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# Genesys Events and Models Reference

Call Definition

# Call Definition

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A call is a temporary association among several telephony objects (or between a telephony object and a network entity) that is established by the use of telephony network capabilities. This association may have from zero to many parties. A call is a stateless object that has a Universally Unique ID (UUID) attribute, a Connection ID (comparable to the DN-based attribute of the same name used in event reporting), a type, a number of optional attributes, and a list of parties.

### Important

Consultation calls not only have references to the active call, but also to the main (original) call. In multi-site environments, related calls are linked to each other by means of Inter-Site Links (IS-Links). (See [Multi-Site Call Scenarios](#) for details.) Except for these two cases of additional references, all calls are processed and reported on independently of one another.

## Call Attributes

CallUUID (string)—UUID of the call.

ISLinkList—List of links to call instances distributed across remote sites.

ConnID (conn-id)—Connection ID of the call.

CallType (int)—Call type (Internal/Inbound/Outbound/Consult).

OrigCallUUID—UUID of the main call (for consult calls only).

### Important

The following additional attributes for calls have the same definitions as their DN-based analogs. See individual listings under [Event Attributes](#).

CallID

NodeID (int)

NetworkCallID (ulong64)

NetworkNodeID (int)

ANI (string)

DNIS (string)

UserData (kv-list)