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SIP Endpoint SDK Deployment Guide

SIP Endpoint for .NET Deployment Information

4/2/2026

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SIP Endpoint for .NET Deployment Information

Introduction

For the 8.x release, the SIP Endpoint SDK allows you to develop applications by using .NET technology.

To assist you with development, the SIP Endpoint SDK is packaged with a SIP Endpoint SDK API Reference document (`SipEndpointNet.chm`) that allows you to find reference information, coding recommendations, and code snippets in a single location.

For your convenience, the SIP Endpoint SDK also includes a Visual Studio Starter Kit that contains a project template and code snippets. This Starter Kit can help you get up and running during early application development.

Finally, every Genesys product also includes a Release Note that provides any late-breaking product information that could not be included in the manual. This product information can often be important. To view it, open the `read_me.html` file in the application home directory, where you will find a link to the latest Release Note for this product.

What You Should Know

This guide is written for software developers and application architects that have an understanding of the Genesys platform and the basics of SIP telephony before using this SDK. Before working with the SIP Endpoint SDK, you should know how to use the logging functionality of the Platform SDK.

In addition, the following document can be useful in understanding the Genesys SIP server environment:

- Framework 8.0 SIP Server Deployment Guide

Environment Prerequisites

Supported Operating Systems

- Windows 8 32-bit
- Windows 7 64-bit

Other Prerequisites

To work with Release 8.5.0 of the SIP Endpoint SDK for .NET, you must ensure that your system meets the software requirements established in the Genesys Supported Operating Environment Reference Manual, as well as meeting the following minimum software requirements:

- Genesys SIP Server 7.6.x, 8.0.2, or higher
- Genesys Voice Platform (GVP) 8.0 or higher is required for video conference support, which makes use of the GVP Resource Manager and Media Control Platform
- Microsoft .NET Framework version 4.5
- Microsoft Visual Studio® .NET 2012 or higher
- Microsoft Win32 ® API
- Microsoft Windows SDK for Windows 7 and .NET Framework 4 (<http://www.microsoft.com/en-us/download/details.aspx?id=8279>)
- DirectX Software Development Kit (<http://www.microsoft.com/en-us/download/details.aspx?id=6812>)
- Microsoft.VC80.CRT:4053 "Microsoft Visual C++ 2005 Service Pack 1 Redistributable Package ATL Security Update" (<http://www.microsoft.com/en-us/download/details.aspx?id=14431>)
- Microsoft.VC90.CRT:4148 "Microsoft Visual C++ 2008 Service Pack 1 Redistributable Package ATL Security Update" (<http://www.microsoft.com/en-us/download/details.aspx?id=11895>)
- Microsoft Visual C++ Redistributable for Visual Studio 2012 Update 4 (<http://www.microsoft.com/en-in/download/details.aspx?id=30679>)

Important Note: The computers that will run your application must have the Microsoft Visual C++ 2008 SP1 Redistributable Package (x86). To download this package, do one of the following things:

- Go to <http://www.microsoft.com/downloads> and in the Search Download Center field, enter Visual C++. The link for the redistributable package will be listed. Make sure you download the SP1 version that is dated 9/16/2008, and not the pre-SP1 version dated 11/29/2007.
- Go directly to the following link, which is valid as of September 1, 2010:
<http://www.microsoft.com/downloads/details.aspx?familyid=A5C84275-3B97-4AB7-A40D-3802B2AF5FC2&displaylang=en>

Related Resources

- [SIP Endpoint SDK Developer's Guide](#)