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Platform SDK Developer's Guide

TNetworkDestState

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TNetworkDestState

Syntax

```
typedef enum TNetworkDestState_tag {  
    NetworkDestStateUnknown          = 0,  
    NetworkDestStateRouting           = 1,  
    NetworkDestStateDelivering        = 2,  
    NetworkDestStateNoParty           = 3,  
    NetworkDestStateOk                = 4  
} TNetworkDestState;
```

Values

- **NetworkDestStateUnknown** — For a network call, the state of the destination DN is unknown.
- **NetworkDestStateRouting** — A consultation has been requested on a route point. This state is entered when the `EventRouteRequest` is sent.
- **NetworkDestStateDelivering** — Either a consultation request has been made directly to a DN, or `TRouteCall()` has been received from URS. `NetworkDestStateDelivering` is entered when a consultation request is sent to the network device.
- **NetworkDestStateNoParty** — `NetworkDestStateNoParty = NetworkDestStateFailed`. The consultation call failed to reach the intended destination (for instance, because of a busy condition), or the consulted party has disconnected from the call.
- **NetworkDestStateOk** — The consultation call has been connected to its destination.