DTMF digits, etc. by communicating with the AGI protocol on **stdin** and **stdout**. As of 1.6.0, this channel will not stop dialplan execution on hangup inside of this application. Dialplan execution will continue normally, even upon hangup until the AGI application signals a desire to stop (either by exiting or, in the case of a net script, by closing the connection). A locally executed AGI script will receive SIGHUP on hangup from the channel except when using DeadAGI. A fast AGI server will correspondingly receive a HANGUP inline with the command dialog. Both of these signals may be disabled by setting the `AGISIGHUP` channel variable to `no` before executing the AGI application.

Use the CLI command `agi show commands` to list available agi commands.

This application sets the following channel variable upon completion:

- `AGISTATUS` - The status of the attempt to the run the AGI script text string, one of:
  - `SUCCESS`
  - `FAILURE`
  - `NOTFOUND`
  - `HANGUP`

### Syntax

```
AGI(commandarg1arg2[...])
```

### Arguments

- `command`
- `args`
  - `arg1`
  - `arg2`

### See Also

- [Application\\_EAGI](#)
- [Application\\_DeadAGI](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_AlarmReceiver

## AlarmReceiver()

### Synopsis

Provide support for receiving alarm reports from a burglar or fire alarm panel.

### Description

This application should be called whenever there is an alarm panel calling in to dump its events. The application will handshake with the alarm panel, and receive events, validate them, handshake them, and store them until the panel hangs up. Once the panel hangs up, the application will run the system command specified by the eventcmd setting in `alarmreceiver.conf` and pipe the events to the standard input of the application. The configuration file also contains settings for DTMF timing, and for the loudness of the acknowledgement tones.



#### Note

Only 1 signalling format is supported at this time: Ademco Contact ID.

### Syntax

```
AlarmReceiver()
```

### Arguments

### See Also

- `alarmreceiver.conf`

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_AMD

## AMD()

### Synopsis

Attempt to detect answering machines.

### Description

This application attempts to detect answering machines at the beginning of outbound calls. Simply call this application after the call has been answered (outbound only, of course).

When loaded, AMD reads amd.conf and uses the parameters specified as default values. Those default values get overwritten when the calling AMD with parameters.

This application sets the following channel variables:

- **AMDSTATUS** - This is the status of the answering machine detection
  - MACHINE
  - HUMAN
  - NOTSURE
  - HANGUP
- **AMDCAUSE** - Indicates the cause that led to the conclusion
  - TOOLONG - Total Time.
  - INITIALSILENCE - Silence Duration - Initial Silence.
  - HUMAN - Silence Duration - afterGreetingSilence.
  - LONGGREETING - Voice Duration - Greeting.
  - MAXWORDLENGTH - Word Count - maximum number of words.

### Syntax

```
AMD([initialSilence[,greeting[,afterGreetingSilence[,totalAnalysis  
Time[,miniumWordLength[,betweenWordSilence[,maximumNumberOfWords[,silenceThreshold[,maximumWordLength]]]]]]]])
```

### Arguments

- **initialSilence** - Is maximum initial silence duration before greeting.  
If this is exceeded set as MACHINE
- **greeting** - is the maximum length of a greeting.  
If this is exceeded set as MACHINE
- **afterGreetingSilence** - Is the silence after detecting a greeting.  
If this is exceeded set as HUMAN
- **totalAnalysis Time** - Is the maximum time allowed for the algorithm  
to decide HUMAN or MACHINE
- **miniumWordLength** - Is the minimum duration of Voice considered to be a word
- **betweenWordSilence** - Is the minimum duration of silence after a word to consider the audio that follows to be a new word
- **maximumNumberOfWords** - Is the maximum number of words in a greeting  
If this is exceeded set as MACHINE
- **silenceThreshold** - How long do we consider silence
- **maximumWordLength** - Is the maximum duration of a word to accept.  
If exceeded set as MACHINE

### See Also

- [Application\\_WaitForSilence](#)
- [Application\\_WaitForNoise](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_Answer

## Answer()

### Synopsis

Answer a channel if ringing.

### Description

If the call has not been answered, this application will answer it. Otherwise, it has no effect on the call.

### Syntax

```
Answer(delay,nocdr)
```

### Arguments

- `delay` - Asterisk will wait this number of milliseconds before returning to the dialplan after answering the call.
- `nocdr` - Asterisk will send an answer signal to the calling phone, but will not set the disposition or answer time in the CDR for this call.

### See Also

- [Application\\_Hangup](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Authenticate

## Authenticate()

### Synopsis

Authenticate a user

### Description

This application asks the caller to enter a given password in order to continue dialplan execution.

If the password begins with the / character, it is interpreted as a file which contains a list of valid passwords, listed 1 password per line in the file.

When using a database key, the value associated with the key can be anything.

Users have three attempts to authenticate before the channel is hung up.

### Syntax

```
Authenticate(password[,options[,maxdigits[,prompt]]])
```

### Arguments

- `password` - Password the user should know
- `options`
  - `a` - Set the channels' account code to the password that is entered
  - `d` - Interpret the given path as database key, not a literal file.
  - `m` - Interpret the given path as a file which contains a list of account codes and password hashes delimited with `:`, listed one per line in the file. When one of the passwords is matched, the channel will have its account code set to the corresponding account code in the file.
  - `r` - Remove the database key upon successful entry (valid with `d` only)
- `maxdigits` - maximum acceptable number of digits. Stops reading after maxdigits have been entered (without requiring the user to press the # key). Defaults to 0 - no limit - wait for the user press the # key.
- `prompt` - Override the agent-pass prompt file.

### See Also

- [Application\\_VMAuthenticate](#)
- [Application\\_DISA](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_BackGround

## BackGround()

### Synopsis

Play an audio file while waiting for digits of an extension to go to.

### Description

This application will play the given list of files (**do not put extension**) while waiting for an extension to be dialed by the calling channel. To continue waiting for digits after this application has finished playing files, the `WaitExten` application should be used.

If one of the requested sound files does not exist, call processing will be terminated.

This application sets the following channel variable upon completion:

- `BACKGROUNDSTATUS` - The status of the background attempt as a text string.
  - `SUCCESS`
  - `FAILED`

### Syntax

```
BackGround(filename1&filename2[&...],options,langoverride,context)
```

### Arguments

- `filenames`
  - `filename1`
  - `filename2`
- `options`
  - `s` - Causes the playback of the message to be skipped if the channel is not in the `up` state (i.e. it hasn't been answered yet). If this happens, the application will return immediately.
  - `n` - Don't answer the channel before playing the files.
  - `m` - Only break if a digit hit matches a one digit extension in the destination context.
- `langoverride` - Explicitly specifies which language to attempt to use for the requested sound files.
- `context` - This is the dialplan context that this application will use when exiting to a dialed extension.

### See Also

- [Application\\_ControlPlayback](#)
- [Application\\_WaitExten](#)
- [Application\\_BackgroundDetect](#)
- [Function\\_TIMEOUT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_BackgroundDetect

## BackgroundDetect()

### Synopsis

Background a file with talk detect.

### Description

Plays back *filename*, waiting for interruption from a given digit (the digit must start the beginning of a valid extension, or it will be ignored). During the playback of the file, audio is monitored in the receive direction, and if a period of non-silence which is greater than *min* ms yet less than *max* ms is followed by silence for at least *sil* ms, which occurs during the first *analysistime* ms, then the audio playback is aborted and processing jumps to the *talk* extension, if available.

### Syntax

```
BackgroundDetect(filename,sil,min,max,analysistime)
```

### Arguments

- `filename`
- `sil` - If not specified, defaults to 1000.
- `min` - If not specified, defaults to 100.
- `max` - If not specified, defaults to `infinity`.
- `analysistime` - If not specified, defaults to `infinity`.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Bridge

## Bridge()

### Synopsis

Bridge two channels.

### Description

Allows the ability to bridge two channels via the dialplan.


This application sets the following channel variable upon completion:

- BRIDGERESULT - The result of the bridge attempt as a text string.
  - SUCCESS
  - FAILURE
  - LOOP
  - NONEXISTENT
  - INCOMPATIBLE

### Syntax

```
Bridge(channel,options)
```

### Arguments

- channel - The current channel is bridged to the specified *channel*.
- options
  - p - Play a courtesy tone to *channel*.
  - h - Allow the called party to hang up by sending the \*DTMF digit.
  - H - Allow the calling party to hang up by pressing the \*DTMF digit.
  - k - Allow the called party to enable parking of the call by sending the DTMF sequence defined for call parking in `features.conf`.
  - K - Allow the calling party to enable parking of the call by sending the DTMF sequence defined for call parking in `features.conf`.
  - L(*xyz*) - Limit the call to *x* ms. Play a warning when *y* ms are left. Repeat the warning every *z* ms. The following special variables can be used with this option:
    - LIMIT\_PLAYAUDIO\_CALLER - Play sounds to the caller. yes|no (default yes)
    - LIMIT\_PLAYAUDIO\_CALLEE - Play sounds to the callee. yes|no
    - LIMIT\_TIMEOUT\_FILE - File to play when time is up.
    - LIMIT\_CONNECT\_FILE - File to play when call begins.
    - LIMIT\_WARNING\_FILE - File to play as warning if *y* is defined. The default is to say the time remaining.
  - S  - Hang up the call after *x* seconds **after** the called party has answered the call.
  - t - Allow the called party to transfer the calling party by sending the DTMF sequence defined in `features.conf`.
  - T - Allow the calling party to transfer the called party by sending the DTMF sequence defined in `features.conf`.
  - w - Allow the called party to enable recording of the call by sending the DTMF sequence defined for one-touch recording in `features.conf`.
  - W - Allow the calling party to enable recording of the call by sending the DTMF sequence defined for one-touch recording in `features.conf`.
  - x - Cause the called party to be hung up after the bridge, instead of being restarted in the dialplan.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Busy

## Busy()

### Synopsis

Indicate the Busy condition.

### Description

This application will indicate the busy condition to the calling channel.

### Syntax

```
Busy(timeout)
```

### Arguments

- `timeout` - If specified, the calling channel will be hung up after the specified number of seconds. Otherwise, this application will wait until the calling channel hangs up.

### See Also

- [Application\\_Congestion](#)
- [Application\\_Progress](#)
- [Application\\_Playtones](#)
- [Application\\_Hangup](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_CallCompletionCancel

## CallCompletionCancel()

### Synopsis

Cancel call completion service

### Description

Cancel a Call Completion Request.

This application sets the following channel variables:

- CC\_CANCEL\_RESULT - This is the returned status of the cancel.
  - SUCCESS
  - FAIL
- CC\_CANCEL\_REASON - This is the reason the cancel failed.
  - NO\_CORE\_INSTANCE
  - NOT\_GENERIC
  - UNSPECIFIED

### Syntax

```
CallCompletionCancel()
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_CallCompletionRequest

## CallCompletionRequest()

### Synopsis

Request call completion service for previous call

### Description

Request call completion service for a previously failed call attempt.

This application sets the following channel variables:

- CC\_REQUEST\_RESULT - This is the returned status of the request.
  - SUCCESS
  - FAIL
- CC\_REQUEST\_REASON - This is the reason the request failed.
  - NO\_CORE\_INSTANCE
  - NOT\_GENERIC
  - TOO\_MANY\_REQUESTS
  - UNSPECIFIED

### Syntax

```
CallCompletionRequest()
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_CELGenUserEvent

## CELGenUserEvent()

### Synopsis

Generates a CEL User Defined Event.

### Description

A CEL event will be immediately generated by this channel, with the supplied name for a type.

### Syntax

```
CELGenUserEvent(event-name[extra])
```

### Arguments

- event-name
  - event-name
  - extra - Extra text to be included with the event.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ChangeMonitor

## ChangeMonitor()

### Synopsis

Change monitoring filename of a channel.

### Description

Changes monitoring filename of a channel. Has no effect if the channel is not monitored.

### Syntax

```
ChangeMonitor(filename_base)
```

### Arguments

- `filename_base` - The new filename base to use for monitoring this channel.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ChansAvail

## ChansAvail()

### Synopsis

Check channel availability

### Description

This application will check to see if any of the specified channels are available.

This application sets the following channel variables:

- `AVAILCHAN` - The name of the available channel, if one exists
- `AVAILORIGCHAN` - The canonical channel name that was used to create the channel
- `AVAILSTATUS` - The device state for the device
- `AVAILCAUSECODE` - The cause code returned when requesting the channel

### Syntax

```
ChanIsAvail(Technology2/Resource2[&...][,options])
```

### Arguments

- `Technology/Resource` - \*\* `Technology2/Resource2` - Optional extra devices to check  
If you need more than one enter them as `Technology2/Resource2&Technology3/Resource3&.....`  
Specification of the device(s) to check. These must be in the format of `Technology/Resource`, where *Technology* represents a particular channel driver, and *Resource* represents a resource available to that particular channel driver.
- `options`
  - `a` - Check for all available channels, not only the first one
  - `s` - Consider the channel unavailable if the channel is in use at all
  - `t` - Simply checks if specified channels exist in the channel list

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ChannelRedirect

## ChannelRedirect()

### Synopsis

Redirects given channel to a dialplan target

### Description

Sends the specified channel to the specified extension priority

This application sets the following channel variables upon completion

- CHANNELREDIRECT\_STATUS - Are set to the result of the redirection
  - NOCHANNEL
  - SUCCESS

### Syntax

```
ChannelRedirect(channel[,context[,extension,priority]])
```

### Arguments

- channel
- context
- extension
- priority

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Chanspy

## ChanSpy()

### Synopsis

Listen to a channel, and optionally whisper into it.

### Description

This application is used to listen to the audio from an Asterisk channel. This includes the audio coming in and out of the channel being spied on. If the `chanprefix` parameter is specified, only channels beginning with this string will be spied upon.

While spying, the following actions may be performed:

- Dialing `#` cycles the volume level.
- Dialing `*` will stop spying and look for another channel to spy on.
- Dialing a series of digits followed by `#` builds a channel name to append to 'chanprefix'. For example, executing `ChanSpy(Agent)` and then dialing the digits '1234#' while spying will begin spying on the channel 'Agent/1234'. Note that this feature will be overridden if the 'd' option is used



#### Note

The `X` option supersedes the three features above in that if a valid single digit extension exists in the correct context `ChanSpy` will exit to it. This also disables choosing a channel based on `chanprefix` and a digit sequence.

### Syntax

```
ChanSpy(chanprefix,options)
```

### Arguments

- `chanprefix`
- `options`
  - `b` - Only spy on channels involved in a bridged call.
  - `B` - Instead of whispering on a single channel barge in on both channels involved in the call.
  - `c`
    - `digit` - Specify a DTMF digit that can be used to spy on the next available channel.
  - `d` - Override the typical numeric DTMF functionality and instead use DTMF to switch between spy modes.
    - `4` - spy mode
    - `5` - whisper mode
    - `6` - barge mode
  - `e` - Enable **enforced** mode, so the spying channel can only monitor extensions whose name is in the `ext` : delimited list.
    - `ext`
  - `E` - Exit when the spied-on channel hangs up.
  - `g`
    - `grp` - Only spy on channels in which one or more of the groups listed in `grp` matches one or more groups from the `SPYG ROUP` variable set on the channel to be spied upon.
  - `n` - Say the name of the person being spied on if that person has recorded his/her name. If a context is specified, then that voicemail context will be searched when retrieving the name, otherwise the `default` context be used when searching for the name (i.e. if SIP/1000 is the channel being spied on and no mailbox is specified, then `1000` will be used when searching for the name).
    - `mailbox`
    - `context`
  - `o` - Only listen to audio coming from this channel.
  - `q` - Don't play a beep when beginning to spy on a channel, or speak the selected channel name.
  - `r` - Record the session to the monitor spool directory. An optional base for the filename may be specified. The default is `chanspy`.
    - `basename`
  - `s` - Skip the playback of the channel type (i.e. SIP, IAX, etc) when speaking the selected channel name.
  - `S` - Stop when no more channels are left to spy on.
  - `v` - Adjust the initial volume in the range from `-4` to `4`. A negative value refers to a quieter setting.
    - `value`
  - `w` - Enable `whisper` mode, so the spying channel can talk to the spied-on channel.
  - `W` - Enable `private whisper` mode, so the spying channel can talk to the spied-on channel but cannot listen to that channel.

- `x`
  - `digit` - Specify a DTMF digit that can be used to exit the application while actively spying on a channel. If there is no channel being spied on, the DTMF digit will be ignored.
- `x` - Allow the user to exit ChanSpy to a valid single digit numeric extension in the current context or the context specified by the `SPY_EXIT_CONTEXT` channel variable. The name of the last channel that was spied on will be stored in the `SPY_CHANNEL` variable.

### See Also

- [Application\\_ExtenSpy](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r408785

# Application\_ClearHash

## ClearHash()

### Synopsis

Clear the keys from a specified *hashname*.

### Description

Clears all keys out of the specified *hashname*.

### Syntax

```
ClearHash(hashname)
```

### Arguments

- *hashname*

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ConfBridge

## ConfBridge()

### Synopsis

Conference bridge application.

### Description

Enters the user into a specified conference bridge. The user can exit the conference by hangup only.

The join sound can be set using the `CONFBRIDGE_JOIN_SOUND` variable and the leave sound can be set using the `CONFBRIDGE_LEAVE_SOUND` variable. These can be unique to the caller.



#### Note

This application will not automatically answer the channel.

### Syntax

```
ConfBridge(confno,options)
```

### Arguments

- `confno` - The conference number
- `options`
  - `a` - Set admin mode.
  - `A` - Set marked mode.
  - `c` - Announce user(s) count on joining a conference.
  - `m` - Set initially muted.
  - `M` - Enable music on hold when the conference has a single caller. Optionally, specify a `musiconhold` class to use. If one is not provided, it will use the channel's currently set music class, or `default`.
    - `class`
  - `l` - Do not play message when first person enters
  - `s` - Present menu (user or admin) when `#` is received (send to menu).
  - `w` - Wait until the marked user enters the conference.
  - `q` - Quiet mode (don't play enter/leave sounds).

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_Congestion

## Congestion()

### Synopsis

Indicate the Congestion condition.

### Description

This application will indicate the congestion condition to the calling channel.

### Syntax

```
Congestion(timeout)
```

### Arguments

- `timeout` - If specified, the calling channel will be hung up after the specified number of seconds. Otherwise, this application will wait until the calling channel hangs up.

### See Also

- [Application\\_Busy](#)
- [Application\\_Progress](#)
- [Application\\_Playtones](#)
- [Application\\_Hangup](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ContinueWhile

## ContinueWhile()

### Synopsis

Restart a While loop.

### Description

Returns to the top of the while loop and re-evaluates the conditional.

### Syntax

```
ContinueWhile()
```

### Arguments

### See Also

- [Application\\_While](#)
- [Application\\_EndWhile](#)
- [Application\\_ExitWhile](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ControlPlayback

## ControlPlayback()

### Synopsis

Play a file with fast forward and rewind.

### Description

This application will play back the given *filename*.

It sets the following channel variables upon completion:

- CPLAYBACKSTATUS - Contains the status of the attempt as a text string
  - SUCCESS
  - USERSTOPPED
  - ERROR
- CPLAYBACKOFFSET - Contains the offset in ms into the file where playback was at when it stopped. -1 is end of file.
- CPLAYBACKSTOPKEY - If the playback is stopped by the user this variable contains the key that was pressed.

### Syntax

```
ControlPlayback(filename,skipms,ff,rew,stop,pause,restart,options)
```

### Arguments

- filename
- skipms - This is number of milliseconds to skip when rewinding or fast-forwarding.
- ff - Fast-forward when this DTMF digit is received. (defaults to #)
- rew - Rewind when this DTMF digit is received. (defaults to \*)
- stop - Stop playback when this DTMF digit is received.
- pause - Pause playback when this DTMF digit is received.
- restart - Restart playback when this DTMF digit is received.
- options
  - o
    - time - Start at *time* ms from the beginning of the file.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DAHDIAcceptR2Call

## DAHDIAcceptR2Call()

### Synopsis

Accept an R2 call if its not already accepted (you still need to answer it)

### Description

This application will Accept the R2 call either with charge or no charge.

### Syntax

```
DAHDIAcceptR2Call (charge)
```

### Arguments

- charge - Yes or No.  
Whether you want to accept the call with charge or without charge.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DAHDIBarge

## DAHDIBarge()

### Synopsis

Barge in (monitor) DAHDI channel.

### Description

Barges in on a specified DAHDI *channel* or prompts if one is not specified. Returns -1 when caller user hangs up and is independent of the state of the channel being monitored.

### Syntax

```
DAHDIBarge(channel)
```

### Arguments

- `channel` - Channel to barge.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DAHDIRAS

## DAHDIRAS()

### Synopsis

Executes DAHDI ISDN RAS application.

### Description

Executes a RAS server using pppd on the given channel. The channel must be a clear channel (i.e. PRI source) and a DAHDI channel to be able to use this function (No modem emulation is included).

Your pppd must be patched to be DAHDI aware.

### Syntax

```
DAHDIRAS ( args )
```

### Arguments

- `args` - A list of parameters to pass to the pppd daemon, separated by `,` characters.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DAHDIScan

## DAHDIScan()

### Synopsis

Scan DAHDI channels to monitor calls.

### Description

Allows a call center manager to monitor DAHDI channels in a convenient way. Use # to select the next channel and use \* to exit.

### Syntax

```
DAHDIScan(group)
```

### Arguments

- *group* - Limit scanning to a channel *group* by setting this option.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DAHDISendCallreroutingFacility

## DAHDISendCallreroutingFacility()

### Synopsis

Send an ISDN call rerouting/deflection facility message.

### Description

This application will send an ISDN switch specific call rerouting/deflection facility message over the current channel. Supported switches depend upon the version of libpri in use.

### Syntax

```
DAHDISendCallreroutingFacility(destination,original,reason)
```

### Arguments

- `destination` - Destination number.
- `original` - Original called number.
- `reason` - Diversion reason, if not specified defaults to unknown

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_DAHDISendKeypadFacility

## DAHDISendKeypadFacility()

### Synopsis

Send digits out of band over a PRI.

### Description

This application will send the given string of digits in a Keypad Facility IE over the current channel.

### Syntax

```
DAHDISendKeypadFacility(digits)
```

### Arguments

- digits

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DateTime

## DateTime()

### Synopsis

Says a specified time in a custom format.

### Description

Say the date and time in a specified format.

### Syntax

```
DateTime(unixtime,timezone,format)
```

### Arguments

- `unixtime` - time, in seconds since Jan 1, 1970. May be negative. Defaults to now.
- `timezone` - `timezone`, see `/usr/share/zoneinfo` for a list. Defaults to machine default.
- `format` - a format the time is to be said in. See `voicemail.conf`. Defaults to `ABdY "digits/at" IMP`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DBdel

## DBdel()

### Synopsis

Delete a key from the asterisk database.

### Description

This application will delete a *key* from the Asterisk database.

**Note**

This application has been DEPRECATED in favor of the DB\_DELETE function.

### Syntax

```
DBdel(family/key)
```

### Arguments

- family
- key

### See Also

- [Function\\_DB\\_DELETE](#)
- [Application\\_DBdeltree](#)
- [Function\\_DB](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DBdeltree

## DBdeltree()

### Synopsis

Delete a family or keytree from the asterisk database.

### Description

This application will delete a *family* or *keytree* from the Asterisk database.

### Syntax

```
DBdeltree(family/keytree)
```

### Arguments

- family
- keytree

### See Also

- [Function\\_DB\\_DELETE](#)
- [Application\\_DBdel](#)
- [Function\\_DB](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DeadAGI

## DeadAGI()

### Synopsis

Executes AGI on a hungup channel.

### Description

Executes an Asterisk Gateway Interface compliant program on a channel. AGI allows Asterisk to launch external programs written in any language to control a telephony channel, play audio, read DTMF digits, etc. by communicating with the AGI protocol on **stdin** and **stdout**. As of 1.6.0, this channel will not stop dialplan execution on hangup inside of this application. Dialplan execution will continue normally, even upon hangup until the AGI application signals a desire to stop (either by exiting or, in the case of a net script, by closing the connection). A locally executed AGI script will receive SIGHUP on hangup from the channel except when using DeadAGI. A fast AGI server will correspondingly receive a HANGUP inline with the command dialog. Both of these signals may be disabled by setting the `AGISIGHUP` channel variable to `no` before executing the AGI application.

Use the CLI command `agi show commands` to list available agi commands.

This application sets the following channel variable upon completion:

- `AGISTATUS` - The status of the attempt to the run the AGI script text string, one of:
  - `SUCCESS`
  - `FAILURE`
  - `NOTFOUND`
  - `HANGUP`

### Syntax

```
DeadAGI(commandarg1arg2[...])
```

### Arguments

- `command`
- `args`
  - `arg1`
  - `arg2`

### See Also

- [Application\\_AGI](#)
- [Application\\_EAGI](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Dial

## Dial()

### Synopsis

Attempt to connect to another device or endpoint and bridge the call.

### Description

This application will place calls to one or more specified channels. As soon as one of the requested channels answers, the originating channel will be answered, if it has not already been answered. These two channels will then be active in a bridged call. All other channels that were requested will then be hung up.

Unless there is a timeout specified, the Dial application will wait indefinitely until one of the called channels answers, the user hangs up, or if all of the called channels are busy or unavailable. Dialplan executing will continue if no requested channels can be called, or if the timeout expires. This application will report normal termination if the originating channel hangs up, or if the call is bridged and either of the parties in the bridge ends the call.

If the `OUTBOUND_GROUP` variable is set, all peer channels created by this application will be put into that group (as in `Set(GROUP()=...)`). If the `OUTBOUND_GROUP_ONCE` variable is set, all peer channels created by this application will be put into that group (as in `Set(GROUP()=...)`). Unlike `OUTBOUND_GROUP`, however, the variable will be unset after use.

This application sets the following channel variables:

- `DIALEDTIME` - This is the time from dialing a channel until when it is disconnected.
- `ANSWEREDTIME` - This is the amount of time for actual call.
- `DIALSTATUS` - This is the status of the call
  - `CHANUNAVAIL`
  - `CONGESTION`
  - `NOANSWER`
  - `BUSY`
  - `ANSWER`
  - `CANCEL`
  - `DONTCALL` - For the Privacy and Screening Modes. Will be set if the called party chooses to send the calling party to the 'Go Away' script.
  - `TORTURE` - For the Privacy and Screening Modes. Will be set if the called party chooses to send the calling party to the 'torture' script.
  - `INVALIDARGS`

### Syntax

```
Dial(Technology/Resource[&Technology2/Resource2[&...]][,timeout[,options,URL]])
```

### Arguments

- `Technology/Resource`
  - `Technology/Resource` - Specification of the device(s) to dial. These must be in the format of `Technology/Resource`, where *Technology* represents a particular channel driver, and *Resource* represents a resource available to that particular channel driver.
  - `Technology2/Resource2` - Optional extra devices to dial in parallel  
If you need more than one enter them as `Technology2/Resource2&Technology3/Resource3&....`
- `timeout` - Specifies the number of seconds we attempt to dial the specified devices  
If not specified, this defaults to 136 years.
- `options`
  - `A` - Play an announcement to the called party, where *x* is the prompt to be played
    - *x* - The file to play to the called party
  - `a` - Immediately answer the calling channel when the called channel answers in all cases. Normally, the calling channel is answered when the called channel answers, but when options such as `A()` and `M()` are used, the calling channel is not answered until all actions on the called channel (such as playing an announcement) are completed. This option can be used to answer the calling channel before doing anything on the called channel. You will rarely need to use this option, the default behavior is adequate in most cases.
  - `C` - Reset the call detail record (CDR) for this call.
  - `c` - If the `Dial()` application cancels this call, always set the flag to tell the channel driver that the call is answered elsewhere.
  - `d` - Allow the calling user to dial a 1 digit extension while waiting for a call to be answered. Exit to that extension if it exists in the current context, or the context defined in the `EXITCONTEXT` variable, if it exists.
  - `D` - Send the specified DTMF strings **after** the called party has answered, but before the call gets bridged. The *called* DTMF string is sent to the called party, and the *calling* DTMF string is sent to the calling party. Both arguments can be used alone. If *progress* is specified, its DTMF is sent immediately after receiving a `PROGRESS` message.
    - `called`

- calling
- progress
- e - Execute the *h* extension for peer after the call ends
- f - If *x* is not provided, force the CallerID sent on a call-forward or deflection to the dialplan extension of this Dial() using a dialplan hint. For example, some PSTNs do not allow CallerID to be set to anything other than the numbers assigned to you. If *x* is provided, force the CallerID sent to *x*.
  - *x*
- F - When the caller hangs up, transfer the **called** party to the specified destination and **start** execution at that location.
  - context
  - exten
  - priority
- F - When the caller hangs up, transfer the **called** party to the next priority of the current extension and **start** execution at that location.
- g - Proceed with dialplan execution at the next priority in the current extension if the destination channel hangs up.
- G - If the call is answered, transfer the calling party to the specified *priority* and the called party to the specified *priority* plus one.
  - context
  - exten
  - priority
- h - Allow the called party to hang up by sending the DTMF sequence defined for disconnect in *features.conf*.
- H - Allow the calling party to hang up by sending the DTMF sequence defined for disconnect in *features.conf*.
- i - Asterisk will ignore any forwarding requests it may receive on this dial attempt.
- I - Asterisk will ignore any connected line update requests or any redirecting party update requests it may receive on this dial attempt.
- k - Allow the called party to enable parking of the call by sending the DTMF sequence defined for call parking in *features.conf*.
- K - Allow the calling party to enable parking of the call by sending the DTMF sequence defined for call parking in *features.conf*.
- L - Limit the call to *x* milliseconds. Play a warning when *y* milliseconds are left. Repeat the warning every *z* milliseconds until time expires.  
This option is affected by the following variables:
  - LIMIT\_PLAYAUDIO\_CALLER - If set, this variable causes Asterisk to play the prompts to the caller.
    - YES default: (true)
    - NO
  - LIMIT\_PLAYAUDIO\_CALLEE - If set, this variable causes Asterisk to play the prompts to the callee.
    - YES
    - NO default: (true)
  - LIMIT\_TIMEOUT\_FILE - If specified, *filename* specifies the sound prompt to play when the timeout is reached. If not set, the time remaining will be announced.
    - FILENAME
  - LIMIT\_CONNECT\_FILE - If specified, *filename* specifies the sound prompt to play when the call begins. If not set, the time remaining will be announced.
    - FILENAME
  - LIMIT\_WARNING\_FILE - If specified, *filename* specifies the sound prompt to play as a warning when time *x* is reached. If not set, the time remaining will be announced.
    - FILENAME
  - *x* - Maximum call time, in milliseconds
  - *y* - Warning time, in milliseconds
  - *z* - Repeat time, in milliseconds
- m - Provide hold music to the calling party until a requested channel answers. A specific music on hold *class* (as defined in *musiconhold.conf*) can be specified.
  - class
- M - Execute the specified *macro* for the **called** channel before connecting to the calling channel. Arguments can be specified to the Macro using ^ as a delimiter. The macro can set the variable MACRO\_RESULT to specify the following actions after the macro is finished executing:
  - MACRO\_RESULT - If set, this action will be taken after the macro finished executing.
    - ABORT - Hangup both legs of the call
    - CONGESTION - Behave as if line congestion was encountered
    - BUSY - Behave as if a busy signal was encountered
    - CONTINUE - Hangup the called party and allow the calling party to continue dialplan execution at the next priority
    - GOTO:[<CONTEXT>^]<EXTEN>^<PRIORITY> - Transfer the call to the specified destination.
  - macro - Name of the macro that should be executed.
  - arg - Macro arguments
- n - This option is a modifier for the call screening/privacy mode. (See the *p* and *P* options.) It specifies that no introductions are to be saved in the *priv-callerintros* directory.
  - delete - With *delete* either not specified or set to 0, the recorded introduction will not be deleted if the caller hangs up while the remote party has not yet answered.  
With *delete* set to 1, the introduction will always be deleted.
- N - This option is a modifier for the call screening/privacy mode. It specifies that if Caller\*ID is present, do not screen the call.

- o - If *x* is not provided, specify that the CallerID that was present on the **calling** channel be stored as the CallerID on the **called** channel. This was the behavior of Asterisk 1.0 and earlier. If *x* is provided, specify the CallerID stored on the **called** channel. Note that `o(${CALLERID(all)})` is similar to option `o` without the parameter.
      - x
  - o - Enables **operator services** mode. This option only works when bridging a DAHDI channel to another DAHDI channel only. if specified on non-DAHDI interfaces, it will be ignored. When the destination answers (presumably an operator services station), the originator no longer has control of their line. They may hang up, but the switch will not release their line until the destination party (the operator) hangs up.
    - mode - With *mode* either not specified or set to 1, the originator hanging up will cause the phone to ring back immediately.  
With *mode* set to 2, when the operator flashes the trunk, it will ring their phone back.
  - p - This option enables screening mode. This is basically Privacy mode without memory.
  - P - Enable privacy mode. Use *x* as the family/key in the AstDB database if it is provided. The current extension is used if a database family/key is not specified.
    - x
  - r - Default: Indicate ringing to the calling party, even if the called party isn't actually ringing. Pass no audio to the calling party until the called channel has answered.
    - tone - Indicate progress to calling party. Send audio 'tone' from indications.conf
  - S - Hang up the call *x* seconds **after** the called party has answered the call.
    - x
  - s - Force the outgoing callerid tag parameter to be set to the string *x*.  
Works with the *f* option.
    - x
  - t - Allow the called party to transfer the calling party by sending the DTMF sequence defined in `features.conf`. This setting does not perform policy enforcement on transfers initiated by other methods.
  - T - Allow the calling party to transfer the called party by sending the DTMF sequence defined in `features.conf`. This setting does not perform policy enforcement on transfers initiated by other methods.
  - U - Execute via Gosub the routine *x* for the **called** channel before connecting to the calling channel. Arguments can be specified to the Gosub using `^` as a delimiter. The Gosub routine can set the variable `GOSUB_RESULT` to specify the following actions after the Gosub returns.
    - GOSUB\_RESULT
      - ABORT - Hangup both legs of the call.
      - CONGESTION - Behave as if line congestion was encountered.
      - BUSY - Behave as if a busy signal was encountered.
      - CONTINUE - Hangup the called party and allow the calling party to continue dialplan execution at the next priority.
      - GOTO:[[<CONTEXT>^]<EXTEN>^]<PRIORITY> - Transfer the call to the specified destination.
    - x - Name of the subroutine to execute via Gosub
    - arg - Arguments for the Gosub routine
  - u - Works with the *f* option.
    - x - Force the outgoing callerid presentation indicator parameter to be set to one of the values passed in *x*: `allowed_not_screened` `allowed_passed_screen` `allowed_failed_screen` `allowed_prohib_not_screened` `prohib_passed_screen` `prohib_failed_screen` `prohib_unavailable`
  - w - Allow the called party to enable recording of the call by sending the DTMF sequence defined for one-touch recording in `features.conf`.
  - W - Allow the calling party to enable recording of the call by sending the DTMF sequence defined for one-touch recording in `features.conf`.
  - x - Allow the called party to enable recording of the call by sending the DTMF sequence defined for one-touch automixmonitor in `features.conf`.
  - X - Allow the calling party to enable recording of the call by sending the DTMF sequence defined for one-touch automixmonitor in `features.conf`.
  - z - On a call forward, cancel any dial timeout which has been set for this call.
- URL - The optional URL will be sent to the called party if the channel driver supports it.

## See Also

## Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_Dictate

## Dictate()

### Synopsis

Virtual Dictation Machine.

### Description

Start dictation machine using optional *base\_dir* for files.

### Syntax

```
Dictate(base_dir,filename)
```

### Arguments

- `base_dir`
- `filename`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Directory

## Directory()

### Synopsis

Provide directory of voicemail extensions.

### Description

This application will present the calling channel with a directory of extensions from which they can search by name. The list of names and corresponding extensions is retrieved from the voicemail configuration file, `voicemail.conf`.

This application will immediately exit if one of the following DTMF digits are received and the extension to jump to exists:

0 - Jump to the 'o' extension, if it exists.

- - Jump to the 'a' extension, if it exists.

### Syntax

```
Directory(vm-context[,dial-context[,options]])
```

### Arguments

- `vm-context` - This is the context within `voicemail.conf` to use for the Directory. If not specified and `searchcontexts=no` in `voicemail.conf`, then default will be assumed.
- `dial-context` - This is the dialplan context to use when looking for an extension that the user has selected, or when jumping to the `o` or `a` extension. If not specified, the current context will be used.
- `options`
  - `e` - In addition to the name, also read the extension number to the caller before presenting dialing options.
  - `f` - Allow the caller to enter the first name of a user in the directory instead of using the last name. If specified, the optional number argument will be used for the number of characters the user should enter.
    - `n`
  - `l` - Allow the caller to enter the last name of a user in the directory. This is the default. If specified, the optional number argument will be used for the number of characters the user should enter.
    - `n`
  - `b` - Allow the caller to enter either the first or the last name of a user in the directory. If specified, the optional number argument will be used for the number of characters the user should enter.
    - `n`
  - `m` - Instead of reading each name sequentially and asking for confirmation, create a menu of up to 8 names.
  - `n` - Read digits even if the channel is not answered.
  - `p` - Pause for `n` milliseconds after the digits are typed. This is helpful for people with cellphones, who are not holding the receiver to their ear while entering DTMF.
    - `n`



#### Note

Only one of the `f`, `l`, or `b` options may be specified. **If more than one is specified**, then Directory will act as if `b` was specified. The number of characters for the user to type defaults to 3.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DISA

## DISA()

### Synopsis

Direct Inward System Access.

### Description

The DISA, Direct Inward System Access, application allows someone from outside the telephone switch (PBX) to obtain an **internal** system dialtone and to place calls from it as if they were placing a call from within the switch. DISA plays a dialtone. The user enters their numeric passcode, followed by the pound sign #. If the passcode is correct, the user is then given system dialtone within *context* on which a call may be placed. If the user enters an invalid extension and extension *i* exists in the specified *context*, it will be used.

Be aware that using this may compromise the security of your PBX.

The arguments to this application (in *extensions.conf*) allow either specification of a single global *passcode* (that everyone uses), or individual passcodes contained in a file (*filename*).

The file that contains the passcodes (if used) allows a complete specification of all of the same arguments available on the command line, with the sole exception of the options. The file may contain blank lines, or comments starting with # or ;.

### Syntax

```
DISA(passcode|filename,context,cidmailbox[@context],options)
```

### Arguments

- *passcode|filename* - If you need to present a DISA dialtone without entering a password, simply set *passcode* to *no-password*. You may specify a *filename* instead of a *passcode*, this filename must contain individual passcodes.
- *context* - Specifies the dialplan context in which the user-entered extension will be matched. If no context is specified, the DISA application defaults to the *disa* context. Presumably a normal system will have a special context set up for DISA use with some or a lot of restrictions.
- *cid* - Specifies a new (different) callerid to be used for this call.
- *mailbox* - Will cause a stutter-dialtone (indication **dialrecall**) to be used, if the specified mailbox contains any new messages.
  - *mailbox*
  - *context*
- *options*
  - *n* - The DISA application will not answer initially.
  - *p* - The extension entered will be considered complete when a # is entered.

### See Also

- [Application\\_Authenticate](#)
- [Application\\_VMAAuthenticate](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_DumpChan

## DumpChan()

### Synopsis

Dump Info About The Calling Channel.

### Description

Displays information on channel and listing of all channel variables. If *level* is specified, output is only displayed when the verbose level is currently set to that number or greater.

### Syntax

```
DumpChan(level)
```

### Arguments

- `level` - Minimum verbose level

### See Also

- [Application\\_NoOp](#)
- [Application\\_Verbose](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r405160

# Application\_EAGI

## EAGI()

### Synopsis

Executes an EAGI compliant application.

### Description

Using 'EAGI' provides enhanced AGI, with incoming audio available out of band on file descriptor 3.

Executes an Asterisk Gateway Interface compliant program on a channel. AGI allows Asterisk to launch external programs written in any language to control a telephony channel, play audio, read DTMF digits, etc. by communicating with the AGI protocol on **stdin** and **stdout**. As of 1.6.0, this channel will not stop dialplan execution on hangup inside of this application. Dialplan execution will continue normally, even upon hangup until the AGI application signals a desire to stop (either by exiting or, in the case of a net script, by closing the connection). A locally executed AGI script will receive SIGHUP on hangup from the channel except when using DeadAGI. A fast AGI server will correspondingly receive a HANGUP inline with the command dialog. Both of these signals may be disabled by setting the `AGISIGHUP` channel variable to `no` before executing the AGI application.

Use the CLI command `agi show commands` to list available agi commands.

This application sets the following channel variable upon completion:

- `AGISTATUS` - The status of the attempt to the run the AGI script text string, one of:
  - `SUCCESS`
  - `FAILURE`
  - `NOTFOUND`
  - `HANGUP`

### Syntax

```
EAGI(commandarg1arg2[...])
```

### Arguments

- `command`
- `args`
  - `arg1`
  - `arg2`

### See Also

- [Application\\_AGI](#)
- [Application\\_DeadAGI](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Echo

## Echo()

### Synopsis

Echo media, DTMF back to the calling party

### Description

Echos back any media or DTMF frames read from the calling channel back to itself. This will not echo CONTROL, MODEM, or NULL frames. Note: If '#' detected application exits.

This application does not automatically answer and should be preceeded by an application such as Answer() or Progress().

### Syntax

```
Echo ( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_EndWhile

## EndWhile()

### Synopsis

End a while loop.

### Description

Return to the previous called `while()`.

### Syntax

```
EndWhile()
```

### Arguments

### See Also

- [Application\\_While](#)
- [Application\\_ExitWhile](#)
- [Application\\_ContinueWhile](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Exec

## Exec()

### Synopsis

Executes dialplan application.

### Description

Allows an arbitrary application to be invoked even when not hard coded into the dialplan. If the underlying application terminates the dialplan, or if the application cannot be found, Exec will terminate the dialplan.

To invoke external applications, see the application System. If you would like to catch any error instead, see TryExec.

### Syntax

```
Exec(arguments)
```

### Arguments

- appname - Application name and arguments of the dialplan application to execute.
  - arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_ExecIf

## ExecIf()

### Synopsis

Executes dialplan application, conditionally.

### Description

If *expr* is true, execute and return the result of *appiftrue(args)*.

If *expr* is true, but *appiftrue* is not found, then the application will return a non-zero value.

### Syntax

```
ExecIf(expressionappiftrue[:appiffalse])
```

### Arguments

- expression
- execapp
  - appiftrue
    - args
  - appiffalse
    - args

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ExecIfTime

## ExecIfTime()

### Synopsis

Conditional application execution based on the current time.

### Description

This application will execute the specified dialplan application, with optional arguments, if the current time matches the given time specification.

### Syntax

```
ExecIfTime(timesweekdaysmdaysmonths[timezone]appargs)
```

### Arguments

- day\_condition
  - times
  - weekdays
  - mdays
  - months
  - timezone
- appname
  - appargs

### See Also

- [Application\\_Exec](#)
- [Application\\_ExecIf](#)
- [Application\\_TryExec](#)
- [Application\\_GotoIfTime](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ExitWhile

## ExitWhile()

### Synopsis

End a While loop.

### Description

Exits a `while()` loop, whether or not the conditional has been satisfied.

### Syntax

```
ExitWhile()
```

### Arguments

### See Also

- [Application\\_While](#)
- [Application\\_EndWhile](#)
- [Application\\_ContinueWhile](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ExtenSpy

## ExtenSpy()

### Synopsis

Listen to a channel, and optionally whisper into it.

### Description

This application is used to listen to the audio from an Asterisk channel. This includes the audio coming in and out of the channel being spied on. Only channels created by outgoing calls for the specified extension will be selected for spying. If the optional context is not supplied, the current channel's context will be used.

While spying, the following actions may be performed:

- Dialing # cycles the volume level.
- Dialing \* will stop spying and look for another channel to spy on.



#### Note

The *X* option supersedes the three features above in that if a valid single digit extension exists in the correct context ChanSpy will exit to it. This also disables choosing a channel based on *chanprefix* and a digit sequence.

### Syntax

```
ExtenSpy(exten@context,options)
```

### Arguments

- *exten*
  - *exten* - Specify extension.
  - *context* - Optionally specify a context, defaults to default.
- *options*
  - *b* - Only spy on channels involved in a bridged call.
  - *B* - Instead of whispering on a single channel barge in on both channels involved in the call.
  - *c*
    - *digit* - Specify a DTMF digit that can be used to spy on the next available channel.
  - *d* - Override the typical numeric DTMF functionality and instead use DTMF to switch between spy modes.
    - 4 - spy mode
    - 5 - whisper mode
    - 6 - barge mode
  - *e* - Enable **enforced** mode, so the spying channel can only monitor extensions whose name is in the *ext* : delimited list.
    - *ext*
  - *E* - Exit when the spied-on channel hangs up.
  - *g*
    - *grp* - Only spy on channels in which one or more of the groups listed in *grp* matches one or more groups from the *SPYG ROUP* variable set on the channel to be spied upon.
  - *n* - Say the name of the person being spied on if that person has recorded his/her name. If a context is specified, then that voicemail context will be searched when retrieving the name, otherwise the *default* context be used when searching for the name (i.e. if SIP/1000 is the channel being spied on and no mailbox is specified, then 1000 will be used when searching for the name).
    - *mailbox*
    - *context*
  - *o* - Only listen to audio coming from this channel.
  - *q* - Don't play a beep when beginning to spy on a channel, or speak the selected channel name.
  - *r* - Record the session to the monitor spool directory. An optional base for the filename may be specified. The default is *chanspy*.
    - *basename*
  - *s* - Skip the playback of the channel type (i.e. SIP, IAX, etc) when speaking the selected channel name.
  - *S* - Stop when there are no more extensions left to spy on.
  - *v* - Adjust the initial volume in the range from -4 to 4. A negative value refers to a quieter setting.
    - *value*
  - *w* - Enable *whisper* mode, so the spying channel can talk to the spied-on channel.
  - *W* - Enable *private whisper* mode, so the spying channel can talk to the spied-on channel but cannot listen to that channel.
  - *x*

- `digit` - Specify a DTMF digit that can be used to exit the application while actively spying on a channel. If there is no channel being spied on, the DTMF digit will be ignored.
- `x` - Allow the user to exit ChanSpy to a valid single digit numeric extension in the current context or the context specified by the `SPY_EXIT_CONTEXT` channel variable. The name of the last channel that was spied on will be stored in the `SPY_CHANNEL` variable.

### See Also

- [Application\\_ChanSpy](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r408785

# Application\_ExternalIVR

## ExternalIVR()

### Synopsis

Interfaces with an external IVR application.

### Description

Either forks a process to run given command or makes a socket to connect to given host and starts a generator on the channel. The generator's play list is controlled by the external application, which can add and clear entries via simple commands issued over its stdout. The external application will receive all DTMF events received on the channel, and notification if the channel is hung up. The received on the channel, and notification if the channel is hung up. The application will not be forcibly terminated when the channel is hung up. For more information see `doc/AST.pdf`.

### Syntax

```
ExternalIVR(arg1arg2[...],options)
```

### Arguments

- `command|ivr://host`
  - `arg1`
  - `arg2`
- `options`
  - `n` - Tells ExternalIVR() not to answer the channel.
  - `i` - Tells ExternalIVR() not to send a hangup and exit when the channel receives a hangup, instead it sends an `I` informative message meaning that the external application MUST hang up the call with an `H` command.
  - `d` - Tells ExternalIVR() to run on a channel that has been hung up and will not look for hangups. The external application must exit with an `E` command.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Festival

## Festival()

### Synopsis

Say text to the user.

### Description

Connect to Festival, send the argument, get back the waveform, play it to the user, allowing any given interrupt keys to immediately terminate and return the value, or any to allow any number back (useful in dialplan).

### Syntax

```
Festival(text,intkeys)
```

### Arguments

- `text`
- `intkeys`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Flash

## Flash()

### Synopsis

Flashes a DAHDI Trunk.

### Description

Performs a flash on a DAHDI trunk. This can be used to access features provided on an incoming analogue circuit such as conference and call waiting. Use with `SendDTMF()` to perform external transfers.

### Syntax

```
Flash( )
```

### Arguments

### See Also

- [Application\\_SendDTMF](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_FollowMe

## FollowMe()

### Synopsis

Find-Me/Follow-Me application.

### Description

This application performs Find-Me/Follow-Me functionality for the caller as defined in the profile matching the *followmeid* parameter in *followme.conf*. If the specified *followmeid* profile doesn't exist in *followme.conf*, execution will be returned to the dialplan and call execution will continue at the next priority.

Returns -1 on hangup.

### Syntax

```
FollowMe(followmeid,options)
```

### Arguments

- *followmeid*
- *options*
  - *a* - Record the caller's name so it can be announced to the callee on each step.
  - *d* - Disable the 'Please hold while we try to connect your call' announcement.
  - *I* - Asterisk will ignore any connected line update requests it may receive on this dial attempt.
  - *n* - Playback the unreachable status message if we've run out of steps or the callee has elected not to be reachable.
  - *s* - Playback the incoming status message prior to starting the follow-me step(s)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ForkCDR

## ForkCDR()

### Synopsis

Forks the Call Data Record.

### Description

Causes the Call Data Record to fork an additional cdr record starting from the time of the fork call. This new cdr record will be linked to end of the list of cdr records attached to the channel. The original CDR has a LOCKED flag set, which forces most cdr operations to skip it, except for the functions that set the answer and end times, which ignore the LOCKED flag. This allows all the cdr records in the channel to be 'ended' together when the channel is closed.

The CDR() func (when setting CDR values) normally ignores the LOCKED flag also, but has options to vary its behavior. The 'T' option (described below), can override this behavior, but beware the risks.

First, this app finds the last cdr record in the list, and makes a copy of it. This new copy will be the newly forked cdr record. Next, this new record is linked to the end of the cdr record list. Next, The new cdr record is RESET (unless you use an option to prevent this)

This means that:

1. All flags are unset on the cdr record
2. the start, end, and answer times are all set to zero.
3. the billsec and duration fields are set to zero.
4. the start time is set to the current time.
5. the disposition is set to NULL.

Next, unless you specified the `v` option, all variables will be removed from the original cdr record. Thus, the `v` option allows any CDR variables to be replicated to all new forked cdr records. Without the `v` option, the variables on the original are effectively moved to the new forked cdr record.

Next, if the `s` option is set, the provided variable and value are set on the original cdr record.

Next, if the `a` option is given, and the original cdr record has an answer time set, then the new forked cdr record will have its answer time set to its start time. If the old answer time were carried forward, the answer time would be earlier than the start time, giving strange duration and billsec times.

If the `d` option was specified, the disposition is copied from the original cdr record to the new forked cdr. If the `D` option was specified, the destination channel field in the new forked CDR is erased. If the `e` option was specified, the 'end' time for the original cdr record is set to the current time. Future hang-up or ending events will not override this time stamp. If the `A` option is specified, the original cdr record will have its `ANS_LOCKED` flag set, which prevent future answer events from updating the original cdr record's disposition. Normally, an `ANSWERED` event would mark all cdr records in the chain as `ANSWERED`. If the `T` option is specified, the original cdr record will have its `DONT_TOUCH` flag set, which will force the `cdr_answer`, `cdr_end`, and `cdr_setvar` functions to leave that cdr record alone.

And, last but not least, the original cdr record has its `LOCKED` flag set. Almost all internal CDR functions (except for the funcs that set the end, and answer times, and set a variable) will honor this flag and leave a `LOCKED` cdr record alone. This means that the newly created forked cdr record will be affected by events transpiring within Asterisk, with the previously noted exceptions.

### Syntax

```
ForkCDR(options)
```

### Arguments

- `options`
  - `a` - Update the answer time on the NEW CDR just after it's been init'd. The new CDR may have been answered already. The reset that `forkcdr` does will erase the answer time. This will bring it back, but the answer time will be a copy of the fork/start time. It will only do this if the initial cdr was indeed already answered.
  - `A` - Lock the original CDR against the answer time being updated. This will allow the disposition on the original CDR to remain the same.
  - `d` - Copy the disposition forward from the old cdr, after the init.
  - `D` - Clear the `dstchannel` on the new CDR after reset.
  - `e` - End the original CDR. Do this after all the necessary data is copied from the original CDR to the new forked CDR.
  - `r` - Do **NOT** reset the new cdr.
  - `s(name=val)` - Set the CDR var *name* in the original CDR, with value *val*.
  - `T` - Mark the original CDR with a `DONT_TOUCH` flag. `setvar`, `answer`, and `end` cdr funcs will obey this flag; normally they don't honor the `LOCKED` flag set on the original CDR record.
  - `v` - When the new CDR is forked, it gets a copy of the vars attached to the current CDR. The vars attached to the original CDR are removed unless this option is specified.

## See Also

- [Function\\_CDR](#)
- [Application\\_NoCDR](#)
- [Application\\_ResetCDR](#)

## Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_GetCPEID

## GetCPEID()

### Synopsis

Get ADSI CPE ID.

### Description

Obtains and displays ADSI CPE ID and other information in order to properly setup `dahdi.conf` for on-hook operations.

### Syntax

```
GetCPEID( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Gosub

## Gosub()

### Synopsis

Jump to label, saving return address.

### Description

Jumps to the label specified, saving the return address.

### Syntax

```
Gosub(context,extenarg1[...argN])
```

### Arguments

- context
- exten
- priority
  - arg1
  - argN

### See Also

- [Application\\_Gosublf](#)
- [Application\\_Macro](#)
- [Application\\_Goto](#)
- [Application\\_Return](#)
- [Application\\_StackPop](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Gosublf

## Gosublf()

### Synopsis

Conditionally jump to label, saving return address.

### Description

If the condition is true, then jump to *labeliftrue*. If false, jumps to *labeliffalse*, if specified. In either case, a jump saves the return point in the dialplan, to be returned to with a *Return*.

### Syntax

```
GosubIf(conditionlabeliftrue:labeliffalse)
```

### Arguments

- *condition*
- *destination*
  - *labeliftrue* - Continue at *labeliftrue* if the condition is true. Takes the form similar to *Goto()* of *[[context,]extension,]priority*.
    - *arg1*
    - *argN*
  - *labeliffalse* - Continue at *labeliffalse* if the condition is false. Takes the form similar to *Goto()* of *[[context,]extension,]priority*.
    - *arg1*
    - *argN*

### See Also

- [Application\\_Gosub](#)
- [Application\\_Return](#)
- [Application\\_Macrolf](#)
- [Function\\_IF](#)
- [Application\\_Gotolf](#)
- [Application\\_Goto](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Goto

## Goto()

### Synopsis

Jump to a particular priority, extension, or context.

### Description

This application will set the current context, extension, and priority in the channel structure. After it completes, the pbx engine will continue dialplan execution at the specified location. If no specific *extension*, or *extension* and *context*, are specified, then this application will just set the specified *priority* of the current extension.

At least a *priority* is required as an argument, or the goto will return a -1, and the channel and call will be terminated.

If the location that is put into the channel information is bogus, and asterisk cannot find that location in the dialplan, then the execution engine will try to find and execute the code in the *i* (invalid) extension in the current context. If that does not exist, it will try to execute the *h* extension. If neither the *h* nor *i* extensions have been defined, the channel is hung up, and the execution of instructions on the channel is terminated. What this means is that, for example, you specify a context that does not exist, then it will not be possible to find the *h* or *i* extensions, and the call will terminate!

### Syntax

```
Goto(context,extensions,priority)
```

### Arguments

- context
- extensions
- priority

### See Also

- [Application\\_Gotof](#)
- [Application\\_GotofTime](#)
- [Application\\_Gosub](#)
- [Application\\_Macro](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Gotolf

## Gotolf()

### Synopsis

Conditional goto.

### Description

This application will set the current context, extension, and priority in the channel structure based on the evaluation of the given condition. After this application completes, the pbx engine will continue dialplan execution at the specified location in the dialplan. The labels are specified with the same syntax as used within the Goto application. If the label chosen by the condition is omitted, no jump is performed, and the execution passes to the next instruction. If the target location is bogus, and does not exist, the execution engine will try to find and execute the code in the *i* (invalid) extension in the current context. If that does not exist, it will try to execute the *h* extension. If neither the *h* nor *i* extensions have been defined, the channel is hung up, and the execution of instructions on the channel is terminated. Remember that this command can set the current context, and if the context specified does not exist, then it will not be able to find any 'h' or 'i' extensions there, and the channel and call will both be terminated!.

### Syntax

```
GotoIf(conditionlabeliftrue:labeliffalse)
```

### Arguments

- *condition*
- *destination*
  - *labeliftrue* - Continue at *labeliftrue* if the condition is true. Takes the form similar to Goto() of [[context,]extension,]priority.
  - *labeliffalse* - Continue at *labeliffalse* if the condition is false. Takes the form similar to Goto() of [[context,]extension,]priority.

### See Also

- [Application\\_Goto](#)
- [Application\\_GotolfTime](#)
- [Application\\_Gosublf](#)
- [Application\\_MacroIf](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_GotolfTime

## GotolfTime()

### Synopsis

Conditional Goto based on the current time.

### Description

This application will set the context, extension, and priority in the channel structure based on the evaluation of the given time specification. After this application completes, the pbx engine will continue dialplan execution at the specified location in the dialplan. If the current time is within the given time specification, the channel will continue at *labeliftrue*. Otherwise the channel will continue at *labeliffalse*. If the label chosen by the condition is omitted, no jump is performed, and execution passes to the next instruction. If the target jump location is bogus, the same actions would be taken as for *Goto*. Further information on the time specification can be found in examples illustrating how to do time-based context includes in the dialplan.

### Syntax

```
GotoIfTime(timesweekdaysmdaysmonths[timezone]labeliftrue:labeliffalse)
```

### Arguments

- **condition**
  - *times*
  - *weekdays*
  - *mdays*
  - *months*
  - *timezone*
- **destination**
  - *labeliftrue* - Continue at *labeliftrue* if the condition is true. Takes the form similar to *Goto()* of *[[context,]extension,]priority*.
  - *labeliffalse* - Continue at *labeliffalse* if the condition is false. Takes the form similar to *Goto()* of *[[context,]extension,]priority*.

### See Also

- [Application\\_Gotolf](#)
- [Application\\_Goto](#)
- [Function\\_IFTIME](#)
- [Function\\_TESTTIME](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r412821

# Application\_Hangup

## Hangup()

### Synopsis

Hang up the calling channel.

### Description

This application will hang up the calling channel.

### Syntax

```
Hangup(causecode)
```

### Arguments

- `causecode` - If a *causecode* is given the channel's hangup cause will be set to the given value.

### See Also

- [Application\\_Answer](#)
- [Application\\_Busy](#)
- [Application\\_Congestion](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_IAX2Provision

## IAX2Provision()

### Synopsis

Provision a calling IAXy with a given template.

### Description

Provisions the calling IAXy (assuming the calling entity is in fact an IAXy) with the given *template*. Returns -1 on error or 0 on success.

### Syntax

```
IAX2Provision(template)
```

### Arguments

- `template` - If not specified, defaults to default.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ICES

## ICES()

### Synopsis

Encode and stream using 'ices'.

### Description

Streams to an icecast server using ices (available separately). A configuration file must be supplied for ices (see contrib/asterisk-ices.xml).

**Note**

ICES version 2 client and server required.

### Syntax

```
ICES(config)
```

### Arguments

- `config` - ICES configuration file.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ImportVar

## ImportVar()

### Synopsis

Import a variable from a channel into a new variable.

### Description

This application imports a *variable* from the specified *channel* (as opposed to the current one) and stores it as a variable (*newvar*) in the current channel (the channel that is calling this application). Variables created by this application have the same inheritance properties as those created with the `Set` application.

### Syntax

```
ImportVar(newvarchannelnamevariable)
```

### Arguments

- newvar
- vardata
  - channelname
  - variable

### See Also

- [Application\\_Set](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Incomplete

## Incomplete()

### Synopsis

Returns AST\_PBX\_INCOMPLETE value.

### Description

Signals the PBX routines that the previous matched extension is incomplete and that further input should be allowed before matching can be considered to be complete. Can be used within a pattern match when certain criteria warrants a longer match.

### Syntax

```
Incomplete(n)
```

### Arguments

- `n` - If specified, then Incomplete will not attempt to answer the channel first.



#### Note

Most channel types need to be in Answer state in order to receive DTMF.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_IVRDemo

## IVRDemo()

### Synopsis

IVR Demo Application.

### Description

This is a skeleton application that shows you the basic structure to create your own asterisk applications and demonstrates the IVR demo.

### Syntax

```
IVRDemo(filename)
```

### Arguments

- filename

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_JabberJoin

## JabberJoin()

### Synopsis

Join a chat room

### Description

Allows Asterisk to join a chat room.

### Syntax

```
JabberJoin(Jabber,RoomJID[,Nickname])
```

### Arguments

- `Jabber` - Client or transport Asterisk uses to connect to Jabber.
- `RoomJID` - XMPP/Jabber JID (Name) of chat room.
- `Nickname` - The nickname Asterisk will use in the chat room.



#### Note

If a different nickname is supplied to an already joined room, the old nick will be changed to the new one.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_JabberLeave

## JabberLeave()

### Synopsis

Leave a chat room

### Description

Allows Asterisk to leave a chat room.

### Syntax

```
JabberLeave(Jabber,RoomJID[,Nickname])
```

### Arguments

- `Jabber` - Client or transport Asterisk uses to connect to Jabber.
- `RoomJID` - XMPP/Jabber JID (Name) of chat room.
- `Nickname` - The nickname Asterisk uses in the chat room.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_JabberSend

## JabberSend()

### Synopsis

Sends an XMPP message to a buddy.

### Description

Sends the content of *message* as text message from the given *account* to the buddy identified by *jid*

Example: `JabberSend(asterisk,bob@domain.com,Hello world)` sends "Hello world" to *bob@domain.com* as an XMPP message from the account *asterisk*, configured in *jabber.conf*.

### Syntax

```
JabberSend(account,jid,message)
```

### Arguments

- *account* - The local named account to listen on (specified in *jabber.conf*)
- *jid* - Jabber ID of the buddy to send the message to. It can be a bare JID (*username@domain*) or a full JID (*username@domain/resource*).
- *message* - The message to send.

### See Also

- [Function\\_JABBER\\_STATUS](#)
- [Function\\_JABBER\\_RECEIVE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_JabberSendGroup

## JabberSendGroup()

### Synopsis

Send a Jabber Message to a specified chat room

### Description

Allows user to send a message to a chat room via XMPP.



#### Note

To be able to send messages to a chat room, a user must have previously joined it. Use the *JabberJoin* function to do so.

### Syntax

```
JabberSendGroup(Jabber,RoomJID,Message[ ,Nickname])
```

### Arguments

- **Jabber** - Client or transport Asterisk uses to connect to Jabber.
- **RoomJID** - XMPP/Jabber JID (Name) of chat room.
- **Message** - Message to be sent to the chat room.
- **Nickname** - The nickname Asterisk uses in the chat room.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_JabberStatus

## JabberStatus()

### Synopsis

Retrieve the status of a jabber list member

### Description

This application is deprecated. Please use the JABBER\_STATUS() function instead.

Retrieves the numeric status associated with the specified buddy *JID*. The return value in the *\_Variable\_* will be one of the following.

- 1 - Online.
- 2 - Chatty.
- 3 - Away.
- 4 - Extended Away.
- 5 - Do Not Disturb.
- 6 - Offline.
- 7 - Not In Roster.

### Syntax

```
JabberStatus(Jabber,JID,Variable)
```

### Arguments

- *Jabber* - Client or transport Asterisk users to connect to Jabber.
- *JID* - XMPP/Jabber JID (Name) of recipient.
- *Variable* - Variable to store the status of requested user.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application JACK

## JACK()

### Synopsis

Jack Audio Connection Kit

### Description

When executing this application, two jack ports will be created; one input and one output. Other applications can be hooked up to these ports to access audio coming from, or being send to the channel.

### Syntax

```
JACK([options])
```

### Arguments

- `options`
  - `s`
    - `name` - Connect to the specified jack server name
  - `i`
    - `name` - Connect the output port that gets created to the specified jack input port
  - `o`
    - `name` - Connect the input port that gets created to the specified jack output port
  - `c`
    - `name` - By default, Asterisk will use the channel name for the jack client name. Use this option to specify a custom client name.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Log

## Log()

### Synopsis

Send arbitrary text to a selected log level.

### Description

Sends an arbitrary text message to a selected log level.

### Syntax

```
Log(level,message)
```

### Arguments

- `level` - Level must be one of `ERROR`, `WARNING`, `NOTICE`, `DEBUG`, `VERBOSE` or `DTMF`.
- `message` - Output text message.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Macro

## Macro()

### Synopsis

Macro Implementation.

### Description

Executes a macro using the context macro- *name*, jumping to the *s* extension of that context and executing each step, then returning when the steps end.

The calling extension, context, and priority are stored in `MACRO_EXTEN`, `MACRO_CONTEXT` and `MACRO_PRIORITY` respectively. Arguments become `ARG1`, `ARG2`, etc in the macro context.

If you Goto out of the Macro context, the Macro will terminate and control will be returned at the location of the Goto.

If `MACRO_OFFSET` is set at termination, Macro will attempt to continue at priority `MACRO_OFFSET + N + 1` if such a step exists, and `N + 1` otherwise.



#### Warning

Because of the way Macro is implemented (it executes the priorities contained within it via sub-engine), and a fixed per-thread memory stack allowance, macros are limited to 7 levels of nesting (macro calling macro calling macro, etc.); It may be possible that stack-intensive applications in deeply nested macros could cause asterisk to crash earlier than this limit. It is advised that if you need to deeply nest macro calls, that you use the Gosub application (now allows arguments like a Macro) with explicit `Return()` calls instead.



#### Warning

Use of the application `WaitExten` within a macro will not function as expected. Please use the `Read` application in order to read DTMF from a channel currently executing a macro.

### Syntax

```
Macro(namearg1arg2[...])
```

### Arguments

- `name` - The name of the macro
- `args`
  - `arg1`
  - `arg2`

### See Also

- [Application\\_MacroExit](#)
- [Application\\_Goto](#)
- [Application\\_Gosub](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MacroExclusive

## MacroExclusive()

### Synopsis

Exclusive Macro Implementation.

### Description

Executes macro defined in the context macro- *name*. Only one call at a time may run the macro. (we'll wait if another call is busy executing in the Macro)

Arguments and return values as in application Macro()



#### Warning

Use of the application `WaitExten` within a macro will not function as expected. Please use the `Read` application in order to read DTMF from a channel currently executing a macro.

### Syntax

```
MacroExclusive(name,arg1,arg2[,...])
```

### Arguments

- `name` - The name of the macro
- `arg1`
- `arg2`

### See Also

- [Application\\_Macro](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_MacroExit

## MacroExit()

### Synopsis

Exit from Macro.

### Description

Causes the currently running macro to exit as if it had ended normally by running out of priorities to execute. If used outside a macro, will likely cause unexpected behavior.

### Syntax

```
MacroExit()
```

### Arguments

### See Also

- [Application\\_Macro](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MacroIf

## MacroIf()

### Synopsis

Conditional Macro implementation.

### Description

Executes macro defined in *macroiftrue* if *expr* is true (otherwise *macroiffalse* if provided)

Arguments and return values as in application Macro()



#### Warning

Use of the application `WaitExten` within a macro will not function as expected. Please use the `Read` application in order to read DTMF from a channel currently executing a macro.

### Syntax

```
MacroIf(exprmacroiftrue:macroiffalse)
```

### Arguments

- `expr`
- `destination`
  - `macroiftrue`
    - `macroiftrue`
    - `arg1`
  - `macroiffalse`
    - `macroiffalse`
    - `arg1`

### See Also

- [Application\\_GotoIf](#)
- [Application\\_GosubIf](#)
- [Function\\_IF](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MailboxExists

## MailboxExists()

### Synopsis

Check to see if Voicemail mailbox exists.

### Description

Check to see if the specified *mailbox* exists. If no voicemail *context* is specified, the `default` context will be used.

This application will set the following channel variable upon completion:

- `VMBOXEXISTSSTATUS` - This will contain the status of the execution of the MailboxExists application. Possible values include:
  - `SUCCESS`
  - `FAILED`

### Syntax

```
MailboxExists(mailbox@context,options)
```

### Arguments

- `mailbox`
  - `mailbox`
  - `context`
- `options` - None options.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MeetMe

## MeetMe()

### Synopsis

MeetMe conference bridge.

### Description

Enters the user into a specified MeetMe conference. If the *confno* is omitted, the user will be prompted to enter one. User can exit the conference by hangup, or if the *p* option is specified, by pressing #.



#### Note

The DAHDI kernel modules and a functional DAHDI timing source (see *dahdi\_test*) must be present for conferencing to operate properly. In addition, the *chan\_dahdi* channel driver must be loaded for the *i* and *r* options to operate at all.

### Syntax

```
MeetMe(confno,options,pin)
```

### Arguments

- *confno* - The conference number
- *options*
  - *a* - Set admin mode.
  - *A* - Set marked mode.
  - *b* - Run AGI script specified in *MEETME\_AGI\_BACKGROUND* Default: *conf-background.agi*.
  - *c* - Announce user(s) count on joining a conference.
  - *C* - Continue in dialplan when kicked out of conference.
  - *d* - Dynamically add conference.
  - *D* - Dynamically add conference, prompting for a PIN.
  - *e* - Select an empty conference.
  - *E* - Select an empty pinless conference.
  - *F* - Pass DTMF through the conference.
  - *G* - Play an intro announcement in conference.
    - *x* - The file to playback
  - *i* - Announce user join/leave with review.
  - *I* - Announce user join/leave without review.
  - *l* - Set listen only mode (Listen only, no talking).
  - *m* - Set initially muted.
  - *M* - Enable music on hold when the conference has a single caller. Optionally, specify a *musiconhold* class to use. If one is not provided, it will use the channel's currently set music class, or *default*.
    - *class*
  - *n* - Disable the denoiser. By default, if *func\_speex* is loaded, Asterisk will apply a denoiser to channels in the MeetMe conference. However, channel drivers that present audio with a varying rate will experience degraded performance with a denoiser attached. This parameter allows a channel joining the conference to choose not to have a denoiser attached without having to unload *func\_speex*.
  - *o* - Set talker optimization - treats talkers who aren't speaking as being muted, meaning (a) No encode is done on transmission and (b) Received audio that is not registered as talking is omitted causing no buildup in background noise.
  - *p* - Allow user to exit the conference by pressing # (default) or any of the defined keys. Dial plan execution will continue at the next priority following MeetMe. The key used is set to channel variable *MEETME\_EXIT\_KEY*.
    - *keys*
  - *P* - Always prompt for the pin even if it is specified.
  - *q* - Quiet mode (don't play enter/leave sounds).
  - *r* - Record conference (records as *MEETME\_RECORDINGFILE* using format *MEETME\_RECORDINGFORMAT*. Default filename is *meetme-conf-rec-\${CONFNO}-\${UNIQUEID}* and the default format is *wav*.
  - *s* - Present menu (user or admin) when \* is received (send to menu).
  - *t* - Set talk only mode. (Talk only, no listening).
  - *T* - Set talker detection (sent to manager interface and meetme list).
  - *w* - Wait until the marked user enters the conference.
    - *secs*
  - *x* - Leave the conference when the last marked user leaves.
  - *X* - Allow user to exit the conference by entering a valid single digit extension *MEETME\_EXIT\_CONTEXT* or the current context if that variable is not defined.

- 1 - Do not play message when first person enters
- S - Kick the user *x* seconds **after** he entered into the conference.
  - *x*
- L - Limit the conference to *x* ms. Play a warning when *y* ms are left. Repeat the warning every *z* ms. The following special variables can be used with this option:
  - CONF\_LIMIT\_TIMEOUT\_FILE - File to play when time is up.
  - CONF\_LIMIT\_WARNING\_FILE - File to play as warning if *y* is defined. The default is to say the time remaining.
  - *x*
  - *y*
  - *z*
- pin

### See Also

- [Application\\_MeetMeCount](#)
- [Application\\_MeetMeAdmin](#)
- [Application\\_MeetMeChannelAdmin](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MeetMeAdmin

## MeetMeAdmin()

### Synopsis

MeetMe conference administration.

### Description

Run admin *command* for conference *confno*.

Will additionally set the variable MEETMEADMINSTATUS with one of the following values:

- MEETMEADMINSTATUS
  - NOPARSE - Invalid arguments.
  - NOTFOUND - User specified was not found.
  - FAILED - Another failure occurred.
  - OK - The operation was completed successfully.

### Syntax

```
MeetMeAdmin(confno,command,user)
```

### Arguments

- confno
- command
  - e - Eject last user that joined.
  - E - Extend conference end time, if scheduled.
  - k - Kick one user out of conference.
  - K - Kick all users out of conference.
  - l - Unlock conference.
  - L - Lock conference.
  - m - Unmute one user.
  - M - Mute one user.
  - n - Unmute all users in the conference.
  - N - Mute all non-admin users in the conference.
  - r - Reset one user's volume settings.
  - R - Reset all users volume settings.
  - s - Lower entire conference speaking volume.
  - S - Raise entire conference speaking volume.
  - t - Lower one user's talk volume.
  - T - Raise one user's talk volume.
  - u - Lower one user's listen volume.
  - U - Raise one user's listen volume.
  - v - Lower entire conference listening volume.
  - V - Raise entire conference listening volume.
- user

### See Also

- [Application\\_MeetMe](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MeetMeChannelAdmin

## MeetMeChannelAdmin()

### Synopsis

MeetMe conference Administration (channel specific).

### Description

Run admin *command* for a specific *channel* in any conference.

### Syntax

```
MeetMeChannelAdmin(channel,command)
```

### Arguments

- channel
- command
  - **k** - Kick the specified user out of the conference he is in.
  - **m** - Unmute the specified user.
  - **M** - Mute the specified user.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MeetMeCount

## MeetMeCount()

### Synopsis

MeetMe participant count.

### Description

Plays back the number of users in the specified MeetMe conference. If *var* is specified, playback will be skipped and the value will be returned in the variable. Upon application completion, MeetMeCount will hangup the channel, unless priority *n+1* exists, in which case priority progress will continue.

### Syntax

```
MeetMeCount(confno,var)
```

### Arguments

- *confno* - Conference number.
- *var*

### See Also

- [Application\\_MeetMe](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_Milli watt

## Milliwatt()

### Synopsis

Generate a Constant 1004Hz tone at 0dbm (mu-law).

### Description

Previous versions of this application generated the tone at 1000Hz. If for some reason you would prefer that behavior, supply the `o` option to get the old behavior.

### Syntax

```
Milliwatt(options)
```

### Arguments

- `options`
  - `o` - Generate the tone at 1000Hz like previous version.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MinivmAccMess

## MinivmAccMess()

### Synopsis

Record account specific messages.

### Description

This application is part of the Mini-Voicemail system, configured in `minivm.conf`.

Use this application to record account specific audio/video messages for busy, unavailable and temporary messages.

Account specific directories will be created if they do not exist.

- `MVM_ACCMESS_STATUS` - This is the result of the attempt to record the specified greeting.  
FAILED is set if the file can't be created.
  - SUCCESS
  - FAILED

### Syntax

```
MinivmAccMess(username@domain[,options])
```

### Arguments

- mailbox
  - username - Voicemail username
  - domain - Voicemail domain
- options
  - u - Record the unavailable greeting.
  - b - Record the busy greeting.
  - t - Record the temporary greeting.
  - n - Account name.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MinivmDelete

## MinivmDelete()

### Synopsis

Delete Mini-Voicemail voicemail messages.

### Description

This application is part of the Mini-Voicemail system, configured in `minivm.conf`.

It deletes voicemail file set in `MVM_FILENAME` or given filename.

- `MVM_DELETE_STATUS` - This is the status of the delete operation.
  - SUCCESS
  - FAILED

### Syntax

```
MinivmDelete(filename)
```

### Arguments

- `filename` - File to delete

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MinivmGreet

## MinivmGreet()

### Synopsis

Play Mini-Voicemail prompts.

### Description

This application is part of the Mini-Voicemail system, configured in minivm.conf.

MinivmGreet() plays default prompts or user specific prompts for an account.

Busy and unavailable messages can be chosen, but will be overridden if a temporary message exists for the account.

- MVM\_GREET\_STATUS - This is the status of the greeting playback.
  - SUCCESS
  - USEREXIT
  - FAILED

### Syntax

```
MinivmGreet(username@domain[,options])
```

### Arguments

- mailbox
  - username - Voicemail username
  - domain - Voicemail domain
- options
  - b - Play the *busy* greeting to the calling party.
  - s - Skip the playback of instructions for leaving a message to the calling party.
  - u - Play the *unavailable* greeting.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MinivmMWI

## MinivmMWI()

### Synopsis

Send Message Waiting Notification to subscriber(s) of mailbox.

### Description

This application is part of the Mini-Voicemail system, configured in `minivm.conf`.

MinivmMWI is used to send message waiting indication to any devices whose channels have subscribed to the mailbox passed in the first parameter.

### Syntax

```
MinivmMWI(username@domain,urgent,new,old)
```

### Arguments

- mailbox
  - username - Voicemail username
  - domain - Voicemail domain
- urgent - Number of urgent messages in mailbox.
- new - Number of new messages in mailbox.
- old - Number of old messages in mailbox.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MinivmNotify

## MinivmNotify()

### Synopsis

Notify voicemail owner about new messages.

### Description

This application is part of the Mini-Voicemail system, configured in `minivm.conf`.

MiniVMnotify forwards messages about new voicemail to e-mail and pager. If there's no user account for that address, a temporary account will be used with default options (set in `minivm.conf`).

If the channel variable `MVM_COUNTER` is set, this will be used in the message file name and available in the template for the message.

If no template is given, the default email template will be used to send email and default pager template to send paging message (if the user account is configured with a paging address).

- `MVM_NOTIFY_STATUS` - This is the status of the notification attempt
  - SUCCESS
  - FAILED

### Syntax

```
MinivmNotify(username@domain[,options])
```

### Arguments

- mailbox
  - username - Voicemail username
  - domain - Voicemail domain
- options
  - template - E-mail template to use for voicemail notification

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MinivmRecord

## MinivmRecord()

### Synopsis

Receive Mini-Voicemail and forward via e-mail.

### Description

This application is part of the Mini-Voicemail system, configured in `minivm.conf`

MiniVM records audio file in configured format and forwards message to e-mail and pager.

If there's no user account for that address, a temporary account will be used with default options.

The recorded file name and path will be stored in `MVM_FILENAME` and the duration of the message will be stored in `MVM_DURATION`



#### Note

If the caller hangs up after the recording, the only way to send the message and clean up is to execute in the `h` extension. The application will exit if any of the following DTMF digits are received and the requested extension exist in the current context.

- `MVM_RECORD_STATUS` - This is the status of the record operation
  - `SUCCESS`
  - `USEREXIT`
  - `FAILED`

### Syntax

```
MinivmRecord(username@domain[,options])
```

### Arguments

- `mailbox`
  - `username` - Voicemail username
  - `domain` - Voicemail domain
- `options`
  - `0` - Jump to the `o` extension in the current dialplan context.
  - `*` - Jump to the `a` extension in the current dialplan context.
  - `g` - Use the specified amount of gain when recording the voicemail message. The units are whole-number decibels (dB).
    - `gain` - Amount of gain to use

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MixMonitor

## MixMonitor()

### Synopsis

Record a call and mix the audio during the recording. Use of StopMixMonitor is required to guarantee the audio file is available for processing during dialplan execution.

### Description

Records the audio on the current channel to the specified file.

This application does not automatically answer and should be preceded by an application such as Answer or Progress().



#### Note

MixMonitor runs as an audiohook. In order to keep it running through a transfer, AUDIOHOOK\_INHERIT must be set for the channel which ran mixmonitor. For more information, including dialplan configuration set for using AUDIOHOOK\_INHERIT with MixMonitor, see the function documentation for AUDIOHOOK\_INHERIT.

- MIXMONITOR\_FILENAME - Will contain the filename used to record.

### Syntax

```
MixMonitor(filename.extension,options,command)
```

### Arguments

- file
  - filename - If *filename* is an absolute path, uses that path, otherwise creates the file in the configured monitoring directory from asterisk.conf.
  - extension
- options
  - a - Append to the file instead of overwriting it.
  - b - Only save audio to the file while the channel is bridged.
  - v - Adjust the **heard** volume by a factor of x (range -4 to 4)
    - x
  - V - Adjust the **spoken** volume by a factor of x (range -4 to 4)
    - x
  - w - Adjust both, **heard and spoken** volumes by a factor of x (range -4 to 4)
    - x
- command - Will be executed when the recording is over.  
Any strings matching `^{\X}` will be unescaped to X.  
All variables will be evaluated at the time MixMonitor is called.

### See Also

- [Application\\_Monitor](#)
- [Application\\_StopMixMonitor](#)
- [Application\\_PauseMonitor](#)
- [Application\\_UnpauseMonitor](#)
- [Function\\_AUDIOHOOK\\_INHERIT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_Monitor

## Monitor()

### Synopsis

Monitor a channel.

### Description

Used to start monitoring a channel. The channel's input and output voice packets are logged to files until the channel hangs up or monitoring is stopped by the StopMonitor application.

By default, files are stored to `/var/spool/asterisk/monitor/`. Returns `-1` if monitor files can't be opened or if the channel is already monitored, otherwise `0`.

### Syntax

```
Monitor(file_format:urlbase,fname_base,options)
```

### Arguments

- `file_format`
  - `file_format` - optional, if not set, defaults to `wav`
  - `urlbase`
- `fname_base` - if set, changes the filename used to the one specified.
- `options`
  - `m` - when the recording ends mix the two leg files into one and delete the two leg files. If the variable `MONITOR_EXEC` is set, the application referenced in it will be executed instead of `soxmix/sox` and the raw leg files will NOT be deleted automatically. `soxmix/sox` or `MONITOR_EXEC` is handed 3 arguments, the two leg files and a target mixed file name which is the same as the leg file names only without the in/out designator. If `MONITOR_EXEC_ARGS` is set, the contents will be passed on as additional arguments to `MONITOR_EXEC`. Both `MONITOR_EXEC` and the Mix flag can be set from the administrator interface.
  - `b` - Don't begin recording unless a call is bridged to another channel.
  - `i` - Skip recording of input stream (disables `m` option).
  - `o` - Skip recording of output stream (disables `m` option).

### See Also

- [Application\\_StopMonitor](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Morsecode

## Morsecode()

### Synopsis

Plays morse code.

### Description

Plays the Morse code equivalent of the passed string.

This application does not automatically answer and should be preceded by an application such as Answer() or Progress().

This application uses the following variables:

- MORSEDTLEN - Use this value in (ms) for length of dit
- MORSETONE - The pitch of the tone in (Hz), default is 800

### Syntax

```
Morsecode(string)
```

### Arguments

- `string` - String to playback as morse code to channel

### See Also

- [Application\\_SayAlpha](#)
- [Application\\_SayPhonetic](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MP3Player

## MP3Player()

### Synopsis

Play an MP3 file or M3U playlist file or stream.

### Description

Executes mpg123 to play the given location, which typically would be a mp3 filename or m3u playlist filename or a URL. Please read <http://en.wikipedia.org/wiki/M3U> to see how M3U playlist file format is like, Example usage would be exten => 1234,1,MP3Player(/var/lib/asterisk/playlist.m3u) User can exit by pressing any key on the dialpad, or by hanging up.

This application does not automatically answer and should be preceeded by an application such as Answer() or Progress().

### Syntax

```
MP3Player(Location)
```

### Arguments

- `Location` - Location of the file to be played. (argument passed to mpg123)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MSet

## MSet()

### Synopsis

Set channel variable(s) or function value(s).

### Description

This function can be used to set the value of channel variables or dialplan functions. When setting variables, if the variable name is prefixed with `_`, the variable will be inherited into channels created from the current channel. If the variable name is prefixed with `__`, the variable will be inherited into channels created from the current channel and all children channels. MSet behaves in a similar fashion to the way Set worked in 1.2/1.4 and is thus prone to doing things that you may not expect. For example, it strips surrounding double-quotes from the right-hand side (value). If you need to put a separator character (comma or vert-bar), you will need to escape them by inserting a backslash before them. Avoid its use if possible.

### Syntax

```
MSet(name1=value1name2=value2)
```

### Arguments

- `set1`
  - `name1`
  - `value1`
- `set2`
  - `name2`
  - `value2`

### See Also

- [Application\\_Set](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_MusicOnHold

## MusicOnHold()

### Synopsis

Play Music On Hold indefinitely.

### Description

Plays hold music specified by class. If omitted, the default music source for the channel will be used. Change the default class with `Set(CHANNEL(musicclass)=...)`. If duration is given, hold music will be played specified number of seconds. If duration is omitted, music plays indefinitely. Returns 0 when done, -1 on hangup.

This application does not automatically answer and should be preceded by an application such as `Answer()` or `Progress()`.

### Syntax

```
MusicOnHold(class,duration)
```

### Arguments

- `class`
- `duration`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_NBScat

## NBScat()

### Synopsis

Play an NBS local stream.

### Description

Executes nbscat to listen to the local NBS stream. User can exit by pressing any key.

### Syntax

```
NBScat ( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_NoCDR

## NoCDR()

### Synopsis

Tell Asterisk to not maintain a CDR for the current call

### Description

This application will tell Asterisk not to maintain a CDR for the current call.

### Syntax

```
NoCDR( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_NoOp

## NoOp()

### Synopsis

Do Nothing (No Operation).

### Description

This application does nothing. However, it is useful for debugging purposes.

This method can be used to see the evaluations of variables or functions without having any effect.

### Syntax

```
NoOp ( text )
```

### Arguments

- `text` - Any text provided can be viewed at the Asterisk CLI.

### See Also

- [Application\\_Verbose](#)
- [Application\\_Log](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_ODBC\_Commit

## ODBC\_Commit()

### Synopsis

Commits a currently open database transaction.

### Description

Commits the database transaction specified by *transaction ID* or the current active transaction, if not specified.

### Syntax

```
ODBC_Commit([transaction ID])
```

### Arguments

- transaction ID

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ODBC\_Rollback

## ODBC\_Rollback()

### Synopsis

Rollback a currently open database transaction.

### Description

Rolls back the database transaction specified by *transaction ID* or the current active transaction, if not specified.

### Syntax

```
ODBC_Rollback([transaction ID])
```

### Arguments

- transaction ID

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ODBCFinish

## ODBCFinish()

### Synopsis

Clear the resultset of a successful multirow query.

### Description

For queries which are marked as mode=multirow, this will clear any remaining rows of the specified resultset.

### Syntax

```
ODBCFinish(result-id)
```

### Arguments

- result-id

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Originate

## Originate()

### Synopsis

Originate a call.

### Description

This application originates an outbound call and connects it to a specified extension or application. This application will block until the outgoing call fails or gets answered. At that point, this application will exit with the status variable set and dialplan processing will continue.

This application sets the following channel variable before exiting:

- **ORIGINATE\_STATUS** - This indicates the result of the call origination.
  - FAILED
  - SUCCESS
  - BUSY
  - CONGESTION
  - HANGUP
  - RINGING
  - UNKNOWN - In practice, you should never see this value. Please report it to the issue tracker if you ever see it.

### Syntax

```
Originate(tech_data,type,arg1[,arg2[,arg3]])
```

### Arguments

- **tech\_data** - Channel technology and data for creating the outbound channel. For example, SIP/1234.
- **type** - This should be `app` or `exten`, depending on whether the outbound channel should be connected to an application or extension.
- **arg1** - If the type is `app`, then this is the application name. If the type is `exten`, then this is the context that the channel will be sent to.
- **arg2** - If the type is `app`, then this is the data passed as arguments to the application. If the type is `exten`, then this is the extension that the channel will be sent to.
- **arg3** - If the type is `exten`, then this is the priority that the channel is sent to. If the type is `app`, then this parameter is ignored.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_OSPAuth

## OSPAuth()

### Synopsis

OSP Authentication.

### Description

Authenticate a call by OSP.

Input variables:

- `OSPINPEERIP` - The last hop IP address.
- `OSPINTOKEN` - The inbound OSP token.

Output variables:

- `OSPINHANDLE` - The inbound call OSP transaction handle.
- `OSPINTIMELIMIT` - The inbound call duration limit in seconds.  
This application sets the following channel variable upon completion:
- `OSPAUTHSTATUS` - The status of OSPAuth attempt as a text string, one of
  - `SUCCESS`
  - `FAILED`
  - `ERROR`

### Syntax

```
OSPAuth(provider,options)
```

### Arguments

- `provider` - The name of the provider that authenticates the call.
- `options` - Reserved.

### See Also

- [Application\\_OSPLookup](#)
- [Application\\_OSPNext](#)
- [Application\\_OSPFinish](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_OSPFinish

## OSPFinish()

### Synopsis

Report OSP entry.

### Description

Report call state.

Input variables:

- `OSPINHANDLE` - The inbound call OSP transaction handle.
  - `OSPOUTHANDLE` - The outbound call OSP transaction handle.
  - `OSPAUTHSTATUS` - The OSPAuth status.
  - `OSPLOOKUPSTATUS` - The OSPLookup status.
  - `OSPNEXTSTATUS` - The OSPNext status.
  - `OSPINAUDIOQOS` - The inbound call leg audio QoS string.
  - `OSPOUTAUDIOQOS` - The outbound call leg audio QoS string.
- This application sets the following channel variable upon completion:
- `OSPFINISHSTATUS` - The status of the OSPFinish attempt as a text string, one of
    - `SUCCESS`
    - `FAILED`
    - `ERROR`

### Syntax

```
OSPFinish(cause,options)
```

### Arguments

- `cause` - Hangup cause.
- `options` - Reserved.

### See Also

- [Application\\_OSPAuth](#)
- [Application\\_OSPLookup](#)
- [Application\\_OSPNext](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_OSPLookup

## OSPLookup()

### Synopsis

Lookup destination by OSP.

### Description

Looks up destination via OSP.

Input variables:

- **OSPACTUALSRC** - The actual source device IP address in indirect mode.
- **OSPINPEERIP** - The last hop IP address.
- **OSPINHANDLE** - The inbound call OSP transaction handle.
- **OSPINTIMELIMIT** - The inbound call duration limit in seconds.
- **OSPINNETWORKID** - The inbound source network ID.
- **OSPINPRN** - The inbound routing number.
- **OSPINPCIC** - The inbound carrier identification code.
- **OSPINPDI** - The inbound number portability database dip indicator.
- **OSPINSPID** - The inbound service provider identity.
- **OSPINOCN** - The inbound operator company number.
- **OSPINSPN** - The inbound service provider name.
- **OSPINALTSPN** - The inbound alternate service provider name.
- **OSPINMCC** - The inbound mobile country code.
- **OSPINMNC** - The inbound mobile network code.
- **OSPINTOHOST** - The inbound To header host part.
- **OSPINDIVUSER** - The inbound Diversion header user part.
- **OSPINDIVHOST** - The inbound Diversion header host part.
- **OSPINCUSTOMINFON** - The inbound custom information, where n is the index beginning with 1 upto 8.

Output variables:

- **OSPOUTHANDLE** - The outbound call OSP transaction handle.
- **OSPOUTTECH** - The outbound channel technology for the call.
- **OSPDESTINATION** - The outbound destination IP address.
- **OSPOUTCALLING** - The outbound calling number.
- **OSPOUTCALLED** - The outbound called number.
- **OSPOUTNETWORKID** - The outbound destination network ID.
- **OSPOUTPRN** - The outbound routing number.
- **OSPOUTPCIC** - The outbound carrier identification code.
- **OSPOUTPDI** - The outbound number portability database dip indicator.
- **OSPOUTSPID** - The outbound service provider identity.
- **OSPOUTOCN** - The outbound operator company number.
- **OSPOUTSPN** - The outbound service provider name.
- **OSPOUTALTSPN** - The outbound alternate service provider name.
- **OSPOUTMCC** - The outbound mobile country code.
- **OSPOUTMNC** - The outbound mobile network code.
- **OSPOUTTOKEN** - The outbound OSP token.
- **OSPDESTREMAINS** - The number of remained destinations.
- **OSPOUTTIMELIMIT** - The outbound call duration limit in seconds.
- **OSPOUTCALLIDTYPES** - The outbound Call-ID types.
- **OSPOUTCALLID** - The outbound Call-ID. Only for H.323.
- **OSPDIALSTR** - The outbound Dial command string.

This application sets the following channel variable upon completion:

- **OSPLOOKUPSTATUS** - The status of OSPLookup attempt as a text string, one of
  - SUCCESS
  - FAILED
  - ERROR

### Syntax

```
OSPLookup(exten,provider,options)
```

### Arguments

- `exten` - The `exten` of the call.
- `provider` - The name of the provider that is used to route the call.
- `options`
  - `h` - generate H323 call id for the outbound call
  - `s` - generate SIP call id for the outbound call. Have not been implemented
  - `i` - generate IAX call id for the outbound call. Have not been implemented

### See Also

- [Application\\_OSPAuth](#)
- [Application\\_OSPNext](#)
- [Application\\_OSPFinish](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_OSPNext

## OSPNext()

### Synopsis

Lookup next destination by OSP.

### Description

Looks up the next destination via OSP.

Input variables:

- `OSPINHANDLE` - The inbound call OSP transaction handle.
- `OSPOUTHANDLE` - The outbound call OSP transaction handle.
- `OSPINTIMELIMIT` - The inbound call duration limit in seconds.
- `OSPOUTCALLIDTYPES` - The outbound Call-ID types.
- `OSPDESTREMAILS` - The number of remained destinations.

Output variables:

- `OSPOUTTECH` - The outbound channel technology.
  - `OSPDESTINATION` - The destination IP address.
  - `OSPOUTCALLING` - The outbound calling number.
  - `OSPOUTCALLED` - The outbound called number.
  - `OSPOUTNETWORKID` - The outbound destination network ID.
  - `OSPOUTNPRN` - The outbound routing number.
  - `OSPOUTNPCIC` - The outbound carrier identification code.
  - `OSPOUTNPDI` - The outbound number portability database dip indicator.
  - `OSPOUTSPID` - The outbound service provider identity.
  - `OSPOUTOCN` - The outbound operator company number.
  - `OSPOUTSPN` - The outbound service provider name.
  - `OSPOUTALTSPN` - The outbound alternate service provider name.
  - `OSPOUTMCC` - The outbound mobile country code.
  - `OSPOUTMNC` - The outbound mobile network code.
  - `OSPOUTTOKEN` - The outbound OSP token.
  - `OSPDESTREMAILS` - The number of remained destinations.
  - `OSPOUTTIMELIMIT` - The outbound call duration limit in seconds.
  - `OSPOUTCALLID` - The outbound Call-ID. Only for H.323.
  - `OSPDIALSTR` - The outbound Dial command string.
- This application sets the following channel variable upon completion:
- `OSPNEXTSTATUS` - The status of the OSPNext attempt as a text string, one of
    - `SUCCESS`
    - `FAILED`
    - `ERROR`

### Syntax

### See Also

- [Application\\_OSPAuth](#)
- [Application\\_OSPLookup](#)
- [Application\\_OSPFinish](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Page

## Page()

### Synopsis

Page series of phones


### Description

Places outbound calls to the given *technology/resource* and dumps them into a conference bridge as muted participants. The original caller is dumped into the conference as a speaker and the room is destroyed when the original callers leaves.

### Syntax

```
Page(Technology/Resource&Technology2/Resource2[&...],options,timeout)
```

### Arguments

- *Technology/Resource*
  - *Technology/Resource* - Specification of the device(s) to dial. These must be in the format of *Technology/Resource*, where *Technology* represents a particular channel driver, and *Resource* represents a resource available to that particular channel driver.
  - *Technology2/Resource2* - Optional extra devices to dial inparallel  
If you need more then one enter them as *Technology2/Resource2& Technology3/Resource3&.....*
- *options*
  - *d* - Full duplex audio
  - *i* - Ignore attempts to forward the call
  - *q* - Quiet, do not play beep to caller
  - *r* - Record the page into a file (meetme option *r*)
  - *s* - Only dial a channel if its device state says that it is NOT\_INUSE
  - *A* - Play an announcement to all paged participants
    - *x* - The announcement to playback in all devices
  - *n* - Do not play announcement to caller (implies *A* )
- *timeout* - Specify the length of time that the system will attempt to connect a call. After this duration, any intercom calls that have not been answered will be hung up by the system.

### See Also

- [Application\\_MeetMe](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Park

## Park()

### Synopsis

Park yourself.

### Description

Used to park yourself (typically in combination with a supervised transfer to know the parking space).

If you set the `PARKINGEXTEN` variable to a parking space extension in the parking lot, `Park()` will attempt to park the call on that extension. If the extension is already in use then execution will continue at the next priority.

If the `parkeddyn` option is enabled in `features.conf` the following variables can be used to dynamically create new parking lots.

If you set the `PARKINGDYNAMIC` variable and this parking lot exists then it will be used as a template for the newly created dynamic lot. Otherwise, the default parking lot will be used.

If you set the `PARKINGDYNCONTEXT` variable then the newly created dynamic parking lot will use this context.

If you set the `PARKINGDYNEXTEN` variable then the newly created dynamic parking lot will use this extension to access the parking lot.

If you set the `PARKINGDYNPOS` variable then the newly created dynamic parking lot will use those parking positions.



#### Note

This application must be used as the first extension priority to be recognized as a parking access extension. DTMF transfers and some channel drivers need this distinction to operate properly. The parking access extension in this case is treated like a dialplan hint.



#### Note

Parking lots automatically create and manage dialplan extensions in the parking lot context. You do not need to explicitly use this application in your dialplan. Instead, all you should do is include the parking lot context in your dialplan.

### Syntax

```
Park(timeout,return_context,return_exten,return_priority,options,parking_lot_name)
```

### Arguments

- `timeout` - A custom parking timeout for this parked call. Value in milliseconds.
- `return_context` - The context to return the call to after it times out.
- `return_exten` - The extension to return the call to after it times out.
- `return_priority` - The priority to return the call to after it times out.
- `options` - A list of options for this parked call.
  - `r` - Send ringing instead of MOH to the parked call.
  - `R` - Randomize the selection of a parking space.
  - `s` - Silence announcement of the parking space number.
- `parking_lot_name` - Specify in which parking lot to park a call.  
The parking lot used is selected in the following order:
  - 1) `parking_lot_name` option
  - 2) `PARKINGLOT` variable
  - 3) `CHANNEL(parkinglot)` function (Possibly preset by the channel driver.)
  - 4) Default parking lot.

### See Also

- [Application\\_ParkAndAnnounce](#)
- [Application\\_ParkedCall](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ParkAndAnnounce

## ParkAndAnnounce()

### Synopsis

Park and Announce.

### Description

Park a call into the parkinglot and announce the call to another channel.

The variable `PARKEDAT` will contain the parking extension into which the call was placed. Use with the Local channel to allow the dialplan to make use of this information.

### Syntax

```
ParkAndAnnounce(announce:announce1[:...],timeout,dial,return_context)
```

### Arguments

- `announce_template`
  - `announce` - Colon-separated list of files to announce. The word `PARKED` will be replaced by a `say_digits` of the extension in which the call is parked.
  - `announce1`
- `timeout` - Time in seconds before the call returns into the return context.
- `dial` - The `app_dial` style resource to call to make the announcement. Console/dsp calls the console.
- `return_context` - The goto-style label to jump the call back into after timeout. Default `priority+1`.

### See Also

- [Application\\_Park](#)
- [Application\\_ParkedCall](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ParkedCall

## ParkedCall()

### Synopsis

Retrieve a parked call.

### Description

Used to retrieve a parked call from a parking lot.



#### Note

Parking lots automatically create and manage dialplan extensions in the parking lot context. You do not need to explicitly use this application in your dialplan. Instead, all you should do is include the parking lot context in your dialplan.

### Syntax

```
ParkedCall(exten,parking_lot_name)
```

### Arguments

- `exten` - Parking space extension to retrieve a parked call. If not provided then the first available parked call in the parking lot will be retrieved.
- `parking_lot_name` - Specify from which parking lot to retrieve a parked call.  
The parking lot used is selected in the following order:
  - 1) `parking_lot_name` option
  - 2) `PARKINGLOT` variable
  - 3) `CHANNEL(parkinglot)` function (Possibly preset by the channel driver.)
  - 4) Default parking lot.

### See Also

- [Application\\_Park](#)
- [Application\\_ParkAndAnnounce](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_PauseMonitor

## PauseMonitor()

### Synopsis

Pause monitoring of a channel.

### Description

Pauses monitoring of a channel until it is re-enabled by a call to UnpauseMonitor.

### Syntax

```
PauseMonitor( )
```

### Arguments

### See Also

- [Application\\_UnpauseMonitor](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_PauseQueueMember

## PauseQueueMember()

### Synopsis

Pauses a queue member.

### Description

Pauses (blocks calls for) a queue member. The given interface will be paused in the given queue. This prevents any calls from being sent from the queue to the interface until it is unpaused with `UnpauseQueueMember` or the manager interface. If no queue name is given, the interface is paused in every queue it is a member of. The application will fail if the interface is not found.

This application sets the following channel variable upon completion:

- `PQMSTATUS` - The status of the attempt to pause a queue member as a text string.
    - `PAUSED`
    - `NOTFOUND`
- Example: `PauseQueueMember(,SIP/3000)`

### Syntax

```
PauseQueueMember(queue_name, interface, options, reason)
```

### Arguments

- `queue_name`
- `interface`
- `options`
- `reason` - Is used to add extra information to the appropriate `queue_log` entries and manager events.

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Pickup

## Pickup()

### Synopsis

Directed extension call pickup.

### Description

This application can pickup a specified ringing channel. The channel to pickup can be specified in the following ways.

- 1) If no *extension* targets are specified, the application will pickup a channel matching the pickup group of the requesting channel.
- 2) If the *extension* is specified with a *context* of the special string `PICKUPMARK` (for example `10@PICKUPMARK`), the application will pickup a channel which has defined the channel variable `PICKUPMARK` with the same value as *extension* (in this example, `10`).
- 3) If the *extension* is specified with or without a *context*, the channel with a matching *extension* and *context* will be picked up. If no *context* is specified, the current context will be used.



#### Note

The *extension* is typically set on matching channels by the dial application that created the channel. The *context* is set on matching channels by the channel driver for the device.

### Syntax

```
Pickup(extension&extension2[&...])
```

### Arguments

- *targets*
  - *extension* - Specification of the pickup target.
    - *extension*
    - *context*
  - *extension2* - Additional specifications of pickup targets.
    - *extension2*
    - *context2*

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_PickupChan

## PickupChan()

### Synopsis

Pickup a ringing channel.

### Description

This will pickup a specified *channel* if ringing.

### Syntax

```
PickupChan(Technology/Resource[&Technology2/Resource2[&...]][,options])
```

### Arguments

- Technology/Resource
  - Technology/Resource
  - Technology2/Resource2
- options
  - **p** - Channel name specified partial name. Used when find channel by callid.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Playback

## Playback()

### Synopsis

Play a file.

### Description

Plays back given filenames (do not put extension of wav/alaw etc). The playback command answer the channel if no options are specified. If the file is non-existent it will fail

This application sets the following channel variable upon completion:

- `PLAYBACKSTATUS` - The status of the playback attempt as a text string.
    - `SUCCESS`
    - `FAILED`
- See Also: Background (application) – for playing sound files that are interruptible

WaitExten (application) – wait for digits from caller, optionally play music on hold

### Syntax

```
Playback(filename&filename2[&...],options)
```

### Arguments

- `filenames`
  - `filename`
  - `filename2`
- `options` - Comma separated list of options
  - `skip` - Do not play if not answered
  - `noanswer` - Playback without answering, otherwise the channel will be answered before the sound is played.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_PlayTones

## PlayTones()

### Synopsis

Play a tone list.

### Description

Plays a tone list. Execution will continue with the next step in the dialplan immediately while the tones continue to play.

See the sample `indications.conf` for a description of the specification of a tonelist.

### Syntax

```
PlayTones(arg)
```

### Arguments

- `arg` - Arg is either the tone name defined in the `indications.conf` configuration file, or a directly specified list of frequencies and durations.

### See Also

- [Application\\_StopPlayTones](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_PrivacyManager

## PrivacyManager()

### Synopsis

Require phone number to be entered, if no CallerID sent

### Description

If no Caller\*ID is sent, PrivacyManager answers the channel and asks the caller to enter their phone number. The caller is given *maxretries* attempts to do so. The application does **nothing** if Caller\*ID was received on the channel.

The application sets the following channel variable upon completion:

- PRIVACYMGRSTATUS - The status of the privacy manager's attempt to collect a phone number from the user.
  - SUCCESS
  - FAILED

### Syntax

```
PrivacyManager(maxretries,minlength,options,context)
```

### Arguments

- *maxretries* - Total tries caller is allowed to input a callerid. Defaults to 3.
- *minlength* - Minimum allowable digits in the input callerid number. Defaults to 10.
- *options* - Position reserved for options.
- *context* - Context to check the given callerid against patterns.

### See Also

- [Application\\_Zapateller](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Proceeding

## Proceeding()

### Synopsis

Indicate proceeding.

### Description

This application will request that a proceeding message be provided to the calling channel.

### Syntax

```
Proceeding()
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Progress

## Progress()

### Synopsis

Indicate progress.

### Description

This application will request that in-band progress information be provided to the calling channel.

### Syntax

```
Progress ( )
```

### Arguments

### See Also

- [Application\\_Busy](#)
- [Application\\_Congestion](#)
- [Application\\_Ringing](#)
- [Application\\_Playtones](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Queue

## Queue()

### Synopsis

Queue a call for a call queue.

### Description

In addition to transferring the call, a call may be parked and then picked up by another user.

This application will return to the dialplan if the queue does not exist, or any of the join options cause the caller to not enter the queue.

This application does not automatically answer and should be preceded by an application such as Answer(), Progress(), or Ringing().

This application sets the following channel variable upon completion:

- **QUEUESTATUS** - The status of the call as a text string.
  - TIMEOUT
  - FULL
  - JOINEMPTY
  - LEAVEEMPTY
  - JOINUNAVAIL
  - LEAVEUNAVAIL
  - CONTINUE

### Syntax

```
Queue(queueName,options,URL,announceoverride,timeout,AGI,macro,gosub,rule,position)
```

### Arguments

- **queueName**
- **options**
  - **C** - Mark all calls as "answered elsewhere" when cancelled.
  - **c** - Continue in the dialplan if the callee hangs up.
  - **d** - data-quality (modem) call (minimum delay).
  - **h** - Allow **callee** to hang up by pressing \*.
  - **H** - Allow **caller** to hang up by pressing \*.
  - **n** - No retries on the timeout; will exit this application and go to the next step.
  - **i** - Ignore call forward requests from queue members and do nothing when they are requested.
  - **I** - Asterisk will ignore any connected line update requests or any redirecting party update requests it may receive on this dial attempt.
  - **r** - Ring instead of playing MOH. Periodic Announcements are still made, if applicable.
  - **R** - Ring instead of playing MOH when a member channel is actually ringing.
  - **t** - Allow the **called** user to transfer the calling user.
  - **T** - Allow the **calling** user to transfer the call.
  - **w** - Allow the **called** user to write the conversation to disk via Monitor.
  - **W** - Allow the **calling** user to write the conversation to disk via Monitor.
  - **k** - Allow the **called** party to enable parking of the call by sending the DTMF sequence defined for call parking in `features.conf`.
  - **K** - Allow the **calling** party to enable parking of the call by sending the DTMF sequence defined for call parking in `features.conf`.
  - **x** - Allow the **called** user to write the conversation to disk via MixMonitor.
  - **X** - Allow the **calling** user to write the conversation to disk via MixMonitor.
- **URL** - URL will be sent to the called party if the channel supports it.
- **announceoverride**
- **timeout** - Will cause the queue to fail out after a specified number of seconds, checked between each `queues.conf` *timeout* and *retry* cycle.
- **AGI** - Will setup an AGI script to be executed on the calling party's channel once they are connected to a queue member.
- **macro** - Will run a macro on the called party's channel (the queue member) once the parties are connected.
- **gosub** - Will run a gosub on the called party's channel (the queue member) once the parties are connected.
- **rule** - Will cause the queue's default rule to be overridden by the rule specified.
- **position** - Attempt to enter the caller into the queue at the numerical position specified. 1 would attempt to enter the caller at the head of the queue, and 3 would attempt to place the caller third in the queue.

## See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

## Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r408447



# Application\_QueueLog

## QueueLog()

### Synopsis

Writes to the queue\_log file.

### Description

Allows you to write your own events into the queue log.

Example: QueueLog(101,{UNIQUEID},{AGENT},WENTONBREAK,600)

### Syntax

```
QueueLog(queueName,uniqueid,agent,event,additionalinfo)
```

### Arguments

- queueName
- uniqueid
- agent
- event
- additionalinfo

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_RaiseException

## RaiseException()

### Synopsis

Handle an exceptional condition.

### Description

This application will jump to the `e` extension in the current context, setting the dialplan function `EXCEPTION()`. If the `e` extension does not exist, the call will hangup.

### Syntax

```
RaiseException(reason)
```

### Arguments

- `reason`

### See Also

- [Function\\_Exception](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Read

## Read()

### Synopsis

Read a variable.

### Description

Reads a #-terminated string of digits a certain number of times from the user in to the given *variable*.

This application sets the following channel variable upon completion:

- **READSTATUS** - This is the status of the read operation.
  - OK
  - ERROR
  - HANGUP
  - INTERRUPTED
  - SKIPPED
  - TIMEOUT

### Syntax

```
Read(variablefilename&filename2[&...],maxdigits,options,attempts,timeout)
```

### Arguments

- **variable** - The input digits will be stored in the given *variable* name.
- **filenames**
  - **filename** - file(s) to play before reading digits or tone with option **i**
  - **filename2**
- **maxdigits** - Maximum acceptable number of digits. Stops reading after *maxdigits* have been entered (without requiring the user to press the # key). Defaults to 0 - no limit - wait for the user press the # key. Any value below 0 means the same. Max accepted value is 255.
- **options**
  - **s** - to return immediately if the line is not up.
  - **i** - to play filename as an indication tone from your `indications.conf`.
  - **n** - to read digits even if the line is not up.
- **attempts** - If greater than 1, that many *attempts* will be made in the event no data is entered.
- **timeout** - The number of seconds to wait for a digit response. If greater than 0, that value will override the default timeout. Can be floating point.

### See Also

- [Application\\_SendDTMF](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ReadExten

## ReadExten()

### Synopsis

Read an extension into a variable.

### Description

Reads a # terminated string of digits from the user into the given variable.

Will set READEXTENSTATUS on exit with one of the following statuses:

- READEXTENSTATUS
  - OK - A valid extension exists in \${variable}.
  - TIMEOUT - No extension was entered in the specified time. Also sets \${variable} to "t".
  - INVALID - An invalid extension, \${INVALID\_EXTEN}, was entered. Also sets \${variable} to "i".
  - SKIP - Line was not up and the option 's' was specified.
  - ERROR - Invalid arguments were passed.

### Syntax

```
ReadExten(variable,filename,context,option,timeout)
```

### Arguments

- variable
- filename - File to play before reading digits or tone with option i
- context - Context in which to match extensions.
- option
  - s - Return immediately if the channel is not answered.
  - i - Play *filename* as an indication tone from your *indications.conf* or a directly specified list of frequencies and durations.
  - n - Read digits even if the channel is not answered.
- timeout - An integer number of seconds to wait for a digit response. If greater than 0, that value will override the default timeout.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ReadFile

## ReadFile()

### Synopsis

Read the contents of a text file into a channel variable.

### Description

Read the contents of a text file into channel variable *varname*



#### Warning

ReadFile has been deprecated in favor of Set(varname=\${FILE(file,0,length)})

### Syntax

```
ReadFile(varnamefile[length])
```

### Arguments

- **varname** - Result stored here.
- **fileparams**
  - **file** - The name of the file to read.
  - **length** - Maximum number of characters to capture.  
If not specified defaults to max.

### See Also

- [Application\\_System](#)
- [Application\\_Read](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ReceiveFax

## ReceiveFax()

### Synopsis

Receive a FAX and save as a TIFF/F file.

### Description

This application is provided by res\_fax, which is a FAX technology agnostic module that utilizes FAX technology resource modules to complete a FAX transmission.

Session arguments can be set by the FAXOPT function and to check results of the ReceiveFax() application.

### Syntax

```
ReceiveFax(filename[,options])
```

### Arguments

- filename
- options
  - d - Enable FAX debugging.
  - f - Allow audio fallback FAX transfer on T.38 capable channels.
  - s - Send progress Manager events (overrides statusevents setting in res\_fax.conf).

### See Also

[Function\\_FAXOPT](#)

### Import Version

This documentation was imported from Asterisk version SVN-branch-1.8-r312509.

# Application\_ReceiveFAX\_app\_fax

## ReceiveFAX() - [app\_fax]

### Synopsis

Receive a Fax

### Description

Receives a FAX from the channel into the given filename overwriting the file if it already exists.

File created will be in TIFF format.

This application sets the following channel variables:

- LOCALSTATIONID - To identify itself to the remote end
- LOCALHEADERINFO - To generate a header line on each page
- FAXSTATUS
  - SUCCESS
  - FAILED
- FAXERROR - Cause of failure
- REMOTESTATIONID - The CSID of the remote side
- FAXPAGES - Number of pages sent
- FAXBITRATE - Transmission rate
- FAXRESOLUTION - Resolution of sent fax

### Syntax

```
ReceiveFAX(filename[,c])
```

### Arguments

- `filename` - Filename of TIFF file save incoming fax
- `c` - Makes the application behave as the calling machine (Default behavior is as answering machine)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ReceiveFAX\_res\_fax

## ReceiveFAX() - [res\_fax]

### Synopsis

Receive a FAX and save as a TIFF/F file.

### Description

This application is provided by res\_fax, which is a FAX technology agnostic module that utilizes FAX technology resource modules to complete a FAX transmission.

Session arguments can be set by the FAXOPT function and to check results of the ReceiveFax() application.

### Syntax

```
ReceiveFAX(filename,options)
```

### Arguments

- `filename`
- `options`
  - `d` - Enable FAX debugging.
  - `f` - Allow audio fallback FAX transfer on T.38 capable channels.
  - `s` - Send progress Manager events (overrides `statusevents` setting in `res_fax.conf`).

### See Also

- [Function\\_FAXOPT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



## Application\_ReceiveFAX (app\_fax)

Moved to [Application\\_ReceiveFAX\\_app\\_fax](#).

## Application\_ReceiveFAX (res\_fax)

Move to [Application\\_ReceiveFAX\\_res\\_fax](#).

# Application\_Record

## Record()

### Synopsis

Record to a file.

### Description

If filename contains %d, these characters will be replaced with a number incremented by one each time the file is recorded. Use `core show file formats` to see the available formats on your system User can press # to terminate the recording and continue to the next priority. If the user hangs up during a recording, all data will be lost and the application will terminate.

- `RECORDED_FILE` - Will be set to the final filename of the recording.
- `RECORD_STATUS` - This is the final status of the command
  - `DTMF` - A terminating DTMF was received ('#' or '\*', depending upon option 't')
  - `SILENCE` - The maximum silence occurred in the recording.
  - `SKIP` - The line was not yet answered and the 's' option was specified.
  - `TIMEOUT` - The maximum length was reached.
  - `HANGUP` - The channel was hung up.
  - `ERROR` - An unrecoverable error occurred, which resulted in a `WARNING` to the logs.

### Syntax

```
Record(filename.format,silence,maxduration,options)
```

### Arguments

- `filename`
  - `filename`
  - `format` - Is the format of the file type to be recorded (wav, gsm, etc).
- `silence` - Is the number of seconds of silence to allow before returning.
- `maxduration` - Is the maximum recording duration in seconds. If missing or 0 there is no maximum.
- `options`
  - `a` - Append to existing recording rather than replacing.
  - `n` - Do not answer, but record anyway if line not yet answered.
  - `q` - quiet (do not play a beep tone).
  - `s` - skip recording if the line is not yet answered.
  - `t` - use alternate '\*' terminator key (DTMF) instead of default '#'
  - `x` - Ignore all terminator keys (DTMF) and keep recording until hangup.
  - `k` - Keep recorded file upon hangup.
  - `y` - Terminate recording if **any** DTMF digit is received.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_RemoveQueueMember

## RemoveQueueMember()

### Synopsis

Dynamically removes queue members.

### Description

If the interface is **NOT** in the queue it will return an error.

This application sets the following channel variable upon completion:

- RQMSTATUS
  - REMOVED
  - NOTINQUEUE
  - NOSUCHQUEUE
  - NOTDYNAMICExample: RemoveQueueMember(techsupport,SIP/3000)

### Syntax

```
RemoveQueueMember(queueName,interface)
```

### Arguments

- queueName
- interface

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_ResetCDR

## ResetCDR()

### Synopsis

Resets the Call Data Record.

### Description

This application causes the Call Data Record to be reset.

### Syntax

```
ResetCDR(options)
```

### Arguments

- `options`
  - `w` - Store the current CDR record before resetting it.
  - `a` - Store any stacked records.
  - `v` - Save CDR variables.
  - `e` - Enable CDR only (negate effects of NoCDR).

### See Also

- [Application\\_ForkCDR](#)
- [Application\\_NoCDR](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_RetryDial

## RetryDial()

### Synopsis

Place a call, retrying on failure allowing an optional exit extension.

### Description

This application will attempt to place a call using the normal Dial application. If no channel can be reached, the *announce* file will be played. Then, it will wait *sleep* number of seconds before retrying the call. After *retries* number of attempts, the calling channel will continue at the next priority in the dialplan. If the *retries* setting is set to 0, this application will retry endlessly. While waiting to retry a call, a 1 digit extension may be dialed. If that extension exists in either the context defined in `EXITCONTEXT` or the current one, The call will jump to that extension immediately. The *dialargs* are specified in the same format that arguments are provided to the Dial application.

### Syntax

```
RetryDial(announce,sleep,retries,dialargs)
```

### Arguments

- *announce* - Filename of sound that will be played when no channel can be reached
- *sleep* - Number of seconds to wait after a dial attempt failed before a new attempt is made
- *retries* - Number of retries  
When this is reached flow will continue at the next priority in the dialplan
- *dialargs* - Same format as arguments provided to the Dial application

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Return

## Return()

### Synopsis

Return from gosub routine.

### Description

Jumps to the last label on the stack, removing it. The return *value*, if any, is saved in the channel variable GOSUB\_RETVAL.

### Syntax

```
Return(value)
```

### Arguments

- `value` - Return value.

### See Also

- [Application\\_Gosub](#)
- [Application\\_StackPop](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Ringing

## Ringing()

### Synopsis

Indicate ringing tone.

### Description

This application will request that the channel indicate a ringing tone to the user.

### Syntax

```
Ringing( )
```

### Arguments

### See Also

- [Application\\_Busy](#)
- [Application\\_Congestion](#)
- [Application\\_Progress](#)
- [Application\\_Playtones](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_SayAlpha

## SayAlpha()

### Synopsis

Say Alpha.

### Description

This application will play the sounds that correspond to the letters of the given *string*.

### Syntax

```
SayAlpha(string)
```

### Arguments

- `string`

### See Also

- [Application\\_SayDigits](#)
- [Application\\_SayNumber](#)
- [Application\\_SayPhonetic](#)
- [Function\\_CHANNEL](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayCountedAdj

## SayCountedAdj()

### Synopsis

Say a adjective in declined form in order to count things

### Description

Selects and plays the proper form of an adjective according to the gender and of the noun which it modifies and the number of objects named by the noun-verb combination which have been counted. Used when saying things such as "5 new messages". The various singular and plural forms of the adjective are selected by adding suffixes to *filename*.

If the channel language is English, then no suffix will ever be added (since, in English, adjectives are not declined). If the channel language is Russian or some other slavic language, then the suffix will be the specified *gender* for nominative, and "x" for genative plural. (The genative singular is not used when counting things.) For example, SayCountedAdj(1,new,f) will play sound file "newa" (containing the word "novaya"), but SayCountedAdj(5,new,f) will play sound file "newx" (containing the word "novikh").

This application does not automatically answer and should be preceded by an application such as Answer(), Progress(), or Proceeding().

### Syntax

```
SayCountedAdj(number, filename, gender)
```

### Arguments

- `number` - The number of things
- `filename` - File name stem for the adjective
- `gender` - The gender of the noun modified, one of 'm', 'f', 'n', or 'c'

### See Also

- [Application\\_SayCountedNoun](#)
- [Application\\_SayNumber](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayCountedNoun

## SayCountedNoun()

### Synopsis

Say a noun in declined form in order to count things

### Description

Selects and plays the proper singular or plural form of a noun when saying things such as "five calls". English has simple rules for deciding when to say "call" and when to say "calls", but other languages have complicated rules which would be extremely difficult to implement in the Asterisk dialplan language.

The correct sound file is selected by examining the *number* and adding the appropriate suffix to *filename*. If the channel language is English, then the suffix will be either empty or "s". If the channel language is Russian or some other Slavic language, then the suffix will be empty for nominative, "x1" for genative singular, and "x2" for genative plural.

Note that combining *filename* with a suffix will not necessarily produce a correctly spelled plural form. For example, SayCountedNoun(2,man) will play the sound file "mans" rather than "men". This behavior is intentional. Since the file name is never seen by the end user, there is no need to implement complicated spelling rules. We simply record the word "men" in the sound file named "mans".

This application does not automatically answer and should be preceeded by an application such as Answer() or Progress.

### Syntax

```
SayCountedNoun(number,filename)
```

### Arguments

- `number` - The number of things
- `filename` - File name stem for the noun that is the the name of the things

### See Also

- [Application\\_SayCountedAdj](#)
- [Application\\_SayNumber](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayCountPL

## SayCountPL()

### Synopsis

Say Polish counting words.

### Description

Polish grammar has some funny rules for counting words. for example 1 zloty, 2 zlote, 5 zlotych. This application will take the words for 1, 2-4 and 5 and decide based on grammar rules which one to use with the number you pass to it.

Example: SayCountPL(zloty,zlote,zlotych,122) will give: zlote

### Syntax

```
SayCountPL(word1,word2,word5,number)
```

### Arguments

- word1
- word2
- word5
- number

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayDigits

## SayDigits()

### Synopsis

Say Digits.

### Description

This application will play the sounds that correspond to the digits of the given number. This will use the language that is currently set for the channel.

### Syntax

```
SayDigits(digits)
```

### Arguments

- `digits`

### See Also

- [Application\\_SayAlpha](#)
- [Application\\_SayNumber](#)
- [Application\\_SayPhonetic](#)
- [Function\\_CHANNEL](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayNumber

## SayNumber()

### Synopsis

Say Number.

### Description

This application will play the sounds that correspond to the given *digits*. Optionally, a *gender* may be specified. This will use the language that is currently set for the channel. See the CHANNEL() function for more information on setting the language for the channel.

### Syntax

```
SayNumber(digits,gender)
```

### Arguments

- `digits`
- `gender`

### See Also

- [Application\\_SayAlpha](#)
- [Application\\_SayDigits](#)
- [Application\\_SayPhonetic](#)
- [Function\\_CHANNEL](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayPhonetic

## SayPhonetic()

### Synopsis

Say Phonetic.

### Description

This application will play the sounds from the phonetic alphabet that correspond to the letters in the given *string*.

### Syntax

```
SayPhonetic(string)
```

### Arguments

- `string`

### See Also

- [Application\\_SayAlpha](#)
- [Application\\_SayDigits](#)
- [Application\\_SayNumber](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SayUnixTime

## SayUnixTime()

### Synopsis

Says a specified time in a custom format.

### Description

Uses some of the sound files stored in `/var/lib/asterisk/sounds` to construct a phrase saying the specified date and/or time in the specified format.

### Syntax

```
SayUnixTime(unixtime,timezone,format)
```

### Arguments

- `unixtime` - time, in seconds since Jan 1, 1970. May be negative. Defaults to now.
- `timezone` - timezone, see `/usr/share/zoneinfo` for a list. Defaults to machine default.
- `format` - a format the time is to be said in. See `voicemail.conf`. Defaults to `ABdY "digits/at" IMp`

### See Also

- [Function\\_STRFTIME](#)
- [Function\\_STRPTIME](#)
- [Function\\_IFTIME](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_SendDTMF

## SendDTMF()

### Synopsis

Sends arbitrary DTMF digits

### Description

It will send all digits or terminate if it encounters an error.

### Syntax

```
SendDTMF(digits[,timeout_ms[,duration_ms[,channel]]])
```

### Arguments

- `digits` - List of digits 0-9,\*,#,a-d,A-D to send also w for a half second pause, and f or F for a flash-hook if the channel supports flash-hook.
- `timeout_ms` - Amount of time to wait in ms between tones. (defaults to .25s)
- `duration_ms` - Duration of each digit
- `channel` - Channel where digits will be played

### See Also

- [Application\\_Read](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SendFax

## SendFax()

### Synopsis

Sends a specified TIFF/F file as a FAX.

### Description

This application is provided by res\_fax, which is a FAX technology agnostic module that utilizes FAX technology resource modules to complete a FAX transmission.

Session arguments can be set by the FAXOPT function and to check results of the SendFax() application.

### Syntax

```
SendFax([filename2[&...]][,options])
```

### Arguments

- `filename`
  - `filename2` - TIFF file to send as a FAX.
- `options`
  - `d` - Enable FAX debugging.
  - `f` - Allow audio fallback FAX transfer on T.38 capable channels.
  - `s` - Send progress Manager events (overrides `statusevents` setting in `res_fax.conf`).
  - `z` - Initiate a T.38 reinvite on the channel if the remote end does not.

### See Also

[Function\\_FAXOPT](#)

### Import Version

This documentation was imported from Asterisk version SVN-branch-1.8-r312509.

# Application\_SendFAX\_app\_fax

## SendFAX() - [app\_fax]

### Synopsis

Send a Fax

### Description

Send a given TIFF file to the channel as a FAX.

This application sets the following channel variables:

- LOCALSTATIONID - To identify itself to the remote end
- LOCALHEADERINFO - To generate a header line on each page
- FAXSTATUS
  - SUCCESS
  - FAILED
- FAXERROR - Cause of failure
- REMOTESTATIONID - The CSID of the remote side
- FAXPAGES - Number of pages sent
- FAXBITRATE - Transmission rate
- FAXRESOLUTION - Resolution of sent fax

### Syntax

```
SendFAX(filename[,a])
```

### Arguments

- filename - Filename of TIFF file to fax
- a - Makes the application behave as the answering machine (Default behavior is as calling machine)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SendFAX\_res\_fax

## SendFAX() - [res\_fax]

### Synopsis

Sends a specified TIFF/F file as a FAX.

### Description

This application is provided by res\_fax, which is a FAX technology agnostic module that utilizes FAX technology resource modules to complete a FAX transmission.

Session arguments can be set by the FAXOPT function and to check results of the SendFax() application.

### Syntax

```
SendFAX(filename2[&...],options)
```

### Arguments

- `filename`
  - `filename2` - TIFF file to send as a FAX.
- `options`
  - `d` - Enable FAX debugging.
  - `f` - Allow audio fallback FAX transfer on T.38 capable channels.
  - `s` - Send progress Manager events (overrides `statusevents` setting in `res_fax.conf`).
  - `z` - Initiate a T.38 reinvite on the channel if the remote end does not.

### See Also

- [Function\\_FAXOPT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

## Application\_SendFAX (app\_fax)

Moved to [Application\\_SendFAX\\_app\\_fax](#).

## Application\_SendFAX (res\_fax)

Moved to [Application\\_SendFAX\\_res\\_fax](#).

# Application\_SendImage

## SendImage()

### Synopsis

Sends an image file.

### Description

Send an image file on a channel supporting it.

Result of transmission will be stored in `SENDIMAGESTATUS`

- `SENDIMAGESTATUS`
  - `SUCCESS` - Transmission succeeded.
  - `FAILURE` - Transmission failed.
  - `UNSUPPORTED` - Image transmission not supported by channel.

### Syntax

```
SendImage(filename)
```

### Arguments

- `filename` - Path of the filename (image) to send.

### See Also

- [Application\\_SendText](#)
- [Application\\_SendURL](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SendText

## SendText()

### Synopsis

Send a Text Message.

### Description

Sends *text* to current channel (callee).

Result of transmission will be stored in the SENDTEXTSTATUS

- SENDTEXTSTATUS
  - SUCCESS - Transmission succeeded.
  - FAILURE - Transmission failed.
  - UNSUPPORTED - Text transmission not supported by channel.



#### Note

At this moment, text is supposed to be 7 bit ASCII in most channels.

### Syntax

```
SendText ( text )
```

### Arguments

- text

### See Also

- [Application\\_SendImage](#)
- [Application\\_SendURL](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_SendURL

## SendURL()

### Synopsis

Send a URL.

### Description

Requests client go to *URL* (IAX2) or sends the URL to the client (other channels).

Result is returned in the `SENDURLSTATUS` channel variable:

- `SENDURLSTATUS`
  - `SUCCESS` - URL successfully sent to client.
  - `FAILURE` - Failed to send URL.
  - `NOLOAD` - Client failed to load URL (wait enabled).
  - `UNSUPPORTED` - Channel does not support URL transport.  
SendURL continues normally if the URL was sent correctly or if the channel does not support HTML transport. Otherwise, the channel is hung up.

### Syntax

```
SendURL(URL,option)
```

### Arguments

- `URL`
- `option`
  - `w` - Execution will wait for an acknowledgement that the URL has been loaded before continuing.

### See Also

- [Application\\_SendImage](#)
- [Application\\_SendText](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Set

## Set()

### Synopsis

Set channel variable or function value.

### Description

This function can be used to set the value of channel variables or dialplan functions. When setting variables, if the variable name is prefixed with `_`, the variable will be inherited into channels created from the current channel. If the variable name is prefixed with `__`, the variable will be inherited into channels created from the current channel and all children channels.



#### Note

If (and only if), in `/etc/asterisk/asterisk.conf`, you have a `[compat]` category, and you have `app_set = 1.4` under that, then the behavior of this app changes, and strips surrounding quotes from the right hand side as it did previously in 1.4. The advantages of not stripping out quoting, and not caring about the separator characters (comma and vertical bar) were sufficient to make these changes in 1.6. Confusion about how many backslashes would be needed to properly protect separators and quotes in various database access strings has been greatly reduced by these changes.

### Syntax

```
Set (name=value)
```

### Arguments

- `name`
- `value`

### See Also

- [Application\\_MSet](#)
- [Function\\_GLOBAL](#)
- [Function\\_SET](#)
- [Function\\_ENV](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SetAMAFlags

## SetAMAFlags()

### Synopsis

Set the AMA Flags.

### Description

This application will set the channel's AMA Flags for billing purposes.

### Syntax

```
SetAMAFlags(flag)
```

### Arguments

- `flag`

### See Also

- [Function\\_CDR](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SetCallerPres

## SetCallerPres()

### Synopsis

Set CallerID Presentation.

### Description

Set Caller\*ID presentation on a call.

### Syntax

```
SetCallerPres(presentation)
```

### Arguments

- presentation
  - allowed\_not\_screened - Presentation Allowed, Not Screened.
  - allowed\_passed\_screen - Presentation Allowed, Passed Screen.
  - allowed\_failed\_screen - Presentation Allowed, Failed Screen.
  - allowed - Presentation Allowed, Network Number.
  - prohib\_not\_screened - Presentation Prohibited, Not Screened.
  - prohib\_passed\_screen - Presentation Prohibited, Passed Screen.
  - prohib\_failed\_screen - Presentation Prohibited, Failed Screen.
  - prohib - Presentation Prohibited, Network Number.
  - unavailable - Number Unavailable.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SetMusicOnHold

## SetMusicOnHold()

### Synopsis

Set default Music On Hold class.

### Description

!!! DEPRECATED. Use Set(CHANNEL(musicclass)=...) instead !!!

Sets the default class for music on hold for a given channel. When music on hold is activated, this class will be used to select which music is played.

!!! DEPRECATED. Use Set(CHANNEL(musicclass)=...) instead !!!

### Syntax

```
SetMusicOnHold(class)
```

### Arguments

- `class`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SIPAddHeader

## SIPAddHeader()

### Synopsis

Add a SIP header to the outbound call.

### Description

Adds a header to a SIP call placed with DIAL.

Remember to use the X-header if you are adding non-standard SIP headers, like `X-Asterisk-Accountcode:`. Use this with care. Adding the wrong headers may jeopardize the SIP dialog.

Always returns 0.

### Syntax

```
SIPAddHeader(Header:Content)
```

### Arguments

- Header
- Content

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SIPDtmfMode

## SIPDtmfMode()

### Synopsis

Change the dtmfmode for a SIP call.

### Description

Changes the dtmfmode for a SIP call.

### Syntax

```
SIPDtmfMode(mode)
```

### Arguments

- mode
  - inband
  - info
  - rfc2833

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SIPRemoveHeader

## SIPRemoveHeader()

### Synopsis

Remove SIP headers previously added with SIPAddHeader

### Description

SIPRemoveHeader() allows you to remove headers which were previously added with SIPAddHeader(). If no parameter is supplied, all previously added headers will be removed. If a parameter is supplied, only the matching headers will be removed.

For example you have added these 2 headers:

```
SIPAddHeader(P-Asserted-Identity: sip:foo@bar);
```

```
SIPAddHeader(P-Preferred-Identity: sip:bar@foo);
```

```
// remove all headers
```

```
SIPRemoveHeader();
```

```
// remove all P- headers
```

```
SIPRemoveHeader(P-);
```

```
// remove only the PAI header (note the : at the end)
```

```
SIPRemoveHeader(P-Asserted-Identity 😊);
```

Always returns 0.

### Syntax

```
SIPRemoveHeader([Header])
```

### Arguments

- Header

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_Skel

## Skel()

### Synopsis

Simple one line explanation.

### Description

This application is a template to build other applications from. It shows you the basic structure to create your own Asterisk applications.

### Syntax

```
Skel(dummy,options)
```

### Arguments

- dummy
- options
  - a - Option A.
  - b - Option B.
  - c - Option C.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SLAStation

## SLAStation()

### Synopsis

Shared Line Appearance Station.

### Description

This application should be executed by an SLA station. The argument depends on how the call was initiated. If the phone was just taken off hook, then the argument *station* should be just the station name. If the call was initiated by pressing a line key, then the station name should be preceded by an underscore and the trunk name associated with that line button.

For example: `station1_line1`

On exit, this application will set the variable `SLASTATION_STATUS` to one of the following values:

- `SLASTATION_STATUS`
  - `FAILURE`
  - `CONGESTION`
  - `SUCCESS`

### Syntax

```
SLAStation(station)
```

### Arguments

- `station` - Station name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SLATrunk

## SLATrunk()

### Synopsis

Shared Line Appearance Trunk.

### Description

This application should be executed by an SLA trunk on an inbound call. The channel calling this application should correspond to the SLA trunk with the name *trunk* that is being passed as an argument.

On exit, this application will set the variable `SLATRUNK_STATUS` to one of the following values:

- `SLATRUNK_STATUS`
  - `FAILURE`
  - `SUCCESS`
  - `UNANSWERED`
  - `RINGTIMEOUT`

### Syntax

```
SLATrunk(trunk,options)
```

### Arguments

- `trunk` - Trunk name
- `options`
  - `M` - Play back the specified MOH *class* instead of ringing
    - `class`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SMS

## SMS()

### Synopsis

Communicates with SMS service centres and SMS capable analogue phones.

### Description

SMS handles exchange of SMS data with a call to/from SMS capable phone or SMS PSTN service center. Can send and/or receive SMS messages. Works to ETSI ES 201 912; compatible with BT SMS PSTN service in UK and Telecom Italia in Italy.

Typical usage is to use to handle calls from the SMS service centre CLI, or to set up a call using `outgoing` or `manager` interface to connect service centre to SMS().

"Messages are processed as per text file message queues. `smq` (a separate software) is a command to generate message queues and send messages.



#### Note

The protocol has tight delay bounds. Please use short frames and disable/keep short the jitter buffer on the ATA to make sure that responses (ACK etc.) are received in time.

### Syntax

```
SMS(name,options,addr,body)
```

### Arguments

- `name` - The name of the queue used in `/var/spool/asterisk/sms`
- `options`
  - `a` - Answer, i.e. send initial FSK packet.
  - `s` - Act as service centre talking to a phone.
  - `t` - Use protocol 2 (default used is protocol 1).
  - `p` - Set the initial delay to N ms (default is 300). `addr` and `body` are a deprecated format to send messages out.
  - `r` - Set the Status Report Request (SRR) bit.
  - `o` - The body should be coded as octets not 7-bit symbols.
- `addr`
- `body`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SoftHangup

## SoftHangup()

### Synopsis

Hangs up the requested channel.

### Description

Hangs up the requested channel. If there are no channels to hangup, the application will report it.

### Syntax

```
SoftHangup(Technology/Resource,options)
```

### Arguments

- Technology/Resource
- options
  - a - Hang up all channels on a specified device instead of a single resource

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechActivateGrammar

## SpeechActivateGrammar()

### Synopsis

Activate a grammar.

### Description

This activates the specified grammar to be recognized by the engine. A grammar tells the speech recognition engine what to recognize, and how to portray it back to you in the dialplan. The grammar name is the only argument to this application.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechActivateGrammar(grammar_name)
```

### Arguments

- grammar\_name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechBackground

## SpeechBackground()

### Synopsis

Play a sound file and wait for speech to be recognized.

### Description

This application plays a sound file and waits for the person to speak. Once they start speaking playback of the file stops, and silence is heard. Once they stop talking the processing sound is played to indicate the speech recognition engine is working. Once results are available the application returns and results (score and text) are available using dialplan functions.

The first text and score are `$(SPEECH_TEXT(0))` AND `$(SPEECH_SCORE(0))` while the second are `$(SPEECH_TEXT(1))` and `$(SPEECH_SCORE(1))`.

The first argument is the sound file and the second is the timeout integer in seconds.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechBackground(sound_file,timeout,options)
```

### Arguments

- `sound_file`
- `timeout` - Timeout integer in seconds. Note the timeout will only start once the sound file has stopped playing.
- `options`
  - `n` - Don't answer the channel if it has not already been answered.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechCreate

## SpeechCreate()

### Synopsis

Create a Speech Structure.

### Description

This application creates information to be used by all the other applications. It must be called before doing any speech recognition activities such as activating a grammar. It takes the engine name to use as the argument, if not specified the default engine will be used.

Sets the ERROR channel variable to 1 if the engine cannot be used.

### Syntax

```
SpeechCreate(engine_name)
```

### Arguments

- engine\_name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_SpeechDeactivateGrammar

## SpeechDeactivateGrammar()

### Synopsis

Deactivate a grammar.

### Description

This deactivates the specified grammar so that it is no longer recognized.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechDeactivateGrammar(grammar_name)
```

### Arguments

- `grammar_name` - The grammar name to deactivate

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechDestroy

## SpeechDestroy()

### Synopsis

End speech recognition.

### Description

This destroys the information used by all the other speech recognition applications. If you call this application but end up wanting to recognize more speech, you must call `SpeechCreate()` again before calling any other application.

Hangs up the channel on failure. If this is not desired, use `TryExec`.

### Syntax

```
SpeechDestroy( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechLoadGrammar

## SpeechLoadGrammar()

### Synopsis

Load a grammar.

### Description

Load a grammar only on the channel, not globally.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechLoadGrammar(grammar_name,path)
```

### Arguments

- grammar\_name
- path

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechProcessingSound

## SpeechProcessingSound()

### Synopsis

Change background processing sound.

### Description

This changes the processing sound that SpeechBackground plays back when the speech recognition engine is processing and working to get results.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechProcessingSound(sound_file)
```

### Arguments

- sound\_file

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechStart

## SpeechStart()

### Synopsis

Start recognizing voice in the audio stream.

### Description

Tell the speech recognition engine that it should start trying to get results from audio being fed to it.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechStart()
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_SpeechUnloadGrammar

## SpeechUnloadGrammar()

### Synopsis

Unload a grammar.

### Description

Unload a grammar.

Hangs up the channel on failure. If this is not desired, use TryExec.

### Syntax

```
SpeechUnloadGrammar(grammar_name)
```

### Arguments

- `grammar_name`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_StackPop

## StackPop()

### Synopsis

Remove one address from gosub stack.

### Description

Removes last label on the stack, discarding it.

### Syntax

```
StackPop( )
```

### Arguments

### See Also

- [Application\\_Return](#)
- [Application\\_Gosub](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_StartMusicOnHold

## StartMusicOnHold()

### Synopsis

Play Music On Hold.

### Description

Starts playing music on hold, uses default music class for channel. Starts playing music specified by class. If omitted, the default music source for the channel will be used. Always returns 0.

### Syntax

```
StartMusicOnHold(class)
```

### Arguments

- class

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_StopMixMonitor

## StopMixMonitor()

### Synopsis

Stop recording a call through MixMonitor, and free the recording's file handle.

### Description

Stops the audio recording that was started with a call to `MixMonitor()` on the current channel.

### Syntax

```
StopMixMonitor()
```

### Arguments

### See Also

- [Application\\_MixMonitor](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_StopMonitor

## StopMonitor()

### Synopsis

Stop monitoring a channel.

### Description

Stops monitoring a channel. Has no effect if the channel is not monitored.

### Syntax

```
StopMonitor()
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_StopMusicOnHold

## StopMusicOnHold()

### Synopsis

Stop playing Music On Hold.

### Description

Stops playing music on hold.

### Syntax

```
StopMusicOnHold()
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_StopPlayTones

## StopPlayTones()

### Synopsis

Stop playing a tone list.

### Description

Stop playing a tone list, initiated by PlayTones().

### Syntax

```
StopPlayTones ( )
```

### Arguments

### See Also

- [Application\\_PlayTones](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_System

## System()

### Synopsis

Execute a system command.

### Description

Executes a command by using system(). If the command fails, the console should report a fallthrough.

Result of execution is returned in the `SYSTEMSTATUS` channel variable:

- `SYSTEMSTATUS`
  - `FAILURE` - Could not execute the specified command.
  - `SUCCESS` - Specified command successfully executed.

### Syntax

```
System(command)
```

### Arguments

- `command` - Command to execute

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_TestClient

## TestClient()

### Synopsis

Execute Interface Test Client.

### Description

Executes test client with given *testid*. Results stored in `/var/log/asterisk/testreports/<testid>-client.txt`

### Syntax

```
TestClient(testid)
```

### Arguments

- `testid` - An ID to identify this test.

### See Also

- [Application\\_TestServer](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_TestServer

## TestServer()

### Synopsis

Execute Interface Test Server.

### Description

Perform test server function and write call report. Results stored in `/var/log/asterisk/testreports/<testid>-server.txt`

### Syntax

```
TestServer( )
```

### Arguments

### See Also

- [Application\\_TestClient](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Transfer

## Transfer()

### Synopsis

Transfer caller to remote extension.

### Description

Requests the remote caller be transferred to a given destination. If TECH (SIP, IAX2, LOCAL etc) is used, only an incoming call with the same channel technology will be transferred. Note that for SIP, if you transfer before call is setup, a 302 redirect SIP message will be returned to the caller.

The result of the application will be reported in the `TRANSFERSTATUS` channel variable:

- `TRANSFERSTATUS`
  - `SUCCESS` - Transfer succeeded.
  - `FAILURE` - Transfer failed.
  - `UNSUPPORTED` - Transfer unsupported by channel driver.

### Syntax

```
Transfer(Tech/destination)
```

### Arguments

- `dest`
  - `Tech/`
  - `destination`

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r405791



# Application\_TryExec

## TryExec()

### Synopsis

Executes dialplan application, always returning.

### Description

Allows an arbitrary application to be invoked even when not hard coded into the dialplan. To invoke external applications see the application System. Always returns to the dialplan. The channel variable TRYSTATUS will be set to one of:

- TRYSTATUS
  - SUCCESS - If the application returned zero.
  - FAILED - If the application returned non-zero.
  - NOAPP - If the application was not found or was not specified.

### Syntax

```
TryExec(arguments)
```

### Arguments

- appname
  - arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_TrySystem

## TrySystem()

### Synopsis

Try executing a system command.

### Description

Executes a command by using system().

Result of execution is returned in the `SYSTEMSTATUS` channel variable:

- `SYSTEMSTATUS`
  - `FAILURE` - Could not execute the specified command.
  - `SUCCESS` - Specified command successfully executed.
  - `APPERROR` - Specified command successfully executed, but returned error code.

### Syntax

```
TrySystem(command)
```

### Arguments

- `command` - Command to execute

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_UnpauseMonitor

## UnpauseMonitor()

### Synopsis

Unpause monitoring of a channel.

### Description

Unpauses monitoring of a channel on which monitoring had previously been paused with PauseMonitor.

### Syntax

```
UnpauseMonitor()
```

### Arguments

### See Also

- [Application\\_PauseMonitor](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_UnpauseQueueMember

## UnpauseQueueMember()

### Synopsis

Unpauses a queue member.

### Description

Unpauses (resumes calls to) a queue member. This is the counterpart to `PauseQueueMember()` and operates exactly the same way, except it unpauses instead of pausing the given interface.

This application sets the following channel variable upon completion:

- `UPQMSTATUS` - The status of the attempt to unpause a queue member as a text string.
  - `UNPAUSED`
  - `NOTFOUND`Example: `UnpauseQueueMember(,SIP/3000)`

### Syntax

```
UnpauseQueueMember(queueName,interface,options,reason)
```

### Arguments

- `queueName`
- `interface`
- `options`
- `reason` - Is used to add extra information to the appropriate `queue_log` entries and manager events.

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_UserEvent

## UserEvent()

### Synopsis

Send an arbitrary event to the manager interface.

### Description

Sends an arbitrary event to the manager interface, with an optional *body* representing additional arguments. The *body* may be specified as a , delimited list of headers. Each additional argument will be placed on a new line in the event. The format of the event will be:

Event: UserEvent

UserEvent: <specified event name>

[body]

If no *body* is specified, only Event and UserEvent headers will be present.

### Syntax

```
UserEvent(eventname,body)
```

### Arguments

- eventname
- body

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Verbose

## Verbose()

### Synopsis

Send arbitrary text to verbose output.

### Description

Sends an arbitrary text message to verbose output.

### Syntax

```
Verbose(level,message)
```

### Arguments

- `level` - Must be an integer value. If not specified, defaults to 0.
- `message` - Output text message.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_VMAuthenticate

## VMAuthenticate()

### Synopsis

Authenticate with Voicemail passwords.

### Description

This application behaves the same way as the Authenticate application, but the passwords are taken from `voicemail.conf`. If the *mailbox* is specified, only that mailbox's password will be considered valid. If the *mailbox* is not specified, the channel variable `AUTH_MAILBOX` will be set with the authenticated mailbox.

The VMAuthenticate application will exit if the following DTMF digit is entered as Mailbox or Password, and the extension exists:

- \* - Jump to the `a` extension in the current dialplan context.

### Syntax

```
VMAuthenticate(mailbox@context,options)
```

### Arguments

- mailbox
  - mailbox
  - context
- options
  - s - Skip playing the initial prompts.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_VMSayName

## VMSayName()

### Synopsis

Play the name of a voicemail user

### Description

This application will say the recorded name of the voicemail user specified as the argument to this application. If no context is provided, `default` is assumed.

### Syntax

```
VMSayName(mailbox@context)
```

### Arguments

- mailbox
  - mailbox
  - context

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_VoiceMail

## VoiceMail()

### Synopsis

Leave a Voicemail message.

### Description

This application allows the calling party to leave a message for the specified list of mailboxes. When multiple mailboxes are specified, the greeting will be taken from the first mailbox specified. Dialplan execution will stop if the specified mailbox does not exist.

The Voicemail application will exit if any of the following DTMF digits are received:

- 0 - Jump to the `o` extension in the current dialplan context.
- \* - Jump to the `a` extension in the current dialplan context.

This application will set the following channel variable upon completion:

- `VMSTATUS` - This indicates the status of the execution of the VoiceMail application.
  - `SUCCESS`
  - `USEREXIT`
  - `FAILED`

### Syntax

```
VoiceMail(mailbox1&mailbox2[&...],options)
```

### Arguments

- `mailboxes`
  - `mailbox1`
    - `mailbox`
    - `context`
  - `mailbox2`
    - `mailbox`
    - `context`
- `options`
  - `b` - Play the `busy` greeting to the calling party.
  - `d` - Accept digits for a new extension in context `c`, if played during the greeting. Context defaults to the current context.
    - `c`
  - `g` - Use the specified amount of gain when recording the voicemail message. The units are whole-number decibels (dB). Only works on supported technologies, which is DAHDI only.
    - `#`
  - `s` - Skip the playback of instructions for leaving a message to the calling party.
  - `u` - Play the `unavailable` greeting.
  - `U` - Mark message as `URGENT`.
  - `P` - Mark message as `PRIORITY`.

### See Also

- [Application\\_VoiceMailMain](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_VoiceMailMain

## VoiceMailMain()

### Synopsis

Check Voicemail messages.

### Description

This application allows the calling party to check voicemail messages. A specific *mailbox*, and optional corresponding *context*, may be specified. If a *mailbox* is not provided, the calling party will be prompted to enter one. If a *context* is not specified, the `default` context will be used.

The VoiceMailMain application will exit if the following DTMF digit is entered as Mailbox or Password, and the extension exists:

- `*` - Jump to the `a` extension in the current dialplan context.

### Syntax

```
VoiceMailMain(mailbox@context,options)
```

### Arguments

- `mailbox`
  - `mailbox`
  - `context`
- `options`
  - `p` - Consider the *mailbox* parameter as a prefix to the mailbox that is entered by the caller.
  - `g` - Use the specified amount of gain when recording a voicemail message. The units are whole-number decibels (dB).
    - `#`
  - `s` - Skip checking the passcode for the mailbox.
  - `a` - Skip folder prompt and go directly to *folder* specified. Defaults to `INBOX` (or `0`).
    - `folder`
    - `0` - `INBOX`
    - `1` - `Old`
    - `2` - `Work`
    - `3` - `Family`
    - `4` - `Friends`
    - `5` - `Cust1`
    - `6` - `Cust2`
    - `7` - `Cust3`
    - `8` - `Cust4`
    - `9` - `Cust5`

### See Also

- [Application\\_VoiceMail](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Wait

## Wait()

### Synopsis

Waits for some time.

### Description

This application waits for a specified number of *seconds*.

### Syntax

```
Wait(seconds)
```

### Arguments

- *seconds* - Can be passed with fractions of a second. For example, 1 . 5 will ask the application to wait for 1.5 seconds.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_WaitExten

## WaitExten()

### Synopsis

Waits for an extension to be entered.

### Description

This application waits for the user to enter a new extension for a specified number of *seconds*.



#### Warning

Use of the application `WaitExten` within a macro will not function as expected. Please use the `Read` application in order to read DTMF from a channel currently executing a macro.

### Syntax

```
WaitExten(seconds,options)
```

### Arguments

- `seconds` - Can be passed with fractions of a second. For example, `1.5` will ask the application to wait for 1.5 seconds.
- `options`
  - `m` - Provide music on hold to the caller while waiting for an extension.
    - `x` - Specify the class for music on hold. **CHANNEL(musicclass) will be used instead if set**

### See Also

- [Application\\_Background](#)
- [Function\\_TIMEOUT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_WaitForNoise

## WaitForNoise()

### Synopsis

Waits for a specified amount of noise.

### Description

Waits for up to *noiserequired* milliseconds of noise, *iterations* times. An optional *timeout* specified the number of seconds to return after, even if we do not receive the specified amount of noise. Use *timeout* with caution, as it may defeat the purpose of this application, which is to wait indefinitely until noise is detected on the line.

### Syntax

```
WaitForNoise(noiserequired,iterations,timeout)
```

### Arguments

- *noiserequired*
- *iterations* - If not specified, defaults to 1.
- *timeout* - Is specified only to avoid an infinite loop in cases where silence is never achieved.

### See Also

- [Application\\_WaitForSilence](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_WaitForRing

## WaitForRing()

### Synopsis

Wait for Ring Application.

### Description

Returns 0 after waiting at least *timeout* seconds, and only after the next ring has completed. Returns 0 on success or -1 on hangup.

### Syntax

```
WaitForRing(timeout)
```

### Arguments

- `timeout`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_WaitForSilence

## WaitForSilence()

### Synopsis

Waits for a specified amount of silence.

### Description

Waits for up to *silencerequired* milliseconds of silence, *iterations* times. An optional *timeout* specified the number of seconds to return after, even if we do not receive the specified amount of silence. Use *timeout* with caution, as it may defeat the purpose of this application, which is to wait indefinitely until silence is detected on the line. This is particularly useful for reverse-911-type call broadcast applications where you need to wait for an answering machine to complete its spiel before playing a message.

Typically you will want to include two or more calls to WaitForSilence when dealing with an answering machine; first waiting for the spiel to finish, then waiting for the beep, etc.

Examples:

WaitForSilence(500,2) will wait for 1/2 second of silence, twice

WaitForSilence(1000) will wait for 1 second of silence, once

WaitForSilence(300,3,10) will wait for 300ms silence, 3 times, and returns after 10 sec, even if silence is not detected

Sets the channel variable WAITSTATUS to one of these values:

- WAITSTATUS
  - SILENCE - if exited with silence detected.
  - TIMEOUT - if exited without silence detected after timeout.

### Syntax

```
WaitForSilence(silencerequired,iterations,timeout)
```

### Arguments

- *silencerequired*
- *iterations* - If not specified, defaults to 1.
- *timeout* - Is specified only to avoid an infinite loop in cases where silence is never achieved.

### See Also

- [Application\\_WaitForNoise](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_WaitMusicOnHold

## WaitMusicOnHold()

### Synopsis

Wait, playing Music On Hold.

### Description

!!! DEPRECATED. Use MusicOnHold instead !!!

Plays hold music specified number of seconds. Returns 0 when done, or -1 on hangup. If no hold music is available, the delay will still occur with no sound.

!!! DEPRECATED. Use MusicOnHold instead !!!

### Syntax

```
WaitMusicOnHold(delay)
```

### Arguments

- `delay`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Application\_WaitUntil

## WaitUntil()

### Synopsis

Wait (sleep) until the current time is the given epoch.

### Description

Waits until the given *epoch*.

Sets WAITUNTILSTATUS to one of the following values:

- WAITUNTILSTATUS
  - OK - Wait succeeded.
  - FAILURE - Invalid argument.
  - HANGUP - Channel hungup before time elapsed.
  - PAST - Time specified had already past.

### Syntax

```
WaitUntil(epoch)
```

### Arguments

- epoch

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_While

## While()

### Synopsis

Start a while loop.

### Description

Start a While Loop. Execution will return to this point when `EndWhile()` is called until `expr` is no longer true.

### Syntax

```
While(expr)
```

### Arguments

- `expr`

### See Also

- [Application\\_EndWhile](#)
- [Application\\_ExitWhile](#)
- [Application\\_ContinueWhile](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Application\_Zapateller

## Zapateller()

### Synopsis

Block telemarketers with SIT.

### Description

Generates special information tone to block telemarketers from calling you.

This application will set the following channel variable upon completion:

- `ZAPATELLERSTATUS` - This will contain the last action accomplished by the Zapateller application. Possible values include:
  - `NOTHING`
  - `ANSWERED`
  - `ZAPPED`

### Syntax

```
Zapateller(options)
```

### Arguments

- `options` - Comma delimited list of options.
  - `answer` - Causes the line to be answered before playing the tone.
  - `nocallerid` - Causes Zapateller to only play the tone if there is no callerid information available.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Dialplan Application Template Page

## MyApplication()

### Synopsys

.....

### Description

...

### Syntax

- `MyApplication(arg[,something,options])`

### Arguments

- arg
- something
- options
  - a
    - option 'a' is asdfadf
  - b
    - option 'b' is asdfasdfadf
  - c
    - option 'c' is for cookie

### See Also

[Dialplan Function Template page](#)  
[AGI Command Template Page](#)  
[AMI Action Template Page](#)

### Import Version

This documentation was imported from Asterisk version VERSION STRING HERE.

## Dialplan Functions

# Dialplan Function Template Page

## MY\_FUNCTION()

### Synopsys

.....

### Description

...

### Syntax

- MY\_FUNCTION(arg[,something,options])

### Arguments

- arg
- something
- options
  - a
    - option 'a' is asdfadf
  - b
    - option 'b' is asdfasdfadf
  - c
    - option 'c' is for cookie

### See Also

[Dialplan Application Template page](#)  
[AGI Command Template Page](#)  
[AMI Action Template Page](#)

### Import Version

This documentation was imported from Asterisk version VERSION STRING HERE.

# Function\_AES\_DECRYPT

## AES\_DECRYPT()

### Synopsis

Decrypt a string encoded in base64 with AES given a 16 character key.

### Description

Returns the plain text string.

### Syntax

```
AES_DECRYPT(key,string)
```

### Arguments

- `key` - AES Key
- `string` - Input string.

### See Also

- [Function\\_AES\\_ENCRYPT](#)
- [Function\\_BASE64\\_ENCODE](#)
- [Function\\_BASE64\\_DECODE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_AES\_ENCRYPT

## AES\_ENCRYPT()

### Synopsis

Encrypt a string with AES given a 16 character key.

### Description

Returns an AES encrypted string encoded in base64.

### Syntax

```
AES_ENCRYPT(key,string)
```

### Arguments

- `key` - AES Key
- `string` - Input string

### See Also

- [Function\\_AES\\_DECRYPT](#)
- [Function\\_BASE64\\_ENCODE](#)
- [Function\\_BASE64\\_DECODE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_AGC

## AGC()

### Synopsis

Apply automatic gain control to audio on a channel.

### Description

The AGC function will apply automatic gain control to the audio on the channel that it is executed on. Using `rx` for audio received and `tx` for audio transmitted to the channel. When using this function you set a target audio level. It is primarily intended for use with analog lines, but could be useful for other channels as well. The target volume is set with a number between 1-32768. The larger the number the louder (more gain) the channel will receive.

Examples:

exten => 1,1,Set(AGC(rx)=8000)

exten => 1,2,Set(AGC(tx)=off)

### Syntax

AGC(channeldirection)

### Arguments

- `channeldirection` - This can be either `rx` or `tx`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_AGENT

## AGENT()

### Synopsis

Gets information about an Agent

### Description

### Syntax

```
AGENT(agentid:item)
```

### Arguments

- `agentid`
- `item` - The valid items to retrieve are:
  - `status` - (default) The status of the agent (LOGGEDIN | LOGGEDOUT)
  - `password` - The password of the agent
  - `name` - The name of the agent
  - `mohclass` - MusicOnHold class
  - `channel` - The name of the active channel for the Agent (AgentLogin)
  - `fullchannel` - The untruncated name of the active channel for the Agent (AgentLogin)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ARRAY

## ARRAY()

### Synopsis

Allows setting multiple variables at once.

### Description

The comma-delimited list passed as a value to which the function is set will be interpreted as a set of values to which the comma-delimited list of variable names in the argument should be set.

Example: Set(ARRAY(var1,var2)=1,2) will set var1 to 1 and var2 to 2

### Syntax

```
ARRAY(var1[,var2[,...][,varN]])
```

### Arguments

- var1
- var2
- varN

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_AST\_CONFIG

## AST\_CONFIG()

### Synopsis

Retrieve a variable from a configuration file.

### Description

This function reads a variable from an Asterisk configuration file.

### Syntax

```
AST_CONFIG(config_file,category,variable_name)
```

### Arguments

- config\_file
- category
- variable\_name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_AUDIOHOOK\_INHERIT

## AUDIOHOOK\_INHERIT()

### Synopsis

Set whether an audiohook may be inherited to another channel

### Description

By enabling audiohook inheritance on the channel, you are giving permission for an audiohook to be inherited by a descendent channel. Inheritance may be disabled at any point as well.

Example scenario:

```
exten => 2000,1,MixMonitor(blah.wav)
```

```
exten => 2000,n,Set(AUDIOHOOK_INHERIT(MixMonitor)=yes)
```

```
exten => 2000,n,Dial(SIP/2000)
```

```
exten => 4000,1,Dial(SIP/4000)
```

```
exten => 5000,1,MixMonitor(blah2.wav)
```

```
exten => 5000,n,Dial(SIP/5000)
```

In this basic dialplan scenario, let's consider the following sample calls

Call 1: Caller dials 2000. The person who answers then executes an attended transfer to 4000.

Result: Since extension 2000 set MixMonitor to be inheritable, after the transfer to 4000 has completed, the call will continue to be recorded to blah.wav

Call 2: Caller dials 5000. The person who answers then executes an attended transfer to 4000.

Result: Since extension 5000 did not set MixMonitor to be inheritable, the recording will stop once the call has been transferred to 4000.

### Syntax

AUDIOHOOK\_INHERIT(*source*)

### Arguments

- *source* - The built-in sources in Asterisk are
  - MixMonitor
  - Chanspy
  - Volume
  - Speex
  - pitch\_shift
  - JACK\_HOOK
  - MuteNote that the names are not case-sensitive

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_BASE64\_DECODE

## BASE64\_DECODE()

### Synopsis

Decode a base64 string.

### Description

Returns the plain text string.

### Syntax

```
BASE64_DECODE(string)
```

### Arguments

- `string` - Input string.

### See Also

- [Function\\_BASE64\\_ENCODE](#)
- [Function\\_AES\\_DECRYPT](#)
- [Function\\_AES\\_ENCRYPT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_BASE64\_ENCODE

## BASE64\_ENCODE()

### Synopsis

Encode a string in base64.

### Description

Returns the base64 string.

### Syntax

```
BASE64_ENCODE(string)
```

### Arguments

- `string` - Input string

### See Also

- [Function\\_BASE64\\_DECODE](#)
- [Function\\_AES\\_DECRYPT](#)
- [Function\\_AES\\_ENCRYPT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_BLACKLIST

## BLACKLIST()

### Synopsis

Check if the callerid is on the blacklist.

### Description

Uses astdb to check if the Caller\*ID is in family `blacklist`. Returns 1 or 0.

### Syntax

```
BLACKLIST( )
```

### Arguments

### See Also

- [Function\\_DB](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_CALENDAR\_BUSY

## CALENDAR\_BUSY()

### Synopsis

Determine if the calendar is marked busy at this time.

### Description

Check the specified calendar's current busy status.

### Syntax

```
CALENDAR_BUSY(calendar)
```

### Arguments

- calendar

### See Also

- [Function\\_CALENDAR\\_EVENT](#)
- [Function\\_CALENDAR\\_QUERY](#)
- [Function\\_CALENDAR\\_QUERY\\_RESULT](#)
- [Function\\_CALENDAR\\_WRITE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CALENDAR\_EVENT

## CALENDAR\_EVENT()

### Synopsis

Get calendar event notification data from a notification call.

### Description

Whenever a calendar event notification call is made, the event data may be accessed with this function.

### Syntax

```
CALENDAR_EVENT(field)
```

### Arguments

- `field`
  - `summary` - The VEVENT SUMMARY property or Exchange event 'subject'
  - `description` - The text description of the event
  - `organizer` - The organizer of the event
  - `location` - The location of the event
  - `categories` - The categories of the event
  - `priority` - The priority of the event
  - `calendar` - The name of the calendar associated with the event
  - `uid` - The unique identifier for this event
  - `start` - The start time of the event
  - `end` - The end time of the event
  - `busystate` - The busy state of the event 0=FREE, 1=TENTATIVE, 2=BUSY

### See Also

- [Function\\_CALENDAR\\_BUSY](#)
- [Function\\_CALENDAR\\_QUERY](#)
- [Function\\_CALENDAR\\_QUERY\\_RESULT](#)
- [Function\\_CALENDAR\\_WRITE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CALENDAR\_QUERY

## CALENDAR\_QUERY()

### Synopsis

Query a calendar server and store the data on a channel

### Description

Get a list of events in the currently accessible timeframe of the *calendar* The function returns the id for accessing the result with `CALENDAR_QUERY_RESULT()`

### Syntax

```
CALENDAR_QUERY(calendar[,start[,end]])
```

### Arguments

- `calendar` - The calendar that should be queried
- `start` - The start time of the query (in seconds since epoch)
- `end` - The end time of the query (in seconds since epoch)

### See Also

- [Function\\_CALENDAR\\_BUSY](#)
- [Function\\_CALENDAR\\_EVENT](#)
- [Function\\_CALENDAR\\_QUERY\\_RESULT](#)
- [Function\\_CALENDAR\\_WRITE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CALENDAR\_QUERY\_RESULT

## CALENDAR\_QUERY\_RESULT()

### Synopsis

Retrieve data from a previously run CALENDAR\_QUERY() call

### Description

After running CALENDAR\_QUERY and getting a result *id*, calling CALENDAR\_QUERY with that *id* and a *field* will return the data for that field. If multiple events matched the query, and *entry* is provided, information from that event will be returned.

### Syntax

```
CALENDAR_QUERY_RESULT(id,field[,entry])
```

### Arguments

- *id* - The query ID returned by CALENDAR\_QUERY
- *field*
  - *getnum* - number of events occurring during time range
  - *summary* - A summary of the event
  - *description* - The full event description
  - *organizer* - The event organizer
  - *location* - The event location
  - *categories* - The categories of the event
  - *priority* - The priority of the event
  - *calendar* - The name of the calendar associated with the event
  - *uid* - The unique identifier for the event
  - *start* - The start time of the event (in seconds since epoch)
  - *end* - The end time of the event (in seconds since epoch)
  - *busystate* - The busy status of the event 0=FREE, 1=TENTATIVE, 2=BUSY
- *entry* - Return data from a specific event returned by the query

### See Also

- [Function\\_CALENDAR\\_BUSY](#)
- [Function\\_CALENDAR\\_EVENT](#)
- [Function\\_CALENDAR\\_QUERY](#)
- [Function\\_CALENDAR\\_WRITE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CALENDAR\_WRITE

## CALENDAR\_WRITE()

### Synopsis

Write an event to a calendar

### Description

Example: CALENDAR\_WRITE(calendar,field1,field2,field3)=val1,val2,val3

The field and value arguments can easily be set/passed using the HASHKEYS() and HASH() functions

### Syntax

```
CALENDAR_WRITE(calendar,field[,...])
```

### Arguments

- `calendar` - The calendar to write to
- `field`
  - `summary` - A summary of the event
  - `description` - The full event description
  - `organizer` - The event organizer
  - `location` - The event location
  - `categories` - The categories of the event
  - `priority` - The priority of the event
  - `uid` - The unique identifier for the event
  - `start` - The start time of the event (in seconds since epoch)
  - `end` - The end time of the event (in seconds since epoch)
  - `busystate` - The busy status of the event 0=FREE, 1=TENTATIVE, 2=BUSY

### See Also

- [Function\\_CALENDAR\\_BUSY](#)
- [Function\\_CALENDAR\\_EVENT](#)
- [Function\\_CALENDAR\\_QUERY](#)
- [Function\\_CALENDAR\\_QUERY\\_RESULT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CALLCOMPLETION

## CALLCOMPLETION()

### Synopsis

Get or set a call completion configuration parameter for a channel.

### Description

The CALLCOMPLETION function can be used to get or set a call completion configuration parameter for a channel. Note that setting a configuration parameter will only change the parameter for the duration of the call. For more information see `doc/AST.pdf`. For more information on call completion parameters, see `configs/ccss.conf.sample`.

### Syntax

```
CALLCOMPLETION(option)
```

### Arguments

- `option` - The allowable options are:
  - `cc_agent_policy`
  - `cc_monitor_policy`
  - `cc_offer_timer`
  - `ccnr_available_timer`
  - `ccbs_available_timer`
  - `cc_recall_timer`
  - `cc_max_agents`
  - `cc_max_monitors`
  - `cc_callback_macro`
  - `cc_agent_dialstring`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CALLERID

## CALLERID()

### Synopsis

Gets or sets Caller\*ID data on the channel.

### Description

Gets or sets Caller\*ID data on the channel. Uses channel callerid by default or optional callerid, if specified.

The allowable values for the *name-charset* field are the following:

- unknown - Unknown
- iso8859-1 - ISO8859-1
- withdrawn - Withdrawn
- iso8859-2 - ISO8859-2
- iso8859-3 - ISO8859-3
- iso8859-4 - ISO8859-4
- iso8859-5 - ISO8859-5
- iso8859-7 - ISO8859-7
- bmp - ISO10646 Bmp String
- utf8 - ISO10646 UTF-8 String

### Syntax

```
CALLERID(datatype,CID)
```

### Arguments

- datatype - The allowable datatypes are:
  - all
  - name
  - name-valid
  - name-charset
  - name-pres
  - num
  - num-valid
  - num-plan
  - num-pres
  - subaddr
  - subaddr-valid
  - subaddr-type
  - subaddr-odd
  - tag
  - ANI-all
  - ANI-name
  - ANI-name-valid
  - ANI-name-charset
  - ANI-name-pres
  - ANI-num
  - ANI-num-valid
  - ANI-num-plan
  - ANI-num-pres
  - ANI-tag
  - RDNIS
  - DNID
  - dnid-num-plan
  - dnid-subaddr
  - dnid-subaddr-valid
  - dnid-subaddr-type
  - dnid-subaddr-odd
- CID - Optional Caller\*ID to parse instead of using the Caller\*ID from the channel. This parameter is only optional when reading the Caller\*ID.

### See Also

## Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_CALLERPRES

## CALLERPRES()

### Synopsis

Gets or sets Caller\*ID presentation on the channel.

### Description

Gets or sets Caller\*ID presentation on the channel. This function is deprecated in favor of CALLERID(num-pres) and CALLERID(name-pres). The following values are valid:

- `allowed_not_screened` - Presentation Allowed, Not Screened.
- `allowed_passed_screen` - Presentation Allowed, Passed Screen.
- `allowed_failed_screen` - Presentation Allowed, Failed Screen.
- `allowed` - Presentation Allowed, Network Number.
- `prohib_not_screened` - Presentation Prohibited, Not Screened.
- `prohib_passed_screen` - Presentation Prohibited, Passed Screen.
- `prohib_failed_screen` - Presentation Prohibited, Failed Screen.
- `prohib` - Presentation Prohibited, Network Number.
- `unavailable` - Number Unavailable.

### Syntax

```
CALLERPRES( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CDR

## CDR()

### Synopsis

Gets or sets a CDR variable.

### Description

All of the CDR field names are read-only, except for `accountcode`, `userfield`, and `amaflags`. You may, however, supply a name not on the above list, and create your own variable, whose value can be changed with this function, and this variable will be stored on the cdr.



#### Note

For setting CDR values, the `l` flag does not apply to setting the `accountcode`, `userfield`, or `amaflags`.

CDRs can only be modified before the bridge between two channels is torn down. For example, CDRs may not be modified after the `Dial` application has returned.

Raw values for disposition:

- 0 - NO ANSWER
- 1 - NO ANSWER (NULL record)
- 2 - FAILED
- 4 - BUSY
- 8 - ANSWERED

Raw values for amaflags:

- 1 - OMIT
- 2 - BILLING
- 3 - DOCUMENTATION

Example: `exten => 1,1,Set(CDR(userfield)=test)`

### Syntax

```
CDR(name[,options])
```

### Arguments

- `name` - CDR field name:
  - `clid` - Caller ID.
  - `lastdata` - Last application arguments.
  - `disposition` - ANSWERED, NO ANSWER, BUSY, FAILED.
  - `src` - Source.
  - `start` - Time the call started.
  - `amaflags` - DOCUMENTATION, BILL, IGNORE, etc.
  - `dst` - Destination.
  - `answer` - Time the call was answered.
  - `accountcode` - The channel's account code.
  - `dcontext` - Destination context.
  - `end` - Time the call ended.
  - `uniqueid` - The channel's unique id.
  - `dstchannel` - Destination channel.
  - `duration` - Duration of the call.
  - `userfield` - The channel's user specified field.
  - `lastapp` - Last application.
  - `billsec` - Duration of the call once it was answered.
  - `channel` - Channel name.
  - `sequence` - CDR sequence number.
- `options`
  - `f` - Returns billsec or duration fields as floating point values.
  - `l` - Uses the most recent CDR on a channel with multiple records
  - `r` - Searches the entire stack of CDRs on the channel.
  - `s` - Skips any CDR's that are marked 'LOCKED' due to `forkCDR()` calls. (on setting/writing CDR vars only)
  - `u` - Retrieves the raw, unprocessed value.

For example, 'start', 'answer', and 'end' will be retrieved as epoch values, when the `u` option is passed, but formatted as

YYYY-MM-DD HH:MM:SS otherwise. Similarly, disposition and amaflags will return their raw integral values.

### **See Also**

### **Import Version**

This documentation was imported from Asterisk Version Unknown

# Function\_CHANNEL

## CHANNEL()

### Synopsis

Gets/sets various pieces of information about the channel.

### Description

Gets/sets various pieces of information about the channel, additional *item* may be available from the channel driver; see its documentation for details. Any *item* requested that is not available on the current channel will return an empty string.

### Syntax

```
CHANNEL(item)
```

### Arguments

- item* - Standard items (provided by all channel technologies) are:
    - amaflags* - R/W the Automatic Message Accounting (AMA) flags on the channel. When read from a channel, the integer value will always be returned. When written to a channel, both the string format or integer value is accepted.
      - 1 - OMIT
      - 2 - BILLING
      - 3 - DOCUMENTATION
    - accountcode* - R/W the channel's account code.
    - audioreadformat* - R/O format currently being read.
    - audionativeformat* - R/O format used natively for audio.
    - audiowriteformat* - R/O format currently being written.
    - callgroup* - R/W call groups for call pickup.
    - channeltype* - R/O technology used for channel.
    - checkhangup* - R/O Whether the channel is hanging up (1/0)
    - language* - R/W language for sounds played.
    - musicclass* - R/W class (from musiconhold.conf) for hold music.
    - name* - The name of the channel
    - parkinglot* - R/W parkinglot for parking.
    - rxgain* - R/W set rxgain level on channel drivers that support it.
    - secure\_bridge\_signaling* - Whether or not channels bridged to this channel require secure signaling
    - secure\_bridge\_media* - Whether or not channels bridged to this channel require secure media
    - state* - R/O state for channel
    - tonezone* - R/W zone for indications played
    - transfercapability* - R/W ISDN Transfer Capability, one of:
      - SPEECH
      - DIGITAL
      - RESTRICTED\_DIGITAL
      - 3K1AUDIO
      - DIGITAL\_W\_TONES
      - VIDEO
    - txgain* - R/W set txgain level on channel drivers that support it.
    - videonativeformat* - R/O format used natively for video
    - trace* - R/W whether or not context tracing is enabled, only available if **CHANNEL\_TRACE** is defined.
- chan\_sip* provides the following additional options:
- peerip* - R/O Get the IP address of the peer.
  - recvip* - R/O Get the source IP address of the peer.
  - from* - R/O Get the URI from the From: header.
  - uri* - R/O Get the URI from the Contact: header.
  - useragent* - R/O Get the useragent.
  - peername* - R/O Get the name of the peer.
  - t38passthrough* - R/O 1 if T38 is offered or enabled in this channel, otherwise 0
  - rtpqos* - R/O Get QOS information about the RTP stream
- This option takes two additional arguments:
- Argument 1:
- audio* Get data about the audio stream
  - video* Get data about the video stream
  - text* Get data about the text stream
- Argument 2:

local\_ssrc Local SSRC (stream ID)  
 local\_lostpackets Local lost packets  
 local\_jitter Local calculated jitter  
 local\_maxjitter Local calculated jitter (maximum)  
 local\_minjitter Local calculated jitter (minimum)  
 {{local\_normdevjitter}} Local calculated jitter (normal deviation)  
 local\_stdevjitter Local calculated jitter (standard deviation)  
 local\_count Number of received packets  
 remote\_ssrc Remote SSRC (stream ID)  
 {{remote\_lostpackets}} Remote lost packets  
 remote\_jitter Remote reported jitter  
 remote\_maxjitter Remote calculated jitter (maximum)  
 remote\_minjitter Remote calculated jitter (minimum)  
 {{remote\_normdevjitter}} Remote calculated jitter (normal deviation)  
 {{remote\_stdevjitter}} Remote calculated jitter (standard deviation)  
 remote\_count Number of transmitted packets  
 rtt Round trip time  
 maxrtt Round trip time (maximum)  
 minrtt Round trip time (minimum)  
 normdevrtt Round trip time (normal deviation)  
 stdevrtt Round trip time (standard deviation)  
 all All statistics (in a form suited to logging, but not for parsing)

- rtpdest - R/O Get remote RTP destination information.  
 This option takes one additional argument:  
 Argument 1:  
 audio Get audio destination  
 video Get video destination  
 text Get text destination  
 Defaults to audio if unspecified.
- rtpsource - R/O Get source RTP destination information.  
 This option takes one additional argument:  
 Argument 1:  
 audio Get audio destination  
 video Get video destination  
 text Get text destination  
 Defaults to audio if unspecified.

chan\_iax2 provides the following additional options:

- osptoken - R/O Get the peer's osptoken.
- peerip - R/O Get the peer's ip address.
- peername - R/O Get the peer's username.
- secure\_signaling - R/O Get the if the IAX channel is secured.
- secure\_media - R/O Get the if the IAX channel is secured.

chan\_dahdi provides the following additional options:

- dahdi\_channel - R/O DAHDI channel related to this channel.
- dahdi\_span - R/O DAHDI span related to this channel.
- dahdi\_type - R/O DAHDI channel type, one of:
  - analog
  - mfc/r2
  - pri
  - pseudo
  - ss7
- keypad\_digits - R/O PRI Keypad digits that came in with the SETUP message.
- reversecharge - R/O PRI Reverse Charging Indication, one of:
  - -1 - None
  - {{ 1}} - Reverse Charging Requested
- no\_media\_path - R/O PRI Nonzero if the channel has no B channel. The channel is either on hold or a call waiting call.
- buffers - W/O Change the channel's buffer policy (for the current call only)  
 This option takes two arguments:  
 Number of buffers,  
 Buffer policy being one of:  
 full  
 immediate  
 half
- echocan\_mode - W/O Change the configuration of the active echo canceller on the channel (if any), for the current call only.  
 Possible values are:  
 {{on}} Normal mode (the echo canceller is actually reinitialized)  
 {{off}} Disabled  
 {{fax}} FAX/data mode (NLP disabled if possible, otherwise completely disabled)  
 {{voice}} Voice mode (returns from FAX mode, reverting the changes that were made)

## See Also

## Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CHANNELS

## CHANNELS()

### Synopsis

Gets the list of channels, optionally filtering by a regular expression.

### Description

Gets the list of channels, optionally filtering by a *regular\_expression*. If no argument is provided, all known channels are returned. The *regular\_expression* must correspond to the POSIX.2 specification, as shown in **regex(7)**. The list returned will be space-delimited.

### Syntax

```
CHANNELS(regular_expression)
```

### Arguments

- `regular_expression`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CHECKSIPDOMAIN

## CHECKSIPDOMAIN()

### Synopsis

Checks if domain is a local domain.

### Description

This function checks if the *domain* in the argument is configured as a local SIP domain that this Asterisk server is configured to handle. Returns the domain name if it is locally handled, otherwise an empty string. Check the `domain=` configuration in `sip.conf`.

### Syntax

```
CHECKSIPDOMAIN(domain)
```

### Arguments

- `domain`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_CONNECTEDLINE

## CONNECTEDLINE()

### Synopsis

Gets or sets Connected Line data on the channel.

### Description

Gets or sets Connected Line data on the channel.

The allowable values for the *name-charset* field are the following:

- unknown - Unknown
- iso8859-1 - ISO8859-1
- withdrawn - Withdrawn
- iso8859-2 - ISO8859-2
- iso8859-3 - ISO8859-3
- iso8859-4 - ISO8859-4
- iso8859-5 - ISO8859-5
- iso8859-7 - ISO8859-7
- bmp - ISO10646 Bmp String
- utf8 - ISO10646 UTF-8 String

### Syntax

```
CONNECTEDLINE(datatype,i)
```

### Arguments

- datatype - The allowable datatypes are:
  - all
  - name
  - name-valid
  - name-charset
  - name-pres
  - num
  - num-valid
  - num-plan
  - num-pres
  - subaddr
  - subaddr-valid
  - subaddr-type
  - subaddr-odd
  - tag
- i - If set, this will prevent the channel from sending out protocol messages because of the value being set

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CSV\_QUOTE

## CSV\_QUOTE()

### Synopsis

Quotes a given string for use in a CSV file, escaping embedded quotes as necessary

### Description

Example: `${CSV_QUOTE("a,b" 123)}` will return `""a,b"" 123"`

### Syntax

```
CSV_QUOTE(string)
```

### Arguments

- `string`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CURL

## CURL()

### Synopsis

Retrieve content from a remote web or ftp server

### Description

### Syntax

```
CURL(url,post-data)
```

### Arguments

- `url`
- `post-data` - If specified, an HTTP POST will be performed with the content of *post-data*, instead of an HTTP GET (default).

### See Also

- [Function\\_CURLOPT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CURLOPT

## CURLOPT()

### Synopsis

Sets various options for future invocations of CURL.

### Description

Options may be set globally or per channel. Per-channel settings will override global settings.

### Syntax

```
CURLOPT(key)
```

### Arguments

- `key`
  - `cookie` - A cookie to send with the request. Multiple cookies are supported.
  - `conntimeout` - Number of seconds to wait for a connection to succeed
  - `dnstimeout` - Number of seconds to wait for DNS to be resolved
  - `ftptext` - For FTP URIs, force a text transfer (boolean)
  - `ftptimeout` - For FTP URIs, number of seconds to wait for a server response
  - `header` - Include header information in the result (boolean)
  - `httptimeout` - For HTTP(S) URIs, number of seconds to wait for a server response
  - `maxredirs` - Maximum number of redirects to follow
  - `proxy` - Hostname or IP address to use as a proxy server
  - `proxytype` - Type of `proxy`
    - `http`
    - `socks4`
    - `socks5`
  - `proxyport` - Port number of the `proxy`
  - `proxyuserpwd` - A *username:password* combination to use for authenticating requests through a `proxy`
  - `referer` - Referer URL to use for the request
  - `useragent` - UserAgent string to use for the request
  - `userpwd` - A *username:password* to use for authentication when the server response to an initial request indicates a 401 status code.
  - `ssl_verifypeer` - Whether to verify the server certificate against a list of known root certificate authorities (boolean).
  - `hashcompat` - Assuming the responses will be in `key1=value1&key2=value2` format, reformat the response such that it can be used by the `HASH` function.

### See Also

- [Function\\_CURL](#)
- [Function\\_HASH](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_CUT

## CUT()

### Synopsis

Slices and dices strings, based upon a named delimiter.

### Description

Cut out information from a string ( *varname*), based upon a named delimiter.

### Syntax

```
CUT(varname,char-delim,range-spec)
```

### Arguments

- *varname* - Variable you want cut
- *char-delim* - Delimiter, defaults to -
- *range-spec* - Number of the field you want (1-based offset), may also be specified as a range (with -) or group of ranges and fields (with &)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DB

## DB()

### Synopsis

Read from or write to the Asterisk database.

### Description

This function will read from or write a value to the Asterisk database. On a read, this function returns the corresponding value from the database, or blank if it does not exist. Reading a database value will also set the variable DB\_RESULT. If you wish to find out if an entry exists, use the DB\_EXISTS function.

### Syntax

```
DB(family/key)
```

### Arguments

- family
- key

### See Also

- [Application\\_DBdel](#)
- [Function\\_DB\\_DELETE](#)
- [Application\\_DBdeltree](#)
- [Function\\_DB\\_EXISTS](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DB\_DELETE

## DB\_DELETE()

### Synopsis

Return a value from the database and delete it.

### Description

This function will retrieve a value from the Asterisk database and then remove that key from the database. `DB_RESULT` will be set to the key's value if it exists.



#### Note

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be read from the dialplan, and not directly from external protocols. It can, however, be executed as a write operation (`DB_DELETE(family, key)=ignored`)

### Syntax

```
DB_DELETE(family/key)
```

### Arguments

- `family`
- `key`

### See Also

- [Application\\_DBdel](#)
- [Function\\_DB](#)
- [Application\\_DBdeltree](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_DB\_EXISTS

## DB\_EXISTS()

### Synopsis

Check to see if a key exists in the Asterisk database.

### Description

This function will check to see if a key exists in the Asterisk database. If it exists, the function will return 1. If not, it will return 0. Checking for existence of a database key will also set the variable DB\_RESULT to the key's value if it exists.

### Syntax

```
DB_EXISTS( family/key)
```

### Arguments

- family
- key

### See Also

- [Function\\_DB](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_DEC

## DEC()

### Synopsis

Decrements the value of a variable, while returning the updated value to the dialplan

### Description

Decrements the value of a variable, while returning the updated value to the dialplan

Example: DEC(MyVAR) - Decrements MyVar

Note: DEC(\${MyVAR}) - Is wrong, as DEC expects the variable name, not its value

### Syntax

```
DEC(variable)
```

### Arguments

- `variable` - The variable name to be manipulated, without the braces.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DENOISE

## DENOISE()

### Synopsis

Apply noise reduction to audio on a channel.

### Description

The DENOISE function will apply noise reduction to audio on the channel that it is executed on. It is very useful for noisy analog lines, especially when adjusting gains or using AGC. Use `rx` for audio received from the channel and `tx` to apply the filter to the audio being sent to the channel.

Examples:

`exten => 1,1,Set(DENOISE(rx)=on)`

`exten => 1,2,Set(DENOISE(tx)=off)`

### Syntax

```
DENOISE(channeldirection)
```

### Arguments

- `channeldirection` - This can be either `rx` or `tx` the values that can be set to this are either `on` and `off`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DEVICE\_STATE

## DEVICE\_STATE()

### Synopsis

Get or Set a device state.

### Description

The DEVICE\_STATE function can be used to retrieve the device state from any device state provider. For example:

```
NoOp(SIP/mypeer has state ${DEVICE_STATE(SIP/mypeer)})
```

```
NoOp(Conference number 1234 has state ${DEVICE_STATE(MeetMe:1234)})
```

The DEVICE\_STATE function can also be used to set custom device state from the dialplan. The `Custom:` prefix must be used. For example:

```
Set(DEVICE_STATE(Custom:lamp1)=BUSY)
```

```
Set(DEVICE_STATE(Custom:lamp2)=NOT_INUSE)
```

You can subscribe to the status of a custom device state using a hint in the dialplan:

```
exten => 1234,hint,Custom:lamp1
```

The possible values for both uses of this function are:

UNKNOWN | NOT\_INUSE | INUSE | BUSY | INVALID | UNAVAILABLE | RINGING | RINGINUSE | ONHOLD

### Syntax

```
DEVICE_STATE(device)
```

### Arguments

- device

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DIALGROUP

## DIALGROUP()

### Synopsis

Manages a group of users for dialing.

### Description

Presents an interface meant to be used in concert with the Dial application, by presenting a list of channels which should be dialled when referenced.

When DIALGROUP is read from, the argument is interpreted as the particular *group* for which a dial should be attempted. When DIALGROUP is written to with no arguments, the entire list is replaced with the argument specified.

Functionality is similar to a queue, except that when no interfaces are available, execution may continue in the dialplan. This is useful when you want certain people to be the first to answer any calls, with immediate fallback to a queue when the front line people are busy or unavailable, but you still want front line people to log in and out of that group, just like a queue.

Example:

```
exten => 1,1,Set(DIALGROUP(mygroup,add)=SIP/10)
```

```
exten => 1,n,Set(DIALGROUP(mygroup,add)=SIP/20)
```

```
exten => 1,n,Dial(${DIALGROUP(mygroup)})
```

### Syntax

`DIALGROUP ( group , op )`

### Arguments

- `group`
- `op` - The operation name, possible values are:
  - `add` - add a channel name or interface (write-only)
  - `del` - remove a channel name or interface (write-only)

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DIALPLAN\_EXISTS

## DIALPLAN\_EXISTS()

### Synopsis

Checks the existence of a dialplan target.

### Description

This function returns 1 if the target exists. Otherwise, it returns 0.

### Syntax

```
DIALPLAN_EXISTS(context,extension,priority)
```

### Arguments

- context
- extension
- priority

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DUNDILOOKUP

## DUNDILOOKUP()

### Synopsis

Do a DUNDi lookup of a phone number.

### Description

This will do a DUNDi lookup of the given phone number.

This function will return the Technology/Resource found in the first result in the DUNDi lookup. If no results were found, the result will be blank.

### Syntax

```
DUNDILOOKUP(number,context,options)
```

### Arguments

- `number`
- `context` - If not specified the default will be `e164`.
- `options`
  - `b` - Bypass the internal DUNDi cache

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DUNDIQUERY

## DUNDIQUERY()

### Synopsis

Initiate a DUNDi query.

### Description

This will do a DUNDi lookup of the given phone number.

The result of this function will be a numeric ID that can be used to retrieve the results with the `DUNDIRESULT` function.

### Syntax

```
DUNDIQUERY(number,context,options)
```

### Arguments

- `number`
- `context` - If not specified the default will be `e164`.
- `options`
  - `b` - Bypass the internal DUNDi cache

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_DUNDIRESULT

## DUNDIRESULT()

### Synopsis

Retrieve results from a DUNDIQUERY.

### Description

This function will retrieve results from a previous use\n" of the DUNDIQUERY function.

### Syntax

```
DUNDIRESULT(id,resultnum)
```

### Arguments

- `id` - The identifier returned by the DUNDIQUERY function.
- `resultnum`
  - `number` - The number of the result that you want to retrieve, this starts at 1
  - `getnum` - The total number of results that are available.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_ENUMLOOKUP

## ENUMLOOKUP()

### Synopsis

General or specific querying of NAPTR records for ENUM or ENUM-like DNS pointers.

### Description

For more information see `doc/AST.pdf`.

### Syntax

```
ENUMLOOKUP(number,method-type,options,record#,zone-suffix)
```

### Arguments

- `number`
- `method-type` - If no *method-type* is given, the default will be `sip`.
- `options`
  - `c` - Returns an integer count of the number of NAPTRs of a certain RR type.  
Combination of `c` and Method-type of `ALL` will return a count of all NAPTRs for the record.
  - `u` - Returns the full URI and does not strip off the URI-scheme.
  - `s` - Triggers ISN specific rewriting.
  - `i` - Looks for branches into an Infrastructure ENUM tree.
  - `d` - for a direct DNS lookup without any flipping of digits.
- `record#` - If no *record#* is given, defaults to 1.
- `zone-suffix` - If no *zone-suffix* is given, the default will be `e164.arpa`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ENUMQUERY

## ENUMQUERY()

### Synopsis

Initiate an ENUM query.

### Description

This will do a ENUM lookup of the given phone number.

### Syntax

```
ENUMQUERY(number,method-type,zone-suffix)
```

### Arguments

- `number`
- `method-type` - If no *method-type* is given, the default will be `sip`.
- `zone-suffix` - If no *zone-suffix* is given, the default will be `e164.arpa`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ENUMRESULT

## ENUMRESULT()

### Synopsis

Retrieve results from a ENUMQUERY.

### Description

This function will retrieve results from a previous use of the ENUMQUERY function.

### Syntax

```
ENUMRESULT(id,resultnum)
```

### Arguments

- `id` - The identifier returned by the ENUMQUERY function.
- `resultnum` - The number of the result that you want to retrieve.  
Results start at 1. If this argument is specified as `getnum`, then it will return the total number of results that are available.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ENV

## ENV()

### Synopsis

Gets or sets the environment variable specified.

### Description

Variables starting with `AST_` are reserved to the system and may not be set.

### Syntax

```
ENV(varname)
```

### Arguments

- `varname` - Environment variable name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_EVAL

## EVAL()

### Synopsis

Evaluate stored variables

### Description

Using EVAL basically causes a string to be evaluated twice. When a variable or expression is in the dialplan, it will be evaluated at runtime. However, if the results of the evaluation is in fact another variable or expression, using EVAL will have it evaluated a second time.

Example: If the MYVAR contains OTHERVAR, then the result of \${EVAL( MYVAR)} in the dialplan will be the contents of OTHERVAR. Normally just putting MYVAR in the dialplan the result would be OTHERVAR.

### Syntax

```
EVAL(variable)
```

### Arguments

- variable

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_EXCEPTION

## EXCEPTION()

### Synopsis

Retrieve the details of the current dialplan exception.

### Description

Retrieve the details (specified *field*) of the current dialplan exception.

### Syntax

```
EXCEPTION(field)
```

### Arguments

- `field` - The following fields are available for retrieval:
  - `reason` - INVALID, ERROR, RESPONSETIMEOUT, ABSOLUTETIMEOUT, or custom value set by the RaiseException() application
  - `context` - The context executing when the exception occurred.
  - `exten` - The extension executing when the exception occurred.
  - `priority` - The numeric priority executing when the exception occurred.

### See Also

- [Application\\_RaiseException](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_EXISTS

## EXISTS()

### Synopsis

Test the existence of a value.

### Description

Returns 1 if exists, 0 otherwise.

### Syntax

```
EXISTS(data)
```

### Arguments

- data

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_EXTENSION\_STATE

## EXTENSION\_STATE()

### Synopsis

Get an extension's state.

### Description

The EXTENSION\_STATE function can be used to retrieve the state from any hinted extension. For example:

NoOp(1234@default has state \${EXTENSION\_STATE(1234)})

NoOp(4567@home has state \${EXTENSION\_STATE(4567@home)})

The possible values returned by this function are:

UNKNOWN | NOT\_INUSE | INUSE | BUSY | INVALID | UNAVAILABLE | RINGING | RINGINUSE | HOLDINUSE | ONHOLD

### Syntax

```
EXTENSION_STATE(extension@context)
```

### Arguments

- `extension`
- `context` - If it is not specified defaults to `default`.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



## Function\_FAXOPT

Moved to [Function\\_FAXOPT\\_res\\_fax](#).

# Function\_FAXOPT\_res\_fax

## FAXOPT() - [res\_fax]

### Synopsis

Gets/sets various pieces of information about a fax session.

### Description

FAXOPT can be used to override the settings for a FAX session listed in `res_fax.conf`, it can also be used to retrieve information about a FAX session that has finished eg. pages/status.

### Syntax

```
FAXOPT(item)
```

### Arguments

- `item`
  - `ecm` - R/W Error Correction Mode (ECM) enable with 'yes', disable with 'no'.
  - `error` - R/O FAX transmission error code upon failure.
  - `filename` - R/O Filename of the first file of the FAX transmission.
  - `filenames` - R/O Filenames of all of the files in the FAX transmission (comma separated).
  - `headerinfo` - R/W FAX header information.
  - `localstationid` - R/W Local Station Identification.
  - `minrate` - R/W Minimum transfer rate set before transmission.
  - `maxrate` - R/W Maximum transfer rate set before transmission.
  - `modem` - R/W Modem type (v17/v27/v29).
  - `pages` - R/O Number of pages transferred.
  - `rate` - R/O Negotiated transmission rate.
  - `remotestationid` - R/O Remote Station Identification after transmission.
  - `resolution` - R/O Negotiated image resolution after transmission.
  - `sessionid` - R/O Session ID of the FAX transmission.
  - `status` - R/O Result Status of the FAX transmission.
  - `statusstr` - R/O Verbose Result Status of the FAX transmission.

### See Also

- [Application\\_ReceiveFax](#)
- [Application\\_SendFax](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_FIELDNUM

## FIELDNUM()

### Synopsis

Return the 1-based offset of a field in a list

### Description

Search the variable named *varname* for the string *value* delimited by *delim* and return a 1-based offset as to its location. If not found or an error occurred, return 0.

The delimiter may be specified as a special or extended ASCII character, by encoding it. The characters `\n`, `\r`, and `\t` are all recognized as the newline, carriage return, and tab characters, respectively. Also, octal and hexadecimal specifications are recognized by the patterns `\0nnn` and `\xHH`, respectively. For example, if you wanted to encode a comma as the delimiter, you could use either `\054` or `\x2C`.

Example: If `$(example)` contains `ex-amp-le`, then `$(FIELDNUM(example,-,amp))` returns 2.

### Syntax

```
FIELDNUM(varname,delim,value)
```

### Arguments

- `varname`
- `delim`
- `value`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_FIELDQTY

## FIELDQTY()

### Synopsis

Count the fields with an arbitrary delimiter

### Description

The delimiter may be specified as a special or extended ASCII character, by encoding it. The characters `\n`, `\r`, and `\t` are all recognized as the newline, carriage return, and tab characters, respectively. Also, octal and hexadecimal specifications are recognized by the patterns `\0nnn` and `\xHH`, respectively. For example, if you wanted to encode a comma as the delimiter, you could use either `\054` or `\x2C`.

Example: If `${example}` contains `ex-amp-le`, then `${FIELDQTY(example,-)}` returns 3.

### Syntax

```
FIELDQTY(varname,delim)
```

### Arguments

- `varname`
- `delim`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_FILE

## FILE()

### Synopsis

Read or write text file.

### Description

Read and write text file in character and line mode.

Examples:

Read mode (byte):

;reads the entire content of the file.

Set(foo=\${FILE(/tmp/test.txt)})

;reads from the 11th byte to the end of the file (i.e. skips the first 10).

Set(foo=\${FILE(/tmp/test.txt,10)})

;reads from the 11th to 20th byte in the file (i.e. skip the first 10, then read 10 bytes).

Set(foo=\${FILE(/tmp/test.txt,10,10)})

Read mode (line):

; reads the 3rd line of the file.

Set(foo=\${FILE(/tmp/test.txt,3,1,l)})

; reads the 3rd and 4th lines of the file.

Set(foo=\${FILE(/tmp/test.txt,3,2,l)})

; reads from the third line to the end of the file.

Set(foo=\${FILE(/tmp/test.txt,3,,l)})

; reads the last three lines of the file.

Set(foo=\${FILE(/tmp/test.txt,-3,,l)})

; reads the 3rd line of a DOS-formatted file.

Set(foo=\${FILE(/tmp/test.txt,3,1,l,d)})

Write mode (byte):

; truncate the file and write "bar"

Set(FILE(/tmp/test.txt)=bar)

; Append "bar"

Set(FILE(/tmp/test.txt,,a)=bar)

; Replace the first byte with "bar" (replaces 1 character with 3)

Set(FILE(/tmp/test.txt,0,1)=bar)

; Replace 10 bytes beginning at the 21st byte of the file with "bar"

Set(FILE(/tmp/test.txt,20,10)=bar)

; Replace all bytes from the 21st with "bar"

Set(FILE(/tmp/test.txt,20)=bar)

; Insert "bar" after the 4th character

Set(FILE(/tmp/test.txt,4,0)=bar)

Write mode (line):

; Replace the first line of the file with "bar"

```
Set(FILE(/tmp/foo.txt,0,1,l)=bar)
```

```
; Replace the last line of the file with "bar"
```

```
Set(FILE(/tmp/foo.txt,-1,,l)=bar)
```

```
; Append "bar" to the file with a newline
```

```
Set(FILE(/tmp/foo.txt,,,al)=bar)
```

**Note**

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

## Syntax

```
FILE(filename,offset,length,options,format)
```

## Arguments

- `filename`
- `offset` - Maybe specified as any number. If negative, *offset* specifies the number of bytes back from the end of the file.
- `length` - If specified, will limit the length of the data read to that size. If negative, trims *length* bytes from the end of the file.
- `options`
  - `l` - Line mode: offset and length are assumed to be measured in lines, instead of byte offsets.
  - `a` - In write mode only, the append option is used to append to the end of the file, instead of overwriting the existing file.
  - `d` - In write mode and line mode only, this option does not automatically append a newline string to the end of a value. This is useful for deleting lines, instead of setting them to blank.
- `format` - The *format* parameter may be used to delimit the type of line terminators in line mode.
  - `u` - Unix newline format.
  - `d` - DOS newline format.
  - `m` - Macintosh newline format.

## See Also

- [Function\\_FILE\\_COUNT\\_LINE](#)
- [Function\\_FILE\\_FORMAT](#)

## Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_FILE\_COUNT\_LINE

## FILE\_COUNT\_LINE()

### Synopsis

Obtains the number of lines of a text file.

### Description

Returns the number of lines, or -1 on error.



#### Note

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
FILE_COUNT_LINE(filename,format)
```

### Arguments

- `filename`
- `format` - Format may be one of the following:
  - `u` - Unix newline format.
  - `d` - DOS newline format.
  - `m` - Macintosh newline format.



#### Note

If not specified, an attempt will be made to determine the newline format type.

### See Also

- [Function\\_FILE](#)
- [Function\\_FILE\\_FORMAT](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_FILE\_FORMAT

## FILE\_FORMAT()

### Synopsis

Return the newline format of a text file.

### Description

Return the line terminator type:

'u' - Unix "\n" format

'd' - DOS "\r\n" format

'm' - Macintosh "\r" format

'x' - Cannot be determined



#### Note

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
FILE_FORMAT(filename)
```

### Arguments

- `filename`

### See Also

- [Function\\_FILE](#)
- [Function\\_FILE\\_COUNT\\_LINE](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913



# Function\_FILTER

## FILTER()

### Synopsis

Filter the string to include only the allowed characters

### Description

Permits all characters listed in *allowed-chars*, filtering all others outs. In addition to literally listing the characters, you may also use ranges of characters (delimited by a -

Hexadecimal characters started with a \x(i.e. \x20)

Octal characters started with a \0 (i.e. \040)

Also \t, \n and \r are recognized.



#### Note

If you want the - character it needs to be prefixed with a {}

### Syntax

```
FILTER(allowed-chars,string)
```

### Arguments

- `allowed-chars`
- `string`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_FRAME\_TRACE

## FRAME\_TRACE()

### Synopsis

View internal ast\_frames as they are read and written on a channel.

### Description

Examples:

exten => 1,1,Set(FRAME\_TRACE(white)=DTMF\_BEGIN,DTMF\_END); view only DTMF frames.

exten => 1,1,Set(FRAME\_TRACE(white)=DTMF\_BEGIN,DTMF\_END); view only DTMF frames.

exten => 1,1,Set(FRAME\_TRACE(black)=DTMF\_BEGIN,DTMF\_END); view everything except DTMF frames.

### Syntax

```
FRAME_TRACE(filter list type)
```

### Arguments

- `filter list type` - A filter can be applied to the trace to limit what frames are viewed. This filter can either be a `white` or `black` list of frame types. When no filter type is present, `white` is used. If no arguments are provided at all, all frames will be output.

Below are the different types of frames that can be filtered.

- DTMF\_BEGIN
- DTMF\_END
- VOICE
- VIDEO
- CONTROL
- NULL
- IAX
- TEXT
- IMAGE
- HTML
- CNG
- MODEM

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_GLOBAL

## GLOBAL()

### Synopsis

Gets or sets the global variable specified.

### Description

Set or get the value of a global variable specified in *varname*

### Syntax

```
GLOBAL(varname)
```

### Arguments

- *varname* - Global variable name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_GROUP

## GROUP()

### Synopsis

Gets or sets the channel group.

### Description

category can be employed for more fine grained group management. Each channel can only be member of exactly one group per category.

### Syntax

```
GROUP(category)
```

### Arguments

- `category` - Category name.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_GROUP\_COUNT

## GROUP\_COUNT()

### Synopsis

Counts the number of channels in the specified group.

### Description

Calculates the group count for the specified group, or uses the channel's current group if not specified (and non-empty).

### Syntax

```
GROUP_COUNT(groupname@category)
```

### Arguments

- `groupname` - Group name.
- `category` - Category name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_GROUP\_LIST

## GROUP\_LIST()

### Synopsis

Gets a list of the groups set on a channel.

### Description

Gets a list of the groups set on a channel.

### Syntax

```
GROUP_LIST( )
```

### Arguments

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_GROUP\_MATCH\_COUNT

## GROUP\_MATCH\_COUNT()

### Synopsis

Counts the number of channels in the groups matching the specified pattern.

### Description

Calculates the group count for all groups that match the specified pattern. Note: category matching is applied after matching based on group. Uses standard regular expression matching on both (see `regex(7)`).

### Syntax

```
GROUP_MATCH_COUNT(groupmatch@category)
```

### Arguments

- `groupmatch` - A standard regular expression used to match a group name.
- `category` - A standard regular expression used to match a category name.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_HASH

## HASH()

### Synopsis

Implementation of a dialplan associative array

### Description

In two arguments mode, gets and sets values to corresponding keys within a named associative array. The single-argument mode will only work when assigned to from a function defined by func\_odbc

### Syntax

```
HASH(hashname,hashkey)
```

### Arguments

- hashname
- hashkey

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_HASHKEYS

## HASHKEYS()

### Synopsis

Retrieve the keys of the HASH() function.

### Description

Returns a comma-delimited list of the current keys of the associative array defined by the HASH() function. Note that if you iterate over the keys of the result, adding keys during iteration will cause the result of the HASHKEYS() function to change.

### Syntax

```
HASHKEYS (hashname)
```

### Arguments

- hashname

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_HINT

## HINT()

### Synopsis

Get the devices set for a dialplan hint.

### Description

The HINT function can be used to retrieve the list of devices that are mapped to a dialplan hint. For example:

NoOp(Hint for Extension 1234 is \${HINT(1234)})

### Syntax

```
HINT(extension,options)
```

### Arguments

- extension
  - extension
  - context
- options
  - n - Retrieve name on the hint instead of list of devices.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_IAXPEER

## IAXPEER()

### Synopsis

Gets IAX peer information.

### Description

Gets information associated with the specified IAX2 peer.

### Syntax

```
IAXPEER(peername,item)
```

### Arguments

- `peername`
  - `CURRENTCHANNEL` - If *peername* is specified to this value, return the IP address of the endpoint of the current channel
- `item` - If *peername* is specified, valid items are:
  - `ip` - (default) The IP address.
  - `status` - The peer's status (if `qualify=yes`)
  - `mailbox` - The configured mailbox.
  - `context` - The configured context.
  - `expire` - The epoch time of the next expire.
  - `dynamic` - Is it dynamic? (yes/no).
  - `callerid_name` - The configured Caller ID name.
  - `callerid_num` - The configured Caller ID number.
  - `codecs` - The configured codecs.
  - `codecx` - Preferred codec index number *x* (beginning with 0)

### See Also

- [Function\\_SIPPEER](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_IAXVAR

## IAXVAR()

### Synopsis

Sets or retrieves a remote variable.

### Description

Gets or sets a variable that is sent to a remote IAX2 peer during call setup.

### Syntax

```
IAXVAR(varname)
```

### Arguments

- varname

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ICONV

## ICONV()

### Synopsis

Converts charsets of strings.

### Description

Converts string from *in-charset* into *out-charset*. For available charsets, use `iconv -l` on your shell command line.



#### Note

Due to limitations within the API, ICONV will not currently work with charsets with embedded NULLs. If found, the string will terminate.

### Syntax

```
ICONV(in-charset,out-charset,string)
```

### Arguments

- `in-charset` - Input charset
- `out-charset` - Output charset
- `string` - String to convert, from *in-charset* to *out-charset*

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_IF

## IF()

### Synopsis

Check for an expresion.

### Description

Returns the data following ? if true, else the data following :

### Syntax

```
IF(expression?retvalue)
```

### Arguments

- `expresion`
- `retvalue`
  - `true`
  - `false`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_IFMODULE

## IFMODULE()

### Synopsis

Checks if an Asterisk module is loaded in memory.

### Description

Checks if a module is loaded. Use the full module name as shown by the list in `module list`. Returns 1 if module exists in memory, otherwise 0

### Syntax

```
IFMODULE(modulename.so)
```

### Arguments

- `modulename.so` - Module name complete with `.so`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_IFTIME

## IFTIME()

### Synopsis

Temporal Conditional.

### Description

Returns the data following ? if true, else the data following :

### Syntax

```
IFTIME(timespec?retvalue)
```

### Arguments

- timespec
- retvalue
  - true
  - false

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_IMPORT

## IMPORT()

### Synopsis

Retrieve the value of a variable from another channel.

### Description

### Syntax

```
IMPORT(channel,variable)
```

### Arguments

- channel
- variable

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_INC

## INC()

### Synopsis

Increments the value of a variable, while returning the updated value to the dialplan

### Description

Increments the value of a variable, while returning the updated value to the dialplan

Example: INC(MyVAR) - Increments MyVar

Note: INC(\${MyVAR}) - Is wrong, as INC expects the variable name, not its value

### Syntax

```
INC(variable)
```

### Arguments

- `variable` - The variable name to be manipulated, without the braces.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ISNULL

## ISNULL()

### Synopsis

Check if a value is NULL.

### Description

Returns 1 if NULL or 0 otherwise.

### Syntax

```
ISNULL(data)
```

### Arguments

- data

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_JABBER\_RECEIVE

## JABBER\_RECEIVE()

### Synopsis

Reads XMPP messages.

### Description

Receives a text message on the given *account* from the buddy identified by *jid* and returns the contents.

Example: `$(JABBER_RECEIVE(asterisk,bob@domain.com))` returns an XMPP message sent from *bob@domain.com* (or nothing in case of a time out), to the *asterisk* XMPP account configured in *jabber.conf*.

### Syntax

```
JABBER_RECEIVE(account,jid,timeout)
```

### Arguments

- *account* - The local named account to listen on (specified in *jabber.conf*)
- *jid* - Jabber ID of the buddy to receive message from. It can be a bare JID (*username@domain*) or a full JID (*username@domain/resource*).
- *timeout* - In seconds, defaults to 20.

### See Also

- [Function\\_JABBER\\_STATUS](#)
- [Application\\_JabberSend](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_JABBER\_STATUS

## JABBER\_STATUS()

### Synopsis

Retrieves a buddy's status.

### Description

Retrieves the numeric status associated with the buddy identified by *jid*. If the buddy does not exist in the buddylist, returns 7.

Status will be 1-7.

1=Online, 2=Chatty, 3=Away, 4=XAway, 5=DND, 6=Offline

If not in roster variable will be set to 7.

Example: `${JABBER_STATUS(asterisk,bob@domain.com)}` returns 1 if *bob@domain.com* is online. *asterisk* is the associated XMPP account configured in `jabber.conf`.

### Syntax

```
JABBER_STATUS(account,jid)
```

### Arguments

- `account` - The local named account to listen on (specified in `jabber.conf`)
- `jid` - Jabber ID of the buddy to receive message from. It can be a bare JID (`username@domain`) or a full JID (`username@domain/resource`).

### See Also

- [Function\\_JABBER\\_RECEIVE](#)
- [Application\\_JabberSend](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_KEYPADHASH

## KEYPADHASH()

### Synopsis

Hash the letters in string into equivalent keypad numbers.

### Description

Example: `${KEYPADHASH(Les)}` returns "537"

### Syntax

```
KEYPADHASH(string)
```

### Arguments

- string

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_LEN

## LEN()

### Synopsis

Return the length of the string given.

### Description

Example: `${LEN(example)}` returns 7

### Syntax

```
LEN(string)
```

### Arguments

- `string`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_LISTFILTER

## LISTFILTER()

### Synopsis

Remove an item from a list, by name.

### Description

Remove *value* from the list contained in the *varname* variable, where the list delimiter is specified by the *delim* parameter. This is very useful for removing a single channel name from a list of channels, for example.

### Syntax

```
LISTFILTER(varname,delim,value)
```

### Arguments

- `varname`
- `delim`
- `value`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_LOCAL

## LOCAL()

### Synopsis

Manage variables local to the gosub stack frame.

### Description

Read and write a variable local to the gosub stack frame, once we Return() it will be lost (or it will go back to whatever value it had before the Gosub()).

### Syntax

```
LOCAL(varname)
```

### Arguments

- varname

### See Also

- [Application\\_Gosub](#)
- [Application\\_Gosublf](#)
- [Application\\_Return](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_LOCAL\_PEEK

## LOCAL\_PEEK()

### Synopsis

Retrieve variables hidden by the local gosub stack frame.

### Description

Read a variable *varname* hidden by *n* levels of gosub stack frames. Note that `$(LOCAL_PEEK(0,foo))` is the same as `foo`, since the value of *n* peeks under 0 levels of stack frames; in other words, 0 is the current level. If *n* exceeds the available number of stack frames, then an empty string is returned.

### Syntax

```
LOCAL_PEEK(n,varname)
```

### Arguments

- *n*
- *varname*

### See Also

- [Application\\_Gosub](#)
- [Application\\_Gosublf](#)
- [Application\\_Return](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_LOCK

## LOCK()

### Synopsis

Attempt to obtain a named mutex.

### Description

Attempts to grab a named lock exclusively, and prevents other channels from obtaining the same lock. LOCK will wait for the lock to become available. Returns 1 if the lock was obtained or 0 on error.

**Note**

To avoid the possibility of a deadlock, LOCK will only attempt to obtain the lock for 3 seconds if the channel already has another lock.

**Note**

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
LOCK(lockname)
```

### Arguments

- `lockname`

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_MAILBOX\_EXISTS

## MAILBOX\_EXISTS()

### Synopsis

Tell if a mailbox is configured.

### Description

Returns a boolean of whether the corresponding *mailbox* exists. If *context* is not specified, defaults to the `default` context.

### Syntax

```
MAILBOX_EXISTS(mailbox@context)
```

### Arguments

- `mailbox`
- `context`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

## Function\_MASTER\_CHANNEL

### MASTER\_CHANNEL()

#### Synopsis

Gets or sets variables on the master channel

#### Description

Allows access to the channel which created the current channel, if any. If the channel is already a master channel, then accesses local channel variables.

#### Syntax

#### See Also

#### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_MATH

## MATH()

### Synopsis

Performs Mathematical Functions.

### Description

Performs mathematical functions based on two parameters and an operator. The returned value type is *type*

Example: Set(i=\${MATH(123%16,int)}) - sets var i=11

### Syntax

```
MATH(expression,type)
```

### Arguments

- *expression* - Is of the form: *number1opnumber2* where the possible values for *op* are: +,-,/,\*,%,<<, >>, ^, AND, OR, XOR, <, >, <=, >=, == (and behave as their C equivalents)
- *type* - Wanted type of result:
  - f, float - float(default)
  - i, int - integer
  - h, hex - hex
  - c, char - char

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_MD5

## MD5()

### Synopsis

Computes an MD5 digest.

### Description

Computes an MD5 digest.

### Syntax

```
MD5 (data)
```

### Arguments

- data

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_MEETME\_INFO

## MEETME\_INFO()

### Synopsis

Query a given conference of various properties.

### Description

### Syntax

```
MEETME_INFO(keyword,confno)
```

### Arguments

- **keyword** - Options:
  - **lock** - Boolean of whether the corresponding conference is locked.
  - **parties** - Number of parties in a given conference
  - **activity** - Duration of conference in seconds.
  - **dynamic** - Boolean of whether the corresponding conference is dynamic.
- **confno** - Conference number to retrieve information from.

### See Also

- [Application\\_MeetMe](#)
- [Application\\_MeetMeCount](#)
- [Application\\_MeetMeAdmin](#)
- [Application\\_MeetMeChannelAdmin](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_MINIVMACCOUNT

## MINIVMACCOUNT()

### Synopsis

Gets MiniVoicemail account information.

### Description

### Syntax

```
MINIVMACCOUNT(account:item)
```

### Arguments

- `account`
- `item` - Valid items are:
  - `path` - Path to account mailbox (if account exists, otherwise temporary mailbox).
  - `hasaccount` - 1 is static Minivm account exists, 0 otherwise.
  - `fullname` - Full name of account owner.
  - `email` - Email address used for account.
  - `etemplate` - Email template for account (default template if none is configured).
  - `ptemplate` - Pager template for account (default template if none is configured).
  - `accountcode` - Account code for the voicemail account.
  - `pincode` - Pin code for voicemail account.
  - `timezone` - Time zone for voicemail account.
  - `language` - Language for voicemail account.
  - `<channel variable name>` - Channel variable value (set in configuration for account).

### See Also

- [Application\\_MinivmRecord](#)
- [Application\\_MinivmGreet](#)
- [Application\\_MinivmNotify](#)
- [Application\\_MinivmDelete](#)
- [Application\\_MinivmAccMess](#)
- [Application\\_MinivmMWI](#)
- [Function\\_MINIVMCOUNTER](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_MINIVMCOUNTER

## MINIVMCOUNTER()

### Synopsis

Reads or sets counters for MiniVoicemail message.

### Description

The operation is atomic and the counter is locked while changing the value. The counters are stored as text files in the minivm account directories. It might be better to use realtime functions if you are using a database to operate your Asterisk.

### Syntax

```
MINIVMCOUNTER(account:name:operand)
```

### Arguments

- **account** - If account is given and it exists, the counter is specific for the account.  
If account is a domain and the domain directory exists, counters are specific for a domain.
- **name** - The name of the counter is a string, up to 10 characters.
- **operand** - The counters never goes below zero. Valid operands for changing the value of a counter when assigning a value are:
  - **i** - Increment by value.
  - **d** - Decrement by value.
  - **s** - Set to value.

### See Also

- [Application\\_MinivmRecord](#)
- [Application\\_MinivmGreet](#)
- [Application\\_MinivmNotify](#)
- [Application\\_MinivmDelete](#)
- [Application\\_MinivmAccMess](#)
- [Application\\_MinivmMWI](#)
- [Function\\_MINIVMACCOUNT](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_MUTEAUDIO

## MUTEAUDIO()

### Synopsis

Muting audio streams in the channel

### Description

The MUTEAUDIO function can be used to mute inbound (to the PBX) or outbound audio in a call. Example:

MUTEAUDIO(in)=on MUTEAUDIO(in)=off

### Syntax

MUTEAUDIO(direction)

### Arguments

- `direction` - Must be one of
  - `in` - Inbound stream (to the PBX)
  - `out` - Outbound stream (from the PBX)
  - `all` - Both streams

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ODBC

## ODBC()

### Synopsis

Controls ODBC transaction properties.

### Description

The ODBC() function allows setting several properties to influence how a connected database processes transactions.

### Syntax

```
ODBC(property[,argument])
```

### Arguments

- property
  - transaction - Gets or sets the active transaction ID. If set, and the transaction ID does not exist and a *database name* is specified as an argument, it will be created.
  - forcecommit - Controls whether a transaction will be automatically committed when the channel hangs up. Defaults to false. If a *transaction ID* is specified in the optional argument, the property will be applied to that ID, otherwise to the current active ID.
  - isolation - Controls the data isolation on uncommitted transactions. May be one of the following: read\_committed, read\_uncommitted, repeatable\_read, or serializable. Defaults to the database setting in res\_odbc.conf or read\_committed if not specified. If a *transaction ID* is specified as an optional argument, it will be applied to that ID, otherwise the current active ID.
- argument

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_ODBC\_FETCH

## ODBC\_FETCH()

### Synopsis

Fetch a row from a multirow query.

### Description

For queries which are marked as mode=multirow, the original query returns a *result-id* from which results may be fetched. This function implements the actual fetch of the results.

This also sets ODBC\_FETCH\_STATUS.

- ODBC\_FETCH\_STATUS
  - SUCESS - If rows are available.
  - FAILURE - If no rows are available.

### Syntax

```
ODBC_FETCH(result-id)
```

### Arguments

- result-id

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_PASSTHRU

## PASSTHRU()

### Synopsis

Pass the given argument back as a value.

### Description

Literally returns the given *string*. The intent is to permit other dialplan functions which take a variable name as an argument to be able to take a literal string, instead.



#### Note

The functions which take a variable name need to be passed var and not \${var}. Similarly, use PASSTHRU() and not \${PASSTHRU()}.

Example: \${CHANNEL} contains SIP/321-1

\${CUT(PASSTHRU(\${CUT(CHANNEL,-,1)}),/,2)} will return 321

### Syntax

```
PASSTHRU([string])
```

### Arguments

- string

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_PITCH\_SHIFT

## PITCH\_SHIFT()

### Synopsis

Pitch shift both tx and rx audio streams on a channel.

### Description

Examples:

exten => 1,1,Set(PITCH\_SHIFT(tx)=highest); raises pitch an octave

exten => 1,1,Set(PITCH\_SHIFT(rx)=higher) ; raises pitch more

exten => 1,1,Set(PITCH\_SHIFT(both)=high) ; raises pitch

exten => 1,1,Set(PITCH\_SHIFT(rx)=low) ; lowers pitch

exten => 1,1,Set(PITCH\_SHIFT(tx)=lower) ; lowers pitch more

exten => 1,1,Set(PITCH\_SHIFT(both)=lowest) ; lowers pitch an octave

exten => 1,1,Set(PITCH\_SHIFT(rx)=0.8) ; lowers pitch

exten => 1,1,Set(PITCH\_SHIFT(tx)=1.5) ; raises pitch

### Syntax

```
PITCH_SHIFT(channel direction)
```

### Arguments

- `channel direction` - Direction can be either `rx`, `tx`, or `both`. The direction can either be set to a valid floating point number between 0.1 and 4.0 or one of the enum values listed below. A value of 1.0 has no effect. Greater than 1 raises the pitch. Lower than 1 lowers the pitch.

The pitch amount can also be set by the following values

- `highest`
- `higher`
- `high`
- `low`
- `lower`
- `lowest`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_POP

## POP()

### Synopsis

Removes and returns the last item off of a variable containing delimited text

### Description

Example:

```
exten => s,1,Set(array=one,two,three)
```

```
exten => s,n,While("${SET(var=${POP(array)})}" != "")
```

```
exten => s,n,NoOp(var is ${var})
```

```
exten => s,n,EndWhile
```

This would iterate over each value in array, right to left, and would result in NoOp(var is three), NoOp(var is two), and NoOp(var is one) being executed.

### Syntax

```
POP(varname[,delimiter])
```

### Arguments

- `varname`
- `delimiter`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_PP\_EACH\_EXTENSION

## PP\_EACH\_EXTENSION()

### Synopsis

Execute specified template for each extension.

### Description

Output the specified template for each extension associated with the specified MAC address.

### Syntax

```
PP_EACH_EXTENSION(mac,template)
```

### Arguments

- mac
- template

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_PP\_EACH\_USER

## PP\_EACH\_USER()

### Synopsis

Generate a string for each phoneprov user.

### Description

Pass in a string, with phoneprov variables you want substituted in the format of %{VARNAME}, and you will get the string rendered for each user in phoneprov excluding ones with MAC address *exclude\_mac*. Probably not useful outside of res\_phoneprov.

Example: `$(PP_EACH_USER(<item><fn>{%{DISPLAY_NAME}</fn></item>|${MAC}))`

### Syntax

```
PP_EACH_USER(string,exclude_mac)
```

### Arguments

- `string`
- `exclude_mac`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_PUSH

## PUSH()

### Synopsis

Appends one or more values to the end of a variable containing delimited text

### Description

Example: Set(PUSH(array)=one,two,three) would append one, two, and three to the end of the values stored in the variable "array".

### Syntax

```
PUSH(varname[,delimiter])
```

### Arguments

- varname
- delimiter

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUEUE\_EXISTS

## QUEUE\_EXISTS()

### Synopsis

Check if a named queue exists on this server

### Description

Returns 1 if the specified queue exists, 0 if it does not

### Syntax

```
QUEUE_EXISTS( queueName )
```

### Arguments

- queueName

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUEUE\_MEMBER

## QUEUE\_MEMBER()

### Synopsis

Count number of members answering a queue.

### Description

Returns the number of members currently associated with the specified *queuename*.

### Syntax

```
QUEUE_MEMBER(queuename,option)
```

### Arguments

- `queuename`
- `option`
  - `logged` - Returns the number of logged-in members for the specified queue.
  - `free` - Returns the number of logged-in members for the specified queue that either can take calls or are currently wrapping up after a previous call.
  - `ready` - Returns the number of logged-in members for the specified queue that are immediately available to answer a call.
  - `count` - Returns the total number of members for the specified queue.

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUEUE\_MEMBER\_COUNT

## QUEUE\_MEMBER\_COUNT()

### Synopsis

Count number of members answering a queue.

### Description

Returns the number of members currently associated with the specified *queuename*.



#### Warning

This function has been deprecated in favor of the `QUEUE_MEMBER()` function

### Syntax

```
QUEUE_MEMBER_COUNT( queuename )
```

### Arguments

- `queuename`

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUEUE\_MEMBER\_LIST

## QUEUE\_MEMBER\_LIST()

### Synopsis

Returns a list of interfaces on a queue.

### Description

Returns a comma-separated list of members associated with the specified *queuename*.

### Syntax

```
QUEUE_MEMBER_LIST(queuename)
```

### Arguments

- *queuename*

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUEUE\_MEMBER\_PENALTY

## QUEUE\_MEMBER\_PENALTY()

### Synopsis

Gets or sets queue members penalty.

### Description

Gets or sets queue members penalty.

### Syntax

```
QUEUE_MEMBER_PENALTY(queueename,interface)
```

### Arguments

- queueename
- interface

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_QUEUE\_VARIABLES

## QUEUE\_VARIABLES()

### Synopsis

Return Queue information in variables.

### Description

Makes the following queue variables available.

Returns 0 if queue is found and setqueuevar is defined, -1 otherwise.

### Syntax

```
QUEUE_VARIABLES(queueName)
```

### Arguments

- queueName
  - QUEUEMAX - Maximum number of calls allowed.
  - QUEUESTRATEGY - The strategy of the queue.
  - QUEUECALLS - Number of calls currently in the queue.
  - QUEUEHOLDTIME - Current average hold time.
  - QUEUECOMPLETED - Number of completed calls for the queue.
  - QUEUEABANDONED - Number of abandoned calls.
  - QUEUESRVLEVEL - Queue service level.
  - QUEUESRVLEVELPERF - Current service level performance.

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUEUE\_WAITING\_COUNT

## QUEUE\_WAITING\_COUNT()

### Synopsis

Count number of calls currently waiting in a queue.

### Description

Returns the number of callers currently waiting in the specified *queuename*.

### Syntax

```
QUEUE_WAITING_COUNT(queuename)
```

### Arguments

- *queuename*

### See Also

- [Application\\_Queue](#)
- [Application\\_QueueLog](#)
- [Application\\_AddQueueMember](#)
- [Application\\_RemoveQueueMember](#)
- [Application\\_PauseQueueMember](#)
- [Application\\_UnpauseQueueMember](#)
- [Function\\_QUEUE\\_VARIABLES](#)
- [Function\\_QUEUE\\_MEMBER](#)
- [Function\\_QUEUE\\_MEMBER\\_COUNT](#)
- [Function\\_QUEUE\\_EXISTS](#)
- [Function\\_QUEUE\\_WAITING\\_COUNT](#)
- [Function\\_QUEUE\\_MEMBER\\_LIST](#)
- [Function\\_QUEUE\\_MEMBER\\_PENALTY](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_QUOTE

## QUOTE()

### Synopsis

Quotes a given string, escaping embedded quotes as necessary

### Description

Example: `${QUOTE(ab"cd)}` will return `"ab\"cd"`

### Syntax

```
QUOTE(string)
```

### Arguments

- `string`

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r404135

# Function\_RAND

## RAND()

### Synopsis

Choose a random number in a range.

### Description

Choose a random number between *min* and *max*. *min* defaults to 0, if not specified, while *max* defaults to `RAND_MAX` (2147483647 on many systems).

Example: `Set(junky=${RAND(1,8)})`; Sets junky to a random number between 1 and 8, inclusive.

### Syntax

```
RAND (min,max)
```

### Arguments

- *min*
- *max*

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_REALTIME

## REALTIME()

### Synopsis

RealTime Read/Write Functions.

### Description

This function will read or write values from/to a RealTime repository. `REALTIME(...)` will read names/values from the repository, and `REALTIME(...)=` will write a new value/field to the repository. On a read, this function returns a delimited text string. The name/value pairs are delimited by *delim1*, and the name and value are delimited between each other with *delim2*. If there is no match, NULL will be returned by the function. On a write, this function will always return NULL.

### Syntax

```
REALTIME(family,fieldmatch,matchvalue,delim1|field,delim2)
```

### Arguments

- `family`
- `fieldmatch`
- `matchvalue`
- `delim1|field` - Use *delim1* with *delim2* on read and *field* without *delim2* on write  
If we are reading and *delim1* is not specified, defaults to ,
- `delim2` - Parameter only used when reading, if not specified defaults to =

### See Also

- [Function\\_REALTIME\\_STORE](#)
- [Function\\_REALTIME\\_DESTROY](#)
- [Function\\_REALTIME\\_FIELD](#)
- [Function\\_REALTIME\\_HASH](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_REALTIME\_DESTROY

## REALTIME\_DESTROY()

### Synopsis

RealTime Destroy Function.

### Description

This function acts in the same way as REALTIME(...) does, except that it destroys the matched record in the RT engine.



#### Note

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be read from the dialplan, and not directly from external protocols. It can, however, be executed as a write operation (`REALTIME_DESTROY(family, fieldmatch)=ignored`)

### Syntax

```
REALTIME_DESTROY(family,fieldmatch,matchvalue,delim1,delim2)
```

### Arguments

- `family`
- `fieldmatch`
- `matchvalue`
- `delim1`
- `delim2`

### See Also

- [Function\\_REALTIME](#)
- [Function\\_REALTIME\\_STORE](#)
- [Function\\_REALTIME\\_FIELD](#)
- [Function\\_REALTIME\\_HASH](#)

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_REALTIME\_FIELD

## REALTIME\_FIELD()

### Synopsis

RealTime query function.

### Description

This function retrieves a single item, *fieldname* from the RT engine, where *fieldmatch* contains the value *matchvalue*. When written to, the REALTIME\_FIELD() function performs identically to the REALTIME() function.

### Syntax

```
REALTIME_FIELD(family,fieldmatch,matchvalue,fieldname)
```

### Arguments

- family
- fieldmatch
- matchvalue
- fieldname

### See Also

- [Function\\_REALTIME](#)
- [Function\\_REALTIME\\_STORE](#)
- [Function\\_REALTIME\\_DESTROY](#)
- [Function\\_REALTIME\\_HASH](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_REALTIME\_HASH

## REALTIME\_HASH()

### Synopsis

RealTime query function.

### Description

This function retrieves a single record from the RT engine, where *fieldmatch* contains the value *matchvalue* and formats the output suitably, such that it can be assigned to the HASH() function. The HASH() function then provides a suitable method for retrieving each field value of the record.

### Syntax

```
REALTIME_HASH(family,fieldmatch,matchvalue)
```

### Arguments

- family
- fieldmatch
- matchvalue

### See Also

- [Function\\_REALTIME](#)
- [Function\\_REALTIME\\_STORE](#)
- [Function\\_REALTIME\\_DESTROY](#)
- [Function\\_REALTIME\\_FIELD](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_REALTIME\_STORE

## REALTIME\_STORE()

### Synopsis

RealTime Store Function.

### Description

This function will insert a new set of values into the RealTime repository. If RT engine provides an unique ID of the stored record, REALTIME\_STORE(...)=.. creates channel variable named RTSTOREID, which contains value of unique ID. Currently, a maximum of 30 field/value pairs is supported.

### Syntax

```
REALTIME_STORE(family,field1,fieldN[,...],field30)
```

### Arguments

- family
- field1
- fieldN
- field30

### See Also

- [Function\\_REALTIME](#)
- [Function\\_REALTIME\\_DESTROY](#)
- [Function\\_REALTIME\\_FIELD](#)
- [Function\\_REALTIME\\_HASH](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_REDIRECTING

## REDIRECTING()

### Synopsis

Gets or sets Redirecting data on the channel.

### Description

Gets or sets Redirecting data on the channel.

The allowable values for the *reason* field are the following:

- unknown - Unknown
- cfb - Call Forwarding Busy
- cfnr - Call Forwarding No Reply
- unavailable - Callee is Unavailable
- time\_of\_day - Time of Day
- dnd - Do Not Disturb
- deflection - Call Deflection
- follow\_me - Follow Me
- out\_of\_order - Called DTE Out-Of-Order
- away - Callee is Away
- cf\_dte - Call Forwarding By The Called DTE
- cfu - Call Forwarding Unconditional

The allowable values for the *xxx-name-charset* field are the following:

- unknown - Unknown
- iso8859-1 - ISO8859-1
- withdrawn - Withdrawn
- iso8859-2 - ISO8859-2
- iso8859-3 - ISO8859-3
- iso8859-4 - ISO8859-4
- iso8859-5 - ISO8859-5
- iso8859-7 - ISO8859-7
- bmp - ISO10646 Bmp String
- utf8 - ISO10646 UTF-8 String

### Syntax

```
REDIRECTING(datatype,i)
```

### Arguments

- datatype - The allowable datatypes are:
  - from-all
  - from-name
  - from-name-valid
  - from-name-charset
  - from-name-pres
  - from-num
  - from-num-valid
  - from-num-plan
  - from-num-pres
  - from-subaddr
  - from-subaddr-valid
  - from-subaddr-type
  - from-subaddr-odd
  - from-tag
  - to-all
  - to-name
  - to-name-valid
  - to-name-charset
  - to-name-pres
  - to-num
  - to-num-valid
  - to-num-plan

- to-num-pres
  - to-subaddr
  - to-subaddr-valid
  - to-subaddr-type
  - to-subaddr-odd
  - to-tag
  - reason
  - count
- i - If set, this will prevent the channel from sending out protocol messages because of the value being set

## See Also

## Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_REGEX

## REGEX()

### Synopsis

Check string against a regular expression.

### Description

Return 1 on regular expression match or 0 otherwise

Please note that the space following the double quotes separating the regex from the data is optional and if present, is skipped. If a space is desired at the beginning of the data, then put two spaces there; the second will not be skipped.

### Syntax

```
REGEX("regular expression" string)
```

### Arguments

- "regular expression"
- string

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_REPLACE

## REPLACE()

### Synopsis

Replace a set of characters in a given string with another character.

### Description

Iterates through a string replacing all the *find-chars* with *replace-char*. *replace-char* may be either empty or contain one character. If empty, all *find-chars* will be deleted from the output.



#### Note

The replacement only occurs in the output. The original variable is not altered.

### Syntax

```
REPLACE(varname,find-chars[,replace-char])
```

### Arguments

- `varname`
- `find-chars`
- `replace-char`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SET

## SET()

### Synopsis

SET assigns a value to a channel variable.

### Description

### Syntax

```
SET(varname=value)
```

### Arguments

- varname
- value

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SHA1

## SHA1()

### Synopsis

Computes a SHA1 digest.

### Description

Generate a SHA1 digest via the SHA1 algorithm.

Example: Set(shash=\${SHA1(junk)})

Sets the asterisk variable shash to the string 60fa5675b9303eb62f99a9cd47f9f5837d18f9a0 which is known as his hash

### Syntax

```
SHA1(data)
```

### Arguments

- data - Input string

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SHARED

## SHARED()

### Synopsis

Gets or sets the shared variable specified.

### Description

Implements a shared variable area, in which you may share variables between channels.

The variables used in this space are separate from the general namespace of the channel and thus `SHARED(foo)` and `foo` represent two completely different variables, despite sharing the same name.

Finally, realize that there is an inherent race between channels operating at the same time, fiddling with each others' internal variables, which is why this special variable namespace exists; it is to remind you that variables in the SHARED namespace may change at any time, without warning. You should therefore take special care to ensure that when using the SHARED namespace, you retrieve the variable and store it in a regular channel variable before using it in a set of calculations (or you might be surprised by the result).

### Syntax

```
SHARED(varname,channel)
```

### Arguments

- `varname` - Variable name
- `channel` - If not specified will default to current channel. It is the complete channel name: `SIP/12-abcd1234` or the prefix only `SIP/12`.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_SHELL

## SHELL()

### Synopsis

Executes a command using the system shell and captures its output.

### Description

Collects the output generated by a command executed by the system shell

Example: `Set(foo=${SHELL(echo bar)})`



#### Note

The command supplied to this function will be executed by the system's shell, typically specified in the SHELL environment variable. There are many different system shells available with somewhat different behaviors, so the output generated by this function may vary between platforms.

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
SHELL(command)
```

### Arguments

- `command` - The command that the shell should execute.

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_SHIFT

## SHIFT()

### Synopsis

Removes and returns the first item off of a variable containing delimited text

### Description

Example:

```
exten => s,1,Set(array=one,two,three)
```

```
exten => s,n,While("${SET(var=${SHIFT(array)})}" != "")
```

```
exten => s,n,NoOp(var is ${var})
```

```
exten => s,n,EndWhile
```

This would iterate over each value in array, left to right, and would result in NoOp(var is one), NoOp(var is two), and NoOp(var is three) being executed.

### Syntax

```
SHIFT(varname[,delimiter])
```

### Arguments

- varname
- delimiter

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SIP\_HEADER

## SIP\_HEADER()

### Synopsis

Gets the specified SIP header from an incoming INVITE message.

### Description

Since there are several headers (such as Via) which can occur multiple times, SIP\_HEADER takes an optional second argument to specify which header with that name to retrieve. Headers start at offset 1.

### Syntax

```
SIP_HEADER(name,number)
```

### Arguments

- name
- number - If not specified, defaults to 1.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SIPCHANINFO

## SIPCHANINFO()

### Synopsis

Gets the specified SIP parameter from the current channel.

### Description

### Syntax

```
SIPCHANINFO(item)
```

### Arguments

- `item`
  - `peerip` - The IP address of the peer.
  - `recvip` - The source IP address of the peer.
  - `from` - The URI from the `From:` header.
  - `uri` - The URI from the `Contact:` header.
  - `useragent` - The useragent.
  - `peername` - The name of the peer.
  - `t38passthrough` - 1 if T38 is offered or enabled in this channel, otherwise 0.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SIPPEER

## SIPPEER()

### Synopsis

Gets SIP peer information.

### Description

### Syntax

```
SIPPEER(peername,item)
```

### Arguments

- `peername`
- `item`
  - `ip` - (default) The ip address.
  - `port` - The port number.
  - `mailbox` - The configured mailbox.
  - `context` - The configured context.
  - `expire` - The epoch time of the next expire.
  - `dynamic` - Is it dynamic? (yes/no).
  - `callerid_name` - The configured Caller ID name.
  - `callerid_num` - The configured Caller ID number.
  - `callgroup` - The configured Callgroup.
  - `pickupgroup` - The configured Pickupgroup.
  - `codecs` - The configured codecs.
  - `status` - Status (if qualify=yes).
  - `regexten` - Registration extension.
  - `limit` - Call limit (call-limit).
  - `busylevel` - Configured call level for signalling busy.
  - `curcalls` - Current amount of calls. Only available if call-limit is set.
  - `language` - Default language for peer.
  - `accountcode` - Account code for this peer.
  - `useragent` - Current user agent id for peer.
  - `maxforwards` - The value used for SIP loop prevention in outbound requests
  - `chanvarname` - A channel variable configured with setvar for this peer.
  - `codecx` - Preferred codec index number x (beginning with zero).

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SMDI\_MSG

## SMDI\_MSG()

### Synopsis

Retrieve details about an SMDI message.

### Description

This function is used to access details of an SMDI message that was pulled from the incoming SMDI message queue using the SMDI\_MSG\_RETRIEVE() function.

### Syntax

```
SMDI_MSG(message_id,component)
```

### Arguments

- `message_id`
- `component` - Valid message components are:
  - `number` - The message desk number
  - `terminal` - The message desk terminal
  - `station` - The forwarding station
  - `callerid` - The callerID of the calling party that was forwarded
  - `type` - The call type. The value here is the exact character that came in on the SMDI link. Typically, example values are:  
Options:
    - `D` - Direct Calls
    - `A` - Forward All Calls
    - `B` - Forward Busy Calls
    - `N` - Forward No Answer Calls

### See Also

- [Function\\_SMDI\\_MSG\\_RETRIEVE](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SMDI\_MSG\_RETRIEVE

## SMDI\_MSG\_RETRIEVE()

### Synopsis

Retrieve an SMDI message.

### Description

This function is used to retrieve an incoming SMDI message. It returns an ID which can be used with the SMDI\_MSG() function to access details of the message. Note that this is a destructive function in the sense that once an SMDI message is retrieved using this function, it is no longer in the global SMDI message queue, and can not be accessed by any other Asterisk channels. The timeout for this function is optional, and the default is 3 seconds. When providing a timeout, it should be in milliseconds.

The default search is done on the forwarding station ID. However, if you set one of the search key options in the options field, you can change this behavior.

### Syntax

```
SMDI_MSG_RETRIEVE(smdi port,search key,timeout,options)
```

### Arguments

- smdi port
- search key
- timeout
- options
  - t - Instead of searching on the forwarding station, search on the message desk terminal.
  - n - Instead of searching on the forwarding station, search on the message desk number.

### See Also

- [Function\\_SMDI\\_MSG](#)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SORT

## SORT()

### Synopsis

Sorts a list of key/vals into a list of keys, based upon the vals.

### Description

Takes a comma-separated list of keys and values, each separated by a colon, and returns a comma-separated list of the keys, sorted by their values. Values will be evaluated as floating-point numbers.

### Syntax

```
SORT(keyval,keyvaln[,...])
```

### Arguments

- keyval
  - key1
  - val1
- keyvaln
  - key2
  - val2

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_SPEECH

## SPEECH()

### Synopsis

Gets information about speech recognition results.

### Description

Gets information about speech recognition results.

### Syntax

```
SPEECH(argument)
```

### Arguments

- `argument`
  - `status` - Returns 1 upon speech object existing, or 0 if not
  - `spoke` - Returns 1 if spoker spoke, or 0 if not
  - `results` - Returns number of results that were recognized.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SPEECH\_ENGINE

## SPEECH\_ENGINE()

### Synopsis

Change a speech engine specific attribute.

### Description

Changes a speech engine specific attribute.

### Syntax

```
SPEECH_ENGINE ( name )
```

### Arguments

- name

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SPEECH\_GRAMMAR

## SPEECH\_GRAMMAR()

### Synopsis

Gets the matched grammar of a result if available.

### Description

Gets the matched grammar of a result if available.

### Syntax

```
SPEECH_GRAMMAR(nbest_number/result_number)
```

### Arguments

- nbest\_number
- result\_number

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

## Function\_SPEECH\_RESULTS\_TYPE

### SPEECH\_RESULTS\_TYPE()

#### Synopsis

Sets the type of results that will be returned.

#### Description

Sets the type of results that will be returned. Valid options are normal or nbest.

#### Syntax

```
SPEECH_RESULTS_TYPE ( )
```

#### Arguments

#### See Also

#### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SPEECH\_SCORE

## SPEECH\_SCORE()

### Synopsis

Gets the confidence score of a result.

### Description

Gets the confidence score of a result.

### Syntax

```
SPEECH_SCORE(nbest_number/result_number)
```

### Arguments

- nbest\_number
- result\_number

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SPEECH\_TEXT

## SPEECH\_TEXT()

### Synopsis

Gets the recognized text of a result.

### Description

Gets the recognized text of a result.

### Syntax

```
SPEECH_TEXT(nbest_number/result_number)
```

### Arguments

- nbest\_number
- result\_number

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SPRINTF

## SPRINTF()

### Synopsis

Format a variable according to a format string.

### Description

Parses the format string specified and returns a string matching that format. Supports most options found in **sprintf(3)**. Returns a shortened string if a format specifier is not recognized.

### Syntax

```
SPRINTF(format, arg1, arg2[,...], argN)
```

### Arguments

- format
- arg1
- arg2
- argN

### See Also

- `sprintf(3)`

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SQL\_ESC

## SQL\_ESC()

### Synopsis

Escapes single ticks for use in SQL statements.

### Description

Used in SQL templates to escape data which may contain single ticks ' which are otherwise used to delimit data.

Example: SELECT foo FROM bar WHERE baz='\${SQL\_ESC(\${ARG1})}'

### Syntax

```
SQL_ESC(string)
```

### Arguments

- string

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_SRVQUERY

## SRVQUERY()

### Synopsis

Initiate an SRV query.

### Description

This will do an SRV lookup of the given service.

### Syntax

```
SRVQUERY(service)
```

### Arguments

- `service` - The service for which to look up SRV records. An example would be something like `_sip._udp.example.com`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SRVRESULT

## SRVRESULT()

### Synopsis

Retrieve results from an SRVQUERY.

### Description

This function will retrieve results from a previous use of the SRVQUERY function.

### Syntax

```
SRVRESULT(id,resultnum)
```

### Arguments

- `id` - The identifier returned by the SRVQUERY function.
- `resultnum` - The number of the result that you want to retrieve.  
Results start at 1. If this argument is specified as `getnum`, then it will return the total number of results that are available.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_STACK\_PEEK

## STACK\_PEEK()

### Synopsis

View info about the location which called Gosub

### Description

Read the calling {{c}}ontext, {{e}}xtension, {{p}}riority, or {{l}}abel, as specified by *which*, by going up *n* frames in the Gosub stack. If *suppress* is true, then if the number of available stack frames is exceeded, then no error message will be printed.

### Syntax

```
STACK_PEEK(n,which[,suppress])
```

### Arguments

- *n*
- *which*
- *suppress*

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_STAT

## STAT()

### Synopsis

Does a check on the specified file.

### Description

**Note**

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
STAT(flag,filename)
```

### Arguments

- `flag` - Flag may be one of the following:
  - d - Checks if the file is a directory.
  - e - Checks if the file exists.
  - f - Checks if the file is a regular file.
  - m - Returns the file mode (in octal)
  - s - Returns the size (in bytes) of the file
  - A - Returns the epoch at which the file was last accessed.
  - C - Returns the epoch at which the inode was last changed.
  - M - Returns the epoch at which the file was last modified.
- `filename`

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_STRFTIME

## STRFTIME()

### Synopsis

Returns the current date/time in the specified format.

### Description

STRFTIME supports all of the same formats as the underlying C function **strftime(3)**. It also supports the following format: %[n]q - fractions of a second, with leading zeros.

Example: %3q will give milliseconds and %1q will give tenths of a second. The default is set at milliseconds (n=3). The common case is to use it in combination with %S, as in %S.%3q.

### Syntax

```
STRFTIME ( epoch , timezone , format )
```

### Arguments

- epoch
- timezone
- format

### See Also

- strftime(3)

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_STRPTIME

## STRPTIME()

### Synopsis

Returns the epoch of the arbitrary date/time string structured as described by the format.

### Description

This is useful for converting a date into `EPOCH` time, possibly to pass to an application like `SayUnixTime` or to calculate the difference between the two date strings

Example: `${STRPTIME(2006-03-01 07:30:35,America/Chicago,%Y-%m-%d %H:%M:%S)}` returns 1141219835

### Syntax

```
STRPTIME(datetime,timezone,format)
```

### Arguments

- `datetime`
- `timezone`
- `format`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_SYSINFO

## SYSINFO()

### Synopsis

Returns system information specified by parameter.

### Description

Returns information from a given parameter.

### Syntax

```
SYSINFO(parameter)
```

### Arguments

- `parameter`
  - `loadavg` - System load average from past minute.
  - `numcalls` - Number of active calls currently in progress.
  - `uptime` - System uptime in hours.



#### Note

This parameter is dependant upon operating system.

- `totalram` - Total usable main memory size in KiB.



#### Note

This parameter is dependant upon operating system.

- `freeram` - Available memory size in KiB.



#### Note

This parameter is dependant upon operating system.

- `bufferram` - Memory used by buffers in KiB.



#### Note

This parameter is dependant upon operating system.

- `totalswap` - Total swap space still available in KiB.



#### Note

This parameter is dependant upon operating system.

- `freeswap` - Free swap space still available in KiB.



#### Note

This parameter is dependant upon operating system.

- `numprocs` - Number of current processes.



#### Note

This parameter is dependant upon operating system.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_TESTTIME

## TESTTIME()

### Synopsis

Sets a time to be used with the channel to test logical conditions.

### Description

To test dialplan timing conditions at times other than the current time, use this function to set an alternate date and time. For example, you may wish to evaluate whether a location will correctly identify to callers that the area is closed on Christmas Day, when Christmas would otherwise fall on a day when the office is normally open.

### Syntax

```
TESTTIME(date,time[,zone])
```

### Arguments

- `date` - Date in ISO 8601 format
- `time` - Time in HH:MM:SS format (24-hour time)
- `zone` - Timezone name

### See Also

- [Application\\_GotolfTime](#)

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_TIMEOUT

## TIMEOUT()

### Synopsis

Gets or sets timeouts on the channel. Timeout values are in seconds.

### Description

The timeouts that can be manipulated are:

**absolute:** The absolute maximum amount of time permitted for a call. Setting of 0 disables the timeout.

**digit:** The maximum amount of time permitted between digits when the user is typing in an extension. When this timeout expires, after the user has started to type in an extension, the extension will be considered complete, and will be interpreted. Note that if an extension typed in is valid, it will not have to timeout to be tested, so typically at the expiry of this timeout, the extension will be considered invalid (and thus control would be passed to the *i* extension, or if it doesn't exist the call would be terminated). The default timeout is 5 seconds.

**response:** The maximum amount of time permitted after falling through a series of priorities for a channel in which the user may begin typing an extension. If the user does not type an extension in this amount of time, control will pass to the *t* extension if it exists, and if not the call would be terminated. The default timeout is 10 seconds.

### Syntax

```
TIMEOUT(timeouttype)
```

### Arguments

- `timeouttype` - The timeout that will be manipulated. The possible timeout types are: `absolute`, `digit` or `response`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_TOLOWER

## TOLOWER()

### Synopsis

Convert string to all lowercase letters.

### Description

Example: \${TOLOWER(Example)} returns "example"

### Syntax

```
TOLOWER(string)
```

### Arguments

- string

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_TOUPPER

## TOUPPER()

### Synopsis

Convert string to all uppercase letters.

### Description

Example: `${TOUPPER(Example)}` returns "EXAMPLE"

### Syntax

```
TOUPPER(string)
```

### Arguments

- `string`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_TRYLOCK

## TRYLOCK()

### Synopsis

Attempt to obtain a named mutex.

### Description

Attempts to grab a named lock exclusively, and prevents other channels from obtaining the same lock. Returns 1 if the lock was available or 0 otherwise.



#### Note

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
TRYLOCK(lockname)
```

### Arguments

- lockname

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_TXTCIDNAME

## TXTCIDNAME()

### Synopsis

TXTCIDNAME looks up a caller name via DNS.

### Description

This function looks up the given phone number in DNS to retrieve the caller id name. The result will either be blank or be the value found in the TXT record in DNS.

### Syntax

```
TXTCIDNAME(number, zone-suffix)
```

### Arguments

- `number`
- `zone-suffix` - If no *zone-suffix* is given, the default will be `e164.arpa`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_UNLOCK

## UNLOCK()

### Synopsis

Unlocks a named mutex.

### Description

Unlocks a previously locked mutex. Returns 1 if the channel had a lock or 0 otherwise.

**Note**

It is generally unnecessary to unlock in a hangup routine, as any locks held are automatically freed when the channel is destroyed.

**Note**

If `live_dangerously` in `asterisk.conf` is set to `no`, this function can only be executed from the dialplan, and not directly from external protocols.

### Syntax

```
UNLOCK(lockname)
```

### Arguments

- lockname

### See Also

### Import Version

This documentation was imported from Asterisk Version SVN-branch-1.8-r403913

# Function\_UNSHIFT

## UNSHIFT()

### Synopsis

Inserts one or more values to the beginning of a variable containing delimited text

### Description

Example: Set(UNSHIFT(array)=one,two,three) would insert one, two, and three before the values stored in the variable "array".

### Syntax

```
UNSHIFT(varname[,delimiter])
```

### Arguments

- varname
- delimiter

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_URIDECODE

## URIDECODE()

### Synopsis

Decodes a URI-encoded string according to RFC 2396.

### Description

Returns the decoded URI-encoded *data* string.

### Syntax

```
URIDECODE(data)
```

### Arguments

- *data* - Input string to be decoded.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown



# Function\_URIENCODE

## URIENCODE()

### Synopsis

Encodes a string to URI-safe encoding according to RFC 2396.

### Description

Returns the encoded string defined in *data*.

### Syntax

```
URIENCODE(data)
```

### Arguments

- *data* - Input string to be encoded.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_VALID\_EXTEN

## VALID\_EXTEN()

### Synopsis

Determine whether an extension exists or not.

### Description

Returns a true value if the indicated *context*, *extension*, and *priority* exist.

### Syntax

```
VALID_EXTEN(context,extension,priority)
```

### Arguments

- *context* - Defaults to the current context
- *extension*
- *priority* - Priority defaults to 1.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_VERSION

## VERSION()

### Synopsis

Return the Version info for this Asterisk.

### Description

If there are no arguments, return the version of Asterisk in this format: SVN-branch-1.4-r44830M

Example: Set(junky=\${VERSION()});

Sets junky to the string SVN-branch-1.6-r74830M, or possibly, SVN-trunk-r45126M.

### Syntax

```
VERSION(info)
```

### Arguments

- `info` - The possible values are:
  - `ASTERISK_VERSION_NUM` - A string of digits is returned, e.g. 10602 for 1.6.2 or 100300 for 10.3.0, or 999999 when using an SVN build.
  - `BUILD_USER` - The string representing the user's name whose account was used to configure Asterisk, is returned.
  - `BUILD_HOSTNAME` - The string representing the name of the host on which Asterisk was configured, is returned.
  - `BUILD_MACHINE` - The string representing the type of machine on which Asterisk was configured, is returned.
  - `BUILD_OS` - The string representing the OS of the machine on which Asterisk was configured, is returned.
  - `BUILD_DATE` - The string representing the date on which Asterisk was configured, is returned.
  - `BUILD_KERNEL` - The string representing the kernel version of the machine on which Asterisk was configured, is returned.

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_VMCOUNT

## VMCOUNT()

### Synopsis

Count the voicemails in a specified mailbox.

### Description

Count the number of voicemails in a specified mailbox, you could also specify the *context* and the mailbox *folder*.

Example: `exten => s,1,Set(foo=${VMCOUNT(125)})`

### Syntax

```
VMCOUNT(vmbox[,folder])
```

### Arguments

- `vmbox`
  - `vmbox`
  - `context` - If not specified, defaults to default.
- `folder` - If not specified, defaults to `INBOX`

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown

# Function\_VOLUME

## VOLUME()

### Synopsis

Set the TX or RX volume of a channel.

### Description

The VOLUME function can be used to increase or decrease the `tx` or `rx` gain of any channel.

For example:

Set(VOLUME(TX)=3)

Set(VOLUME(RX)=2)

Set(VOLUME(TX,p)=3)

Set(VOLUME(RX,p)=3)

### Syntax

```
VOLUME(direction,options)
```

### Arguments

- `direction` - Must be TX or RX.
- `options`
  - `p` - Enable DTMF volume control

### See Also

### Import Version

This documentation was imported from Asterisk Version Unknown