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Platform SDK Developer's Guide

TNetworkCallState

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TNetworkCallState

Syntax

```
typedef enum TNetworkCallState_tag {  
    NetworkCallStateUnknown           = 0,  
    NetworkCallStateConsulting        = 1,  
    NetworkCallStateConsultHeld       = 2,  
    NetworkCallStateTransferred       = 3,  
    NetworkCallStateConferenced       = 4,  
    NetworkCallStateReconnected       = 5,  
    NetworkCallStateDisconnected      = 6,  
    NetworkCallStateNull              = 7,  
} TNetworkCallState;
```

Values

- **NetworkCallStateUnknown** — The network call state is unknown.
- **NetworkCallStateConsulting** — The original call is on hold, and a consultation leg for the call has been added. (Depending on the call's **NetworkDestState**, this leg may be logical, corresponding to the call being routed by URS. Or the call may exist physically on the network device in an initiated or connected state.)
- **NetworkCallStateConsultHeld** — A network consultation call has been parked, with Agent 1 reconnected to the origination party. Or, the consultation request has been made so as not to interrupt the active conversation (usually applicable to targets that URS selects).
- **NetworkCallStateTransferred** — The network call has been transferred to Agent 2, and Agent 1 has been dropped from the call.
- **NetworkCallStateConferenced** — Three parties have been bridged for a network consultation call.
- **NetworkCallStateReconnected** — After a network consultation, the call has been reconnected to the original target, and the consult leg has been dropped.
- **NetworkCallStateDisconnected** — The party to the network consultation call has disconnected. However, the network device has not ended the call, but has instead connected the two agents.
- **NetworkCallStateNull** — The caller has disconnected from the call. The network device is about to drop the call, or has dropped it already.