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Platform SDK Developer's Guide

TPartyState

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TPartyState

Syntax

```
type def enum TPartyState_tag{
    PtState_NULL          = 0,
    PtState_Initiated     = 0x0001,
    PtState_Queued        = 0x0009,
    PtState_Alerting      = 0x000A,
    PtState_Busy          = 0x000B,
    PtState_Connected     = 0x000C,
    PtState_CP_Detect     = 0x000D,
    PtState_Held          = 0x000E,
    PtState_Failed        = 0x000F,
    PtState_NoListen      = 0x0010,
    PtState_NoTalk        = 0x0020,
    PtState_Bridged       = 0x0040,
    PtState_Audit         = 0x0080,
    PtState_SvcObserving  = 0x00A0,
    PtState_TreatmentReq  = 0x0100,
    PtState_Treatment     = 0x0200,
    PtState_Routing       = 0x0800,
    PtStateMod_Dialing    = 0x10000,
    PtStateMod_Uncertain  = 0x20000,
} TPartyState;
```

Values

- **PtState_Initiated** — A call has been initiated on behalf of a device, but that device has not been connected to the call yet.
- **PtState_Queued** — A call is queued on a given device, and the call awaits the availability of some service (for example, ACD queue distribution) or of some device (for example, a phone line).
- **PtState_Alerting** — A call is alerting on a device, indicating an incoming call (for example, the phone is ringing); or a call is in the process of being distributed to a destination (for example, is being processed by the telephony network).
- **PtState_Busy** — A call cannot reach the intended device, which is busy.
- **PtState_Connected** — A given device has a voice connection with other participants.
- **PtState_CP_Detected** — The originating device (a queue or route point) for a predictive dialing call is between the initiation of the call (EventDialing has been sent) and the moment when the call is either queued or released.
- **PtState_Held** — A device has temporarily suspended its connection to other call participants.
- **PtState_Failed** — A call originating on a given device has not succeeded (either the dialed number is wrong, or the switch was not able to allocate the trunk). This state is used instead of Busy when a destination party was never created for the call.

- `PtState_NoListen` — A party cannot hear other participants on the call.
- `PtState_NoTalk` — A party is muted, and other participants on the call do not hear that party.
- `PtState_Bridged` — A party is attached to the call with the "Bridged Call Appearance" feature.
- `PtState_Audit` — A party is attached to a call as "Service Observer" or "Service Assistant."
- `PtState_SvcObserving` — A party is attached to a call as "Service Observer" or "Service Assistant" and is muted such that other participants on the call do not hear that party.
- `PtState_TreatmentReq` — The switch is waiting for a treatment to be applied to the call.
- `PtState_Treatment` — A treatment has been applied while the call is located on a given device.
- `PtState_Routing` — The switch is waiting for routing instructions.
- `PtStateMod_Dialing` — A telephony object related to a party has completed a dialing sequence.
- `PtStateMod_Uncertain` — A telephony object related to a party is in an unknown state.