

VaxExtendedSDK & VOICE CONFERENCE

VaxExtended SDK is the best peer-to-peer VoIP solution. Two or more persons can connect to each other on the direct peer-to-peer connection to have real-time voice conference over the LAN, WAN or Internet.

It supports client side voice mixing, in which, during the conference each end receives multiple voice streams and mix them into single voice stream and play it over the sound device.

Due to client side voice mixing, Extended SDK is a perfect solution to have small private conferences, where 8 to 10 persons can connect and have Real-Time voice conference over the LAN, WAN or Internet.

It is NAT and other firewalls friendly. If the client is behind the NAT/router then there is no configuration required to connect to listening end. Enable the port forwarding at the router end in order to receive incoming connection requests.

Steps to initiate the Voice Conference:

- Person A, B & C execute the application containing the VaxVoiceEx component.
- Person A starts the voice conversation to person B.
- Person A & B successfully connected and having voice conversation.
- During the conversation, Person A or B sends Add Conversation request to Person C **OR** Person C can connect to Person A or B in order to join the conversation.
- All of them having conference using headphones/speakers and microphone.

Sequence of Method Calls:

PERSON A	PERSON B	PERSON C
Initialize	Initialize	Initialize
Connect		
OnStatusEvent: 51 (51 = CONNECTING)	OnConnectionEvent	
	AcceptIncomingCall	
	OnStatusEvent: 51 (51 = CONNECTING)	
OnStatusEvent: 53 (53 = CONNECTED)	OnStatusEvent: 53 (53 = CONNECTED)	
Successfully connected and having Voice Conversation		
	AddInConf	
	OnStatusEvent: 59 (59 = ADDING)	OnAddConferenceEvent
		AcceptAddInConf
		OnStatusEvent: 59 (59 = ADDING)

	OnStatusEvent: 60 (60 = ADDED)	OnStatusEvent: 60 (60= ADDED)
OnStatusEvent: 60 (60 = ADDED)		OnStatusEvent: 60 (60 = ADDED)
Successfully added and all of them having Voice Conference		

* For more information about methods, see the *Method Details Document* *