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Platform SDK Developer's Guide

Welcome to the Developer's Guide!

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Contents

- 1 Welcome to the Developer's Guide!
 - 1.1 Introductory Topics
 - 1.2 Advanced Platform SDK Topics
 - 1.3 Server-Specific Overviews
 - 1.4 Component Overviews
 - 1.5 Legacy Topics
 - 1.6 Additional Resources

Welcome to the Developer's Guide!

This guide offers a collection of articles that will help you get started with Platform SDK development.

For detailed information about the Platform SDKs, please refer to the [Platform SDK API Reference](#) for your specific release.

Introductory Topics

The following articles give information about common Platform SDK functionality and protocol usage that all developers should be aware of:

- [Introducing the Platform SDK](#)
- [Architecture of the Platform SDK](#)
- [Connecting to a Server](#)
- [Configuring Platform SDK Channel Encoding for String Values](#)
- [Using the Warm Standby Application Block](#)
- [Event Handling](#)
- [Setting Up Logging in Platform SDK](#)

Advanced Platform SDK Topics

The following articles provide details about advanced Platform SDK features you may want to take advantage of:

- [Secure Connections Using TLS](#)
- [Lazy Parsing of Message Attributes](#)

Server-Specific Overviews

- [Telephony \(T-Server\)](#)
 - [List of TLib Functions](#)
 - [List of TLib Datatypes](#)
 - [List of TLib Unstructured Data](#)
- [Configuration](#)
 - [Connecting Using the UTF-8 Encoding](#)
 - [Change Password On Next Login](#)
 - [Getting the Last Login Info](#)
 - [Using the Configuration Object Model Application Block](#)

- [Introduction to Configuration Layer Objects](#)
- [List of Configuration Layer Objects](#)
- [List of Configuration Layer Enumerations](#)
- [Stat Server](#)
- [Interaction Server](#)
- [Universal Contact Server](#)
 - [Creating an E-Mail](#)
- [Chat](#)
- [Outbound](#)
- [Management Layer](#)
 - [LCA Hang-Up Detection Support](#)
 - [Handle Application "Graceful Stop" with the LCA Protocol](#)
- [Routing Server](#)

Component Overviews

- [Using the Log Library](#)
- [Using the Switch Policy Library](#)

Legacy Topics

Topics in this section are no longer applicable for new development, but are maintained here for backwards compatibility.

- [Using the Message Broker Application Block](#)
- [Event Handling Using the Message Broker Application Block](#)
- [Using the Protocol Manager Application Block](#)
- [Connecting to a Server Using the Protocol Manager Application Block](#)
- [Explicitly Choosing a Netty or Mina Connection Layer](#)

Additional Resources

The following page contains reference materials that may be useful when developing applications with Platform SDK, including links to related documents and downloadable code samples.

- [Platform SDK Resources](#)