Qualcomm

Qualcomm Technologies, Inc.

Telematics SDK

API Reference
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Revision History

Revision	Date	Description
AA	July 2024	Initial Release
AB	July 2025	Updated to v1.26.6
AC	July 2025	Updated to v1.26.5
AD	May 2026	Updated to v1.26.6

Software Revision History

Revision	Date	Description
A	Sep 2017	Initial release
B	Dec 2017	Added subscription APIs and section on Versioning and API Status
C	Jun 2018	Added Cellular Connection Management APIs
D	Oct 2018	Addition of Network Selection and Serving System Management APIs and call flows
E	Nov 2018	Addition of C-V2X APIs
F	Jan 2019	Addition of Audio APIs and call flows
G	Mar 2019	Addition of Thermal manager APIs and call flows
H	May 2019	Addition of TCU Activity Management APIs and call flows
I	Jun 2019	Addition of Audio APIs for play, capture, DTMF and related call flows
J	Jul 2019	Updated the Location APIs and call flows
K	Jul 2019	Addition of Thermal shutdown manager APIs and call flows
L	Sep 2019	Addition of Remote SIM APIs and call flows
M	Sep 2019	Addition of Audio APIs for Loopback, Tone Generator and related call flows
N	Sep 2019	Addition of Audio APIs for compressed audio format playback and related call flows
O	Sep 2019	Addition of modem config APIs and related call flows
P	Oct 2019	Addition of Data Filter APIs and call flows
Q	Oct 2019	Addition of Location concurrent report APIs and call flows
R	Oct 2019	Addition of Location constraint time uncertainty APIs and call flows
S	Nov 2019	Addition of Audio Format Transcoding APIs and call flows
T	Nov 2019	Addition of Compressed audio format playback on voice paths APIs and call flows

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1 Introduction

1.1 Purpose

This document describes interface specification of Telematics Software Development Kit (SDK) for applications on Linux based automotive platforms.

1.2 Scope

Telematics SDK exposes a rich set of APIs conforming to C++11 standard which form the building blocks to create stand-alone Telematics applications.

This document provides high level overview of Telematics SDK architecture and its APIs. Call flow diagrams are provided for various APIs such as a Phone, Call, SMS, SIM Card Services, Audio etc.

This document assumes that the developers are familiar with Linux and C++11 programming.

1.3 Conventions

Function declarations, function names, type declarations, and code samples appear in a different font. For example,

```
#include
```

Parameter directions are indicated as follows:

Parameters

`in`	*paramname*	indicates an input parameter.
`out`	*paramname*	indicates an output parameter.
`in,out`	*paramname*	indicates a parameter used for both input and output.

Most APIs are asynchronous as underlying sub-systems such as telephony are asynchronous. API names follow the convention of using prefix " get " for synchronous calls and " request " for asynchronous calls. Asynchronous responses such as listener callbacks come on a different thread than the application thread.

1.4 SDK Versioning

The following convention is used for versioning the SDK releases

SDK version (major.minor.patch)

SDK_VERSION = 1.0.0

Major version: This number will be incremented whenever significant changes or features are introduced.

Minor version: This number will be incremented when smaller features with some new APIs are

introduced.

Patch version: If the release only contains bug fixes, but no API change then the patch version would be incremented, No change in the actual API interface.

NOTE: Use telux::common::Version::getSdkVersion() API to query the current version of SDK or refer the VERSION file in the repository

1.5 Public API Status

Public APIs are introduced and removed (if necessary) in phases. This allows users of an existing API that is being Deprecated to migrate. APIs will be marked with note indicating whether the API is subject to change or if it is not recommended to use the API.

as follows:

- **Eval**: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.
- **Obsolete**: API is not preferred and a better alternative is available.
- **Deprecated**: API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

2 Functional Overview

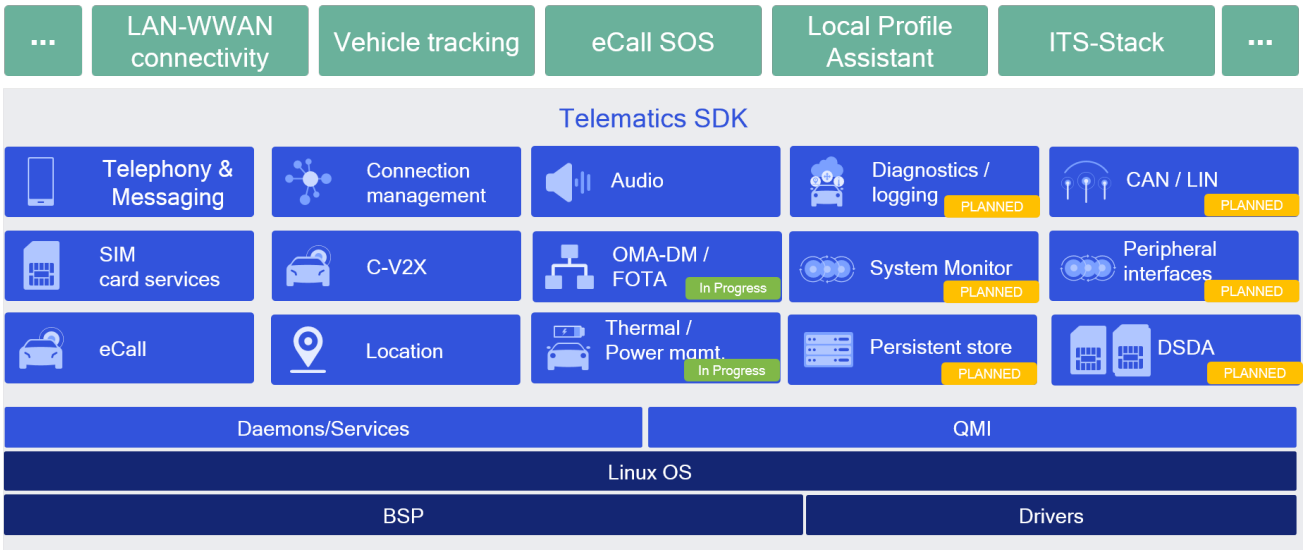

Figure 2-1 SDK-Overview

2.1 Overview

The Telematics library runs in the user space of the Linux system. It interacts with Telephony services and other sub-systems to provide various services like phone calls, SMS etc. These services are exposed by the SDK through fixed public APIs that are available on all Telematics platforms that support SDK. The Telematics APIs are grouped into the following functional modules:

Telephony

Telephony sub-system consists of APIs for functions related to Phone, Call, SMS and Signal Strength, Network Selection and Serving System Management.

SIM Card Services

SIM Card services sub-system consists of APIs to perform SIM card operations such as Send APDU messages to SIM card applications, SIM Access Profile(SAP) operations etc.

Location Services

Location Services sub-system consists of APIs to receive location details such as GNSS Positions, Satellite Vehicle information, Jammer Data signals etc. Also constraint Time Uncertainty sub-system consists of API to enable/disable constraint time uncertainty feature.

Connection Management

Connection Management sub-system consists of APIs for establishing Cellular WAN/ Backhaul connection sessions and for Connection Profile Management etc.

Audio Management

Audio Management sub-system consists of APIs for Audio management such as setting up audio streams, switching devices on streams, apply volume/mute etc

Thermal Management

Thermal Management sub-system consists of APIs to get list of thermal zones, cooling devices and binding information.

Thermal Shutdown Mangement

Thermal shutdown management sub-system consists of APIs to get/set the thermal auto-shutdown mode and listen to its updates.

TCU Activity Management

TCU Activity Management sub-system consists of APIs to get TCU-activity state updates, set the TCU-activity state, etc.

Remote SIM Services

Remote SIM sub-system consists of APIs that allow a device that does not have a SIM physically connected to it to access a SIM remotely (e.g. over BT, Ethernet, etc.) and perform card operations on that SIM, such as requesting reset, transmitting APDU messages, etc.

Modem Config Services

Modem Config sub-system consists of APIs that allow to request modem config files, load/delete a modem config file from modem's storage, activate/deactivate a modem config file, get/set auto selection mode for config files.

Telematics SDK classes can be broadly divided into the following types:

- Factory - Factory classes are central classes such as PhoneFactory which can be used to create Manager classes corresponding to their sub-systems such as PhoneManager.
- Manager - Manager classes such as PhoneManager to manage multiple Phone instances, CardManager to manage multiple SIM Card instances etc.
- Observer/ Listener - Listener for unsolicited responses.
- Command Callback - Single-shot response callback for asynchronous API requests.
- Logger - APIs to log messages, control the log levels.

2.2 Features

Telematics SDK provides APIs for the following features:

2.2.1 Call Management

CallManager, Phone and PhoneManager APIs of Telematics SDK provides call related control operations such as

- Initiate a voice call
- Answer the incoming call
- Hold the call
- Hangup waiting, held or active call

CallManager and PhoneManager also provides additional functionality such as

- Allowing conference, and switch between waiting or holding call and active call
- Emergency Call (dial 112)
- Notifications about call state change

2.2.2 SMS

SMS Manager APIs of Telematics SDK provides SMS related functionality such as

- Sends and receives SMS messages of type GSM7, GSM8 and UCS2

2.2.3 SIM Card Services

The SIM Card operations are performed by CardManager and SapCardManager.

CardManager APIs of Telematics SDK perform operations on UICC card such as

- Open or close logical/basic channel to ICC card
- Transmit Application Protocol Data Unit (APDU) to the ICC Card over logical/basic channel
- Receive response APDU from the ICC Card with the status
- Notify about ICC card information change

SapCardManager APIs provides SIM Access Profile(SAP) related functionality such as

- Open or close SIM Access Profile(SAP) connection
- Transmit Application Protocol Data Unit (APDU) over SAP connection
- Receive response APDU over SAP connection
- Perform SAP operations such as Answer to Reset(ATR), SIM Power off, SIM Power On, SIM Reset and fetch Card Reader status.

2.2.4 Phone Information

Phone APIs of Telematics SDK provides phone related information such as

- Get Service state of phone i.e. EMERGENCY_ONLY, IN_SERVICE and OUT_OF_SERVICE
- Get Radio state of device i.e RADIO_STATE_OFF, RADIO_STATE_ON and RADIO_STATE_UNAVAILABLE
- Retrieve the signal strength corresponding to the technology supported by SIM
- Device Identity

- Set or Request Operating Mode
- Subscription Information

2.2.5 Location Services

Location Services APIs of Telematics SDK provide the mechanism to register listener and to receive location updates, satellite vehicle information and jammer signals. Following parameters are configurable through the APIs.

- Minimum time interval between two consecutive location reports.
- Minimum distance travelled after which the period between two consecutive location reports depends on the interval specified. Location constraint time uncertainty API of Telematics SDK provide the mechanism to enable/disable constraint time uncertainty feature.

2.2.6 Data Services

Data Services APIs in the Telematics SDK used for cellular connectivity, modem profile management and data filters management.

Data Connection Manager APIs provide functionality such as

- start / stop data call
- listen for data call state changes

Data Profile Manager APIs provide functionality such as

- List available profiles in the modem
- Create / modify / delete / modify modem profiles
- Query for the selected profile

Data Filter Manager APIs provide functionality such as

- get / set data filter mode per data call
- get / set data filter mode for all data call in up state
- add / remove data filter per data call
- add / remove data filter for all data call in up state

2.2.7 Network Selection and Serving System Management

Network Selection and Service System Management APIs in the Telematics SDK used for configuring the networks and preferences

Network Selection Manager APIs provide functionality such as

- request or set network selection mode (Manual or Automatic)
- scan for available networks
- request or set preferred networks list

Serving System Manager APIs provide functionality such as

- request and set service domain preference and radio access technology mode preference for searching and registering (CS/PS domain, RAT and operation mode)

2.2.8 C-V2X

The C-V2X sub-system contains APIs that support Cellular-V2X operation.

Cellular-V2X APIs in the Telematics SDK include Cv2xRadioManager and Cv2xRadio interfaces.

Cv2xRadioManager provides an interface to a C-V2X capable modem. The API includes methods for

- Enabling C-V2X mode
- Disabling C-V2X mode
- Querying the status of C-V2X
- Updating the C-V2X configuration via a config XML file

Cv2xRadio abstracts a C-V2X radio channel. The API includes methods for

- Obtaining the current capabilities of the radio
- Listen for radio state changes
- Creating and Closing an RX subscription
- Creating and Closing a TX event-driven flow
- Creating and Closing a TX semi-persistent-scheduling (SPS) flow
- Updating TX SPS flow parameters
- Update Source L2 Info

2.2.9 Audio

The Audio subSystem contains of APIs that support Audio operation.

Audio APIs in the Telematics SDK include AudioManager, AudioStream, AudioVoiceStream, AudioPlayStream, AudioCaptureStream interfaces.

AudioManager provides an interface for creation/deletion of audio stream. The API includes methods for

- Query readiness of subSystem
- Query supported "Device Types"
- Query supported "Stream Types"
- Creating Audio Stream
- Deleting Audio Stream

AudioStream abstracts the properties common to different stream types. The API includes methods for

- Query stream type
- Query routed device
- Set device
- Query volume details
- Set volume
- Query mute details
- Set mute

AudioVoiceStream along with inheriting AudioStream, provides additional APIs to manage voice call session as stated below.

- Start Voice Audio Operation
- Stop Voice Audio Operation
- Play DTMF tone
- Detect DTMF tone

AudioPlayStream along with inheriting AudioStream, provides additional APIs to manage audio play session as stated below.

- write audio samples
- Write audio samples for compressed audio format
- Stop Audio for compressed audio format
- Play compressed format audio on voice paths

AudioCaptureStream along with inheriting AudioStream, provides additional APIs to manage audio capture session as stated below.

- read audio samples

AudioLoopbackStream along with inheriting AudioStream, provides additional APIs to manage audio loopback session as stated below.

- Start loopback
- Stop loopback

AudioToneGeneratorStream along with inheriting AudioStream, provides additional APIs to manage audio tone generator session as stated below.

- Play tone
- Stop tone

Transcoder provides APIs to manage audio transcoder which is able to perform below operations.

- Convert one audio format to another

Audio SDK provides details of Supported "Device Types" and "Stream Types" in the Audio subSystem of Reference Telematics platform.

“Device Type” encapsulates the type of device supported in Reference Telematics platform. The representation of these devices would be made available via public header file <usr/include/telux/audio/AudioDefines.hpp>.

Example: DEVICE_TYPE_XXXX

Internally SDK Device Type mapped to Audio HAL devices as per <usr/include/system/audio.h>.

In current release it is mapped per below table.

Current Device Mapping Table:

SDK Audio Device Representation	Audio HAL Representation
DEVICE_TYPE_SPEAKER	AUDIO_DEVICE_OUT_SPEAKER
DEVICE_TYPE_MIC	AUDIO_DEVICE_IN_BACK_MIC

However Device Mapping configurable as stated below. This configurability provides flexibility to map different Audio HAL devices to SDK representation.

Update tel.conf file with below details before boot of system.

NUM_DEVICES specifies the number of device types supported

DEVICE_TYPE specifies the SDK type of each device (in comma separated values)

DEVICE_DIR specifies the device direction for each device in order above (in comma separated values)

AHAL_DEVICE_TYPE specifies the mapped Audio HAL type of each device (in comma separated values)

Example:

Note: The default values provided here are based on QTI's reference design.

NUM_DEVICES=6

DEVICE_TYPE=1,2,3,257,258,259

DEVICE_DIR=1,1,1,2,2,2

AHAL_DEVICE_TYPE=2,1,4,2147483776,2147483652,2147483664

For any stream types, maximum device supported would be one. Single stream per multiple devices not supported. For voice stream Rx Device would decide corresponding Tx Device pair as decided by Audio HAL.

NOTE FOR SYSTEM INTEGRATORS:

The mapping of Audio devices to Audio HAL devices is static currently based on QTI's Reference Telematics platform. For custom platforms this mapping need to be updated.

"Stream Type" encapsulates the type of stream supported in Reference Telematics Platform. The representation of these stream types made available via public header file <usr/include/telux/audio/AudioDefines.hpp>.

Example: VOICE_CALL, PLAY, CAPTURE etc

Volume Support Table:

This table captures scenarios where the volume could be modified.

Stream Type	Stream Direction (RX)	Stream Direction (Tx)
VOICE_CALL	Applicable	Not Applicable
PLAY	Applicable	Not Applicable
CAPTURE	Not Applicable	Applicable
LOOPBACK	Not Applicable	Not Applicable
TONE_GENERATOR	Not Applicable	Not Applicable

In case QTI's reference design does not support volume for specific stream category, API responds with error.

Mute Support Table:

This table captures when stream could be muted and in which direction.

Stream Type	Stream Direction (RX)	Stream Direction (Tx)
VOICE_CALL	Applicable	Applicable
PLAY	Applicable	Not Applicable
CAPTURE	Not Applicable	Applicable
LOOPBACK	Not Applicable	Not Applicable
TONE_GENERATOR	Not Applicable	Not Applicable

In case QTI's reference design does not support mute for specific stream category, API responds with error.

2.2.10 Thermal Management

Thermal Management APIs in the Telematics SDK are used for reading thermal zone, cooling device and binding information.

Thermal Management APIs provide functionality such as

- get thermal zones with thermal zone description, current temperature, trip points and binding info
- get cooling devices with cooling device type, maximum and current cooling level
- get thermal zone by Id
- get cooling device by Id

2.2.11 Thermal Shutdown Management

Thermal Shutdown Management APIs provide funtionality such as

- Query auto-shutdown mode.
- Set auto-shutdown mode.
- Get notifications on auto-shutdown mode updates.

2.2.12 TCU Activity Management

TCU-activity Manager APIs in Telematics SDK provides TCU-activity state related operations such as

- Query the current TCU-activity state
- Get notifications about the TCU-activity state changes
- Set the system to a desired activity state

2.2.13 Remote SIM

Remote SIM APIs in the Telematics SDK allow a device to use the WWAN capabilities of a SIM on another device.

Remote SIM APIs provide functionality such as

- Sending card events (reset, power up, errors) to the modem
- Sending/receiving APDU messages from/to the modem and remote SIM.
- Receiving operations from the modem (disconnect, power up, reset) to the remote SIM.

2.2.14 Modem Config Management

Modem Config APIs in the Telematics SDK provides modem config related functionalities such as

- Request modem config files from modem's storage.
- Load a modem config file to modem's storage.
- Activate/Deactivate a modem config file from modem's storage.
- Get Active config info details.
- Get/Set config auto selection mode.
- Delete a modem config file from modem's storage.
- Ability to get notified whenever a SW config file is activated.

3 Call Flow Diagrams

3.1 Application initialization call flow

TelSDK initializes various sub-systems during start-up. It marks each sub-system as ready once the initialization procedures are completed for that sub-system. The application has to wait until the corresponding sub-system is ready on which it needs to make API requests. TelSDK provides APIs to check whether sub-system is ready or not.

Example:

3.1.1 Phone manager initialization

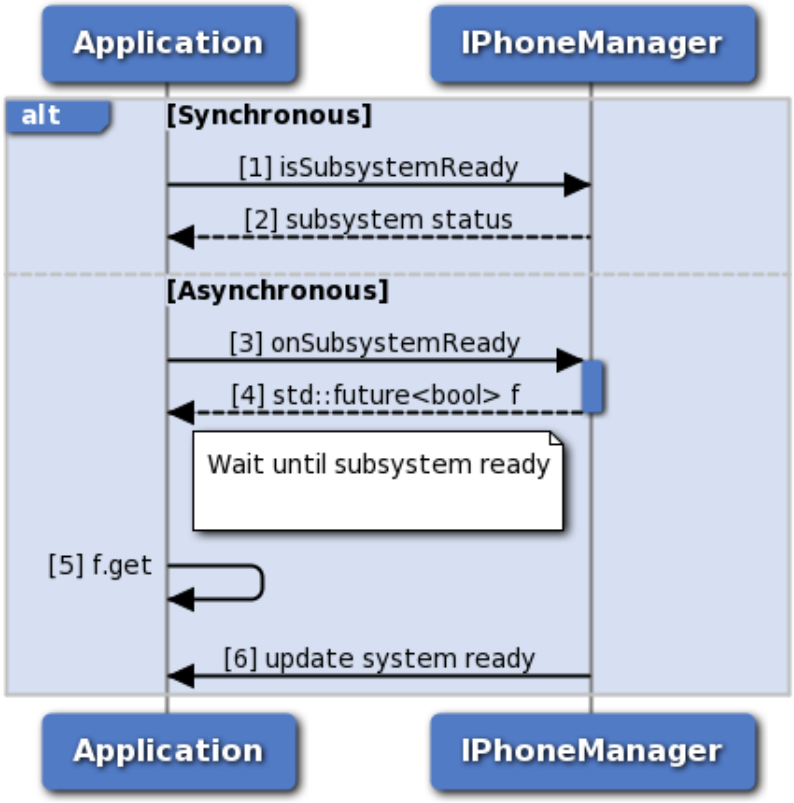

Figure 3-1 Phone manager initialization

1. Application can use IPhoneManager::isSubsystemReady to determine if the system is ready.
2. The application receives the status i.e. either true or false whether sub-system is ready or not.
3. If it is not ready, then the application could use onSubsystemReady which returns std::future.

4. PhoneManager notifies the application when the subsystem is ready through the std::future object.
5. The application waits until the asynchronous operation i.e onSubsystemReady completes.
6. PhoneManager updates the application once sub-system initialization completes.

3.2 Dial call flow

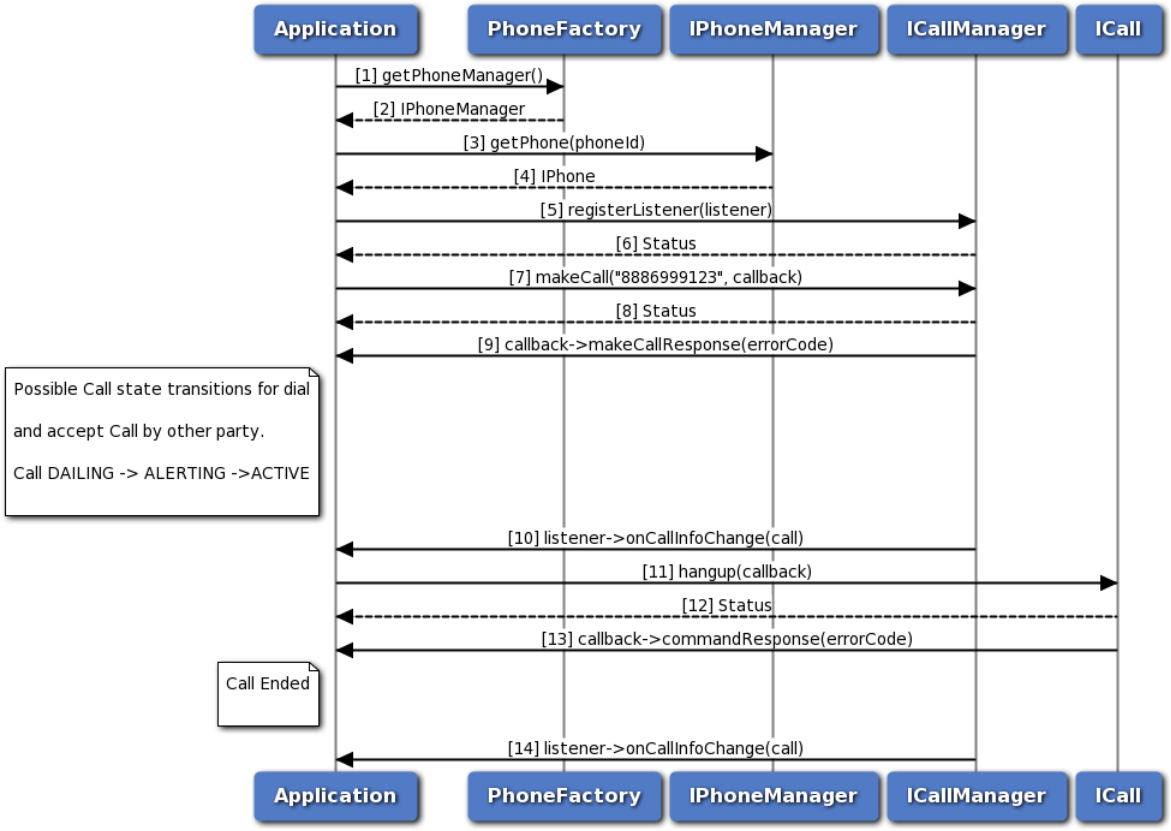

Figure 3-2 Dial call flow

1. The application gets the PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to get Phone.
3. The application gets the Phone object for given phone identifier using PhoneManager.
4. PhoneManager returns Phone object to application. In case phone identifier is not specified, it returns default phone.
5. The application registers a listener with CallManager to listen to the call info change notifications like DIALING, ALERTING, ACTIVE and ENDED.
6. The application receives the status like SUCCESS or INVALIDPARAM based on registration of listener to CallManager.
7. The application dials a number by using makeCall API, optionally specifying callback to get asynchronous response.
8. The application receives the status like SUCCESS, INVALIDPARAM and FAILED etc based on the execution of makeCall API.

9. Optionally, the application gets asynchronous response for makeCall using makeCallResponseCallback.
10. The application receives callback on call info change like DIALING/ALERTING/ACTIVE when other party accepts the call.
11. The application sends hangup command to hangup the call, optionally specifying callback to get asynchronous response.
12. The application receives the status like SUCCESS, FAILED etc based on the execution of hangup API.
13. Optionally, the application gets asynchronous response for hangup using CommandResponseCallback.
14. The application receives callback on call info change i.e Call Ended from CallManager.

3.3 ECall call flow

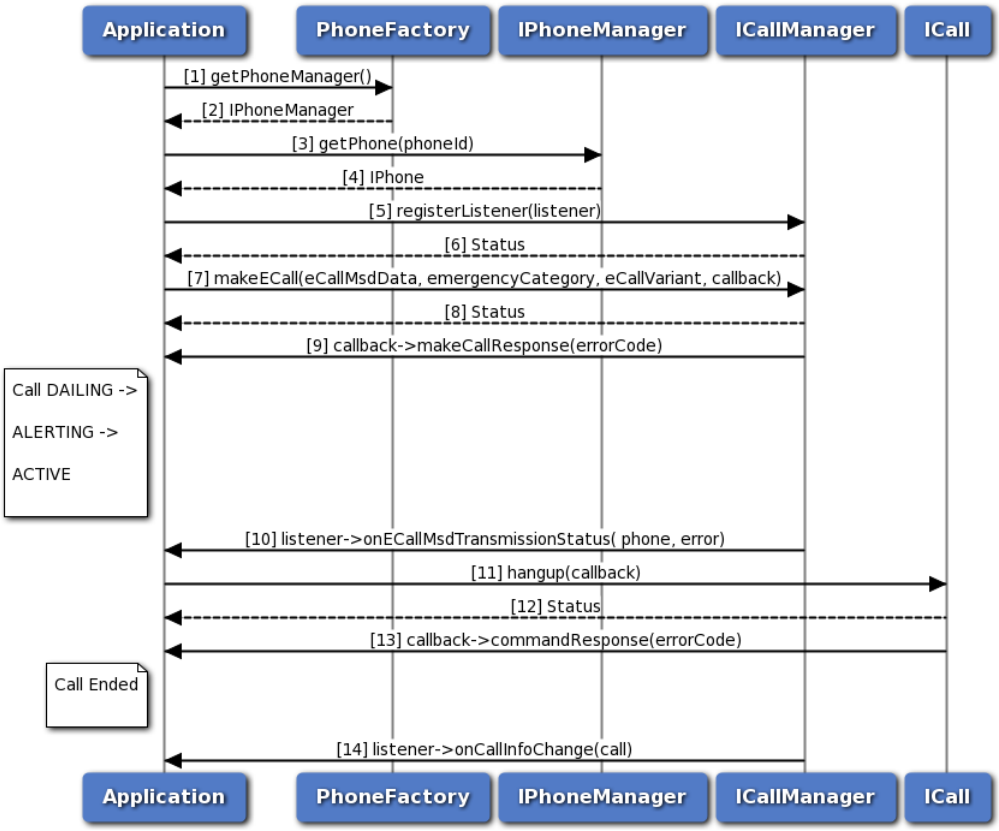

Figure 3-3 ECall call flow

1. The application gets the PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to get Phone.
3. The application gets the Phone object optionally specifying phone identifier using PhoneManager.
4. PhoneManager returns Phone object to application, returns default phone in case phone identifier is not specified.

5. The application registers a listener with CallManager to listen to the call info change notifications like DIALING, ALERTING, ACTIVE etc.
6. The application receives the status like SUCCESS, FAILED etc based on registration of listener from CallManager.
7. The application dials an emergency call by using makeECall API, optionally specifying callback to get asynchronous response.
8. The application receives the status like SUCCESS, FAILED etc based on the execution of makeECall API.
9. Optionally, the application gets asynchronous response for makeECall using makeCallResponseCallback.
10. CallManager sends ecall msd transmission status to the application by using onECallMsdTransmissionStatus API.
11. The application sends hangup command to hangup the call, optionally gets asynchronous response using callback.
12. The application receives the status like SUCCESS, FAILED etc based on the execution of hangup API.
13. Optionally, the application gets asynchronous response for hangup using CommandResponseCallback.
14. CallManager sends call info change i.e Call Ended to the application by using onCallInfoChange callback function.

3.4 Signal strength call flow

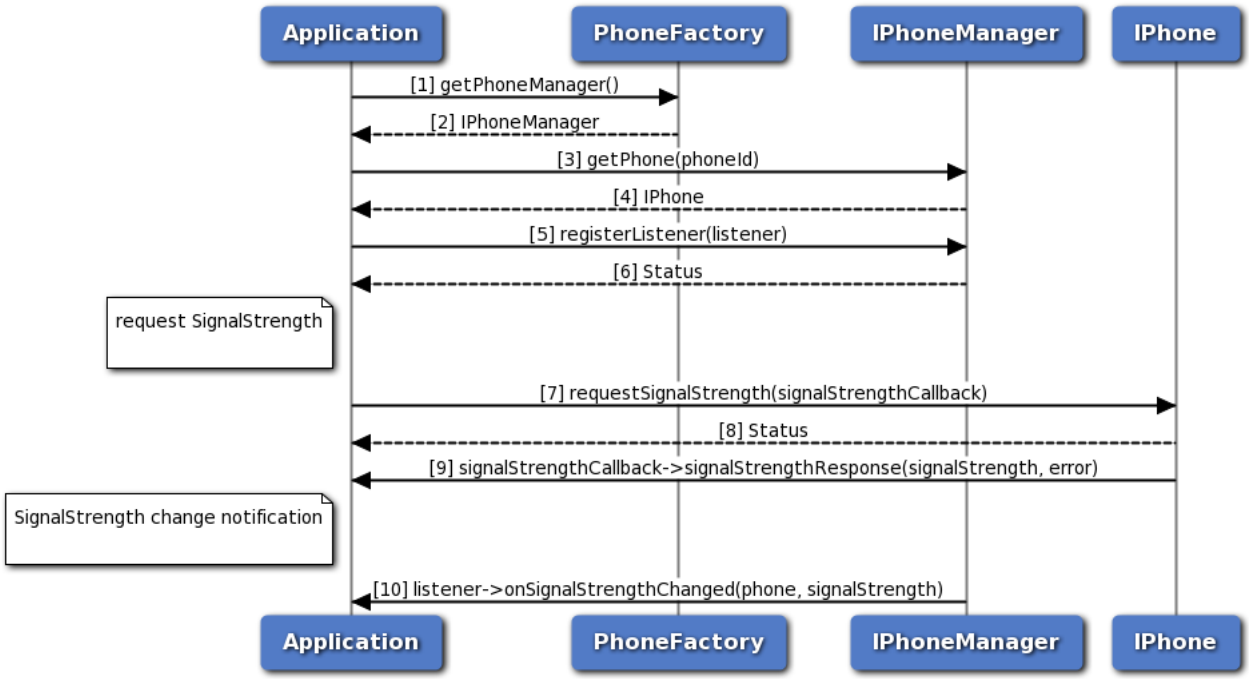

Figure 3-4 Signal strength call flow

1. The application gets PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to get Phone instance.
3. The application gets phone instance for a given phone identifier using PhoneManager object.
4. PhoneManager returns IPhone object to the application.
5. Application registers the listener to get notification for signal strength change.
6. The application receives the status i.e. either SUCCESS or FAILED based on the registration of the listener.
7. The application requests for signal strength and optionally, gets asynchronous response using ISignalStrengthCallback.
8. The application receives the status i.e. either SUCCESS or FAILED based on execution of requestSignalStrength API in SapCardManager.
9. Optionally, the response for signal strength request is received by the application.
10. Application receives a notification when there is a change in signal strength.

3.5 Answer, Reject, RejectWithSMS call flow

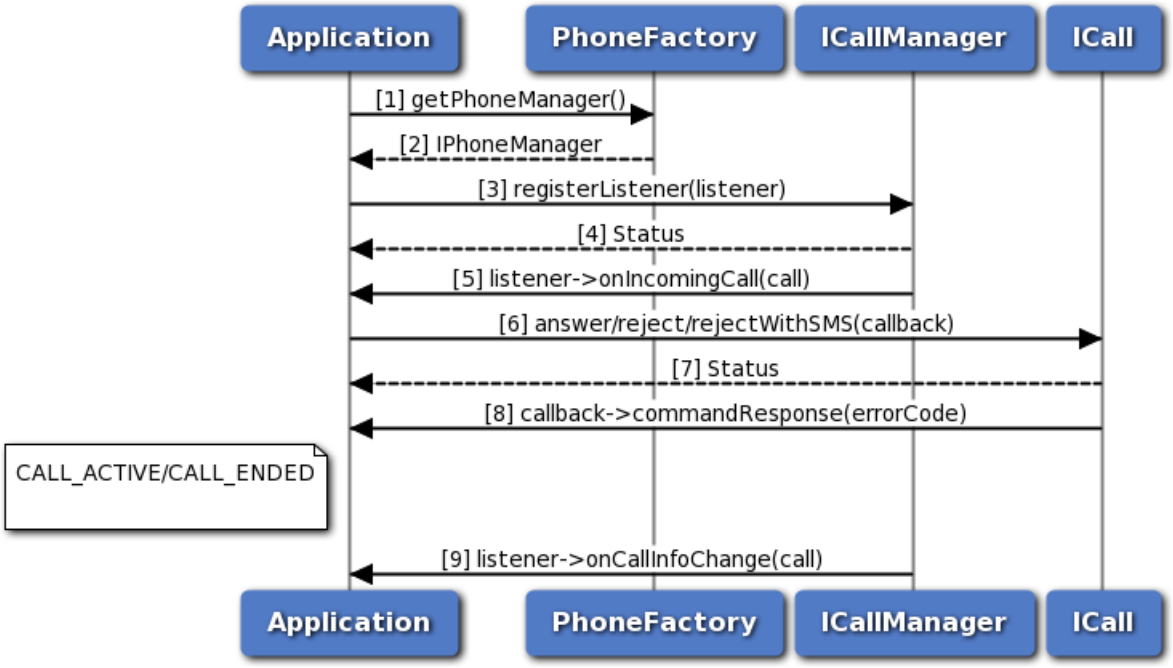

Figure 3-5 Answer, Reject, RejectWithSMS call flow

1. The application gets the PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to register listener.
3. The application registers a listener with CallManager to listen incoming call notifications.
4. The application receives the status like SUCCESS, FAILED etc based on registration of listener from CallManager.
5. The application receives onIncomingCall notification when there is an incoming call.

6. The application performs answer/reject/rejectWithSMS operation using ICall.
7. The application receives the status like SUCCESS, FAILED etc based on execution of answer/reject/rejectWithSMS.
8. Optionally, the application gets asynchronous response for answer/reject/rejectWithSMS using CommandResponseCallback.
9. The CallManager sends call info change i.e CALL_ACTIVE or CALL_ENDED to the application by using onCallInfoChange callback function.

3.6 Hold call flow

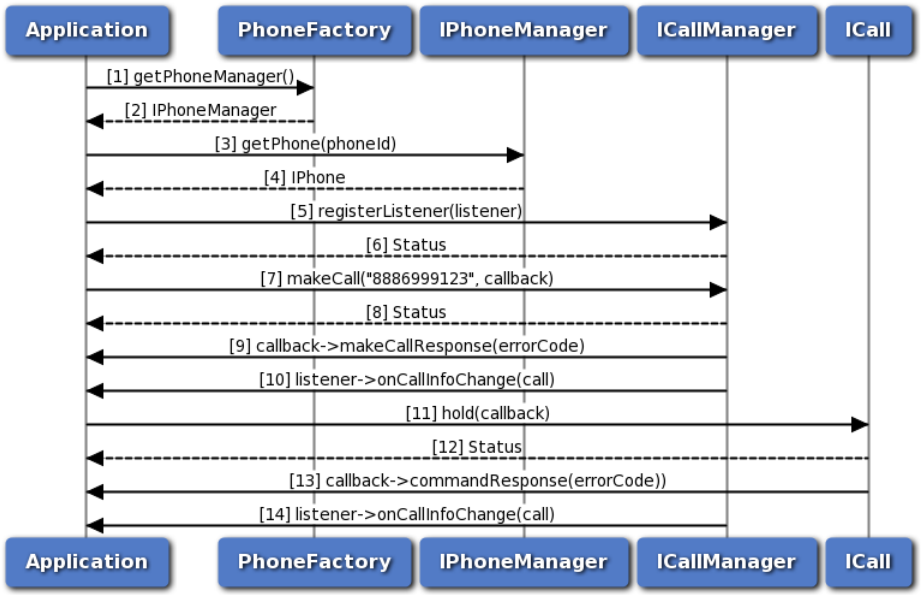

Figure 3-6 Hold call flow

1. The application gets the PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to get Phone.
3. The application gets the Phone object for given phone identifier using PhoneManager.
4. PhoneManager returns Phone object to application, returns default phone in case phone identifier is not specified.
5. The application registers a listener with CallManager to listen to the call info change notifications like DIALING, ALERTING, ACTIVE etc.
6. The application receives the status like SUCCESS or INVALIDPARAM based on registration of listener to CallManager.
7. The application dials a number by using makeCall API, optionally specifying callback to get asynchronous response.
8. The application receives the status like SUCCESS, INVALIDPARAM and FAILED etc based on the execution of makeCall API.
9. Optionally, the application gets asynchronous response for makeCall using makeCallResponseCallback.

10. The CallManager sends call info change i.e CALL_ACTIVE to application by using onCallInfoChange API.
11. The application sends hold command to hold the call, optionally specifying callback to get asynchronous response.
12. The application receives the status like SUCCESS, FAILED etc based on the execution of hold API.
13. Optionally, the application gets asynchronous response for hold using CommandResponseCallback.
14. The application receives call info change i.e CALL_ON_HOLD from CallManager.

3.7 Hold, Conference, Swap call flow

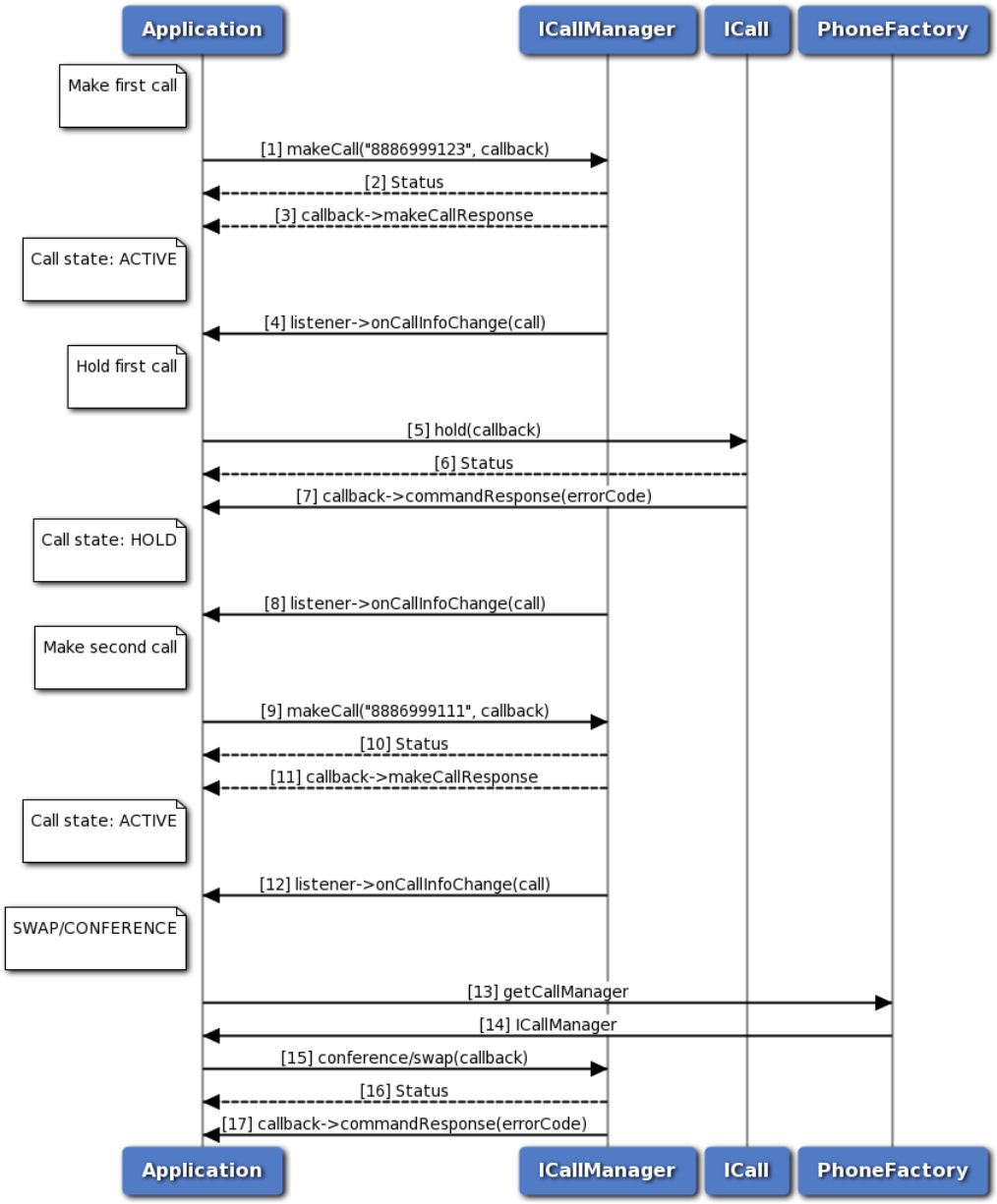

Figure 3-7 Hold, Conference, Swap call flow

1. The application makes first call using ICall.
2. The application receives the status like SUCCESS, FAILED etc based on execution of makeCall operation.
3. Optionally, the application gets asynchronous response for makeCall using makeCallResponseCallback.
4. The CallManager sends call info change i.e CALL_ACTIVE to application by using onCallInfoChange API.
5. The application sends hold command to hold the call, optionally specifying callback to get asynchronous response.
6. The application receives the status like SUCCESS, FAILED etc based on the execution of hold API.
7. Optionally, the application gets asynchronous response for hold using CommandResponseCallback.
8. The application receives call info change i.e CALL_ON_HOLD from CallManager.
9. The application makes second call using ICall.
10. The application receives the status like SUCCESS, FAILED etc based on execution of makeCall operation.
11. Optionally, the application gets asynchronous response for makeCall using makeCallResponseCallback.
12. The CallManager sends call info change i.e CALL_ACTIVE to application by using onCallInfoChange API.
13. The application requests the PhoneFactory to get ICallManager object.
14. The application receives the ICallManager object using PhoneFactory.
15. The application performs conference/swap operation using ICallManager by passing first call and second call. optionally application can pass callback to receive hold response asynchronously.
16. The application receives the status like SUCCESS, FAILED etc based on the execution of conference/swap API.
17. Optionally, the application gets asynchronous response for conference/swap using CommandResponseCallback.

3.8 SMS call flow

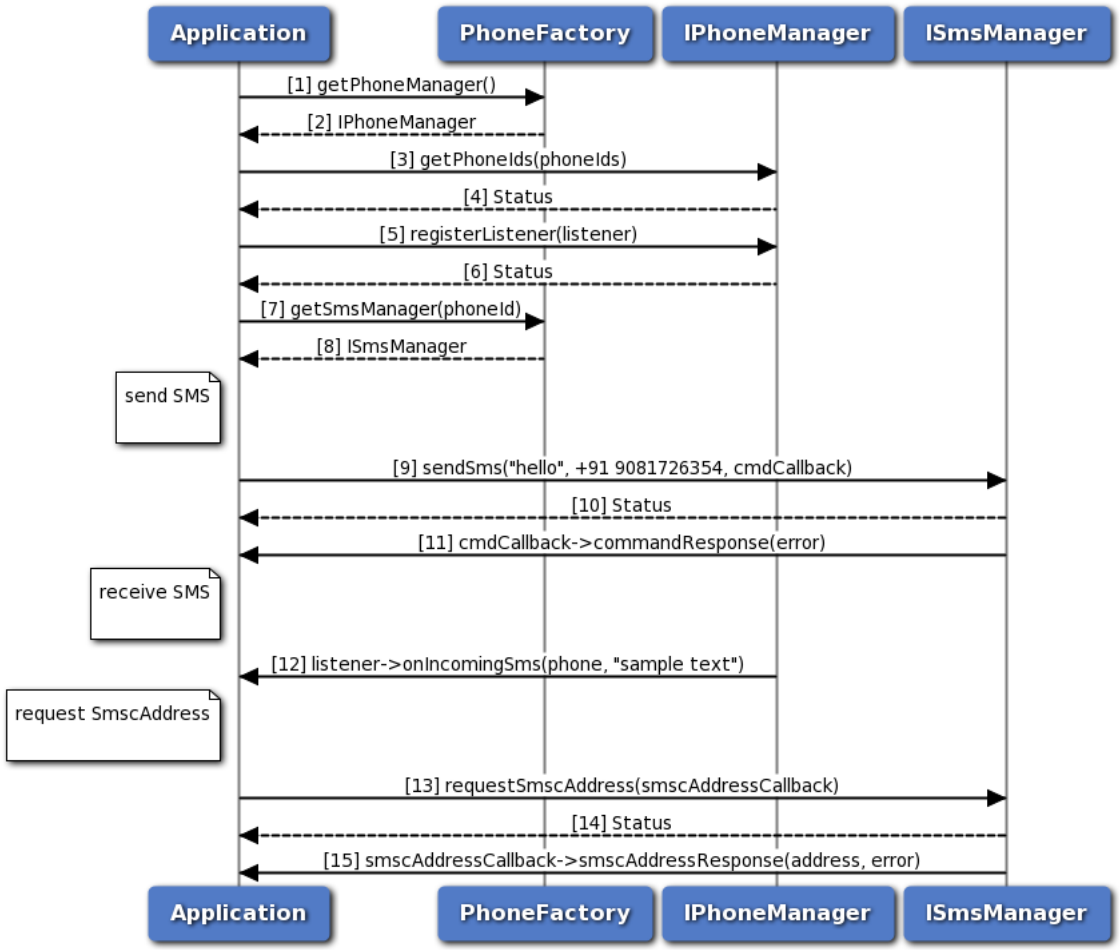

Figure 3-8 SMS call flow

1. Application gets PhoneManager object using PhoneFactory.
2. PhoneFactory returns the PhoneManager object to application in order to get list of phone identifiers.
3. The application retrieves the list of phone identifier on the device using PhoneManager object.
4. Application receives the status i.e. either SUCCESS or FAILED based on the execution of getPhoneIds API in PhoneManager.
5. Application registers the listener for incoming SMS with IPhoneManager.
6. The application receives the status i.e. either SUCCESS or INVALIDPARAM based on successful registration of the listener.
7. The application gets SmsManager object corresponding to specific phone identifier.
8. PhoneFactory returns the SmsManager object to application in order to perform operations like send SMS and get SMSC address.
9. The application sends SMS to the receiver address and optionally gets asynchronous response using CommandResponseCallback.
10. Application receives the status i.e. either SUCCESS or FAILED based on execution of sendSms API

in SmsManager.

11. Optionally, the response for send SMS is received by the application.
12. Application gets notified for incoming SMS.
13. The application requests for SmscAddress and optionally gets asynchronous response using ISmscAddressCallback.
14. Application receives the status i.e. either SUCCESS or FAILED based on successful execution of requestSmscAddress API in SmsManager.
15. Optionally, the application receives the SMSC address on success or gets error on failure in the command response callback.

3.9 Get applications call flow

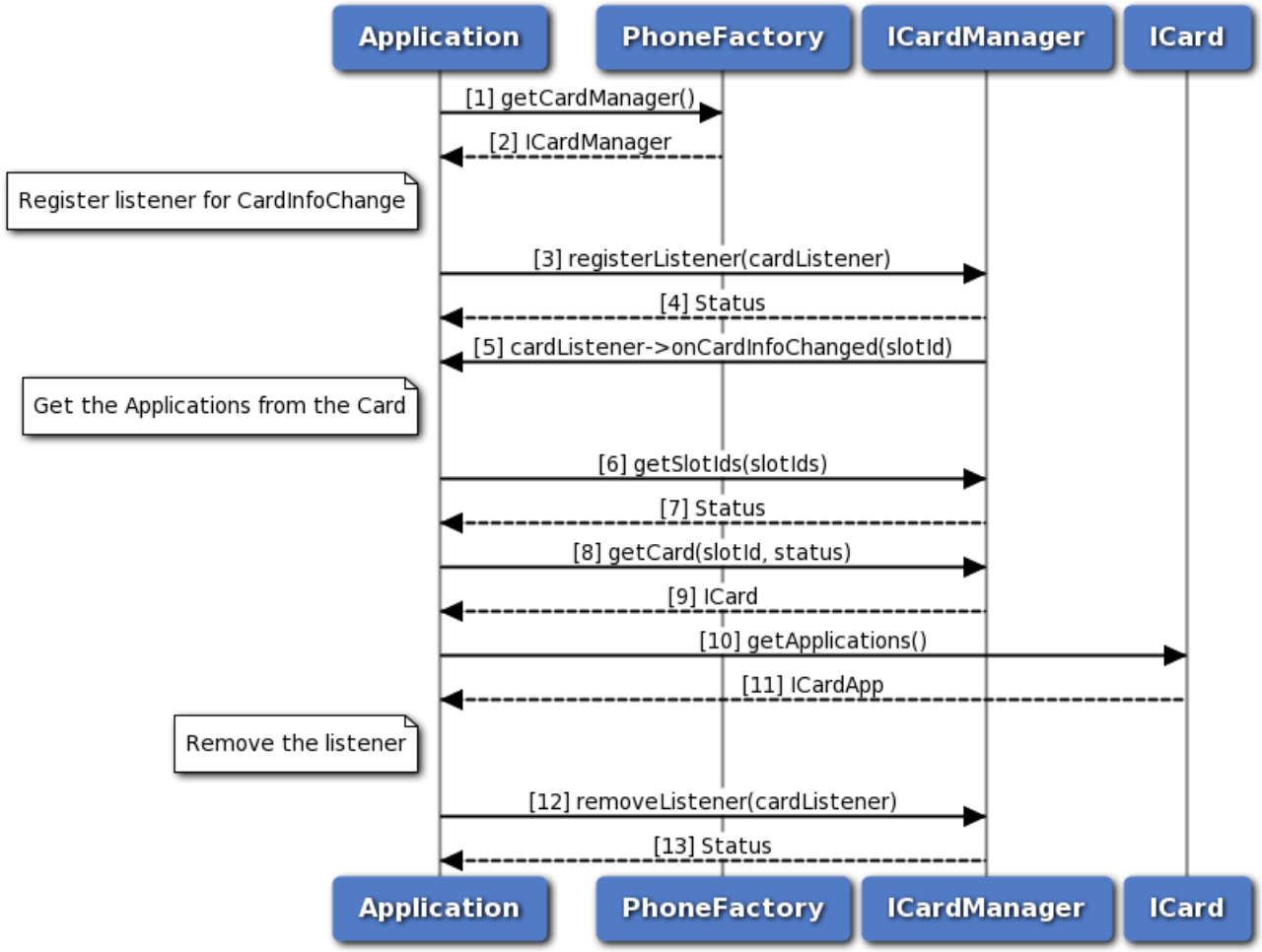

Figure 3-9 Get applications call flow

1. Application gets the CardManager object from PhoneFactory.
2. Application receives CardManager object in order to perform operations like getSlotIds and getCard.
3. The application registers a listener for Card info change event with CardManager.

4. Application receives the status i.e. either SUCCESS or INVALIDPARAM based on the registration of listener.
5. The response from onCardInfoChanged is received by the application whenever there is card info change.
6. The application gets the slotIds from the sub-system using CardManager.
7. Application receives the status i.e. either SUCCESS or NOTREADY along with the updated slotIds.
8. Then, the application sends request to CardManager to get Card object for a specific slotId.
9. Application receives Card object from CardManager in order to perform card operation like getApplications.
10. The application gets the CardApps from Card object.
11. The application receives CardApps which contain information such as AppId, AppType and AppState.
12. Now the application removes the listener associated with CardManager.
13. Application receives the status i.e. either SUCCESS or NOSUCH for the removal of listener.

3.10 Transmit APDU call flow

3.10.1 On logical channel

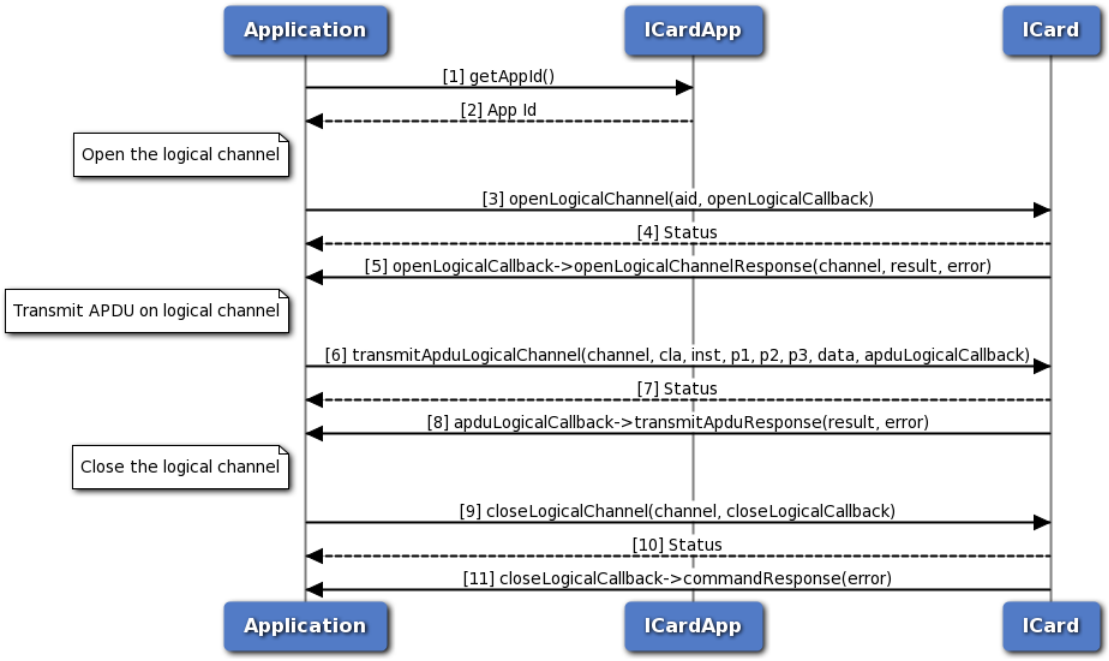

Figure 3-10 On logical channel

1. The Application requests CardApp for the SIM application identifier.
2. The application receives the application identifier to perform open logical channel.
3. Application sends request to open the logical channel with the application identifier and optionally, gets asynchronous response in OpenLogicalChannelCallback.

4. The application receives the status i.e. either SUCCESS or FAILED based on execution of openLogicalChannel API.
5. Optionally, the application receives the response which contains either channel number on success or error in case of failure.
6. Then, the application transmits the APDU data on logical channel using the channel obtained earlier. Optionally, gets asynchronous response in TransmitApduResponseCallback.
7. The application receives the status i.e. either SUCCESS or FAILED based on execution of transmitApduLogicalChannel API.
8. Optionally, the application receives the response which contains either result on success or error in case of failure.
9. Finally, the application closes the logical channel that is opened to transmit APDU and optionally, gets asynchronous response in CommandResponseCallback.
10. The application receives the status i.e. either SUCCESS or FAILED based on execution of closeLogicalChannel API.
11. Optionally, the application receives the response which contains error in case of failure.

3.10.2 On basic channel

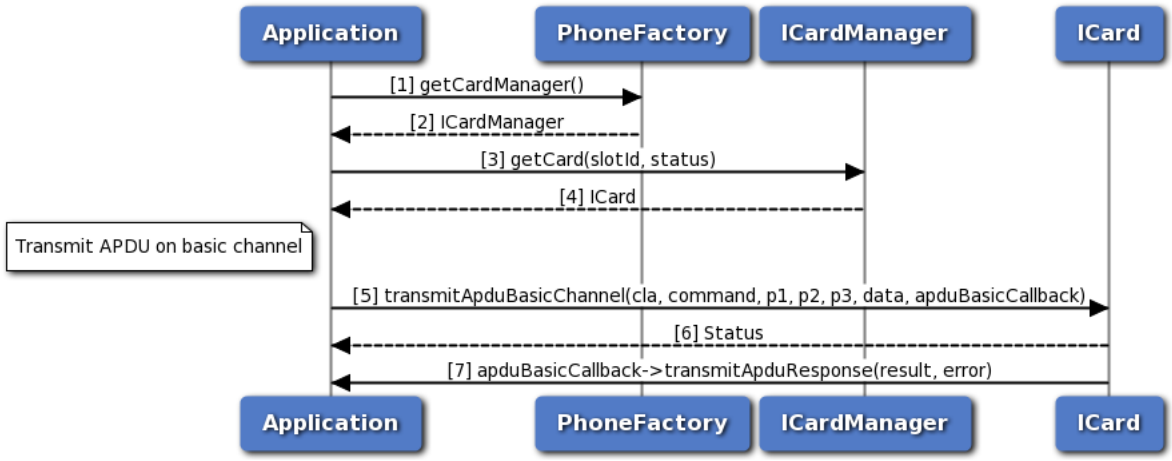

Figure 3-11 On basic channel

1. Application gets the ICardManager object from PhoneFactory.
2. Application receives ICardManager object in order to perform operation like getCard.
3. The application gets ICard object for a specific slotId from ICardManager.
4. Application receives ICard object in order to perform card operation like transmitApduBasicChannel.
5. The application transmits APDU data on basic channel and optionally, gets asynchronous response in TransmitApduResponseCallback.
6. The application receives the status i.e. either SUCCESS or FAILED based on execution of transmitApduBasicChannel API.
7. Optionally, the application receives the response which contains either result on success or error in case of failure.

3.11 SAP card manager call flow

3.11.1 Request card reader status, Request ATR, Transmit APDU call flow

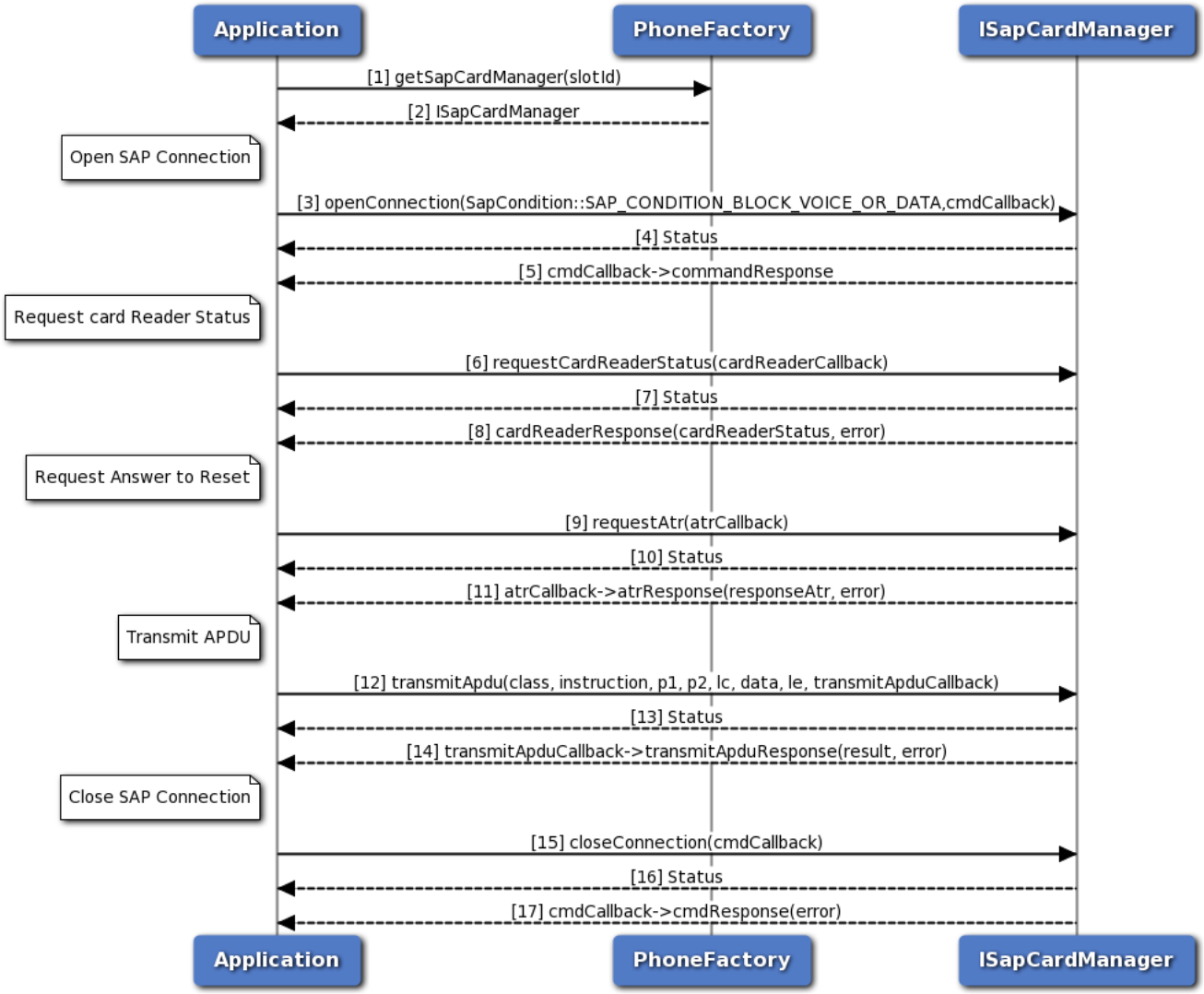

Figure 3-12 Request card reader status, Request ATR, Transmit APDU call flow

{sap_card_operations.png,Request card reader status, Request ATR, Transmit APDU call flow,80,80,Request card reader status, Request ATR, Transmit APDU call flow}

1. The application gets SapCardManager object corresponding to slotId using PhoneFactory.
2. The application receives the SapCardManager object in order to perform SAP operations like request ATR, Card Reader Status and transmit APDU.
3. The application opens SIM Access Profile(SAP) connection with SIM card using default SAP condition (i.e. SAP_CONDITION_BLOCK_VOICE_OR_DATA) and optionally, gets asynchronous response using CommandResponseCallback.
4. The application receives the status i.e. either SUCCESS or FAILED based on execution of openConnection API in SapCardManager.

5. Optionally, the response for openConnection is received by the application.
6. The application sends request card reader status command and optionally, gets asynchronous response using ICardReaderCallback.
7. The application receives the status i.e. either SUCCESS or FAILED based on execution of requestCardReaderStatus API in SapCardManager.
8. Optionally, the response for card reader status is received by the application.
9. Similarly, the application can send SAP Answer To Reset command and optionally, gets asynchronous response using IAtrResponseCallback.
10. The application receives the status i.e. either SUCCESS or FAILED based on execution of requestAtr API in SapCardManager.
11. Optionally, the response for SAP Answer To Reset is received by the application.
12. Similarly, the application sends the APDU on SAP mode and optionally, gets asynchronous response using ISapTransmitApduResponseCallback.
13. The application receives the status i.e. either SUCCESS or FAILED based on execution of transmitApdu API in SapCardManager.
14. Optionally, the response for transmit APDU is received by the application.
15. Now the application closes the SAP connection with SIM and optionally, gets asynchronous response using CommandResponseCallback.
16. The application receives the status i.e. either SUCCESS or FAILED based on execution of closeConnection API in SapCardManager.
17. Optionally, the response for SAP close connection is received by the application.

3.11.2 SIM Turn off, Turn on and Reset call flow

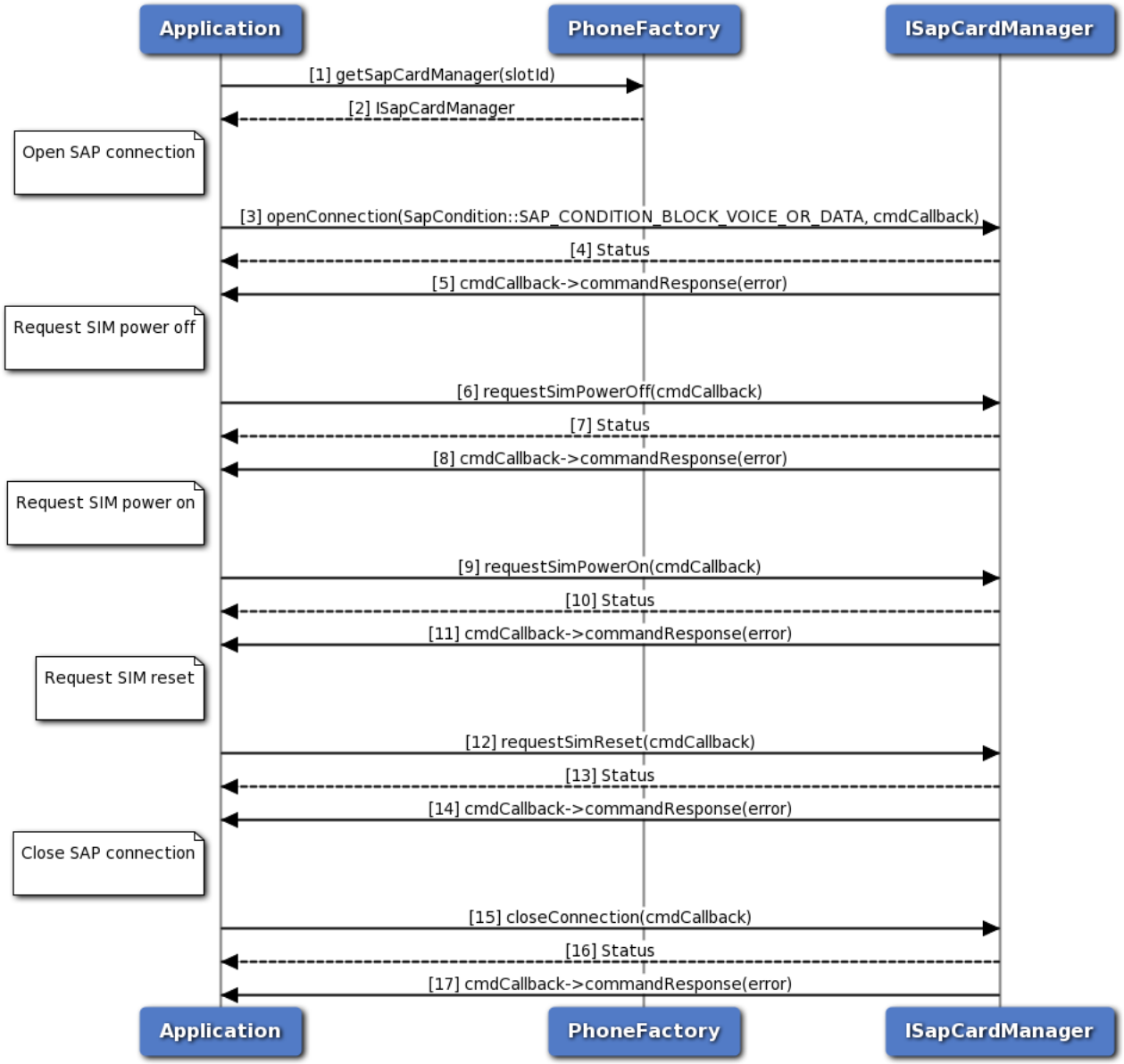

Figure 3-13 SIM Turn off, Turn on and Reset call flow

{sap_mgr_sim_call_flow.png,SIM Turn off, Turn on and Reset call flow,80,80,SIM Turn off, Turn on and Reset call flow}

1. Application gets SapCardManager object corresponding to slotID using PhoneFactory.
2. PhoneFactory returns the SapCardManager object to application in order to perform SAP operations like SIM power off, on or reset.
3. The application opens SIM Access Profile(SAP) connection with SIM card using default SAP condition (i.e. SAP_CONDITION_BLOCK_VOICE_OR_DATA) and optionally, gets asynchronous response using CommandResponseCallback.

4. Application receives the status i.e. either SUCCESS or FAILED based on execution of openConnection API in SapCardManager.
5. Optionally, the response for openConnection is received by the application.
6. The application sends SIM Power Off command to turn off the SIM and optionally, gets asynchronous response using CommandResponseCallback.
7. The application receives the status i.e. either SUCCESS or FAILED based on execution of requestSimPowerOff API in SapCardManager.
8. Optionally, the response for SIM Power Off is received by the application.
9. Similarly, the application can send SIM Power On command to turn on the SIM and optionally, gets asynchronous response using CommandResponseCallback.
10. The application receives the status i.e. either SUCCESS or FAILED based on execution of requestSimPowerOn API in SapCardManager.
11. Optionally, the response for SIM Power On is received by the application.
12. Similarly, the application sends SIM Reset command to perform SIM Reset and optionally, gets asynchronous response.
13. The application receives the status i.e. either SUCCESS or FAILED based on execution of requestSimReset API in SapCardManager.
14. Optionally, the response for SIM Reset is received by the application.
15. Now the application closes the SAP connection with SIM and optionally, gets asynchronous response using CommandResponseCallback.
16. The application receives the status i.e. either SUCCESS or FAILED based on execution of closeConnection API in SapCardManager.
17. Optionally, the response for SAP close connection is received by the application.

3.12 Radio and Service state call flow

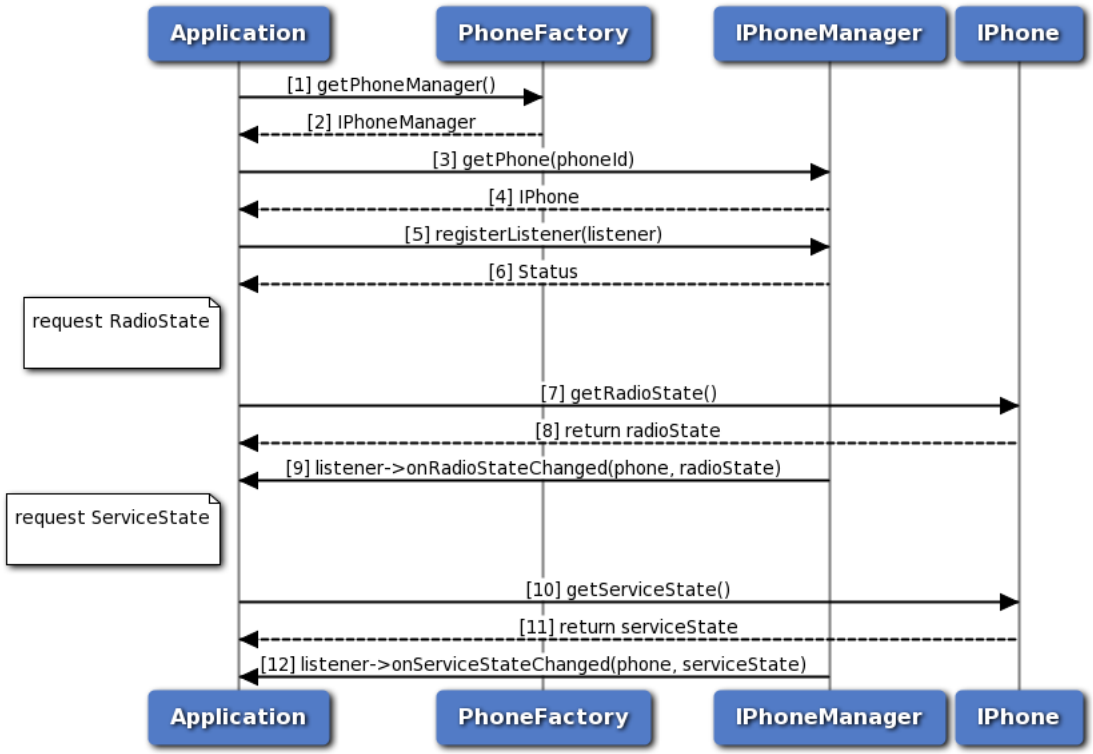

Figure 3-14 Radio and Service state call flow

1. The application gets PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to get Phone instance.
3. The application gets phone instance for a given phone identifier using PhoneManager object.
4. PhoneManager returns IPhone object to the application.
5. Application registers the listener to get notifications for radio and service state change.
6. The application receives the status i.e. either SUCCESS or FAILED based on the registration of the listener.
7. The application request the Phone to get radio state.
8. The application receives the radio state like RADIO_STATE_ON, OFF or UNAVAILABLE.
9. Application receives a notification when there is a change in radio state.
10. The application request the Phone to get service state.
11. The application receives the service state like IN_SERVICE, OUT_OF_SERVICE, EMERGENCY_ONLY or RADIO_OFF.
12. Application receives a notification when there is a change in service state.

3.13 Subscription Call flow

3.13.1 Subscription initialization

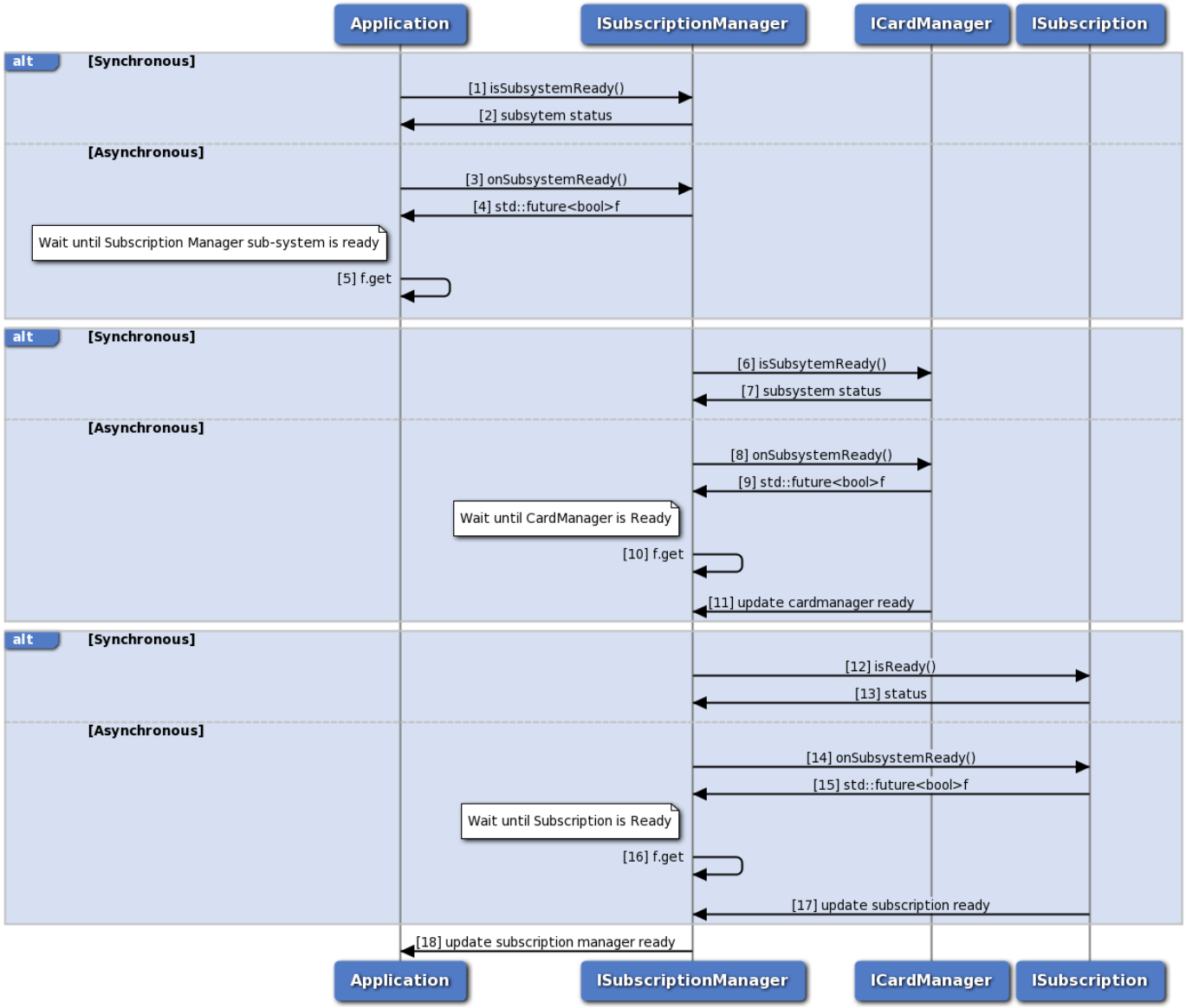

Figure 3-15 Subscription initialization call flow

1. Application can use ISubscriptionManager::isSubsystemReady to determine if the SubscriptionManager is ready.
2. The application receives the status i.e either true or false whether sub-system is ready or not.
3. If it is not ready, then the application could use onSubsystemReady which returns std::future.
4. SubscriptionManager notifies the application when the subsystem is ready through the std::future object.
5. The application waits until the asynchronous operation i.e onSubsystemReady completes.
6. SubscriptionManager uses ICardManager::isSubsystemReady to determine if the CardManager is ready.

7. The SubscriptionManager receives the status i.e either true or false whether sub-system is ready or not.
8. If it is not ready, then the SubscriptionManager could use onSubsystemReady which returns std::future.
9. CardManager notifies the SubscriptionManager when the subsystem is ready through the std::future object.
10. The SubscriptionManager waits until the asynchronous operation i.e onSubsystemReady completes.
11. CardManager updates the SubscriptionManager once the card manager sub-system is ready
12. SubscriptionManager uses ISubscription::isReady to determine if the Subscription is ready.
13. The SubscriptionManager receives the status i.e either true or false whether sub-system is ready or not.
14. If it is not ready, then the SubscriptionManager could use onSubsystemReady which returns std::future.
15. Subscription notifies the SubscriptionManager when the subsystem is ready through the std::future object.
16. The SubscriptionManager waits until the asynchronous operation i.e onSubsystemReady completes.
17. Subscription updates the SubscriptionManager when the subscription is ready.
18. SubscriptionManager updates the application once subscription manager initialization completes.

3.13.2 Subscription call flow

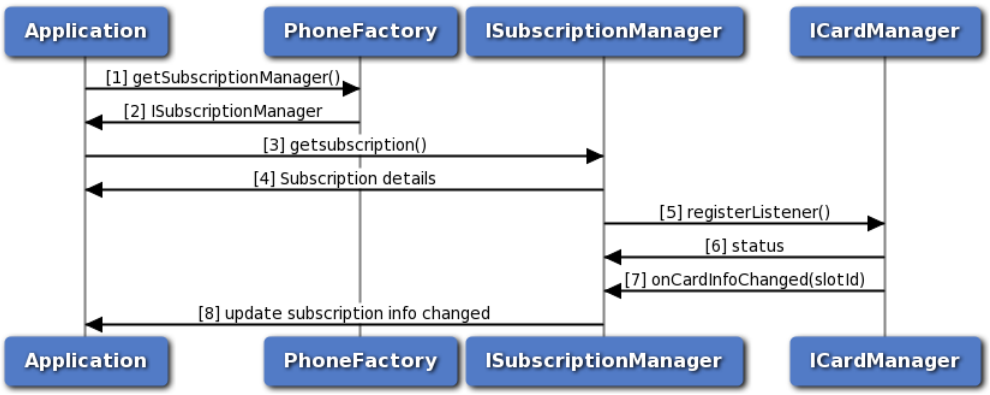

Figure 3-16 Subscription call flow

1. The application gets the PhoneManager object using PhoneFactory.
2. The application receives the PhoneManager object in order to get Subscription.
3. The application gets the Subscription object for given slot identifier using SubscriptionManager.
4. SubscriptionManager returns Subscription object to application. Subscription can be used to get subscription details like countryISO, operator details etc.
5. The Subscription manager registers a listener with CardManager to listen to the card info change notifications like card state PRESENT, ABSENT, UNKNOWN, ERROR and RESTRICTED.
6. The SubscriptionManager receives the status like SUCCESS or INVALIDPARAM based on

registration of listener to CardManager.

7. The SubscriptionManager receives callback card info change i.e subscription info changed or removed.
8. The SubscriptionManager updates the application once the subscription info is updated.

3.14 Call flow for location services

Application will get the location manager object from location factory. The caller needs to register a listener. Application would then need to start the reports using one of 2 APIs depending on if the detailed or basic reports are needed. When reports are no longer required, the app needs to stop the report and de-register the listener.

3.14.1 Call flow to register/remove listener for generating basic reports

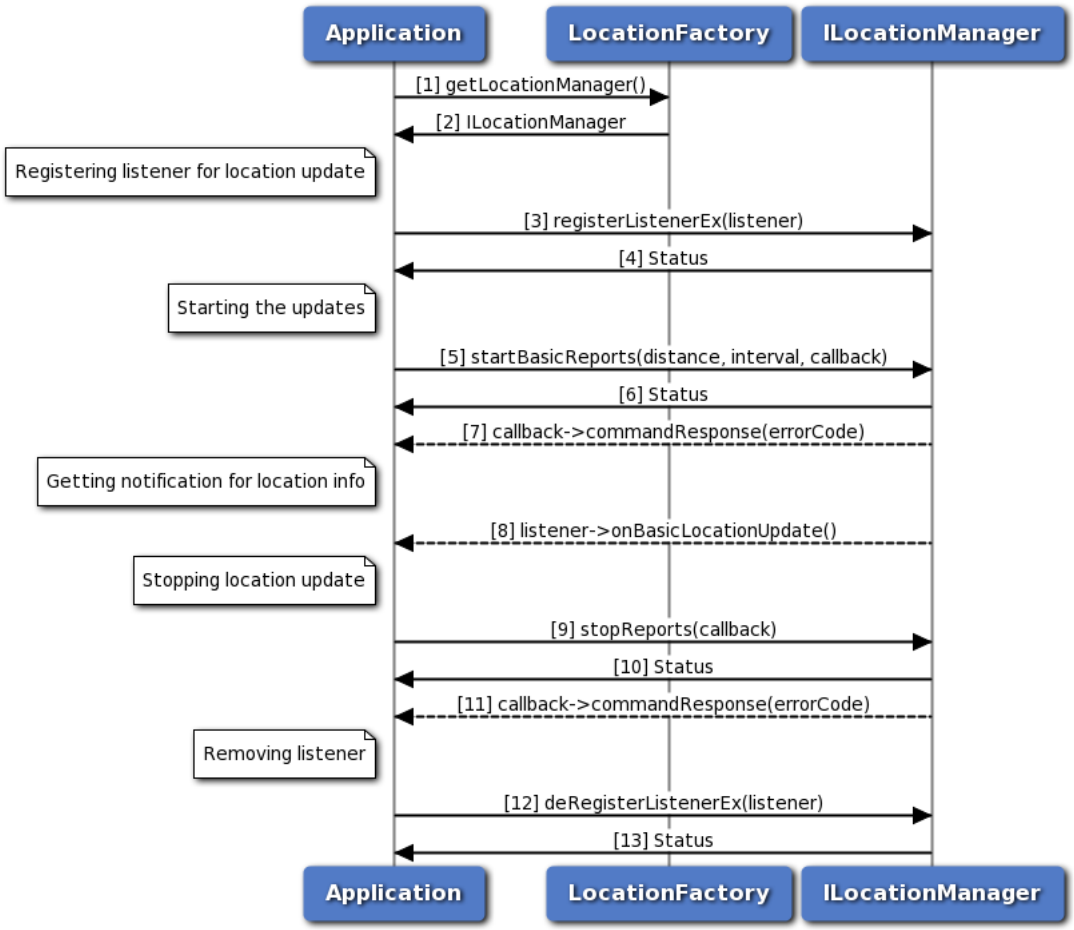

Figure 3-17 Call flow to register/remove listener for generating basic reports

1. Application requests location factory for location manager object.
2. Location factory returns ILocationManager object using which application will register or remove a listener.
3. Application can register a listener for getting notifications for location updates.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.

5. Application starts the basic reports using startBasicReports API for getting location updates.
6. Status of startBasicReports i.e. either SUCCESS or FAILED will be returned to the application.
7. The response for startBasicReports is received by the application.
8. Application will get location updates like latitude, longitude and altitude etc.
9. Application stops receiving the report through stopReports API.
10. Status of stopReports i.e. either SUCCESS or FAILED will be returned to the application.
11. The response for stopReports is received by the application.
12. Application can remove listener and when the number of listeners are zero then location service will get stopped automatically.
13. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.14.2 Call flow to register/remove listener for generating detailed reports

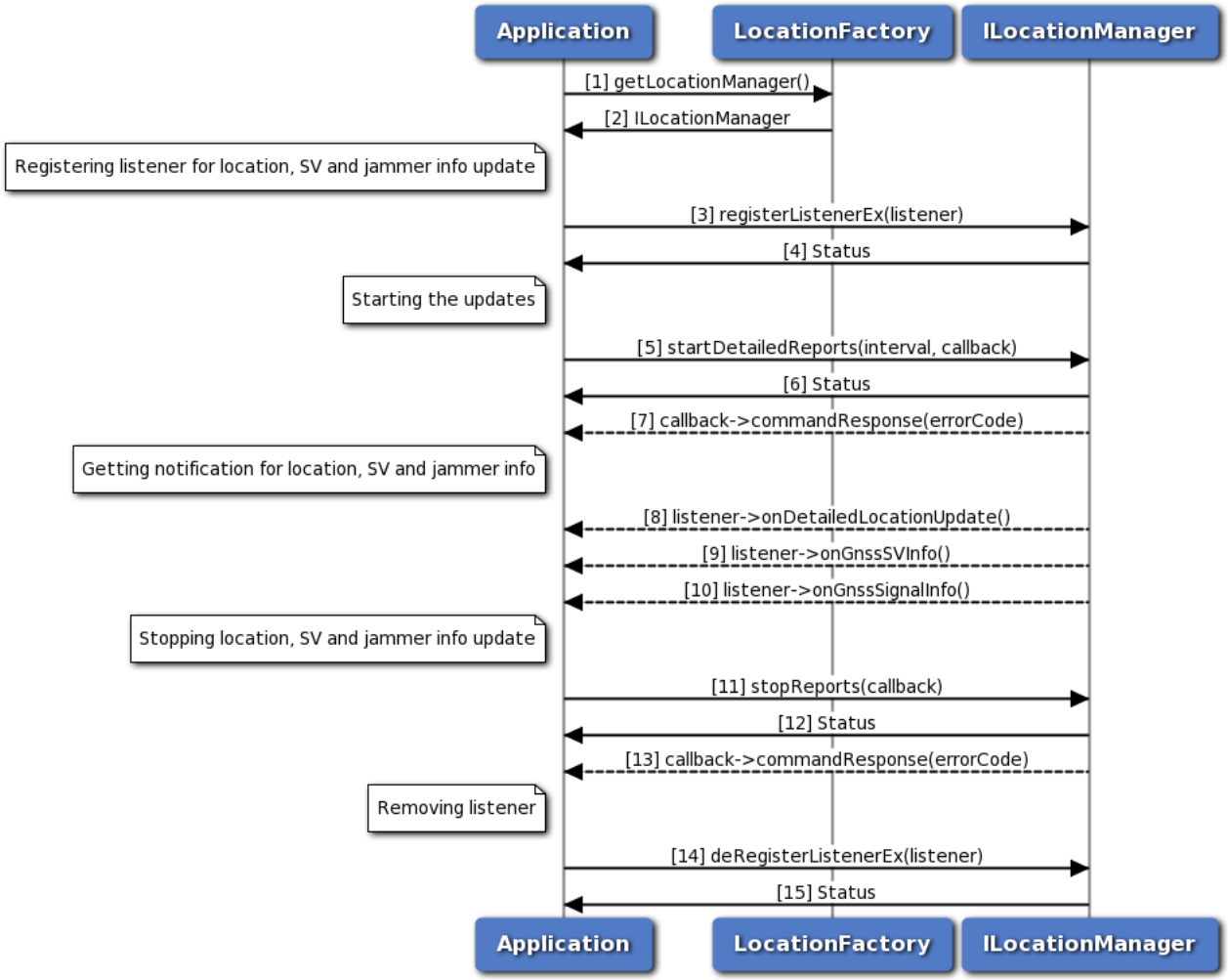

Figure 3-18 Call flow to register/remove listener for generating detailed reports

1. Application requests location factory for location manager object.

2. Location factory returns ILocationManager object using which application will register or remove a listener.
3. Application can register a listener for getting notifications for location, satellite vehicle and jammer signal updates.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.
5. Application starts the detailed reports using startDetailedReports API for getting location, satellite vehicle and jammer signal updates.
6. Status of startDetailedReports i.e. either SUCCESS or FAILED will be returned to the application.
7. The response for startDetailedReports is received by the application.
8. Application will get location updates like latitude, longitude and altitude etc.
9. Application will receive satellite vehicle information like SV status and constellation etc.
10. Application will receive jammer information etc.
11. Application stops receiving all the reports through stopReports API.
12. Status of stopReports i.e. either SUCCESS or FAILED will be returned to the application.
13. The response for stopReports is received by the application.
14. Application can remove listener and when the number of listeners are zero then location service will get stopped automatically.
15. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.14.3 Call flow to register/remove listener for generating detailed engine reports

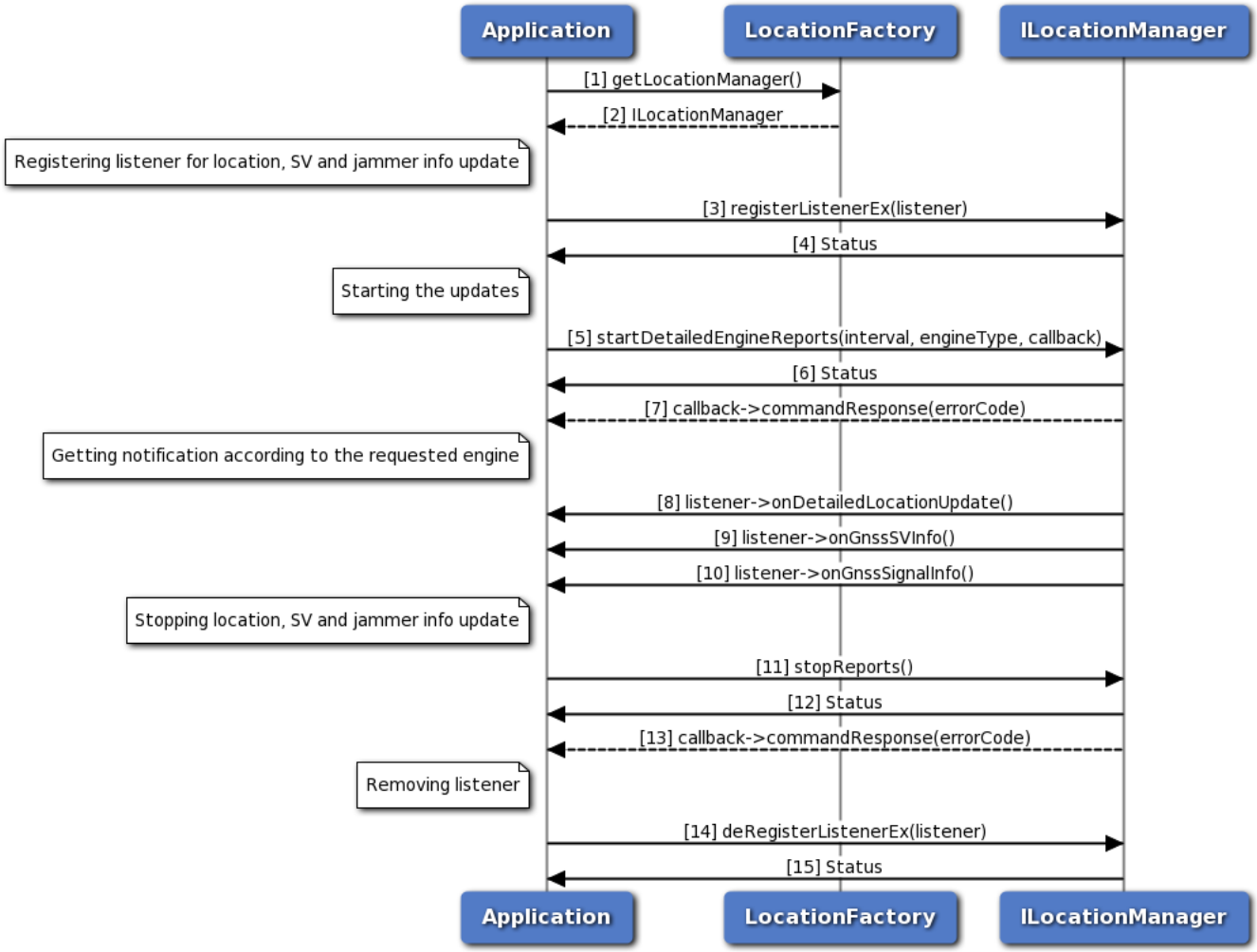

Figure 3-19 Call flow to register/remove listener for generating detailed engine reports

1. Application requests location factory for location manager object.
2. Location factory returns ILocationManager object using which application will register or remove a listener.
3. Application can register a listener for getting notifications for location, satellite vehicle and jammer signal updates.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.
5. Application starts the detailed engine reports using startDetailedEngineReports API for getting location, satellite vehicle and jammer signal updates.
6. Status of startDetailedReports i.e. either SUCCESS or FAILED will be returned to the application.
7. The response for startDetailedReports is received by the application.
8. Application will get location updates like latitude, longitude and altitude etc from the requested

engine type(SPE/PPE/Fused).

9. Application will receive satellite vehicle information like SV status and constellation etc depending on the requested SPE/PPE/Fused engine type.
10. Application will receive jammer information etc depending on the requested SPE/PPE/Fused engine type.
11. Application stops receiving all the reports through stopReports API.
12. Status of stopReports i.e. either SUCCESS or FAILED will be returned to the application.
13. The response for stopReports is received by the application.
14. Application can remove listener and when the number of listeners are zero then location service will get stopped automatically.
15. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.14.4 Call flow to enable/disable constraint time uncertainty

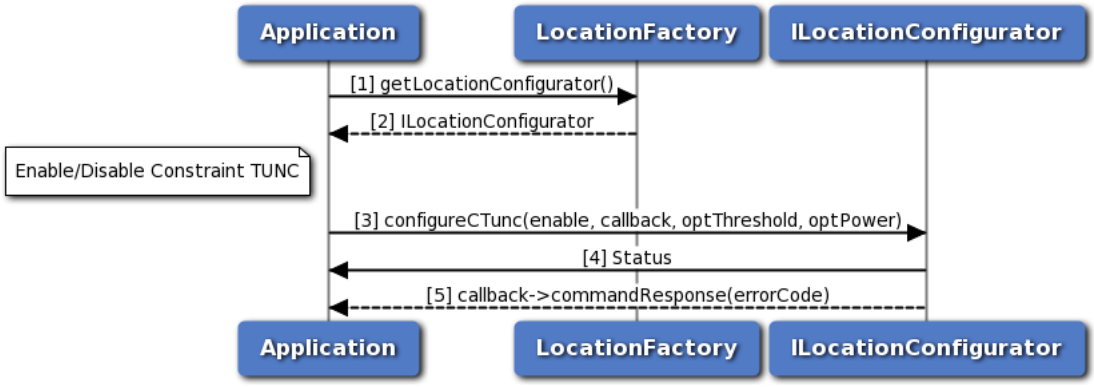

Figure 3-20 Call flow to enable/disable constraint time uncertainty

1. Application requests location factory for location configurator object.
2. Location factory returns ILocationConfigurator object.
3. Application enables/disables constraint tunc using configureCTunc API.
4. Status of configureCTunc i.e. either SUCCESS or FAILED will be returned to the application.
5. The response for configureCTunc is received by the application.

3.15 Data Connection Manager Call Flow

3.15.1 Start/Stop for data connection manager call flow

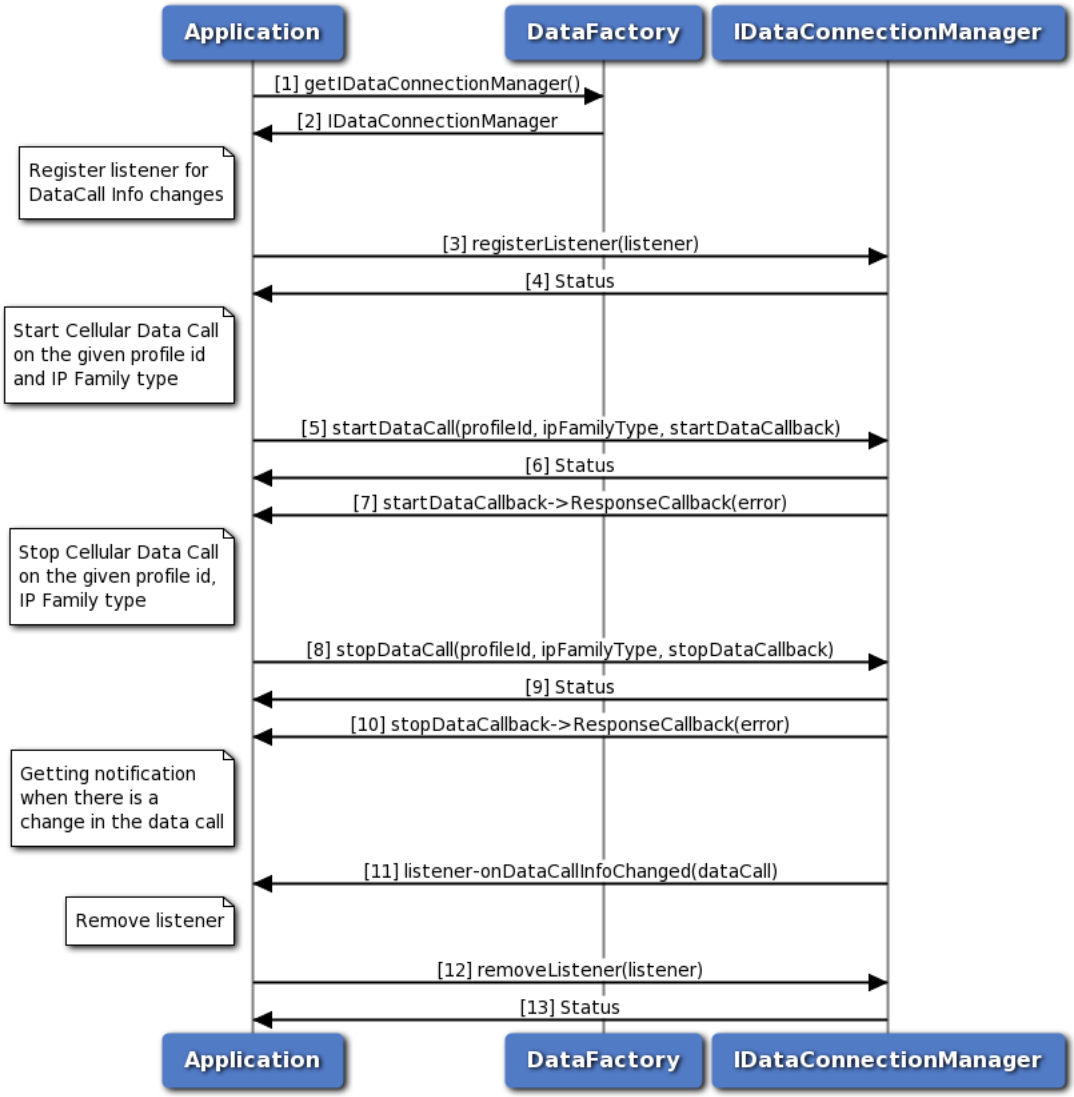

Figure 3-21 Start/Stop for data connection manager call flow

1. Application requests data factory for data connection manager object.
2. Data factory returns IDataConnectionManager object to application.
3. Application registers the listener to get notifications for data call change.
4. The application receives the status i.e. either SUCCESS or FAILED based on the registration of the listener.
5. Application requests for start data call and optionally gets asynchronous response using startDataCallback.
6. Application receives the status i.e. either SUCCESS or FAILED based on the execution of startDataCall.
7. Optionally, the application gets asynchronous response for startDataCall using startDataCallback.
8. Application requests for stop data call and optionally gets asynchronous response using

stopDataCallback.

9. Application receives the status i.e. either SUCCESS or FAILED based on the execution of stopDataCall.
10. Optionally, the application gets asynchronous response for stopDataCall using stopDataCallback.
11. Application receives a notification when there is a change in data call.
12. Application removes the listener.
13. Application receives the status i.e. SUCCESS or FAILED for the removal of listener.

3.16 Data Profile Manager Call Flow

3.16.1 Request/Create/Delete/Modify for data profile manager call flow

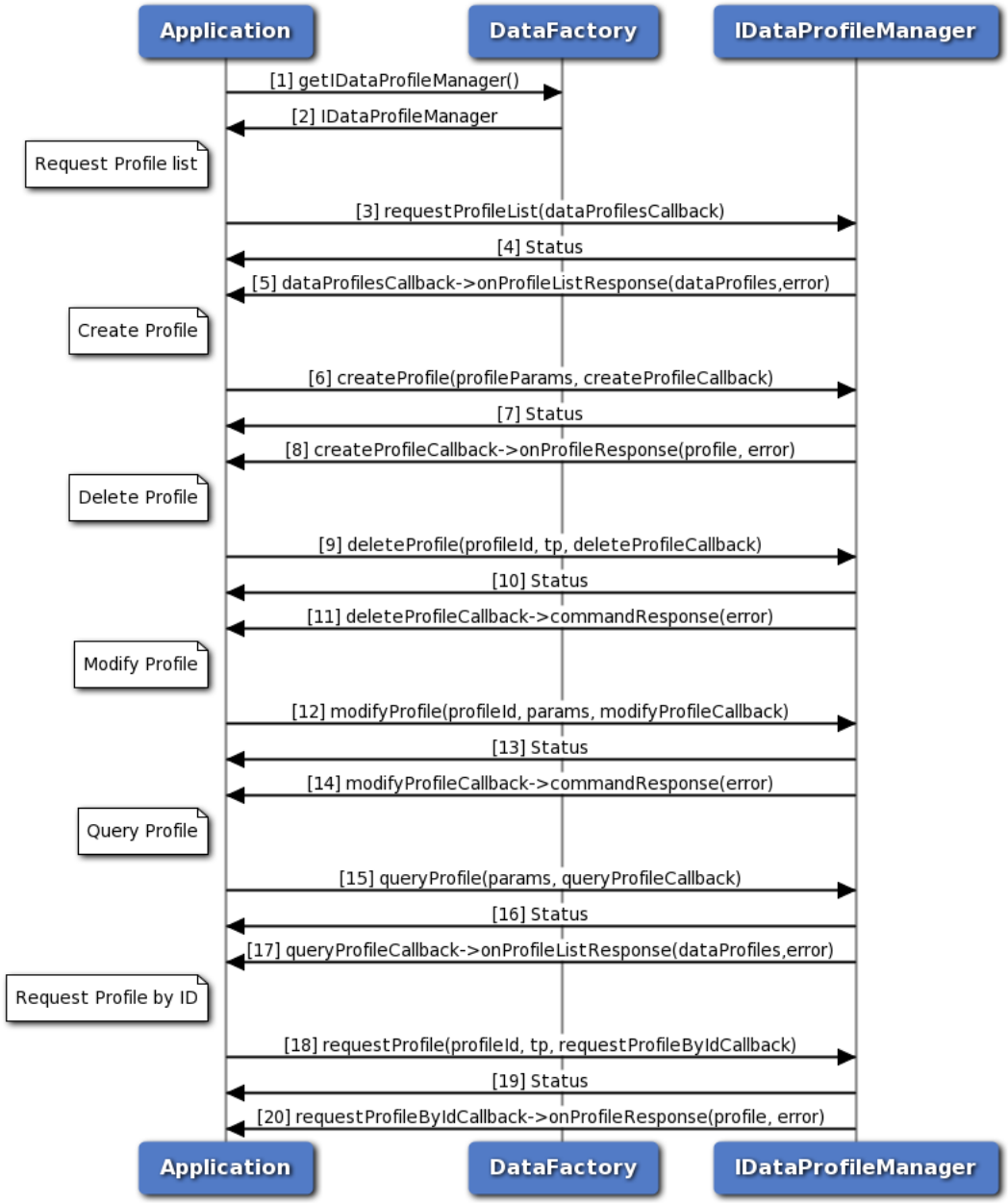

Figure 3-22 Request/Create/Delete/Modify for data profile manager call flow

1. Application requests data factory for data profile manager object.
2. Data factory returns IDataProfileManager object to application.
3. Application requests for profile list and optionally gets asynchronous response using dataProfilesCallback.
4. Application receives the status i.e. either SUCCESS or FAILED based on the execution of requestProfileList.
5. Optionally, the application gets asynchronous response for requestProfileList using dataProfilesCallback.

6. Application requests for create profile and optionally gets asynchronous response using createProfilesCallback.
7. Application receives the status i.e. either SUCCESS or FAILED based on the execution of createProfile.
8. Optionally, the application gets asynchronous response for createProfile using createProfilesCallback.
9. Application requests for delete profile and optionally gets asynchronous response using deleteProfilesCallback.
10. Application receives the status i.e. either SUCCESS or FAILED based on the execution of deleteProfile.
11. Optionally, the application gets asynchronous response for deleteProfile using deleteProfilesCallback.
12. Application requests for modify profile and optionally gets asynchronous response using modifyProfilesCallback.
13. Application receives the status i.e. either SUCCESS or FAILED based on the execution of modifyProfile.
14. Optionally, the application gets asynchronous response for modifyProfile using modifyProfilesCallback.
15. Application requests for query profile and optionally gets asynchronous response using queryProfilesCallback.
16. Application receives the status i.e. either SUCCESS or FAILED based on the execution of queryProfile.
17. Optionally, the application gets asynchronous response for queryProfile using queryProfilesCallback.
18. Application requests for request profile and optionally gets asynchronous response using requestProfileByIdCallback.
19. Application receives the status i.e. either SUCCESS or FAILED based on the execution of requestProfile.
20. Optionally, the application gets asynchronous response for requestProfile using requestProfileByIdCallback.

3.17 Data Filter Manager Call Flow

Data Filter manager provides APIs to get/set data filter mode, add/remove data restrict filters. Its API can used per data call or globally to apply the same changes to all the underlying currently up data call. It also has listener interface for notifications for data filter status update. Application will get the Data Filter manager object from data factory. The application can register a listener for data filter mode change updates.

3.17.1 Call flow to Set/Get data filter mode

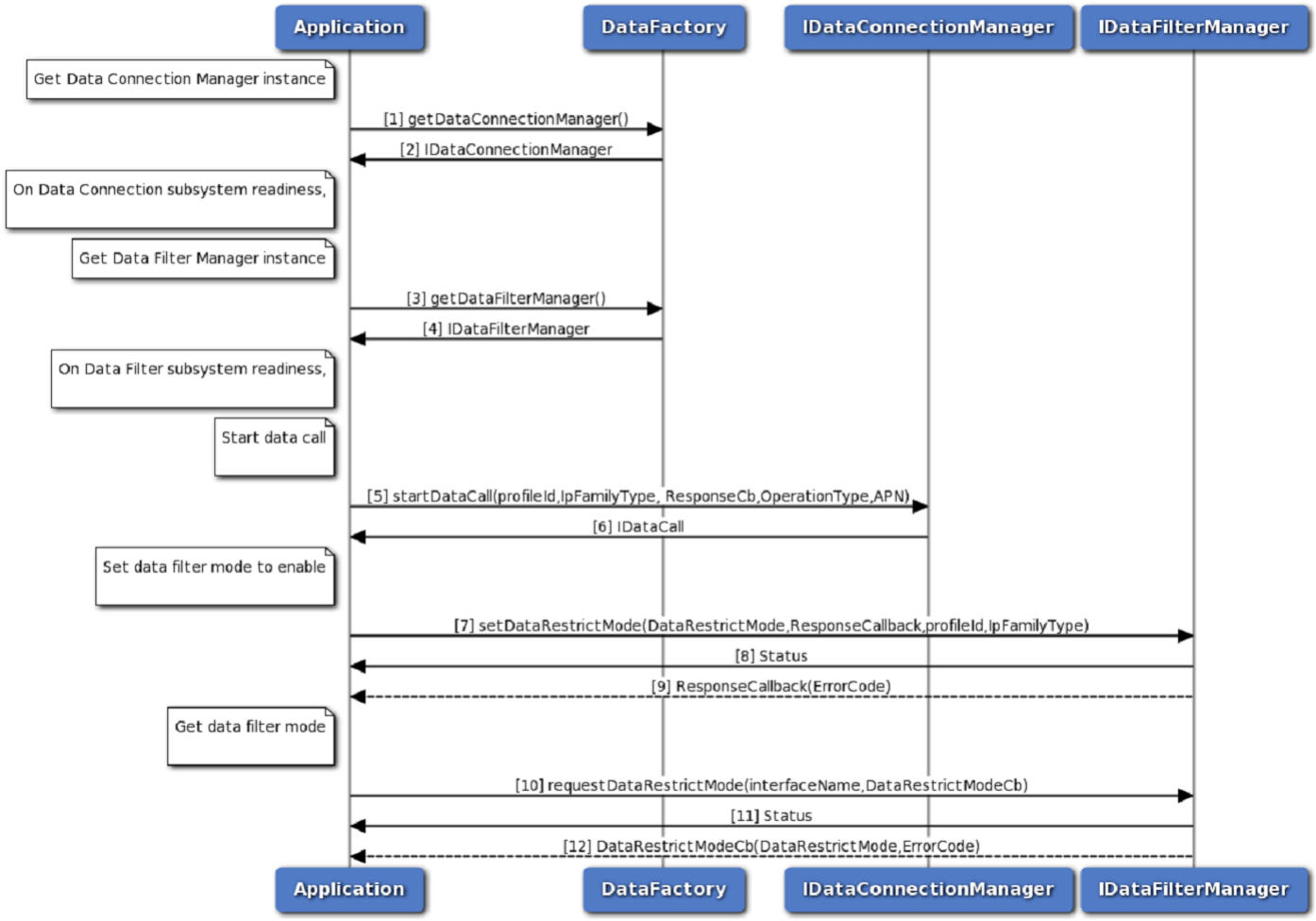

Figure 3-23 Get/Set data filter mode call flow

1. Application requests data factory for data connection manager object.
2. Data factory returns IDataConnectionManager object to application.
3. Application requests data factory for data filter manager object.
4. Data factory returns IDataFilterManager object to application.
5. Application requests for start data call and optionally gets asynchronous response using startDataCallback.
6. Application receives the status i.e. either SUCCESS or FAILED based on the execution of startDataCall.
7. Optionally, the application gets asynchronous response for startDataCall using startDataCallback.
8. Application requests for set data filter mode to enable and optionally gets asynchronous response using ResponseCallback.
9. Application receives the status i.e. either SUCCESS or FAILED based on the execution of

setDataRestrictMode.

10. Optionally, the application gets asynchronous response for setDataRestrictMode using ResponseCallback.
11. Application requests for get data filter mode and optionally gets asynchronous response using DataRestrictModeCb.
12. Application receives the status i.e. either SUCCESS or FAILED based on the execution of requestDataRestrictMode.
13. Optionally, the application gets asynchronous response for requestDataRestrictMode using DataRestrictModeCb.

3.17.2 Call flow to Add data restrict filter

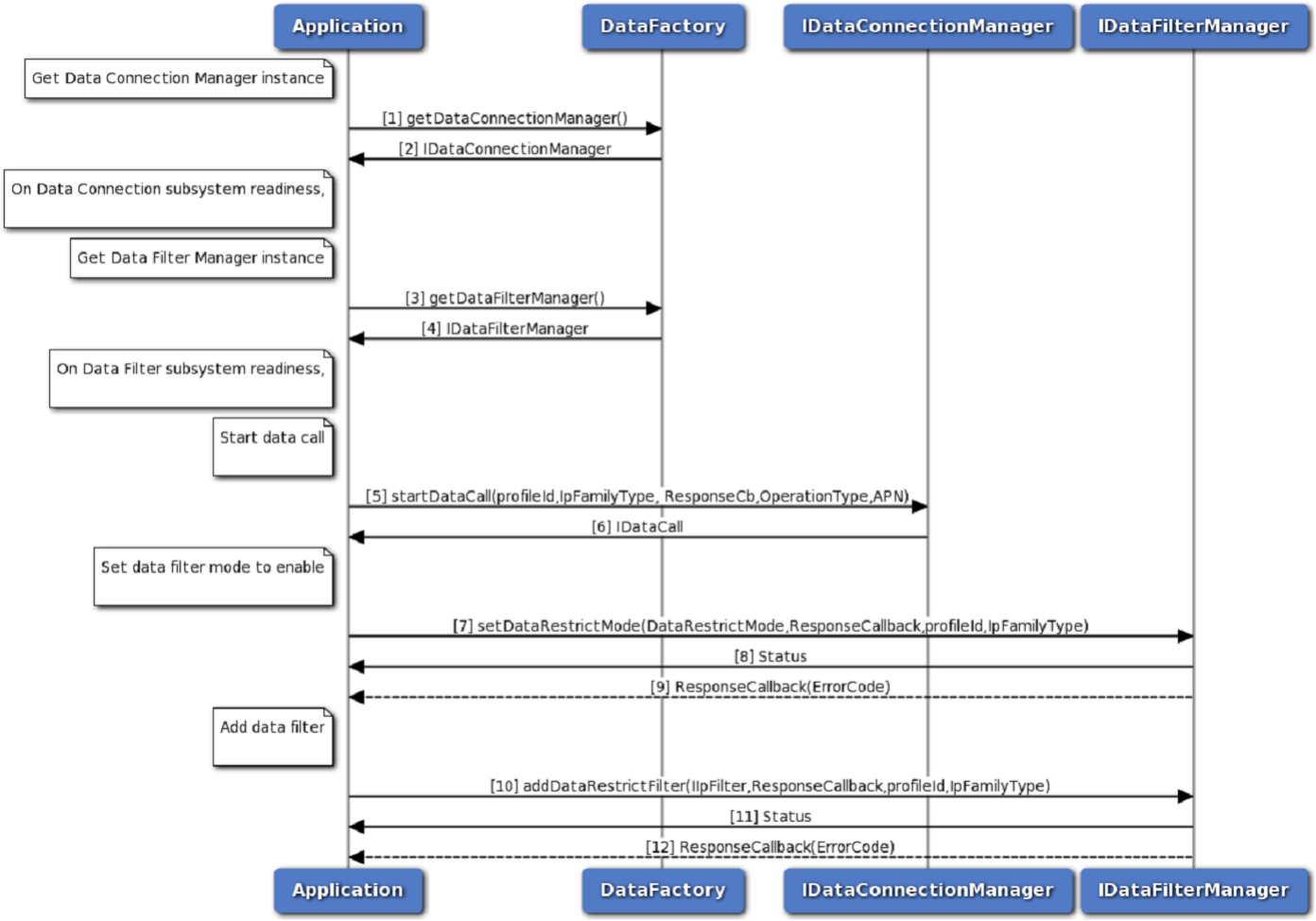

Figure 3-24 Add data restrict filter call flow

1. Application requests data factory for data connection manager object.
2. Data factory returns IDataConnectionManager object to application.
3. Application requests data factory for data filter manager object.

4. Data factory returns IDataFilterManager object to application.
5. Application requests for start data call and optionally gets asynchronous response using startDataCallback.
6. Application receives the status i.e. either SUCCESS or FAILED based on the execution of startDataCall.
7. Optionally, the application gets asynchronous response for startDataCall using startDataCallback.
8. Application requests for add data filter and optionally gets asynchronous response using ResponseCallback.
9. Application receives the status i.e. either SUCCESS or FAILED based on the execution of addDataRestrictFilter.
10. Optionally, the application gets asynchronous response for addDataRestrictFilter using ResponseCallback.

3.17.3 Call flow to Remove data restrict filter

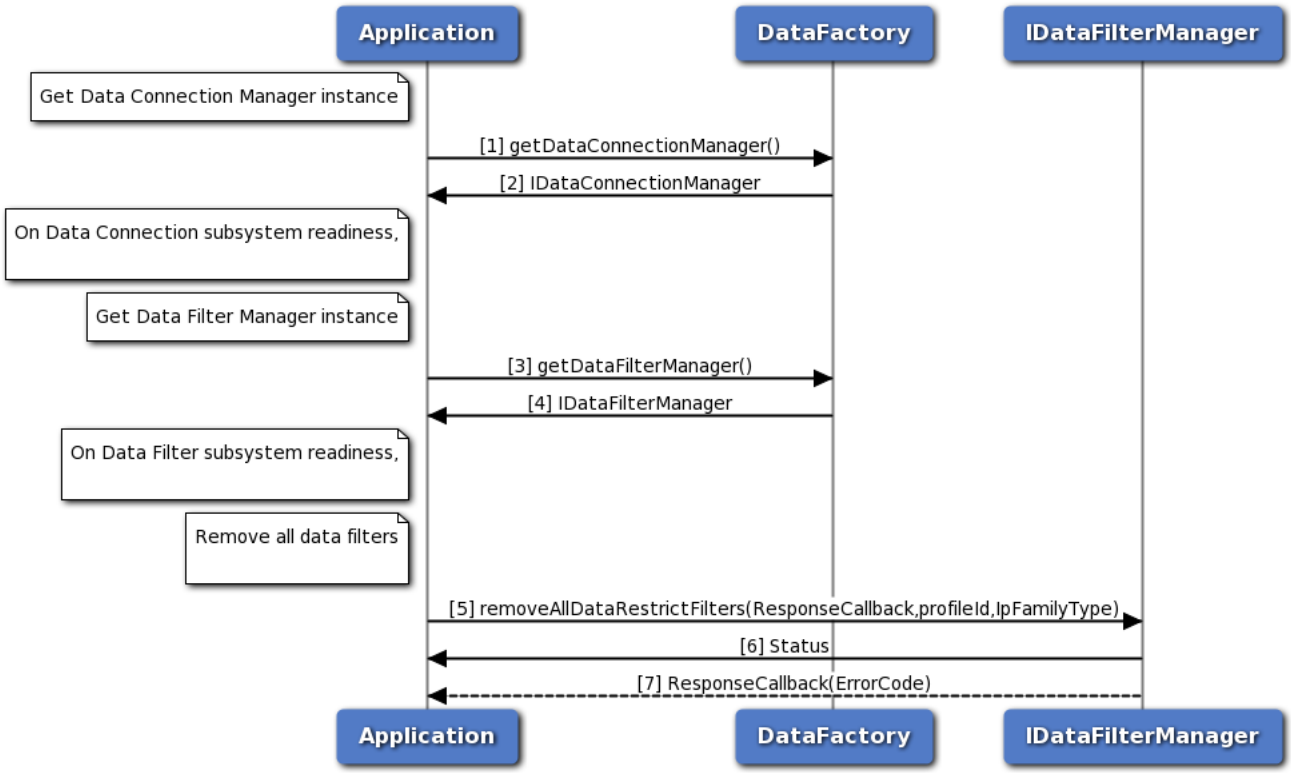

Figure 3-25 Remove data restrict filter call flow

1. Application requests data factory for data connection manager object.
2. Data factory returns IDataConnectionManager object to application.
3. Application requests data factory for data filter manager object.
4. Data factory returns IDataFilterManager object to application.

5. Application requests for start data call and optionally gets asynchronous response using startDataCallback.
6. Application receives the status i.e. either SUCCESS or FAILED based on the execution of startDataCall.
7. Optionally, the application gets asynchronous response for startDataCall using startDataCallback.
8. Application requests for add data filter and optionally gets asynchronous response using ResponseCallback.
9. Application receives the status i.e. either SUCCESS or FAILED based on the execution of removeAllDataRestrictFilters.
10. Optionally, the application gets asynchronous response for removeAllDataRestrictFilters using ResponseCallback.

3.18 Network selection manager call flow

3.18.1 Network selection manager call flow

Network selection manager provides APIs to get and set network selection mode, get and set preferred networks and perform network scan for availbale networks. Registered listener will get notified for the

change in network selection mode.

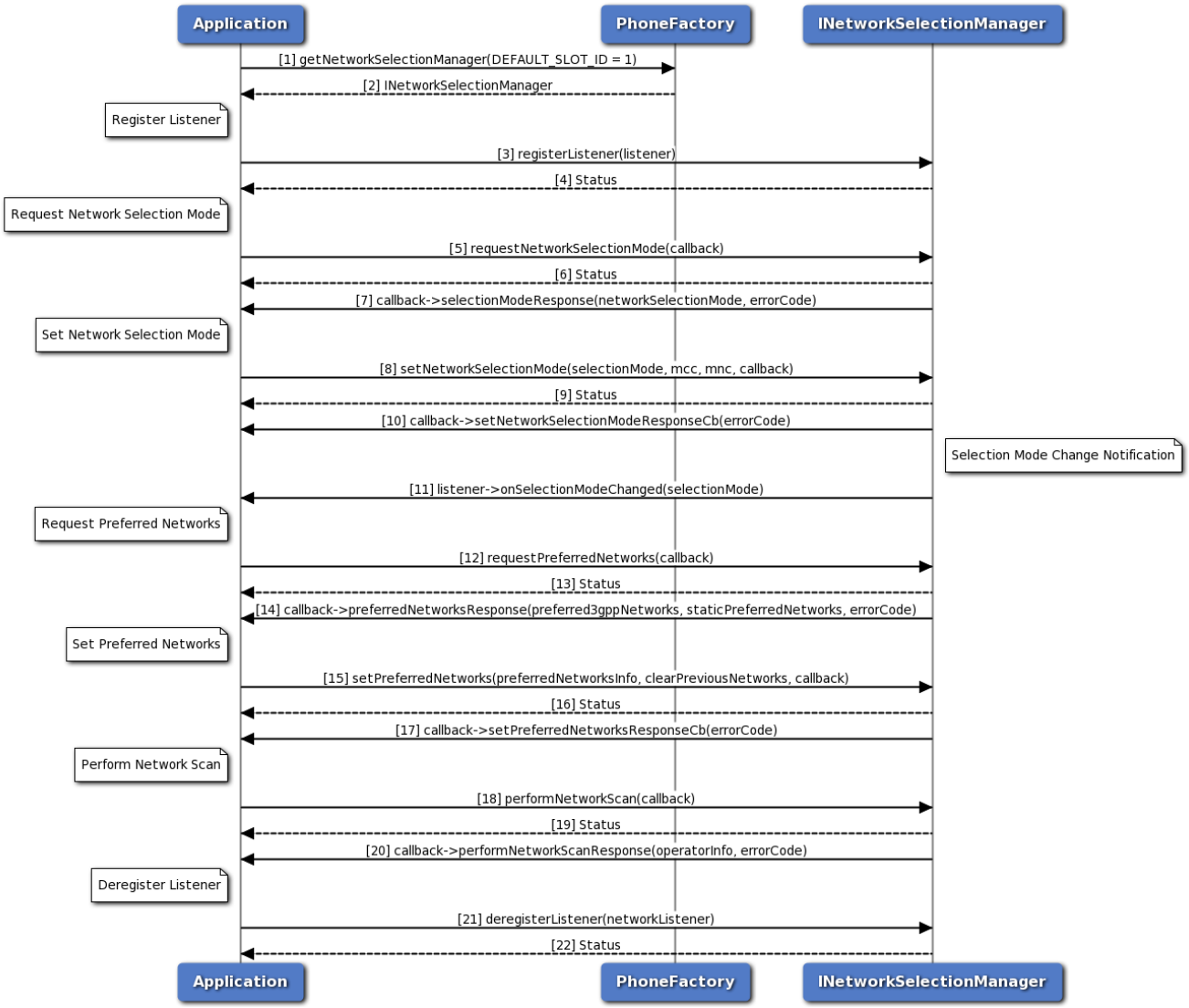

Figure 3-26 Network selection manager call flow

1. Application requests phone factory for network selection manager.
2. Phone factory returns INetworkSelectionManager object using which application will register or deregister a listener.
3. Application can register a listener to get notifications for network selection mode change.
4. Status of register listener i.e. either SUCCESS or other status will be returned to the application.
5. Application requests for network selection mode using INetworkSelectionManager object and gets asynchronous response using SelectionModeResponseCallback.
6. The application receives the status i.e. either SUCCESS or other status based on the execution of requestNetworkSelectionMode API.
7. The response for get network selection mode request is received by the application.

8. The application can also set network selection mode and optionally gets asynchronous response using ResponseCallback. MCC and MNC are optional for AUTOMATIC network selection mode.
9. Application receives the status i.e. either SUCCESS or other status based on the execution of setNetworkSelectionMode API.
10. Optionally the response for set network selection mode request is received by the application.
11. Registered listener will get notified for the network selection mode change.
12. Similarly, the application requests for preferred networks using INetworkSelectionManager object and gets asynchronous response using PreferredNetworksCallback.
13. The application receives the status i.e. either SUCCESS or other status based on the execution of requestPreferredNetworks API.
14. The response for get preferred networks request i.e. 3GPP preferred network list and static 3GPP preferred network list is received by the application asynchronously. Higher priority networks appear first in the list. The networks that appear in the 3GPP Preferred Networks list get higher priority than the networks in the static 3GPP preferred networks list.
15. The application can set 3GPP preferred network list and optionally gets asynchronous response using ResponseCallback. If clear previous networks flag is false then new 3GPP preferred network list is appended to existing preferred network list. If flag is true then old list is flushed and new 3GPP preferred network list is added.
16. Application receives the status i.e. either SUCCESS or other status based on the execution of setPreferredNetworks API.
17. Optionally the response for set preferred networks request is received by the application.
18. The application can perform network scan for available networks using INetworkSelectionManager object and gets asynchronous response using NetworkScanCallback.
19. Application receives the status i.e. either SUCCESS or other status based on the execution of performNetworkScan API.
20. Network name, MCC, MNC and status of the operator will be received by the application.
21. Application can deregister a listener there by it would not get notifications.
22. Status of deregister listener i.e. either SUCCESS or other status will be returned to the application.

3.19 Serving System Manager Call Flow

3.19.1 Serving System Manager Call Flow

Serving system manager provides APIs to get and set RAT mode preference and get and set service domain preference. Registered listener will get notified for the change in RAT mode and service domain preference change.

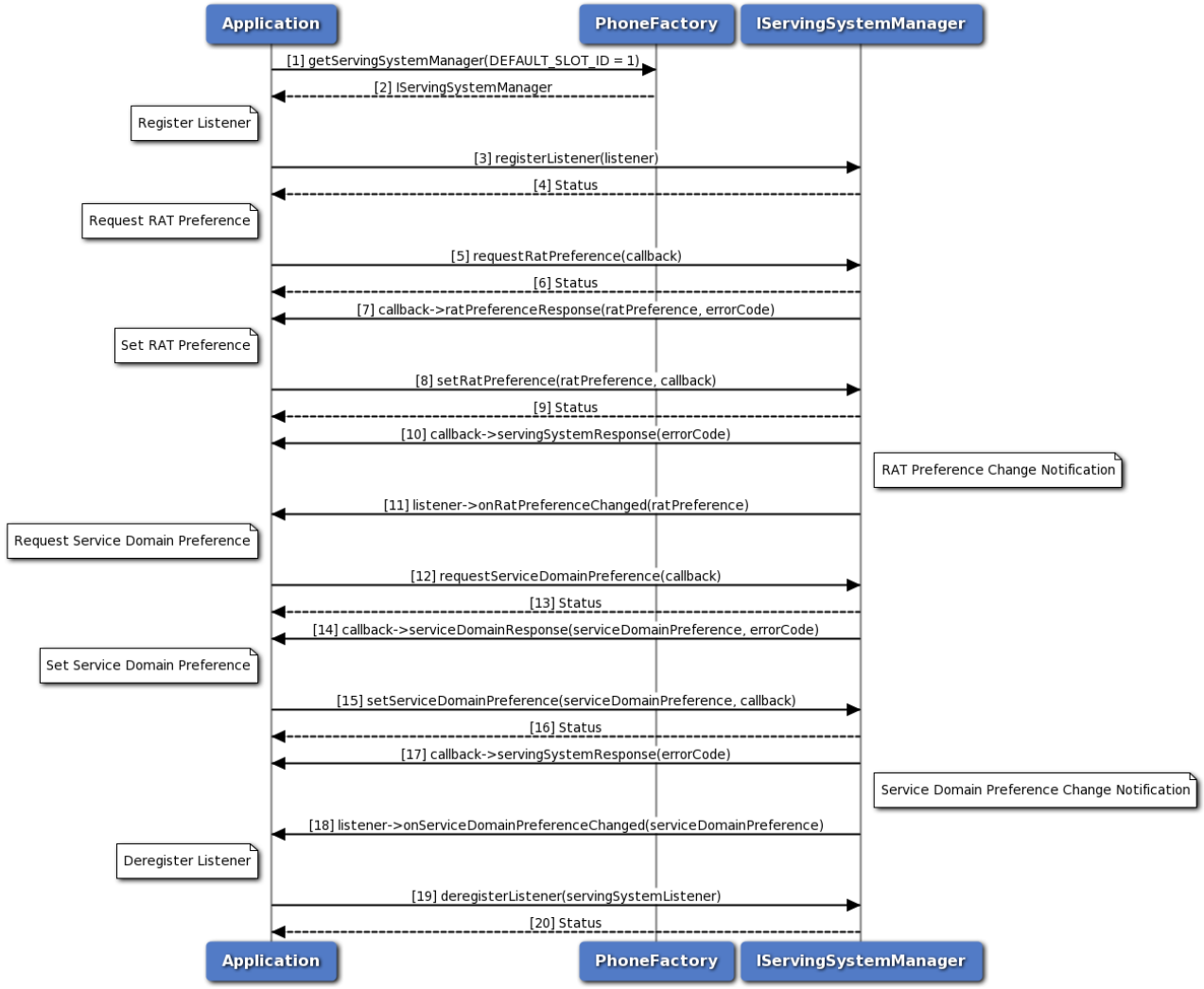

Figure 3-27 Serving System Manager Call Flow

1. Application requests phone factory for serving system manager.
2. Phone factory returns IServingSystemManager object using which application will register or deregister a listener.
3. Application can register a listener to get notifications for RAT mode and service domain preference changes.
4. Status of register listener i.e. either SUCCESS or other status will be returned to the application.
5. Application requests for RAT mode preference using IServingSystemManager object and gets asynchronous response using RatPreferenceCallback.
6. The application receives the status i.e. either SUCCESS or other status based on the execution of

requestRatPreference API.

7. The response for get RAT preference request is received by the application.
8. The application can also set RAT mode preference and optionally gets asynchronous response using ResponseCallback.
9. Application receives the status i.e. either SUCCESS or other status based on the execution of setRatPreference API.
10. Optionally the response for set RAT preference request is received by the application.
11. Registered listener will get notified for the RAT mode preference change.
12. Application requests for service domain preference using IServingSystemManager object and gets asynchronous response using ServiceDomainPreferenceCallback.
13. The application receives the status i.e. either SUCCESS or other status based on the execution of requestServiceDomainPreference API.
14. The response for get service domain preference request is received by the application.
15. The application can also set service domain preference and optionally gets asynchronous response using ResponseCallback.
16. Application receives the status i.e. either SUCCESS or other status based on the execution of setServiceDomainPreference API.
17. Optionally the response for set service domain preference request is received by the application.
18. Registered listener will get notified for the service domain preference change.
19. Application can deregister a listener there by it would not get notifications.
20. Status of deregister listener i.e. either SUCCESS or other status will be returned to the application.

3.20 C-V2X

3.20.1 Start/Stop C-V2X Mode

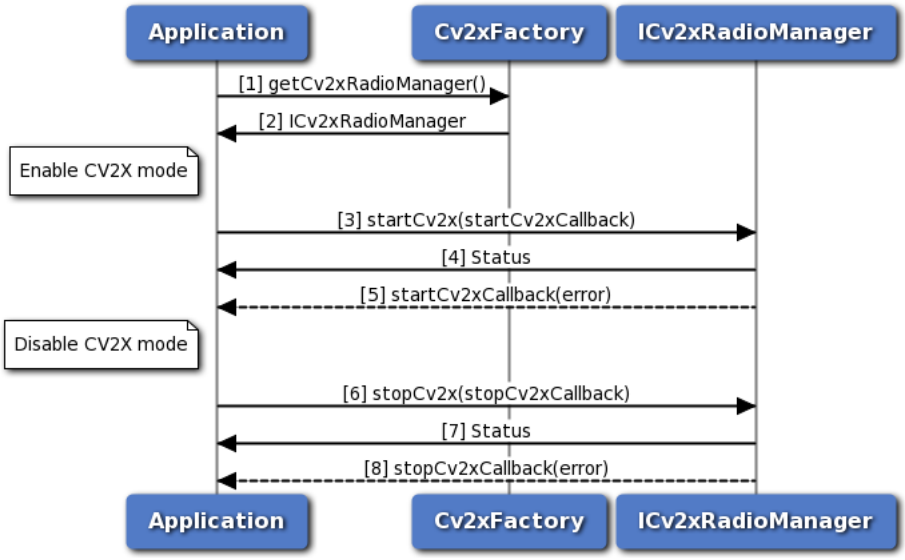

Figure 3-28 Start/Stop C-V2X Mode call flow

Note: In normal operation, applications do not need to start or stop C-V2X mode. The system is configured by default to start C-V2X mode at boot. We include the call flow below for the sake of completeness.

1. Application requests C-V2X factory for a C-V2X Radio Manager.
2. C-V2X factory return ICv2xRadioManager object to application.
3. Application requests to put modem into C-V2X mode using startCv2x method.
4. Application receives synchronous status which indicates if the start request was sent successfully.
5. Application is notified of the status of the start request (either SUCCESS or FAILED) via the application-supplied callback.
6. Application requests to disable C-V2X mode using stopCv2x method.
7. Application receives synchronous status which indicates if the stop request was sent successfully.
8. Application is asynchronously notified of the status of the stop request (either SUCCESS or FAILED) via the application-supplied callback.

3.20.2 C-V2X Radio Manager API

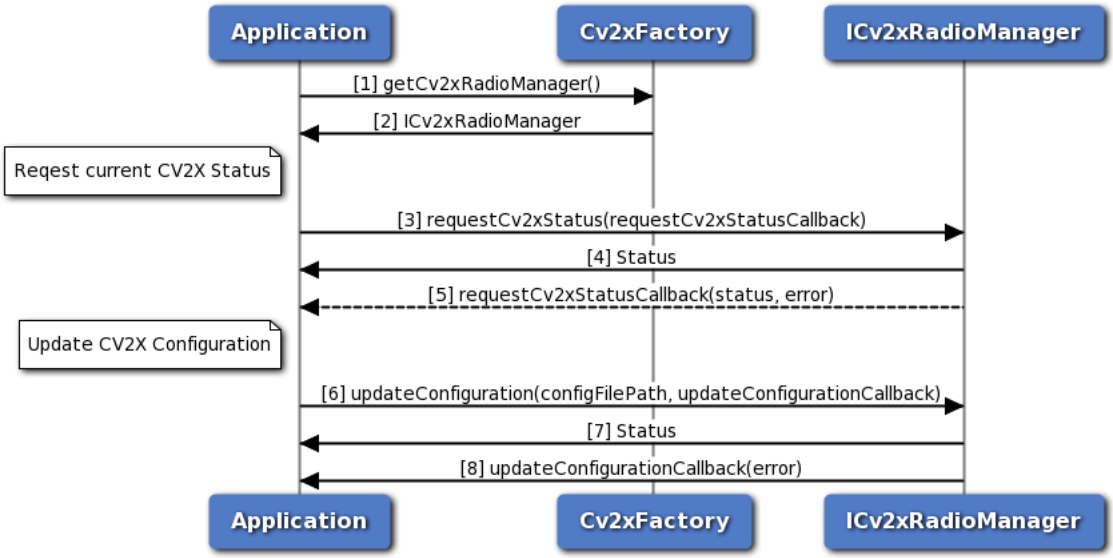

Figure 3-29 C-V2X Radio Manager call flow

API for C-V2X Radio Manager

1. Application requests C-V2X factory for a C-V2X Radio Manager.
2. C-V2X factory return ICv2xRadioManager object to application.
3. Application requests current C-V2X status using requestCv2xStatus method.
4. Application receives synchronous status (either SUCCESS or FAILED) which indicates if the request was sent successfully.
5. Application is asynchronously notified of the status of the request (either SUCCESS or FAILED) via the application-supplied callback. If SUCCESS, the requested C-V2X status is returned in the callback.

6. Application requests to update the C-V2X configuration by calling updateConfiguration and supplying it with a path to the new config XML file.
7. Application receives synchronous status (either SUCCESS or FAILED) which indicates if the request was sent successfully.
8. Application is asynchronously notiifed of the status of the request (either SUCCESS or FAILED) via the application-supplied callback.

3.20.3 C-V2X Radio Initialization

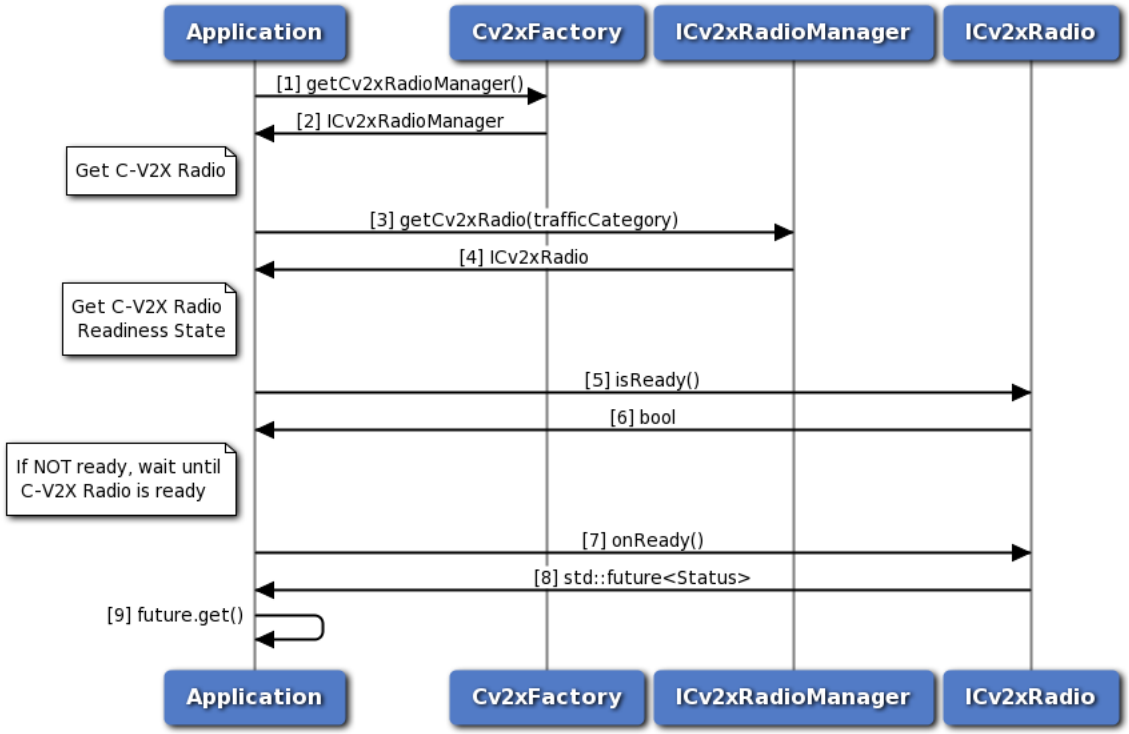

Figure 3-30 C-V2X Radio Initialization call flow

This call flow diagram describes the sequence of steps for initialing the ICv2xRadio object. Applications must perform this sequence before calling any other methods on the object. Note: for simplicity's sake, we omit this sequence in the remaining C-V2X Radio call flow diagrams but it's inclusion is implied.

1. Application requests C-V2X factory for a C-V2X Radio Manager.
2. C-V2X factory return ICv2xRadioManager object to application.
3. Application requests C-V2X Radio from ICv2xRadioManager.
4. C-V2X Radio Manager returns ICv2xRadio object.
5. Application queries C-V2X Radio's readiness state isReady() method.
6. C-V2X Radio returns a bool indicating whether it is ready to be used.
7. If the C-V2X Radio is not ready, the application calls onReady() method.
8. The C-V2X Radio returns a future object.
9. Appliction calls future's get() method and blocks until the C-V2X Radio has completed its initialization steps. The return value of get() indicates the status of the initialization (eitehr

SUCCESS or FAILED).

3.20.4 C-V2X Radio RX subscription

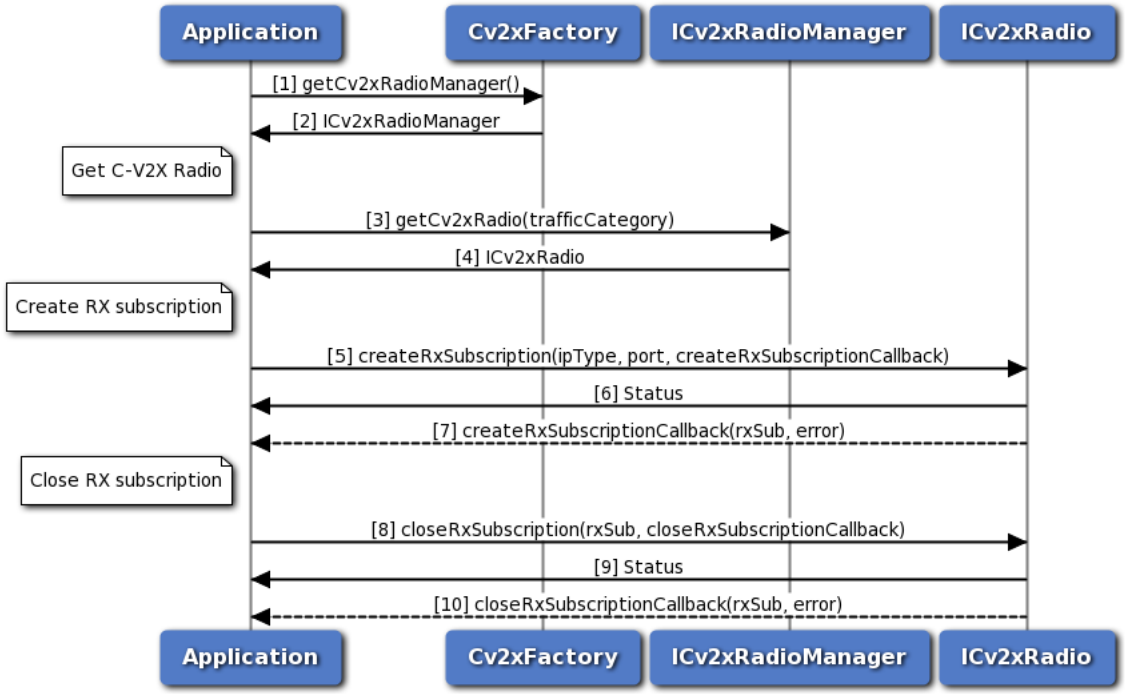

Figure 3-31 C-V2X Radio RX subscription call flow

1. Application requests C-V2X factory for a C-V2X Radio Manager.
2. C-V2X factory return ICv2xRadioManager object to application.
3. Application requests C-V2X Radio from ICv2xRadioManager.
4. C-V2X Radio Manager returns ICv2xRadio object.
5. Application requests a new RX subscription from the C-V2X Radio using createRxSubscription method.
6. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
7. C-V2X Radoi sends asynchronous notification via the callback function on the status of the request. If SUCCESS, the RX subscription is returned in the callback.
8. Application requests to close the RX subscription.
9. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
10. C-V2X Radio sends asynchronous notification via the callback (if a callback was specified) indicating the status of the request.

3.20.5 C-V2X Radio TX event-driven flow

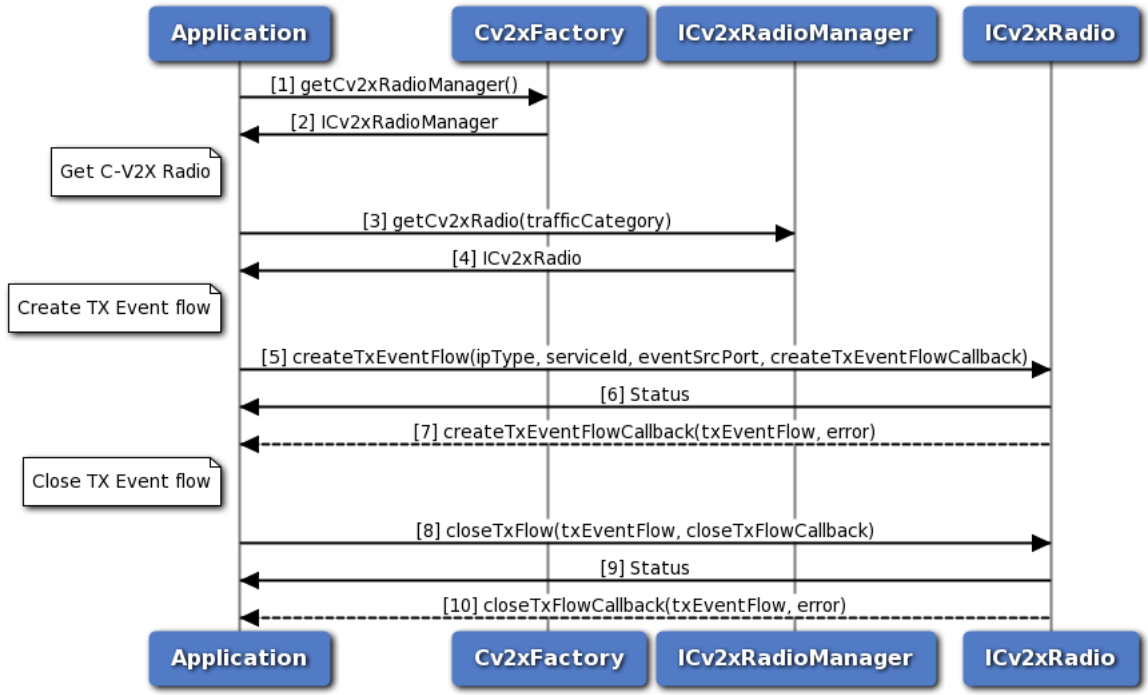

Figure 3-32 C-V2X Radio TX event-driven flow call flow

1. Application requests C-V2X factory for a C-V2X Radio Manager.
2. C-V2X factory return ICv2xRadioManager object to application.
3. Application requests C-V2X Radio from ICv2xRadioManager.
4. C-V2X Radio Manager returns ICv2xRadio object.
5. Application requests a new TX event-driven flow from the C-V2X Radio using createTxEventFlow method.
6. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
7. C-V2X Radio sends asynchronous notification via the callback function on the status of the request. If SUCCESS, the TX event-driven flow is returned in the callback.
8. Application requests to close the TX event-driven flow.
9. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
10. C-V2X Radio sends asynchronous notification via the callback (if a callback was specified) indicating the status of the request.

3.20.6 C-V2X Radio TX SPS flow

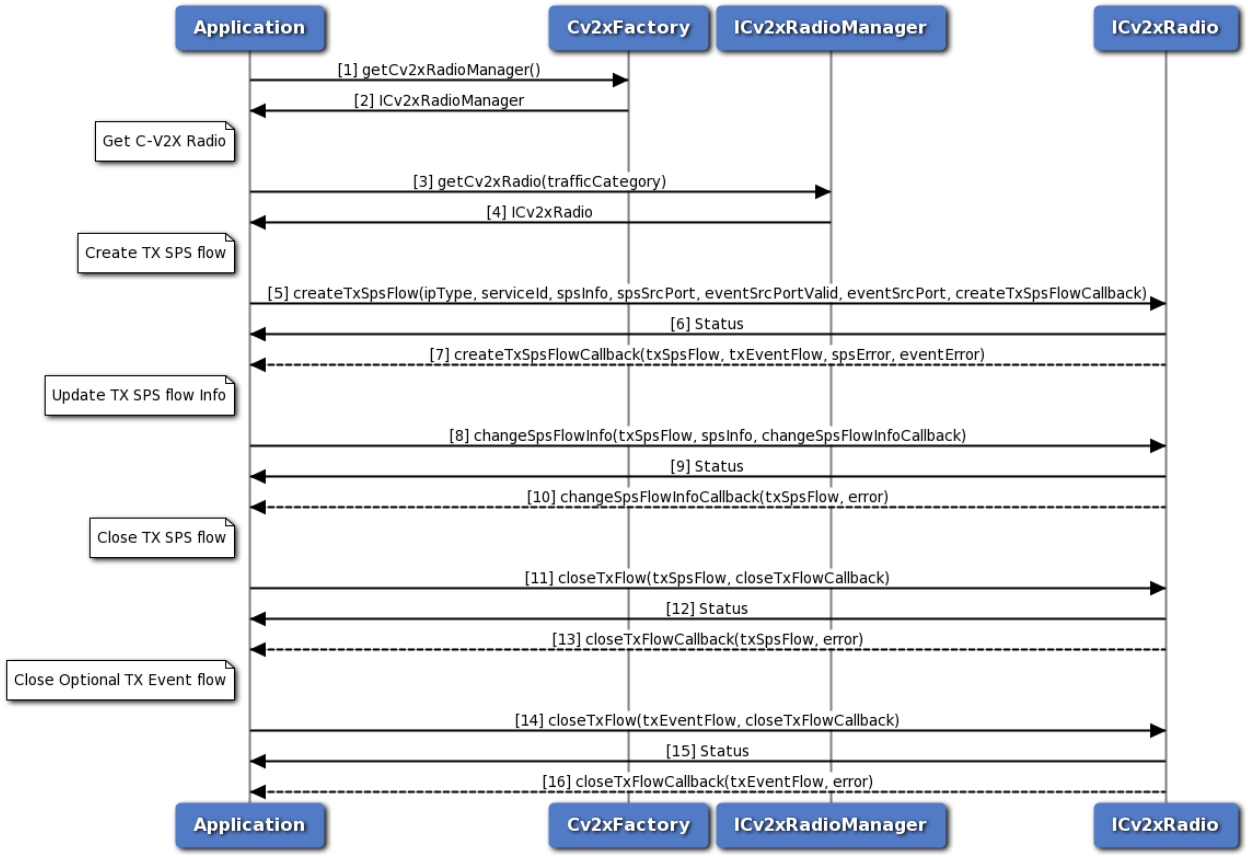

Figure 3-33 C-V2X Radio SPS flow call flow

1. Application requests C-V2X factory for a C-V2X Radio Manager.
2. C-V2X factory return ICv2xRadioManager object to application.
3. Application requests C-V2X Radio from ICv2xRadioManager.
4. C-V2X Radio Manager returns ICv2xRadio object.
5. Application requests a new TX SPS flow from the C-V2X Radio using createTxSPSFlow method. The application can also specify an optional event flow.
6. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
7. C-V2X Radio sends asynchronous notification via the callback function. The callback will return the SPS flow and its status as well as the optional event-driven flow and its status.
8. Application requests to change the SPS parameters using the changeSpsFlowInfo method.
9. Application received synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
10. C-V2X Radio sends asynchronous notification via the callback (if callback was specified) indicating the status of the request.
11. Application requests to close the SPS flow.

12. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
13. C-V2X Radio sends asynchronous notification via the callback (if a callback was specified) indicating the status of the request.
14. Application requests to close optional event-driven flow (if one was created).
15. Application receives synchronous status (either SUCCESS or FAILED) indicating whether the request was sent successfully.
16. C-V2X Radio sends asynchronous notification via the callback (if a callback was specified) indicating the status of the request.

3.21 Audio

3.21.1 Audio Manager API call flow

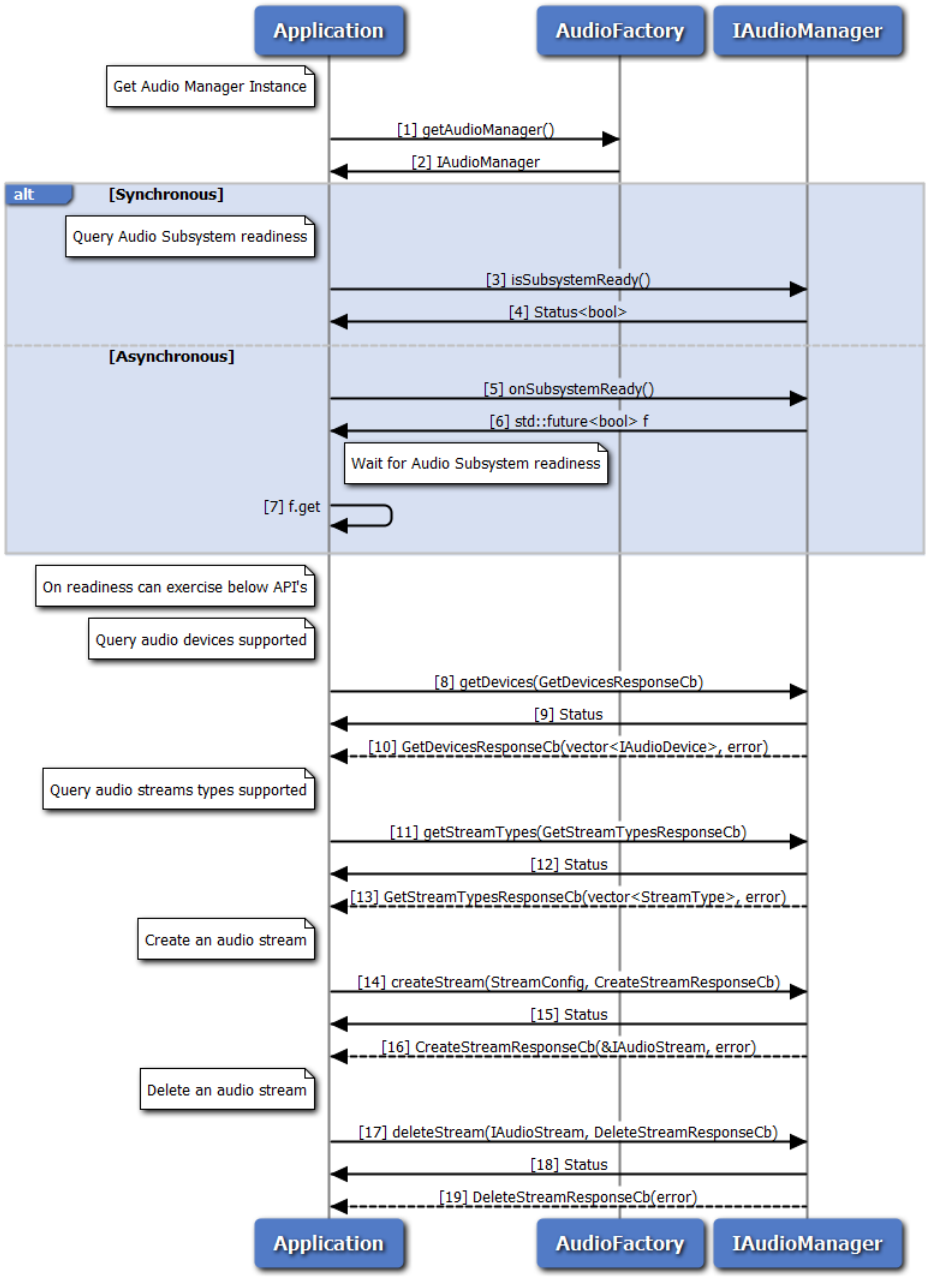

Figure 3-34 Audio Manager API call flow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. Application can use IAudioManager::isSubsystemReady to determine if the system is ready.
4. The application receives the Status i.e. either true or false to indicate whether sub-system is ready or not.
5. If it is not ready, then the application could use onSubsystemReady which returns std::future.
6. AudioManager notifies the application when the subsystem is ready through the std::future object.

7. The application waits until the asynchronous operation i.e onSubsystemReady completes.
8. On Readiness, Application requests supported device types using getDevices method.
9. Application receives synchronous Status which indicates if the getDevices request was sent successfully.
10. Application is notified of the Status of the getDevices request (either SUCCESS or FAILED) via the application-supplied callback, with array of supported device types.
11. Application requests supported stream types using getStreamTypes method.
12. Application receives synchronous Status which indicates if the getStreamTypes request was sent successfully.
13. Application is notified of the Status of the getStreamTypes request (either SUCCESS or FAILED) via the application-supplied callback, with array of supported stream types.
14. Application requests create audio stream using createStream method.
15. Application receives synchronous Status which indicates if the createStream request was sent successfully.
16. Application is notified of the Status of the createStream request (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface.
17. Application requests delete audio stream using deleteStream method.
18. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
19. Application is notified of the Status of the deleteStream request (either SUCCESS or FAILED) via the application-supplied callback.

3.21.2 Audio Voice Call Start/Stop call flow

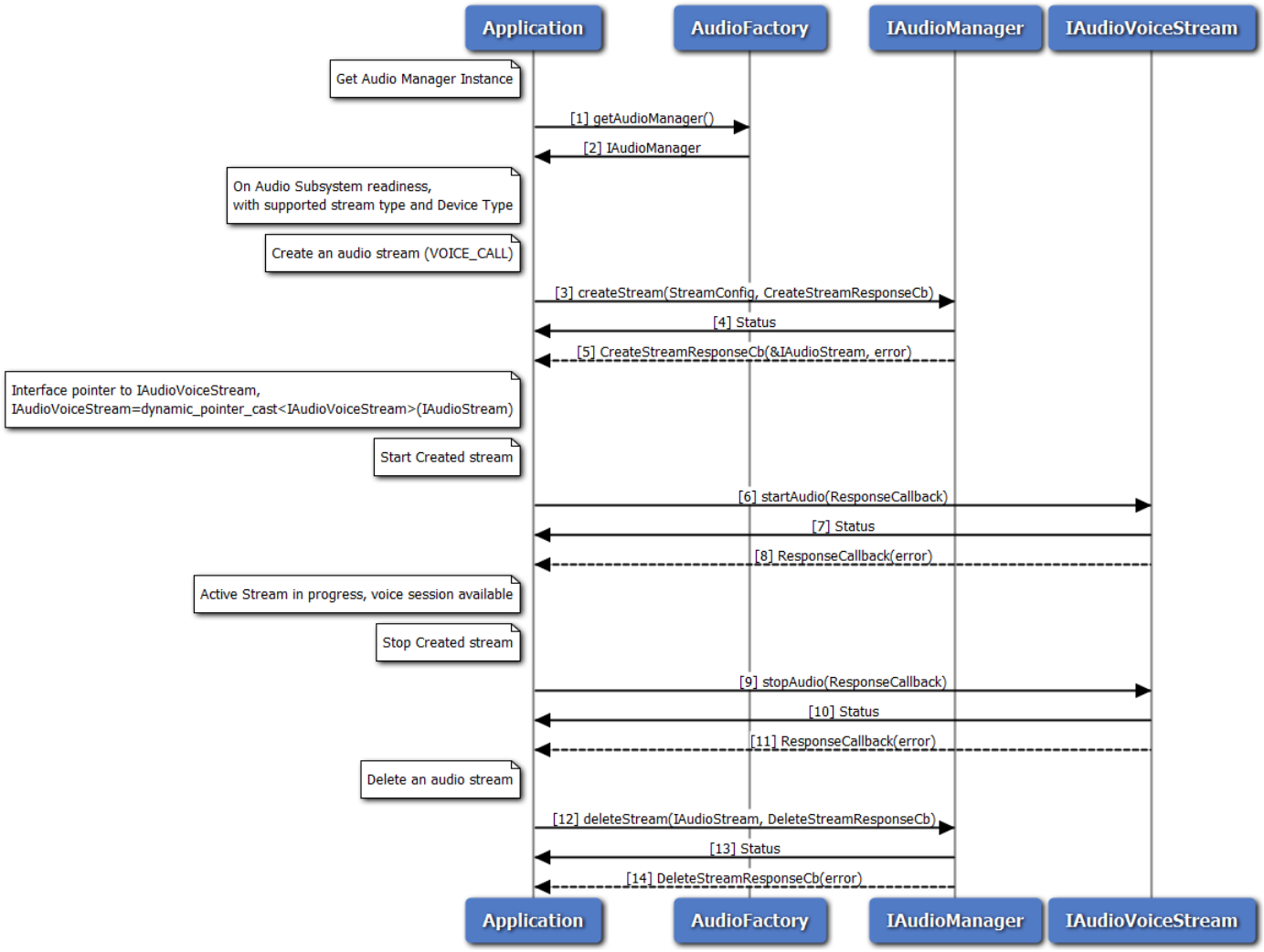

Figure 3-35 Audio Voice Call Start/Stop call flow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests create audio voice stream using createStream method with streamType as VOICE_CALL.
4. Application receives synchronous Status which indicates if the createStream request was sent successfully.
5. Application is notified of the Status of the createStream request (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioVoiceStream.
6. Application requests start audio stream using startAudio method on IAudioVoiceStream.
7. Application receives synchronous Status which indicates if the startAudio request was sent successfully.

8. Application is notified of the Status of the startAudio request (either SUCCESS or FAILED) via the application-supplied callback.
9. Application requests stop audio stream using stopAudio method on IAudioVoiceStream.
10. Application receives synchronous Status which indicates if the stopAudio request was sent successfully.
11. Application is notified of the Status of the stopAudio request (either SUCCESS or FAILED) via the application-supplied callback.
12. Application requests delete audio stream using deleteStream method.
13. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
14. Application is notified of the Status of the deleteStream request (either SUCCESS or FAILED) via the application-supplied callback.

3.21.3 Audio Voice Call Device Switch call flow

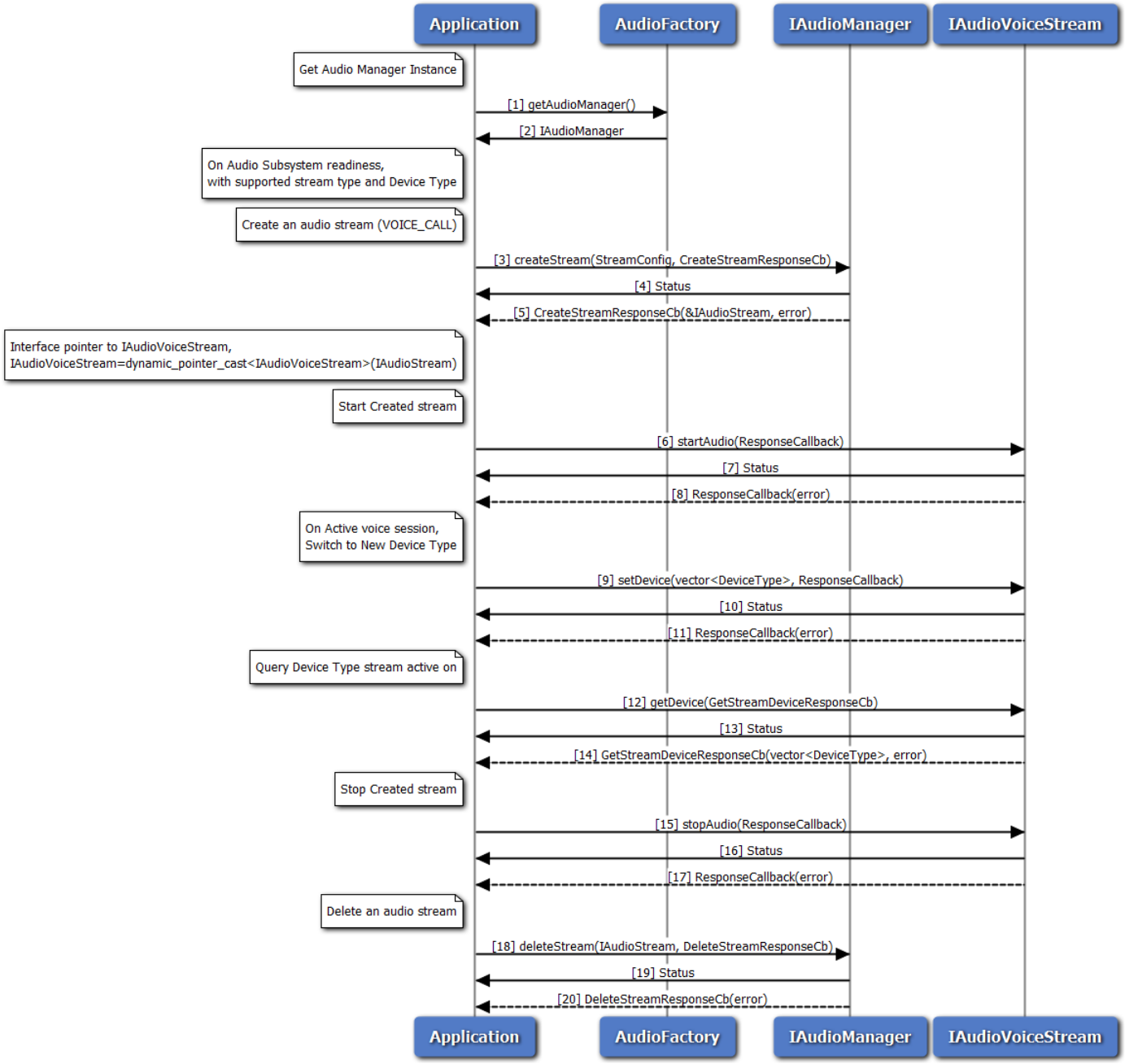

Figure 3-36 Audio Voice Call Device Switch call flow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests create audio voice stream using createStream method with streamType as VOICE_CALL.
4. Application receives synchronous Status which indicates if the createStream request was sent successfully.

5. Application is notified of the Status of the createStream request (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioVoiceStream.
6. Application requests start audio stream using startAudio method on IAudioVoiceStream.
7. Application receives synchronous Status which indicates if the startAudio request was sent successfully.
8. Application is notified of the Status of the startAudio request (either SUCCESS or FAILED) via the application-supplied callback.
9. Application requests new device routing of stream using setDevice method on IAudioVoiceStream.
10. Application receives synchronous Status which indicates if the setDevice request was sent successfully.
11. Application is notified of the Status of the setDevice request (either SUCCESS or FAILED) via the application-supplied callback.
12. Application query device stream routed to using getDevice method on IAudioVoiceStream.
13. Application receives synchronous Status which indicates if the getDevice request was sent successfully.
14. Application is notified of the Status of the getDevice request (either SUCCESS or FAILED) via the application-supplied callback, along with device types.
15. Application requests stop audio stream using stopAudio method on IAudioVoiceStream.
16. Application receives synchronous Status which indicates if the stopAudio request was sent successfully.
17. Application is notified of the Status of the stopAudio request (either SUCCESS or FAILED) via the application-supplied callback.
18. Application requests delete audio stream using deleteStream method.
19. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
20. Application is notified of the Status of the deleteStream request (either SUCCESS or FAILED) via the application-supplied callback.

3.21.4 Audio Voice Call Volume/Mute control call flow

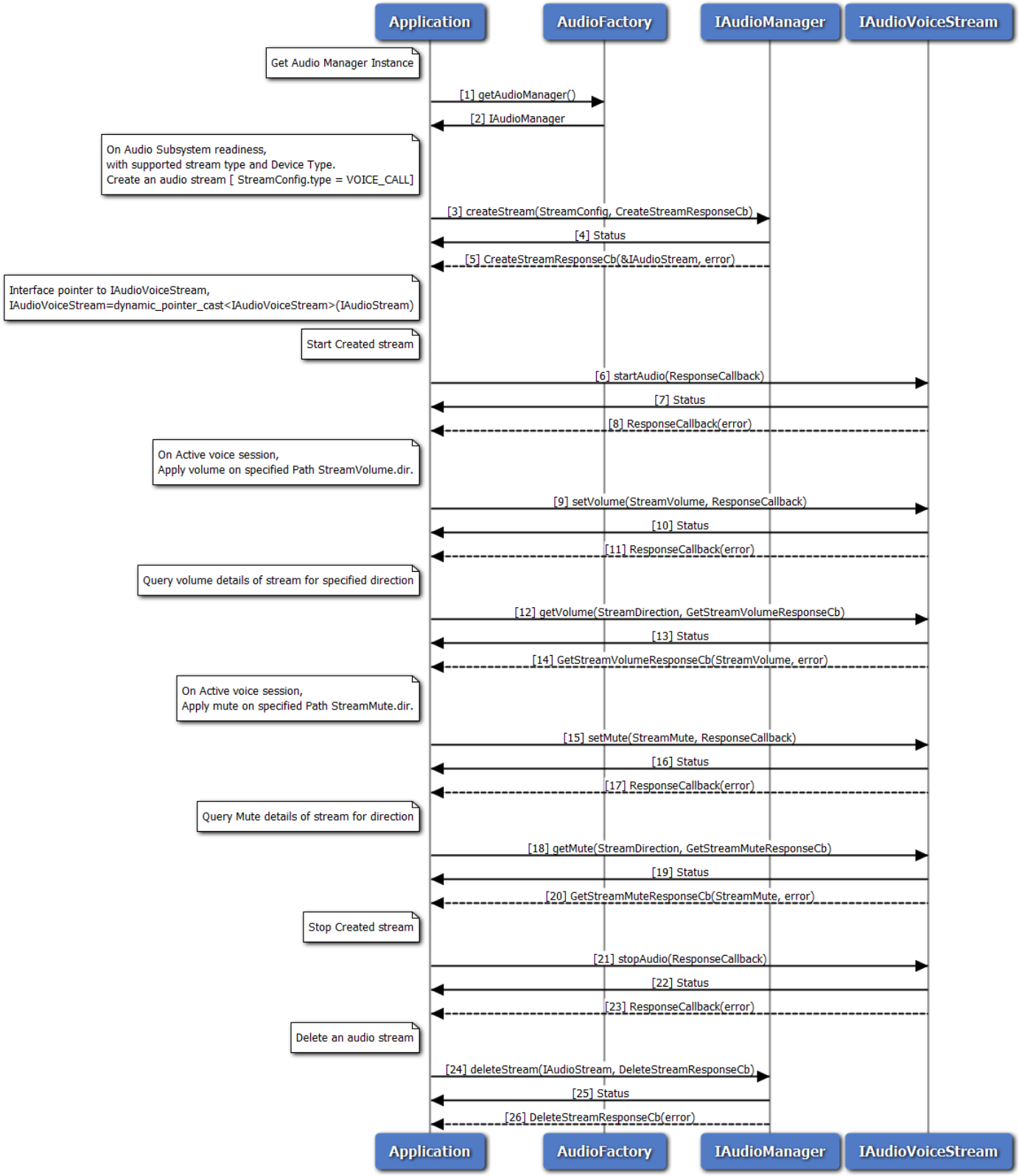

Figure 3-37 Audio Voice Call Volume/Mute control call flow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests create audio voice stream using createStream method with streamType as VOICE_CALL.
4. Application receives synchronous Status which indicates if the createStream request was sent successfully.
5. Application is notified of the Status of the createStream request (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioVoiceStream.
6. Application requests start audio stream using startAudio method on IAudioVoiceStream.
7. Application receives synchronous Status which indicates if the startAudio request was sent successfully.
8. Application is notified of the Status of the startAudio request (either SUCCESS or FAILED) via the application-supplied callback.
9. Application requests new volume on stream using setVolume method on IAudioVoiceStream for specified direction.
10. Application receives synchronous Status which indicates if the setVolume request was sent successfully.
11. Application is notified of the Status of the setVolume request (either SUCCESS or FAILED) via the application-supplied callback.
12. Application query volume on stream using getVolume method on IAudioVoiceStream for specified direction.
13. Application receives synchronous Status which indicates if the getVolume request was sent successfully.
14. Application is notified of the Status of the getVolume request (either SUCCESS or FAILED) via the application-supplied callback for specified direction with volume details.
15. Application requests new mute on stream using setMute method on IAudioVoiceStream for specified direction.
16. Application receives synchronous Status which indicates if the setMute request was sent successfully.
17. Application is notified of the Status of the setMute request (either SUCCESS or FAILED) via the application-supplied callback.
18. Application query mute details on stream using getMute method on IAudioVoiceStream for specified direction.
19. Application receives synchronous Status which indicates if the getMute request was sent successfully.
20. Application is notified of the Status of the getMute request (either SUCCESS or FAILED) via the application-supplied callback for specified direction with mute details.
21. Application requests stop audio stream using stopAudio method on IAudioVoiceStream.
22. Application receives synchronous Status which indicates if the stopAudio request was sent successfully.
23. Application is notified of the Status of the stopAudio request (either SUCCESS or FAILED) via the application-supplied callback.

24. Application requests delete audio stream using deleteStream method.
25. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
26. Application is notified of the Status of the deleteStream request (either SUCCESS or FAILED) via the application-supplied callback.

3.21.5 Call flow to play DTMF tone

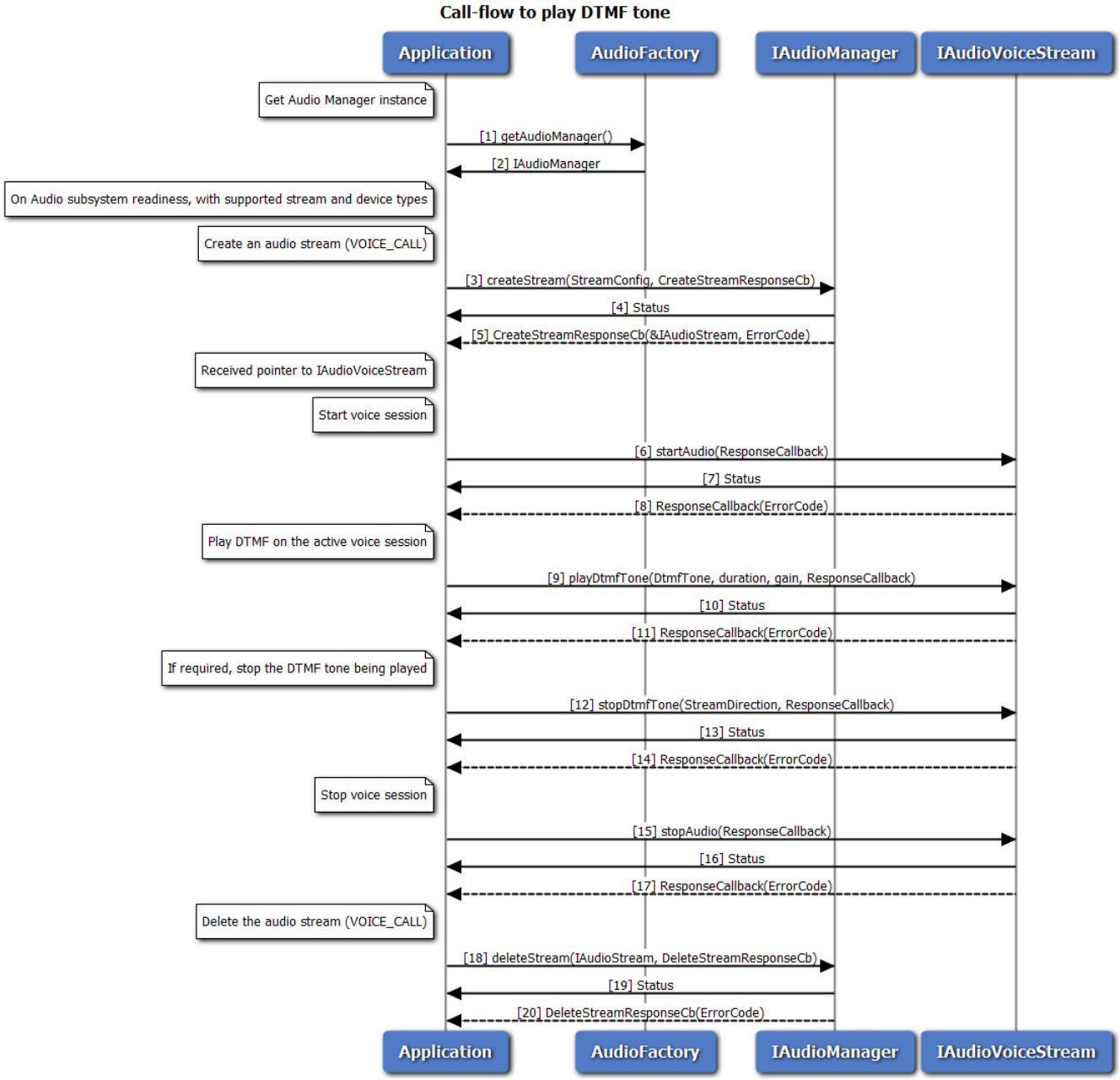

Figure 3-38 Call flow to play DTMF tone

1. Application requests Audio factory for an Audio Manager.

2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests to create a voice stream with streamType as VOICE_CALL.
4. Application receives synchronous status which indicates if the createStream request was sent successfully.
5. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioVoiceStream.
6. Application requests to start voice session using startAudio method on IAudioVoiceStream.
7. Application receives synchronous status which indicates if the startAudio request was sent successfully.
8. Application is notified of the startAudio request status (either SUCCESS or FAILED) via the application-supplied callback.
9. Application requests to play a DTMF tone associated with the voice session
10. Application receives synchronous status which indicates if the playDtmfTone request was sent successfully.
11. Application is notified of the playDtmfTone request status (either SUCCESS or FAILED) via the application-supplied callback.
12. Application can optionally stop the DTMF tone being played, before its duration expires.
13. Application receives synchronous status which indicates if the stopDtmfTone request was sent successfully.
14. Application is notified of the stopDtmfTone request status (either SUCCESS or FAILED) via the application-supplied callback.
15. Application requests to stop the voice session using stopAudio method on IAudioVoiceStream.
16. Application receives synchronous Status which indicates if the stopAudio request was sent successfully.
17. Application is notified of the stopAudio request status(either SUCCESS or FAILED) via the application-supplied callback.
18. Application requests delete audio stream using deleteStream method.
19. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
20. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.

3.21.6 Call flow to detect DTMF tones

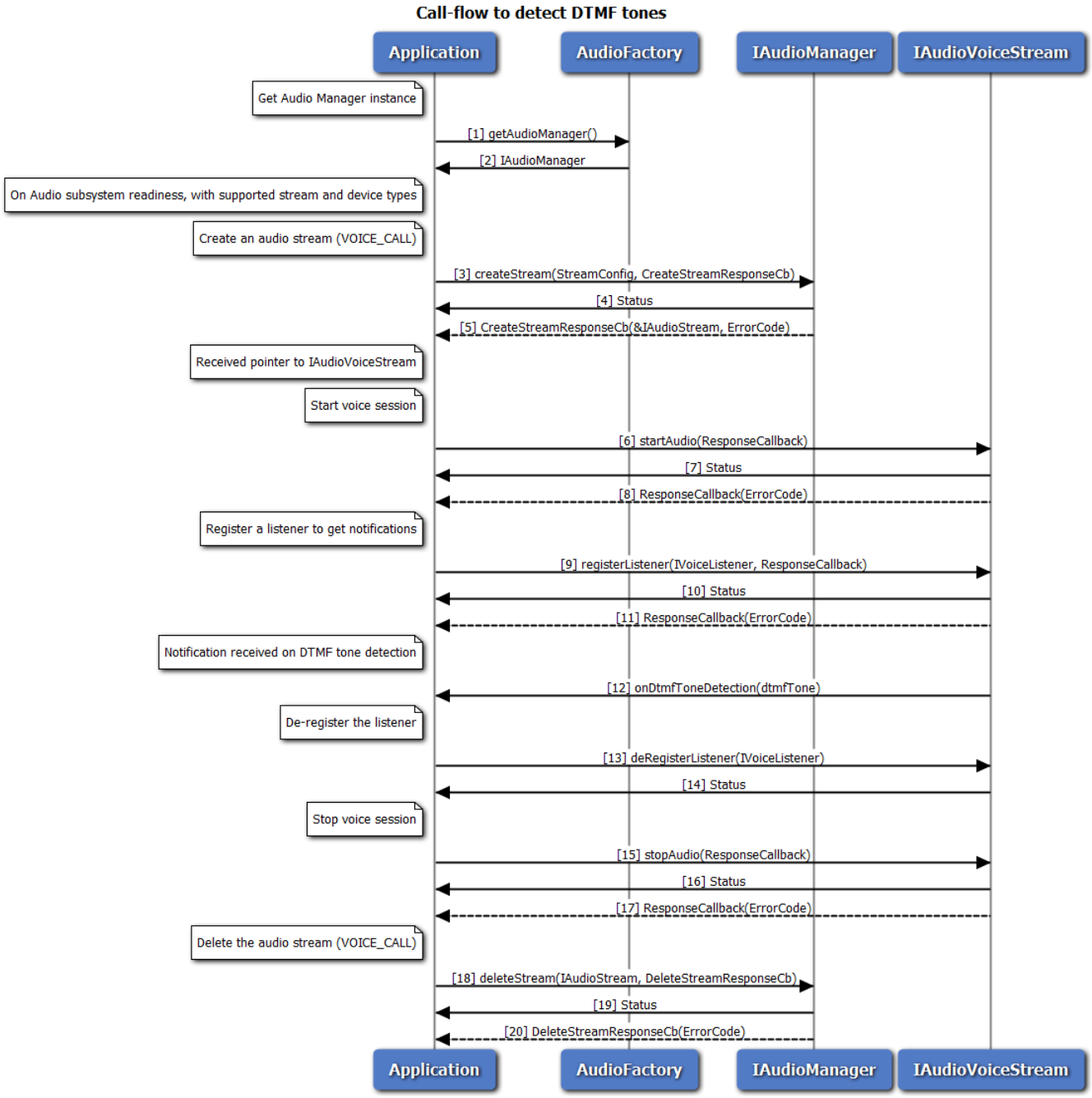

Figure 3-39 Call flow to detect DTMF tone

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests to create a voice stream with streamType as VOICE_CALL.
4. Application receives synchronous status which indicates if the createStream request was sent successfully.

5. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioVoiceStream.
6. Application requests to start voice session using startAudio method on IAudioVoiceStream.
7. Application receives synchronous status which indicates if the startAudio request was sent successfully.
8. Application is notified of the startAudio request status (either SUCCESS or FAILED) via the application-supplied callback.
9. Application registers a listener for getting notifications when DTMF tones are detected
10. Application receives synchronous status which indicates if the registerListener request was sent successfully.
11. Application is notified of the registerListener request status (either SUCCESS or FAILED) via the application-supplied callback.
12. Application receives onDtmfToneDetection notification when a DTMF tone is detected in the active voice call session
13. Application deregisters a listener to stop getting notifications
14. Application receives synchronous status which indicates if the deRegisterListener request was sent successfully.
15. Application requests to stop the voice session using stopAudio method on IAudioVoiceStream.
16. Application receives synchronous Status which indicates if the stopAudio request was sent successfully.
17. Application is notified of the stopAudio request status(either SUCCESS or FAILED) via the application-supplied callback.
18. Application requests delete audio stream using deleteStream method.
19. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
20. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.

3.21.7 Audio Playback call flow

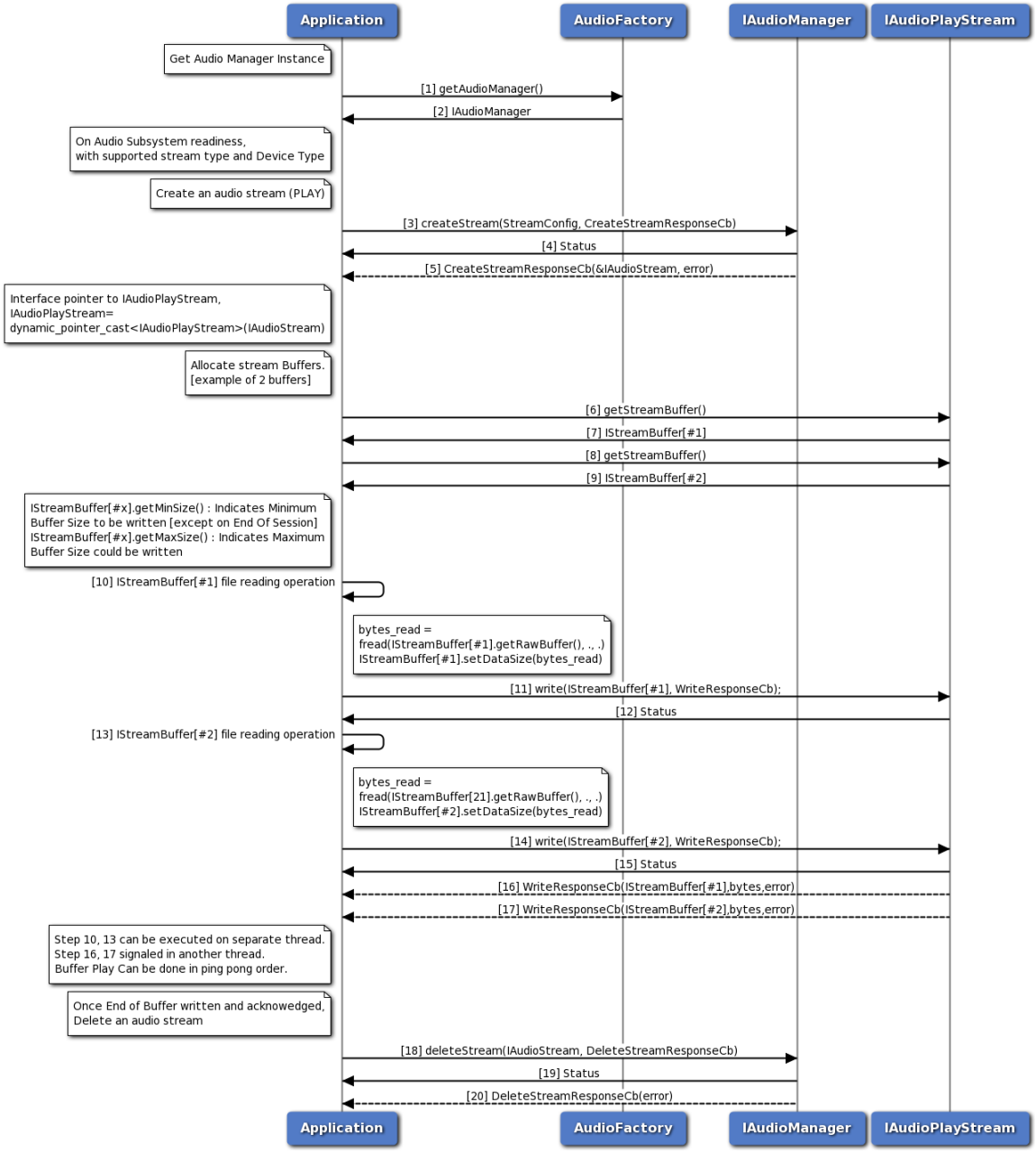

Figure 3-40 Audio Playback call flow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests create audio playback stream using createStream method with streamType as PLAY.
4. Application receives synchronous Status which indicates if the createStream request was sent successfully.
5. Application is notified of the Status of the createStream request (either SUCCESS or FAILED) via

the application-supplied callback, with pointer to stream interface refering to IAudioPlayStream.

6. Application requests stream buffer#1 using getStreamBuffer method on IAudioPlayStream.
7. Application receives IStreamBuffer if Success.
8. Application requests stream buffer#2 using getStreamBuffer method on IAudioPlayStream.
9. Application receives IStreamBuffer if Success.
10. Application writes audio samples on buffer#1 using getRawBuffer method on IStreamBuffer.
11. Application writes buffer#1 on Playback session using write method on IAudioPlayStream.
12. Application receives synchronous Status which indicates if the write request was sent successfully.
13. Application writes audio samples on buffer#2 using getRawBuffer method on IStreamBuffer.
14. Application writes buffer#2 on Playback session using write method on IAudioPlayStream.
15. Application receives synchronous Status which indicates if the write request was sent successfully.
16. Application is notified of the buffer#1 write Status (either SUCCESS or FAILED) via the application-supplied write callback with successful bytes written.
17. Application is notified of the buffer#2 write Status (either SUCCESS or FAILED) via the application-supplied write callback with successful bytes written.
18. Application requests delete audio stream using deleteStream method.
19. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
20. Application is notified of the Status of the deleteStream request (either SUCCESS or FAILED) via the application-supplied callback.

3.21.8 Audio Capture call flow

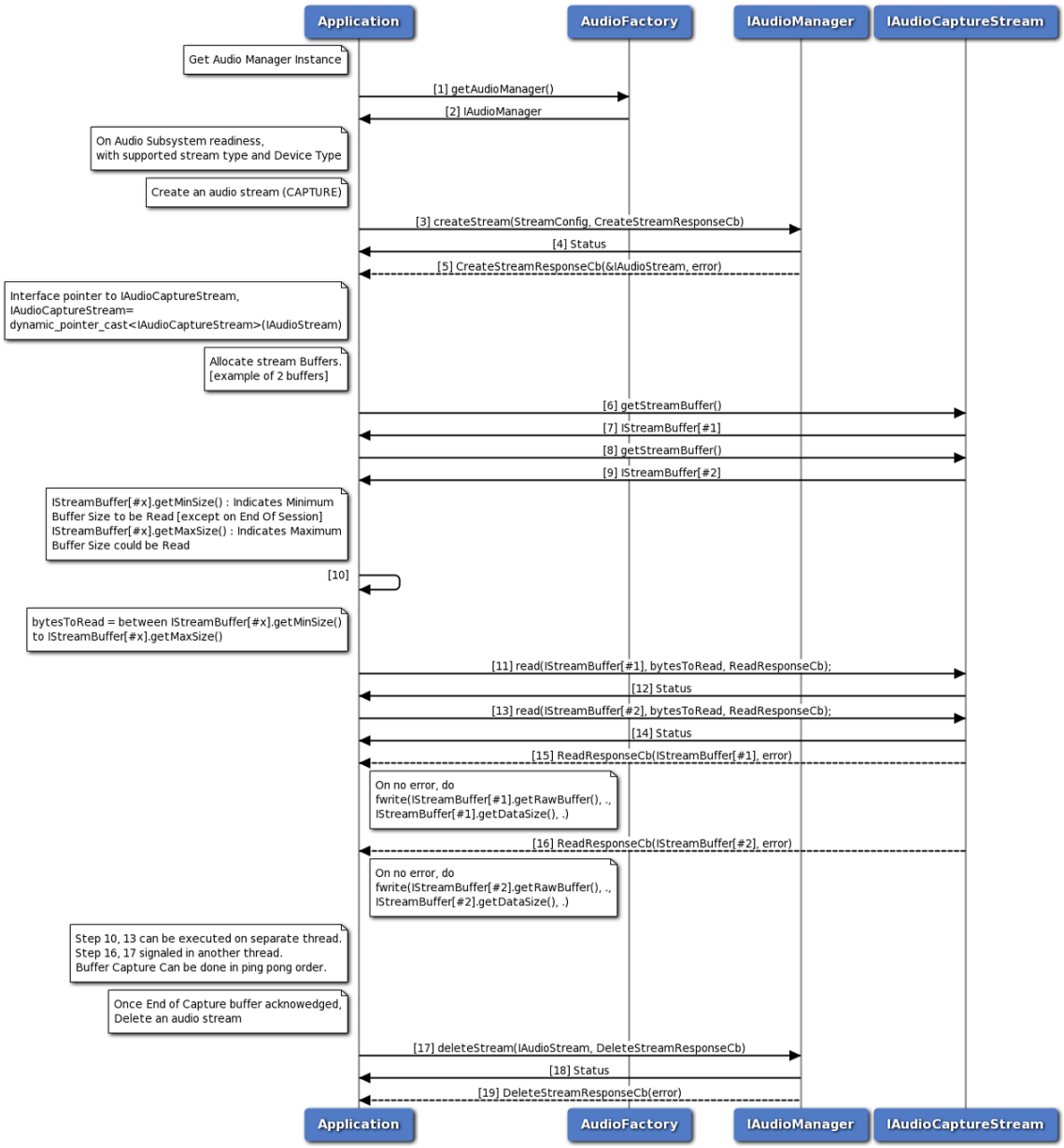

Figure 3-41 Audio Capture call flow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests create audio capture stream using createStream method with streamType as CAPTURE.
4. Application receives synchronous Status which indicates if the createStream request was sent successfully.
5. Application is notified of the Status of the createStream request (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioCaptureStream.

6. Application requests stream buffer#1 using getStreamBuffer method on IAudioCaptureStream.
7. Application receives IStreamBuffer if Success.
8. Application requests stream buffer#2 using getStreamBuffer method on IAudioCaptureStream.
9. Application receives IStreamBuffer if Success.
10. Application decides read sample size.
11. Application issue read audio samples on buffer#1 using read method on IAudioCaptureStream.
12. Application receives synchronous Status which indicates if the read request was sent successfully.
13. Application issue read audio samples on buffer#2 using read method on IAudioCaptureStream.
14. Application receives synchronous Status which indicates if the read request was sent successfully.
15. Application is notified of the buffer#1 write Status (either SUCCESS or FAILED) via the application-supplied read callback with successful bytes read.
16. Application is notified of the buffer#2 write Status (either SUCCESS or FAILED) via the application-supplied read callback with successful bytes read.
17. Application requests delete audio stream using deleteStream method.
18. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
19. Application is notified of the Status of the deleteStream request (either SUCCESS or FAILED) via the application-supplied callback.

3.21.9 Audio Tone Generator call flow

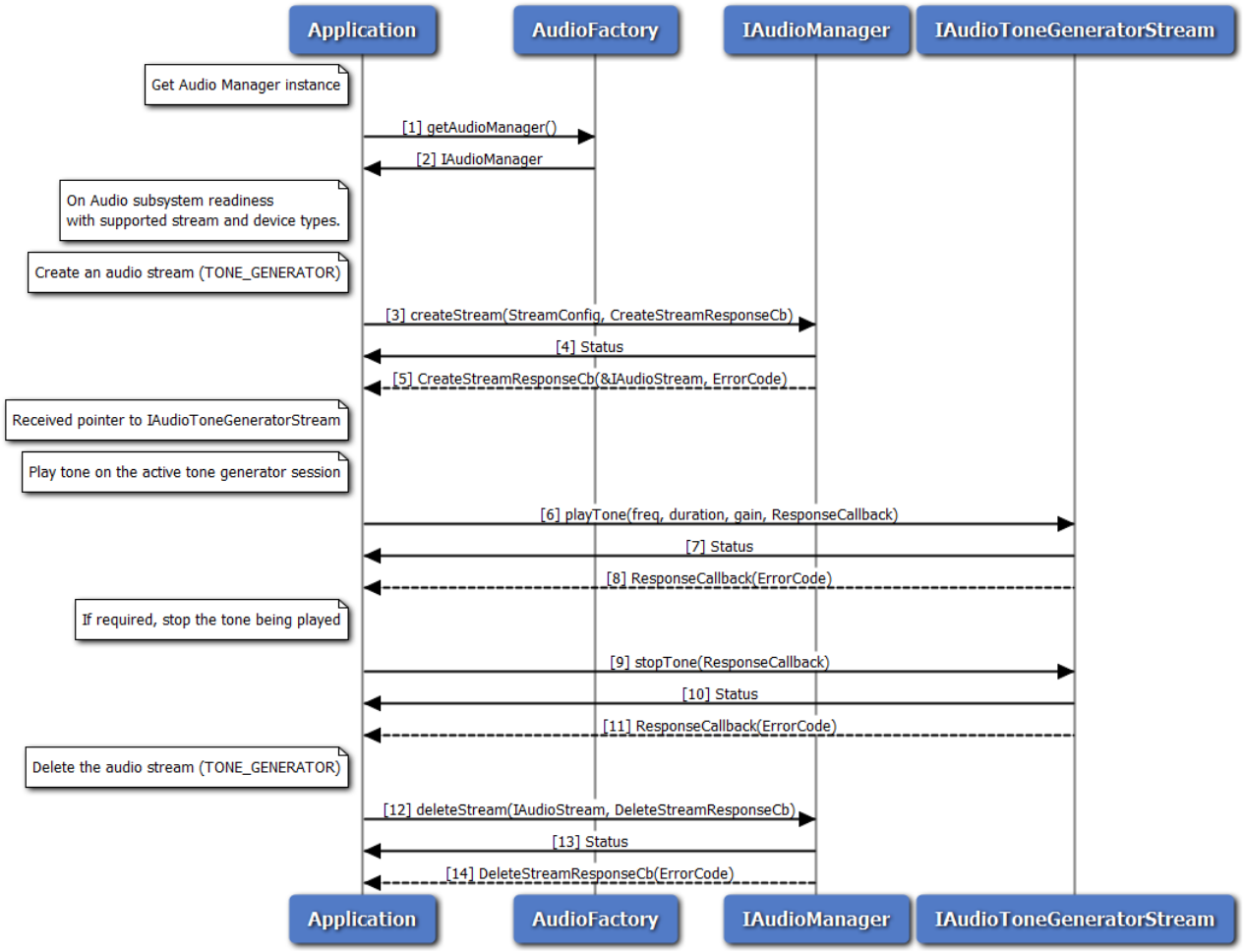

Figure 3-42 Call flow to play/stop tone on a sink device

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests to create a tone generator stream with streamType as TONE_GENERATOR.
4. Application receives synchronous status which indicates if the createStream request was sent successfully.
5. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioToneGeneratorStream.
6. Application requests to play tone using playTone method on IAudioToneGeneratorStream.
7. Application receives synchronous status which indicates if the playTone request was sent successfully.
8. Application is notified of the playTone request status (either SUCCESS or FAILED) via the

application-supplied callback.

9. Application can optionally stop the tone being played, before its duration expires.
10. Application receives synchronous status which indicates if the stopTone request was sent successfully.
11. Application is notified of the stopTone request status (either SUCCESS or FAILED) via the application-supplied callback.
12. Application requests delete audio stream using deleteStream method.
13. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
14. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.

3.21.10 Audio Loopback call flow

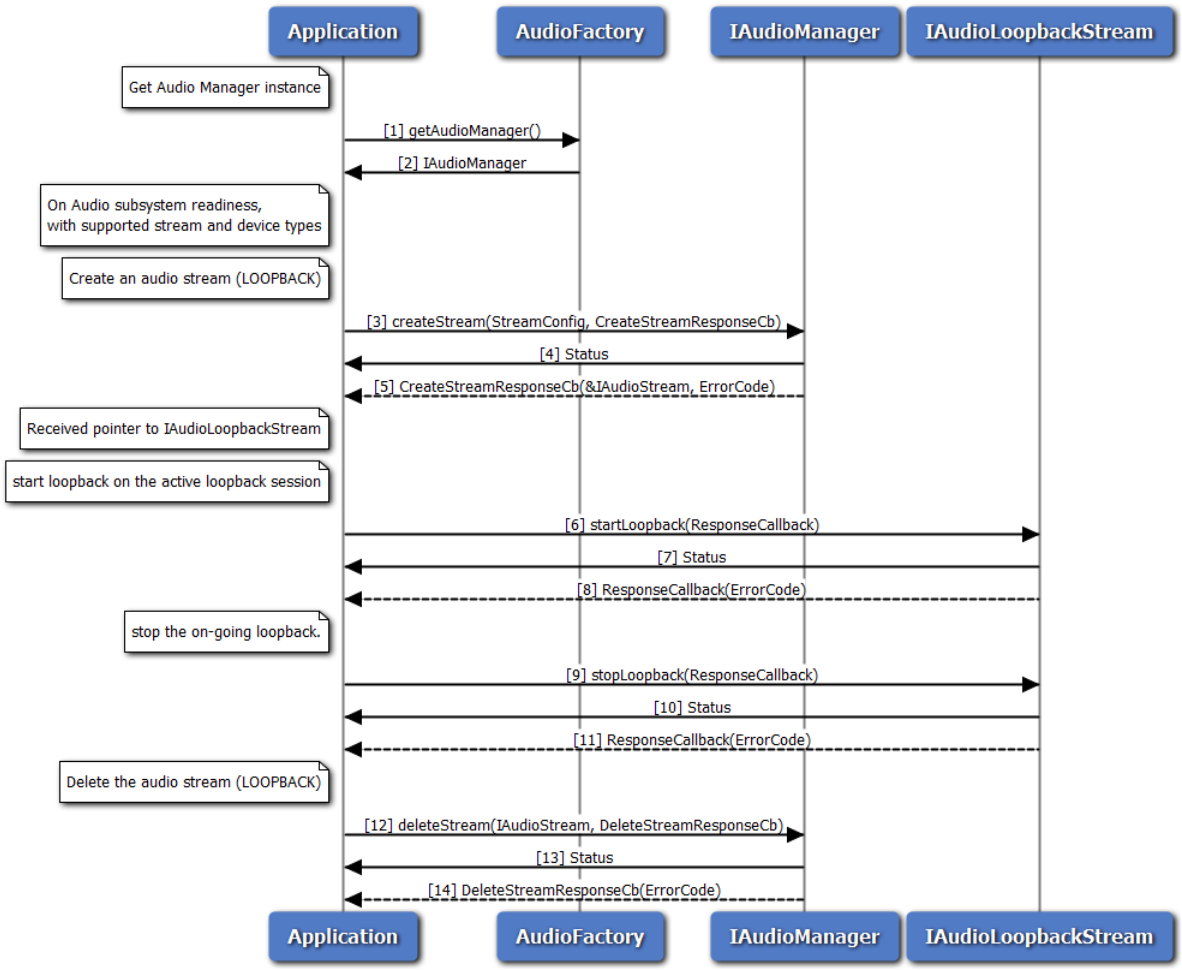

Figure 3-43 Call flow to start/stop loopback between source and sink devices

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.

3. On Readiness, Application requests to create a loopback stream with streamType as LOOPBACK.
4. Application receives synchronous status which indicates if the createStream request was sent successfully.
5. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioLoopbackStream.
6. Application requests to start loopback using startLoopback method on IAudioLoopbackStream.
7. Application receives synchronous status which indicates if the startLoopback request was sent successfully.
8. Application is notified of the startLoopback request status (either SUCCESS or FAILED) via the application-supplied callback.
9. Application requests to stop loopback using stopLoopback method on IAudioLoopbackStream.
10. Application receives synchronous status which indicates if the stopLoopback request was sent successfully.
11. Application is notified of the stopLoopback request status (either SUCCESS or FAILED) via the application-supplied callback.
12. Application requests delete audio stream using deleteStream method.
13. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
14. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.

3.21.11 Compressed audio format playback call flow

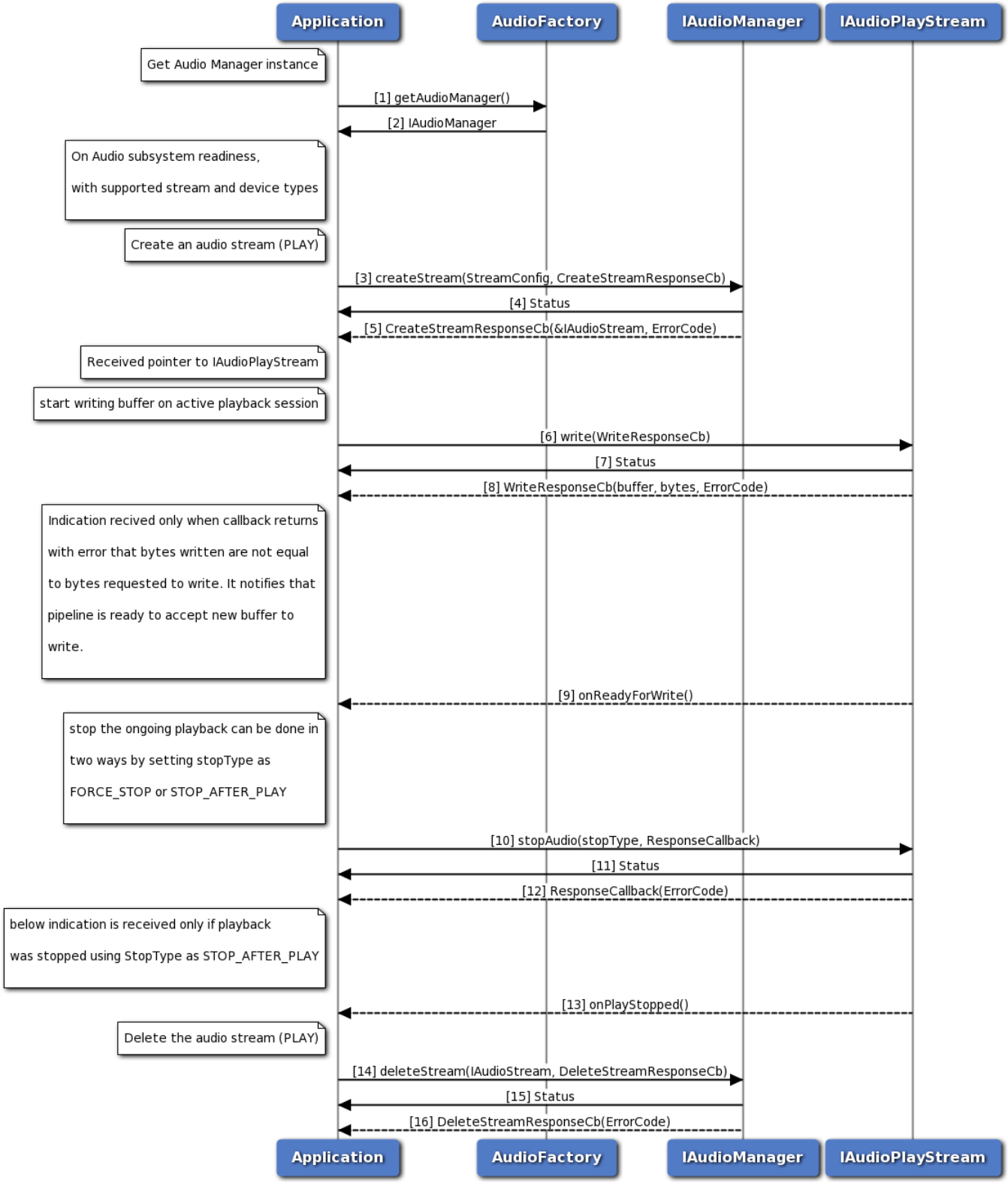

Figure 3-44 Call flow to play Compressed audio format

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests to create a play stream with streamType as PLAY.
4. Application receives synchronous status which indicates if the createStream request was sent successfully.
5. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioPlayStream.
6. Application requests to write buffer using write method on IAudioPlayStream.
7. Application receives synchronous status which indicates if the write request was sent successfully.
8. Application is notified of the write request status (either SUCCESS or FAILED) via the application-supplied callback along with number of bytes written.
9. Application is notified of when pipeline is ready to accept new buffer if callback returns with error that number of bytes written are not equal to bytes requested.
10. Application send request to stop playback using stopAudio method of IAudioPlayStream.
11. Application receives synchronous status which indicates if the stopAudio request was sent successfully.
12. Application is notified of the stopAudio request status (either SUCCESS or FAILED) via the application-supplied callback.
13. Appication is notified via indication that playback is stopped if StopType is STOP_AFTER_PLAY.
14. Application requests delete audio stream using deleteStream method.
15. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
16. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.

3.21.12 Audio Transcoding Operation Callflow

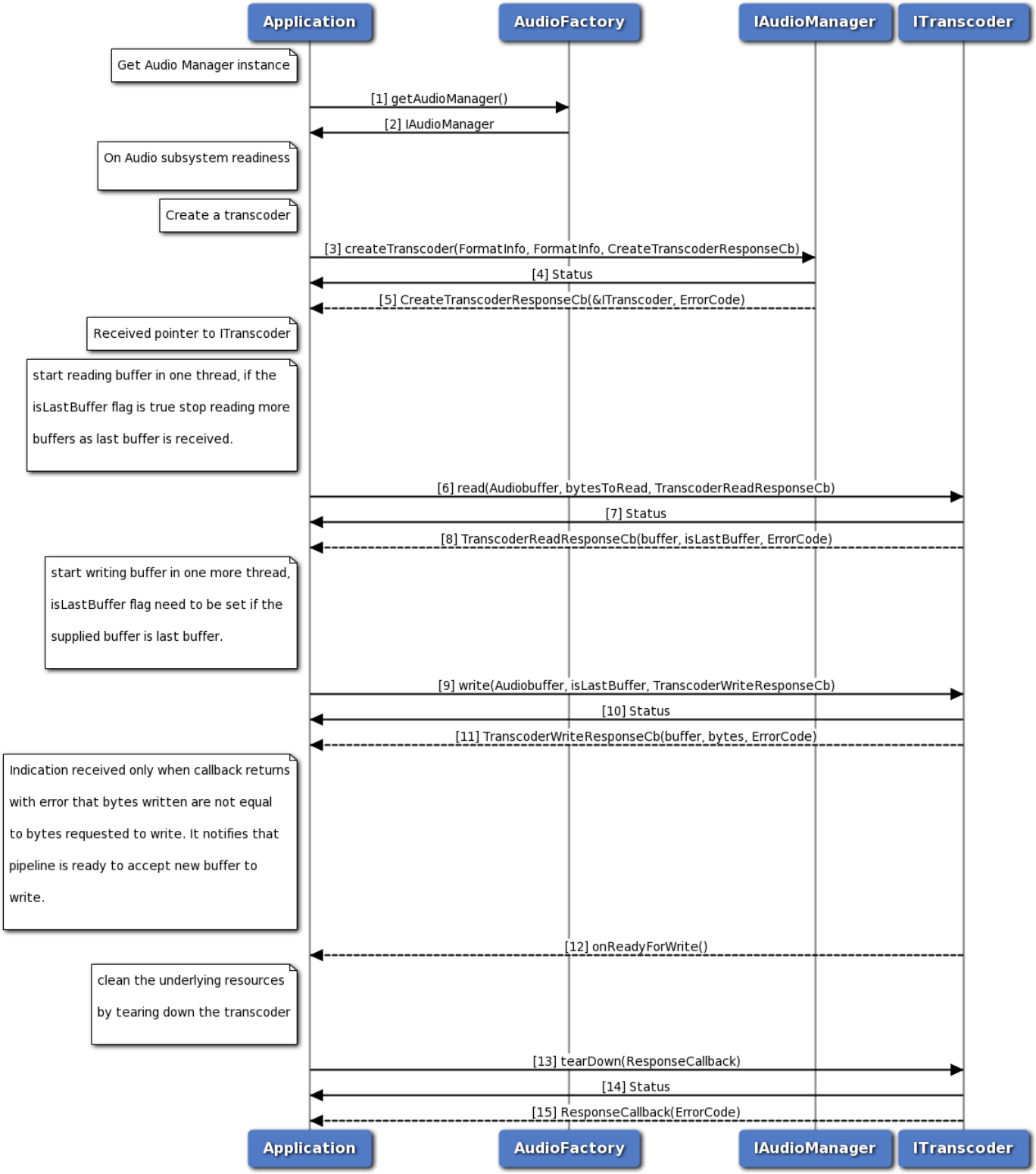

Figure 3-45 Audio Transcoding Operation Callflow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests to create a transcoder.
4. Application receives synchronous status which indicates if the createTranscoder request was sent successfully.
5. Application is notified of the createTranscoder request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to transcoder interface refering to ITranscoder.
6. Application requests to read buffer using read method on ITranscoder.
7. Application receives synchronous status which indicates if the read request was sent successfully.
8. Application is notified of the read request status (either SUCCESS or FAILED) via the application-supplied callback along with isLastBuffer flag which indicates whether the buffer is last buffer to read or not.
9. Application requests to write buffer using write method on ITranscoder.
10. Application receives synchronous status which indicates if the write request was sent successfully.- Application need to mark the isLastBuffer flag, whenever it is providing the last buffer to be write.
11. Application is notified of the write request status (either SUCCESS or FAILED) via the application-supplied callback along with number of bytes written.
12. Application is notified of when pipeline is ready to accept new buffer if callback returns with error that number of bytes written are not equal to bytes requested.
13. Once transcoding done, Application requests to tearDown transcoder as transcoder can not be used for multiple transcoding operations.
14. Application receives synchronous status which indicates if the tearDown request was sent successfully.
15. Application is notified of the tearDown request status (either SUCCESS or FAILED) via the application-supplied callback.

3.21.13 Compressed audio format playback on Voice Paths Callflow

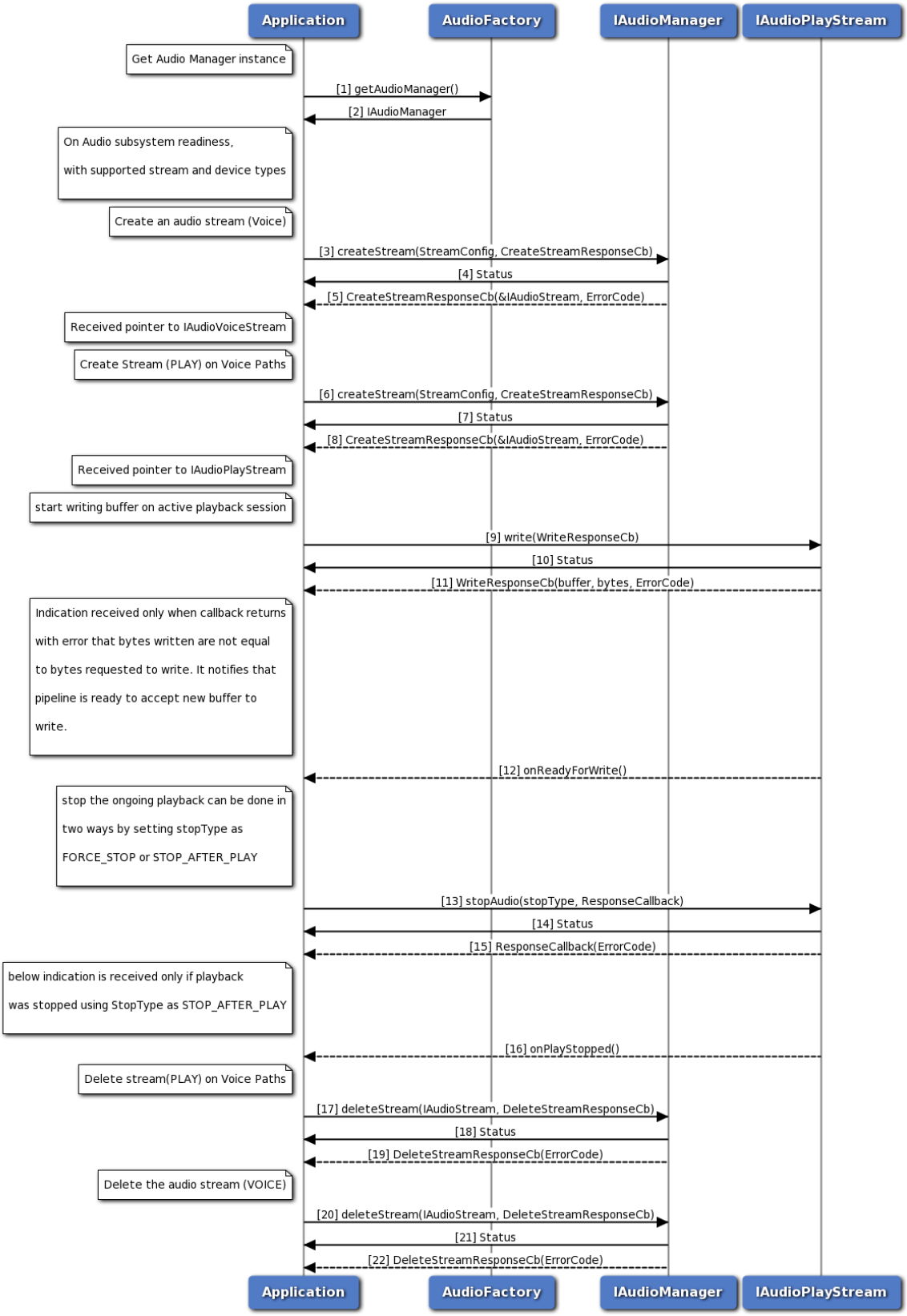

Figure 3-46 Compressed audio format playback on Voice Paths Callflow

1. Application requests Audio factory for an Audio Manager.
2. Audio factory return IAudioManager object to application.
3. On Readiness, Application requests to create a voice stream with streamType as VOICE_CALL.
4. Application receives synchronous status which indicates if the createStream request was sent successfully.
5. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioVoiceStream.
6. On Readiness, Application requests to create a play stream with streamType as PLAY, voicePaths direction as TX or RX and no device is selected.
7. Application receives synchronous status which indicates if the createStream request was sent successfully.
8. Application is notified of the createStream request status (either SUCCESS or FAILED) via the application-supplied callback, with pointer to stream interface refering to IAudioPlayStream.
9. Application requests to write buffer using write method on IAudioPlayStream.
10. Application receives synchronous status which indicates if the write request was sent successfully.
11. Application is notified of the write request status (either SUCCESS or FAILED) via the application-supplied callback along with number of bytes written.
12. Application is notified of when pipeline is ready to accept new buffer if callback returns with error that number of bytes written are not equal to bytes requested.
13. Application send request to stop playback using stopAudio method of IAudioPlayStream.
14. Application receives synchronous status which indicates if the stopAudio request was sent successfully.
15. Application is notified of the stopAudio request status (either SUCCESS or FAILED) via the application-supplied callback.
16. Appication is notified via indication that playback is stopped if StopType is STOP_AFTER_PLAY.
17. Application requests delete audio play stream using deleteStream method.
18. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
19. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.
20. Application requests delete audio voice stream using deleteStream method.
21. Application receives synchronous Status which indicates if the deleteStream request was sent successfully.
22. Application is notified of the deleteStream request status(either SUCCESS or FAILED) via the application-supplied callback.

3.22 Thermal manager call flow

Thermal manager provides APIs to get list of thermal zones and cooling devices. It also contains APIs to get a particular thermal zone and a particular cooling device details with the given Id.

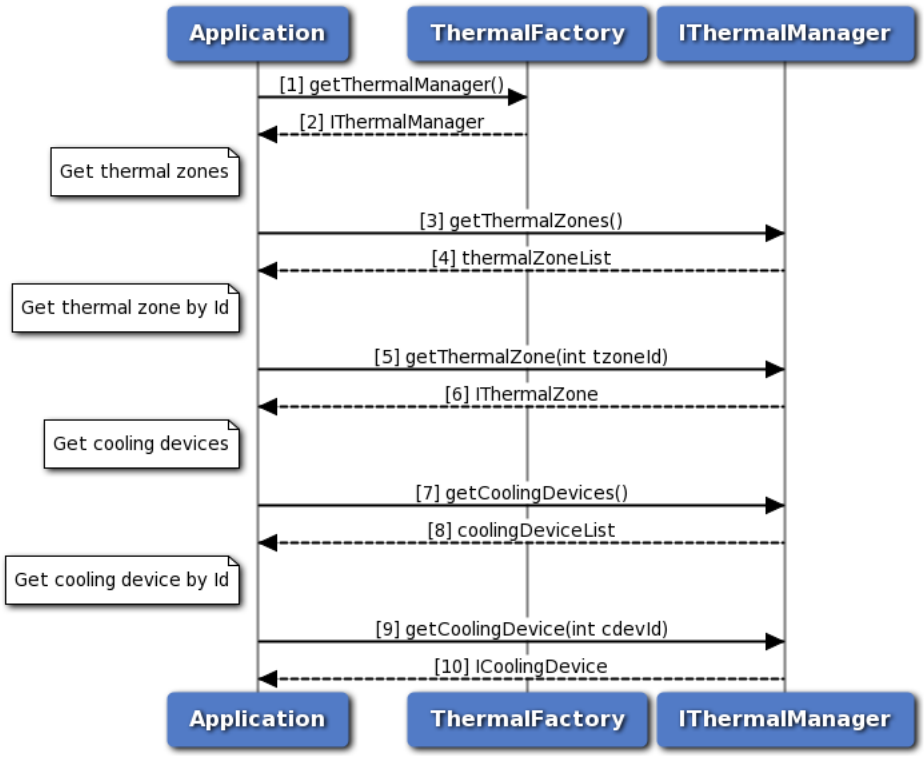

Figure 3-47 Thermal manager call flow

1. Application requests Thermal factory for Thermal Manager.
2. Thermal factory returns IThermalManager object to application.
3. Application sends request to get all thermal zones using IThermalManager object.
4. Thermal manager returns the list of thermal zones to the application.
5. Application requests for a particular thermal zone details by mentioning the thermal zone Id.
6. Application receives thermal zone details with the given Id from thermal manager.
7. Application sends request to get all cooling devices using IThermalManager object.
8. Thermal manager returns the list of cooling devices to the application.
9. Application requests for a particular cooling device details by passing the cooling device Id.
10. Thermal Manager sends cooling device details with the given Id to the application.

3.23 Thermal shutdown management

Thermal shutdown manager provides APIs to set/get auto thermal shutdown modes. It also has listener interface for notifications. Application will get the Thermal-shutdown manager object from thermal factory. The application can register a listener for updates in thermal auto shutdown modes and its management service status. Also there is provision to set the desired thermal auto-shutdown mode.

When application is notifed of service being unavailable, the thermal auto-shutdown mode updates are inactive. After service becomes available, the existing listener registrations will be maintained.

As a reference, auto-shutdown management in an eCall application is described in the below sections.

3.23.1 Call flow to register/remove listener for Thermal auto-shutdown mode updates.

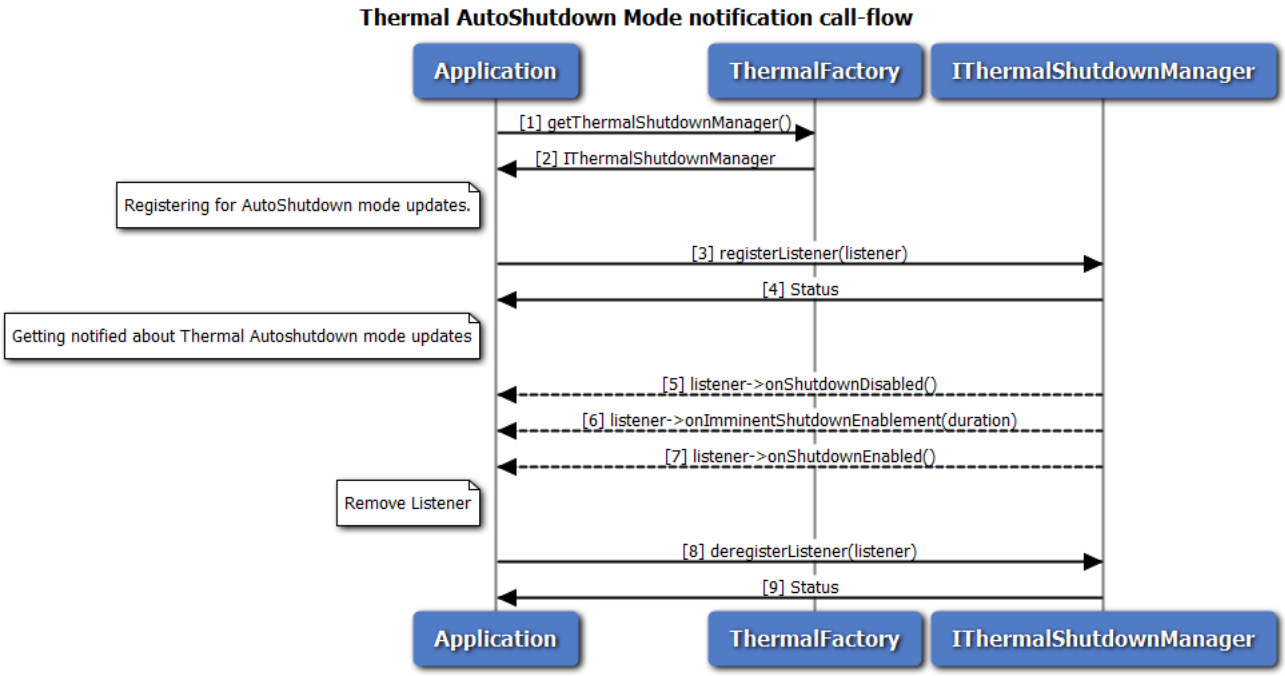

Figure 3-48 Call flow to register/remove listener for Thermal shutdown manager

1. Application requests thermal factory for Thermal Shutdown Manager.
2. Thermal factory returns IThermalShutdownManager object using which application will register or remove a listener.
3. Application can register a listener for getting notifications on Thermal auto-shutdown mode updates.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.
5. Application recieves a notification that thermal auto-shutdown mode is disabled.
6. Application recieves a notification that thermal auto-shutdown mode is going to enabled soon. The exact duration is also recieved as part of notification.
7. Application recieves a notification that thermal auto-shutdown mode is enabled.
8. Application can remove listener.
9. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.23.2 Call flow to set/get the Thermal auto-shutdown mode

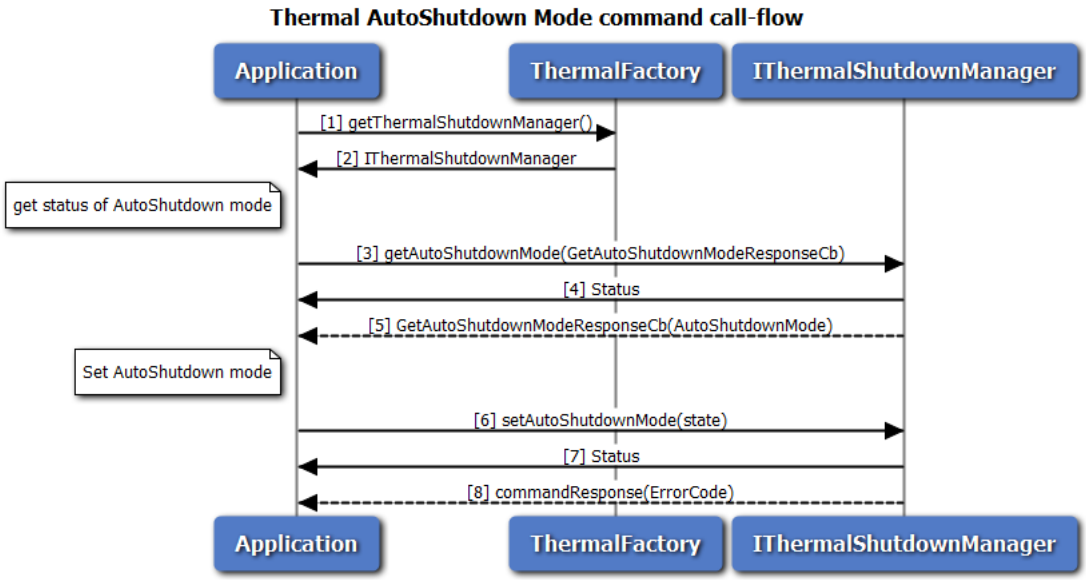

Figure 3-49 Call flow to set/get the Thermal auto-shutdown mode

1. Application requests thermal factory for Thermal Shutdown Manager object using which application will set/get the thermal auto-shutdown mode.
2. Thermal factory returns IThermalShutdownManager object.
3. Application can query the thermal auto-shutdown mode.
4. Application receives synchronous status which indicates if the request was sent successfully.
5. Application receives the auto-shutdown mode asynchronously.
6. Application can set the thermal auto-shutdown mode to ENABLE or DISABLE.
7. Application receives synchronous status which indicates if the request was sent successfully.
8. Optionally, the response to setAutoShutdownMode request can be received by the application.

3.23.3 Call flow to manage thermal auto-shutdown from an eCall application.

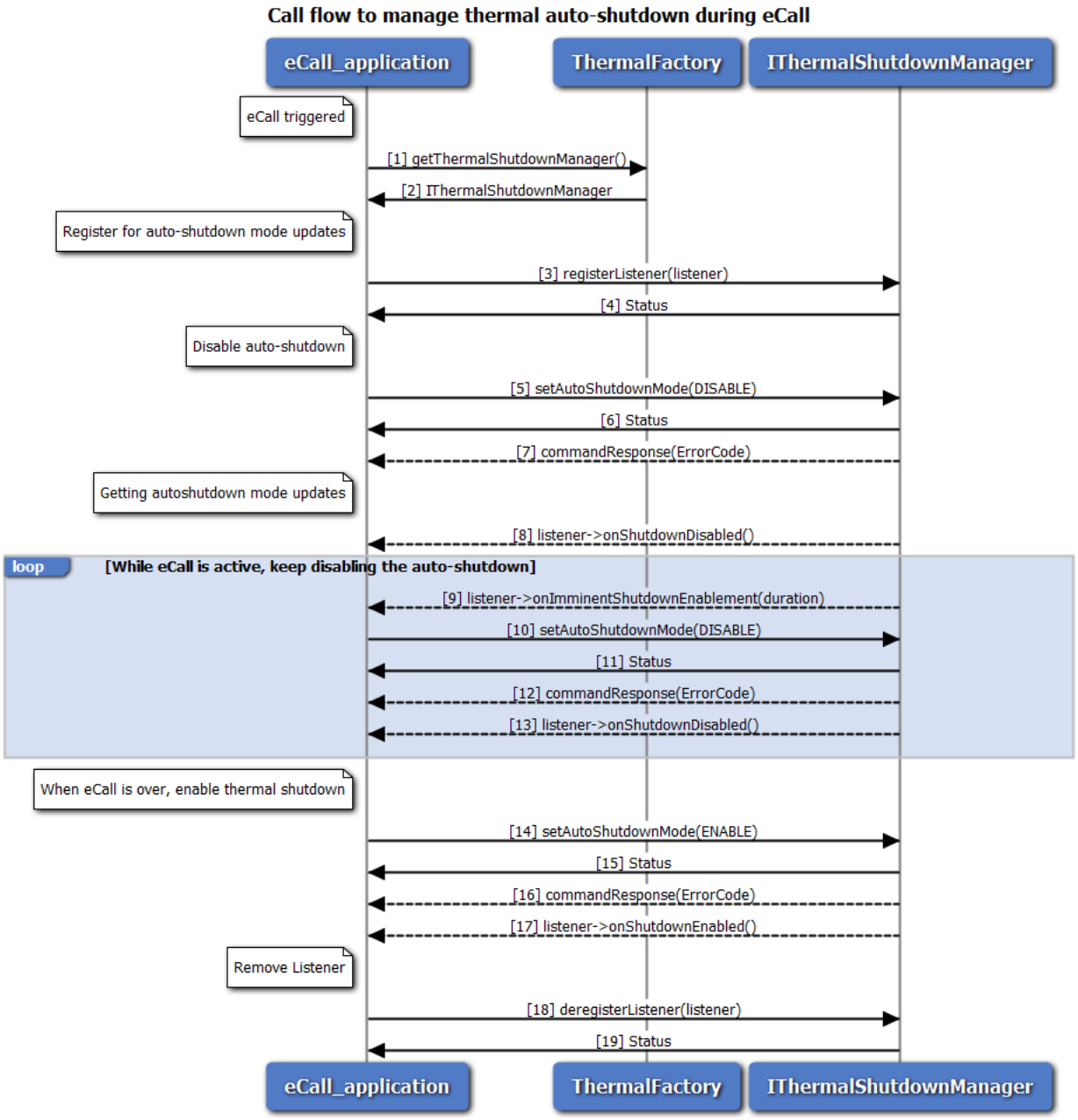

Figure 3-50 Call flow to manage thermal auto-shutdown from an eCall application

1. When eCall is triggered, application requests thermal factory for Thermal Shutdown Manager.
2. Thermal factory returns IThermalShutdownManager object.
3. Application can register a listener for getting notifications on Thermal auto-shutdown mode updates.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.
5. Application disables auto-shutdown using setAutoShutdownMode API, to prevent a possible thermal auto-shutdown during eCall.

6. Application receives synchronous status which indicates if the request was sent successfully.
7. Optionally, the response to setAutoShutdownMode request can be received by the application.
8. Application recieves a notification that thermal auto-shutdown mode is disabled.
9. Application receives an imminent auto-shutdown enable notification and system will attempt to enable auto-shutdown after a certain period. This notification is received if application does not enable auto-shutdown due to an active eCall.
10. If the eCall is still active, the application disables auto-shutdown before it gets enabled automatically.
11. Application receives synchronous status which indicates if the request was sent successfully.
12. Optionally, the response to setAutoShutdownMode request can be received by the application.
13. Application recieves a notification that thermal auto-shutdown mode is disabled. Steps 9 to 13 are repeated as long as the eCall is active.
14. When the eCall is completed, the application immediately enables auto-shutdown using setAutoShutdownMode API.
15. Application receives synchronous status which indicates if the request was sent successfully.
16. Optionally, the response to setAutoShutdownMode request can be received by the application.
17. Application recieves a notification that thermal auto-shutdown mode is enabled.
18. Application can remove listener.
19. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.24 TCU Activity Management

Application will get the TCU-activity manager object from power factory. The application can register a listener for updates on TCU-activity state and its management service status. The application can also set the system to a desired activity state. When the application is notified about the service being unavailable, the TCU-activity state notifications will be inactive. After the service becomes available, the existing listener registrations will be maintained.

3.24.1 Call flow to register/remove listener for TCU-activity manager

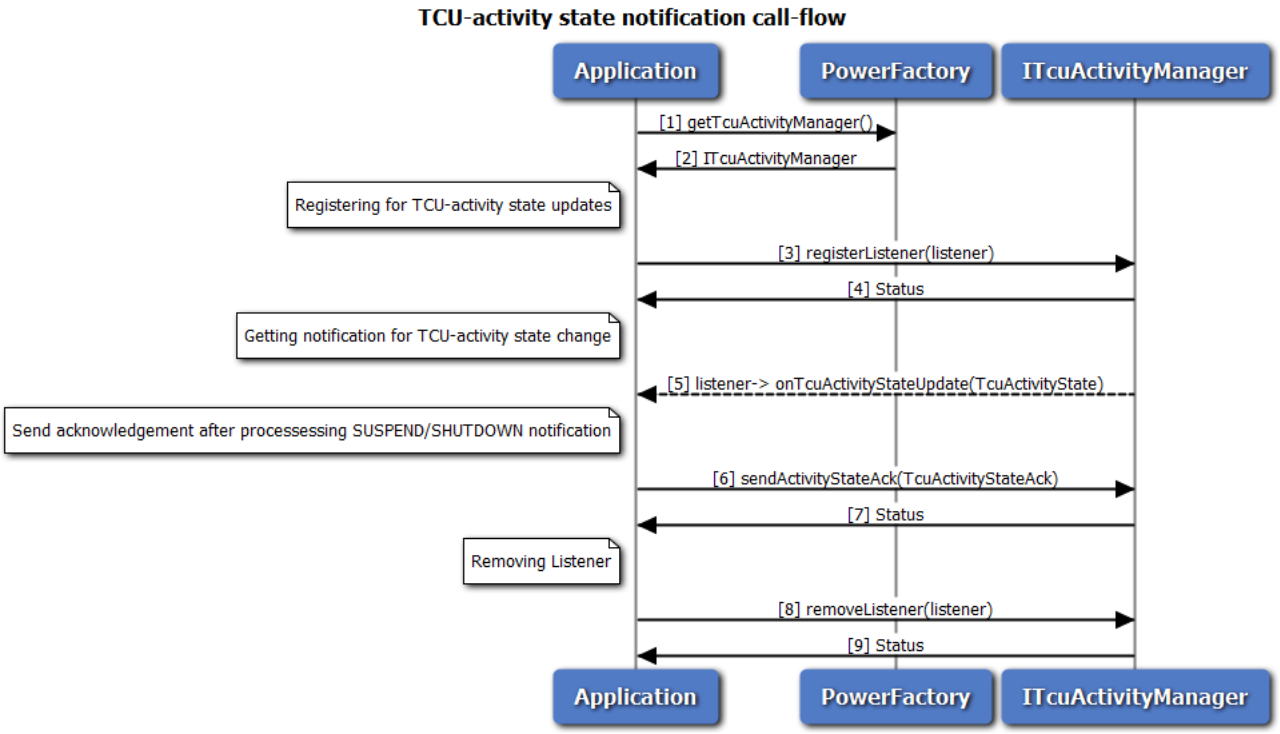

Figure 3-51 Call flow to register/remove listener for TCU-activity manager

1. Application requests power factory for TCU-activity manager object.
2. Power factory returns ITcuActivityManager object using which application will register or remove a listener.
3. Application can register a listener for getting notifications on TCU-activity state updates.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.
5. Application will get TCU-activity state notifications like SUSPEND, RESUME and SHUTDOWN.
6. Application will send one(despite multiple listeners) acknowledgement, after processing(save any required information) SUSPEND/SHUTDOWN notifications. This indicates the readiness of application for state-transition. However the TCU-activity management service doesn't wait for acknowledgement indefinitely, before performing the state transition.
7. Application receives synchronous status which indicates if the acknowledgement was sent successfully.
8. Application can remove listener.
9. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.24.2 Call flow to set the TCU-activity state

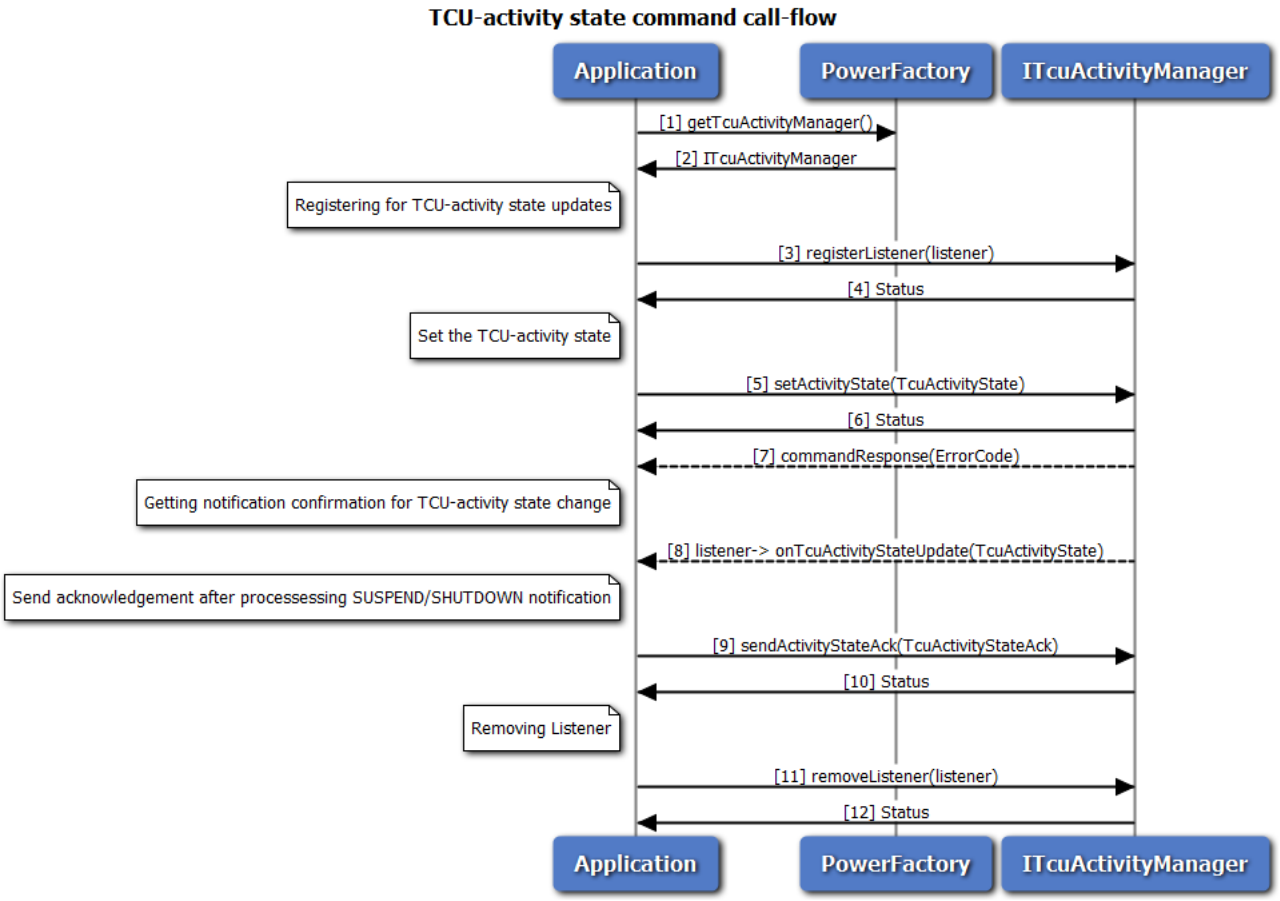

Figure 3-52 Call flow to set the TCU-activity state

1. Application requests power factory for TCU-activity manager object.
2. Power factory returns ITcuActivityManager object using which application will set the TCU-activity state.
3. Application can register a listener for getting notifications on TCU-activity state.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application
5. Application can set the TCU-activity state to SUSPEND, RESUME or SHUTDOWN.
6. Application receives synchronous status which indicates if the request was sent successfully.
7. Optionally, the response to setActivityState request can be received by the application.
8. Application waits for TCU-activity state update to confirm the state change.
9. Application will send one(despite multiple listeners) acknowledgement, after processing(save any required information) SUSPEND/SHUTDOWN notifications. This indicates the readiness of application for state-transition. However the TCU-activity management service doesn't wait for acknowledgement indefinitely, before performing the state transition.
10. Application receives synchronous status which indicates if the acknowledgement was sent

successfully.

11. Application can remove listener.
12. Status of remove listener i.e. either SUCCESS or FAILED will be returned to the application.

3.25 Remote SIM call flow

Application will get the remote SIM manager object from phone factory. The application must register a listener to receive commands/messages from the modem to send to the SIM. After sending the connection available message, a onCardConnect() notification tells the application to connect to the SIM and perform an Answer to Reset. After sending the card reset message (with the AtR bytes), APDU messages will begin to be sent/received.

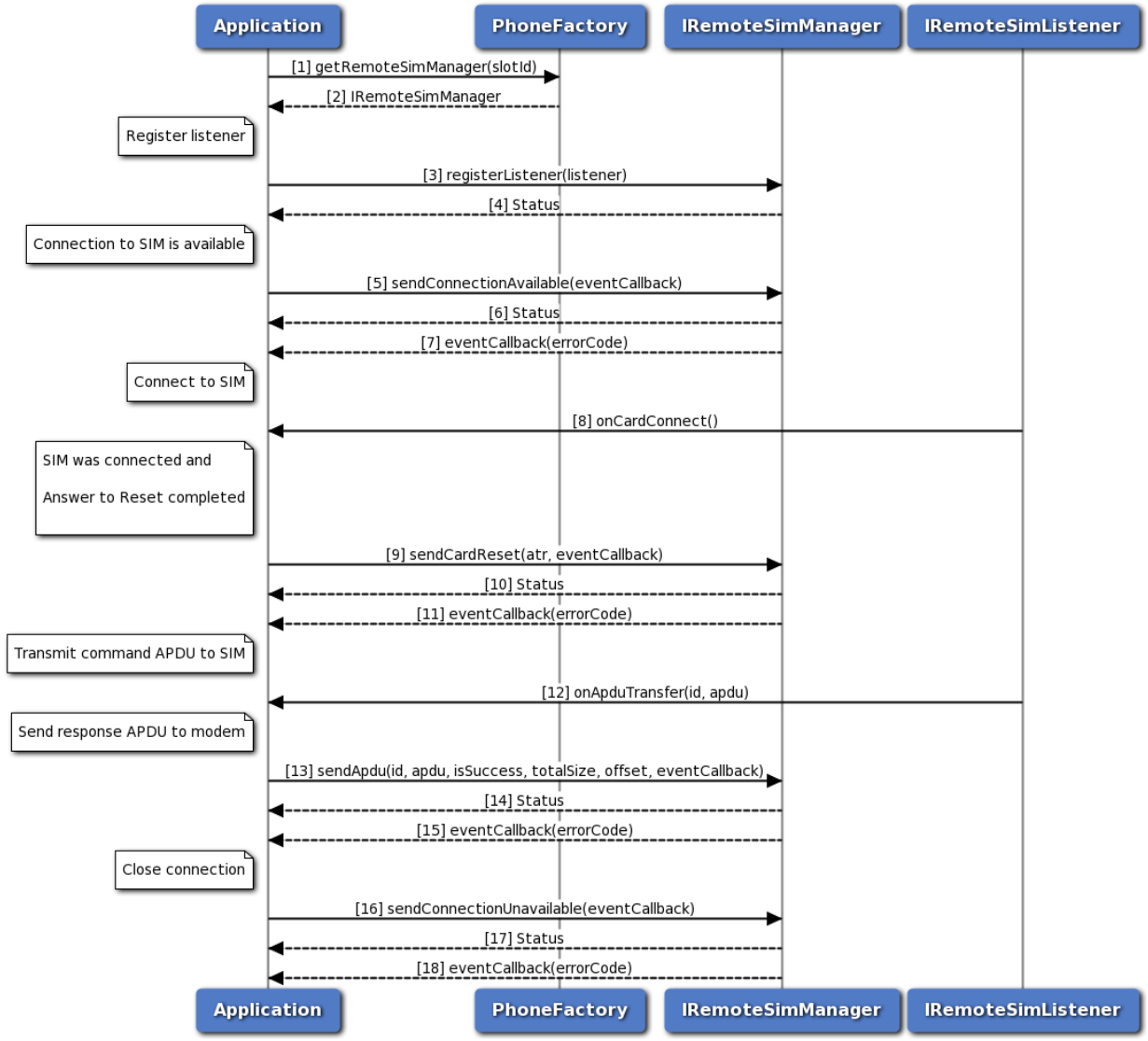

Figure 3-53 Remote SIM call flow

1. Application requests remote SIM manager object from phone factory, specifying a slot id.

2. Phone factory returns IRemoteSimManager object.
3. Application registers a listener to receive commands/messages from the modem to send to the SIM.
4. Status of register listener i.e. either SUCCESS or FAILED will be returned to the application.
5. Application sends a connection available message indicating that a SIM is available for use.
6. Status of send connection available i.e. either SUCCESS or FAILED will be returned to the application.
7. Optionally, the response to send connection available request can be received by the application.
8. Application will receive a card connect notification by the listener.
9. After the application successfully connects to the SIM and requests an AtR, it sends a card reset message with the AtR bytes.
10. Status of send card reset i.e. either SUCCESS or FAILED will be returned to the application.
11. Optionally, the response to send card reset request can be received by the application.
12. Application will receive an APDU transfer notification by the listener (with APDU message id).
13. After forwarding the APDU transfer to the SIM and receiving the response, application will send APDU response.
14. Status of send APDU i.e. either SUCCESS or FAILED will be returned to the application.
15. Optionally, the response to send APDU request can be received by the application.
16. To close the connection, application will send connection unavailable message.
17. Status of send connection unavailable i.e. either SUCCESS or FAILED will be returned to the application.
18. Optionally, the response to send connection unavailable can be received by the application.

3.26 Modem Config Call Flow

Modem Config manager provides APIs to request all configs from modem, load/delete modem config files from modem's storage, activate/deactivate a modem config file, get the active config details, set and get auto config selection mode. It also has listener interface for notifications for config activation update status. Application will get the Modem Config manager object from config factory. The application can register a listener for updates reagrding modem config activation.

3.26.1 Call flow to load and activate a modem config file.

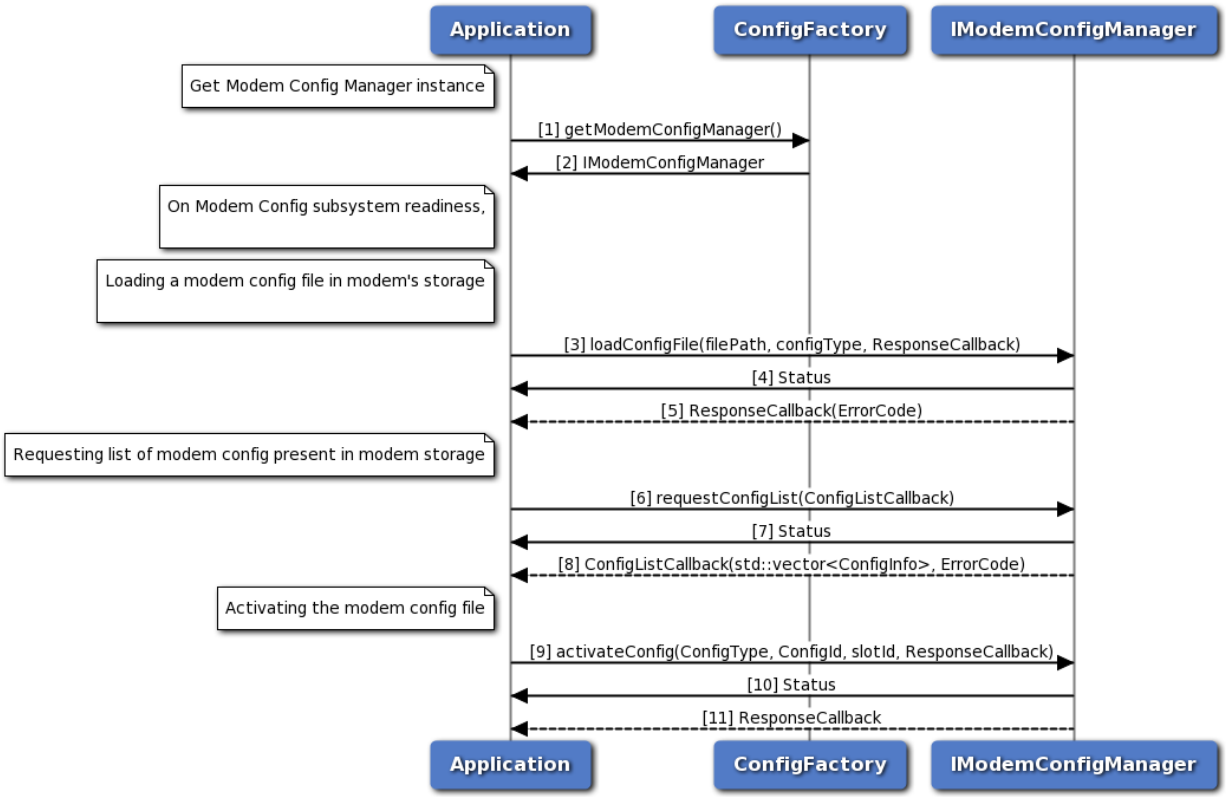

Figure 3-54 Modem Config load and activate call flow

1. Application requests modem config manager object from config factory.
2. Config factory returns IModemConfigManager object.
3. Application sends a request to load config file in modem's storage.
4. Application receives synchronous Status which indicates if the request to load config file was sent successfully.
5. Application is notified of the Status of the loadConfigFile request (either SUCCESS or FAILED) via the application-supplied callback.
6. Application sends a request to get list of all modem configs from modem's storage.
7. Application receives synchronous Status which indicates if the request to get config list was sent successfully.
8. Application is notified of the Status of the requestConfigList request (either SUCCESS or FAILED) via the application-supplied callback along with list of modem configs.
9. Application sends a request to activate config file.
10. Application receives synchronous Status which indicates if the request to activate config file was sent successfully.
11. Application is notified of the Status of the activateConfig request (either SUCCESS or FAILED) via

the application-supplied callback.

3.26.2 Call flow to deactivate and delete a modem config file.

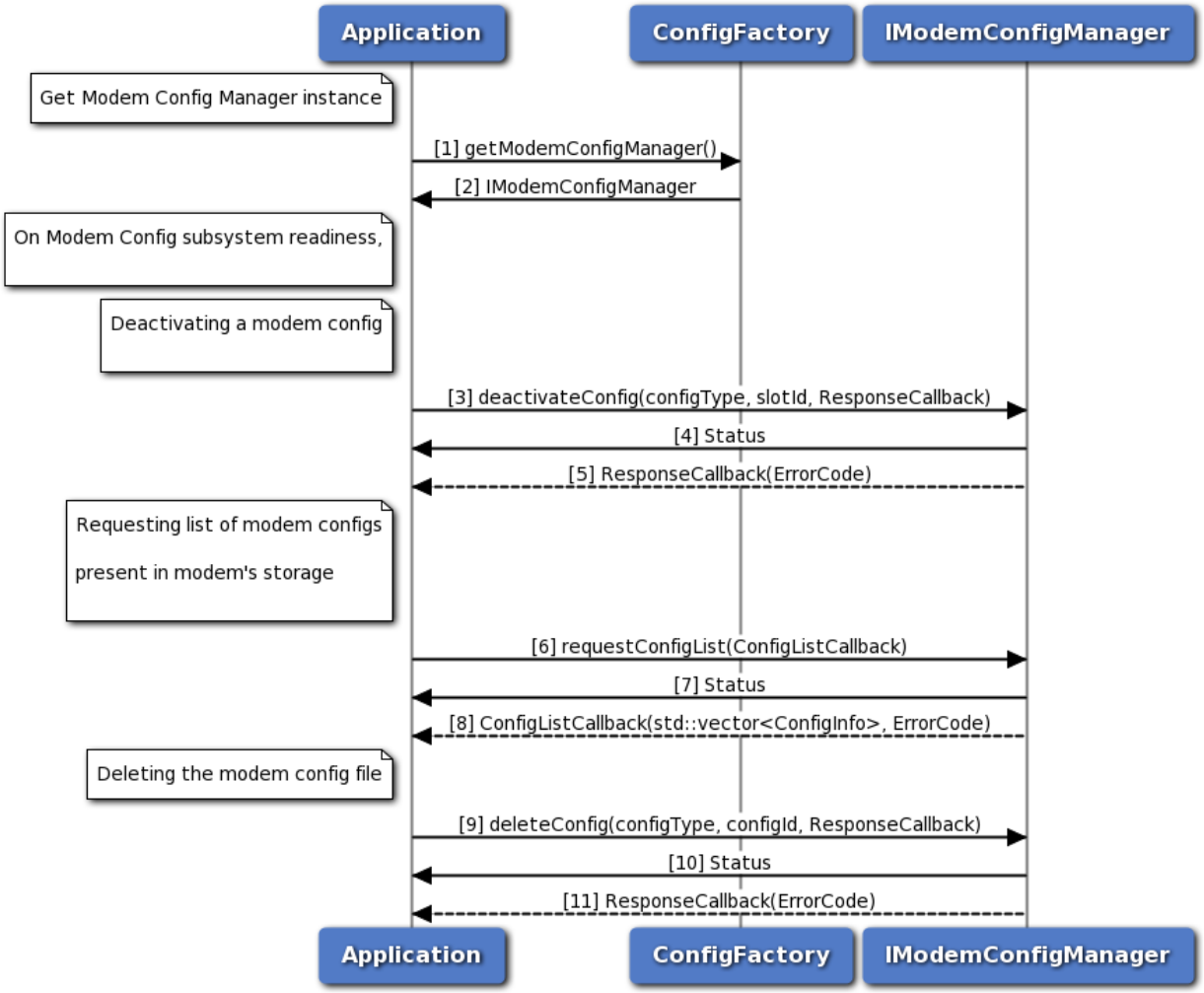

Figure 3-55 Modem Config deactivate and delete Call Flow

1. Application requests modem config manager object from config factory.
2. Config factory returns IModemConfigManager object.
3. Application sends a request to deactivate config file.
4. Application receives synchronous Status which indicates if the request to deactivate config file was sent successfully.
5. Application is notified of the Status of the deactivateConfig request (either SUCCESS or FAILED) via the application-supplied callback.
6. Application sends a request to get list of all modem configs from modem's storage.
7. Application receives synchronous Status which indicates if the request to get config list was sent successfully.

8. Application is notified of the Status of the requestConfigList request (either SUCCESS or FAILED) via the application-supplied callback along with list of modem configs.
9. Application sends a request to delete config file.
10. Application receives synchronous Status which indicates if the request to delete config file was sent successfully.
11. Application is notified of the Status of the deleteConfig request (either SUCCESS or FAILED) via the application-supplied callback.

3.26.3 Call flow to set and get config auto selection mode

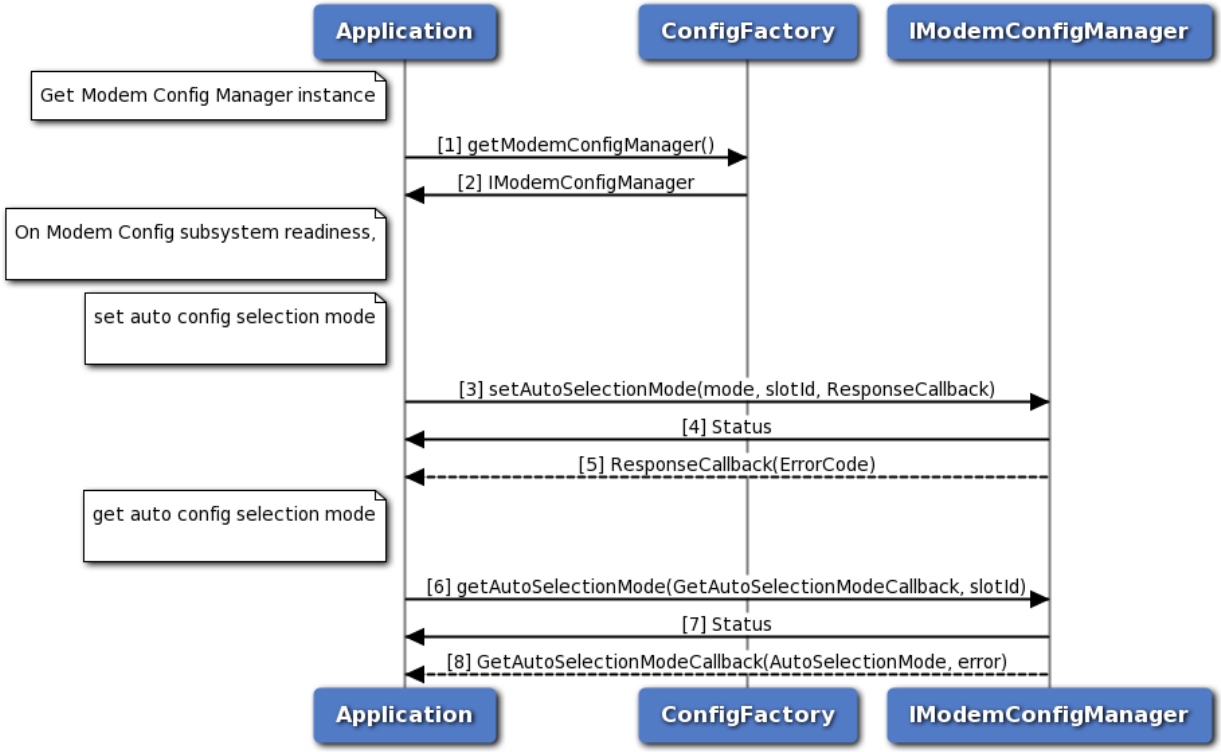

Figure 3-56 Modem Config get and set Auto Selection Mode Call Flow

1. Application requests modem config manager object from config factory.
2. Config factory returns IModemConfigManager object.
3. Application sends a request to set config auto selection mode.
4. Application receives synchronous Status which indicates if the request to set config auto selection mode was sent successfully.
5. Application is notified of the Status of the request setAutoSelectionMode (either SUCCESS or FAILED) via the application-supplied callback.
6. Application sends a request to get config auto selection mode.
7. Application receives synchronous Status which indicates if the request to get config auto selection mode was sent successfully.

8. Application is notified of the Status of the request setAutoSelectionMode (either SUCCESS or FAILED) via the application-supplied callback, along with mode and slot id.

4 Deprecated List

Global telux::audio::IAudioManager::isSubsystemReady ()=0

Use getServiceStatus()

Global telux::cv2x::ICv2xListener::onStatusChanged (Cv2xStatus status)

use onStatusChanged(Cv2xStatusEx status)

Global telux::cv2x::ICv2xRadio::getCapabilities () const =0

Use requestCapabilities() API

Global telux::cv2x::ICv2xRadioListener::onSpsOffsetChanged (int spsId, MacDetails details)

use onSpsSchedulingChanged

Global telux::cv2x::ICv2xRadioListener::onStatusChanged (Cv2xStatus status)

use onStatusChanged in Cv2xListener

Global telux::cv2x::ICv2xRadioListener::onStatusChanged (Cv2xStatusEx status)

use onStatusChanged in Cv2xListener

Global telux::cv2x::ICv2xRadioManager::requestCv2xStatus (RequestCv2xStatusCallback cb)=0

use requestCv2xStatus(RequestCv2xCalbackEx)

Global telux::cv2x::RequestCv2xStatusCallback

use RequestCv2xStatusCallbackEx

Global telux::cv2x::TrustedUEInfo::timeConfidenceLevel

Use timeUncertainty Time confidence level. Range from 0 to 127 with 0 being invalid/unavailable and 127 being the most confident.

Global telux::loc::ILocationManager::getHorizontalAccuracyLevel ()=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::getMinIntervalForFinalReports ()=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::getPositionReportTimeout ()=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has

been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::registerListener (std::weak_ptr< ILocationListener > listener)=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::removeListener (std::weak_ptr< ILocationListener > listener)=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::setHorizontalAccuracyLevel (HorizontalAccuracyLevel accuracy=HorizontalAccuracyLevel::LOW, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::setMinIntervalForReports (uint32_t minInterval, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::loc::ILocationManager::setPositionReportTimeout (uint32_t timeout, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0

API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

Global telux::tel::ICallListener::onECallMsdTransmissionStatus (int phoneId, telux::common::ErrorCode errorCode)

Use another onECallMsdTransmissionStatus() API with argument ECallMsdTransmissionStatus

Global telux::tel::IPhone::getServiceState ()=0

Use requestVoiceServiceState() API

Global telux::tel::IPhone::requestVoiceRadioTechnology (VoiceRadioTechResponseCb callback)=0

Use requestVoiceServiceState() API to get VoiceServiceInfo which has API to get radio technology i.e VoiceServiceInfo::getRadioTechnology()

Global telux::tel::IPhoneListener::onServiceStateChanged (int phoneId, ServiceState state)

Use onVoiceServiceStateChanged() listener

Global telux::tel::IPhoneListener::onVoiceRadioTechnologyChanged (int phoneId, RadioTechnology radioTech)

Use onVoiceServiceStateChanged() API instead

Global telux::tel::ISapCardManager::getState (SapState &sapState)=0

Use requestSapState() API below to get SAP state

Global telux::tel::ServiceState

Use requestVoiceServiceState() API or to know the status of phone

Global telux::tel::VoiceRadioTechResponseCb

Use IVoiceServiceStateCallback instead

5 Interfaces

5.1 Telematics SDK APIs

- Phone Factory
- Phone
- Call
- SMS
- SIM Card Services
- Location Services
- Data Services
- Subscription Management
- Network Selection
- Serving System
- Common
- C-V2X
- Audio
- Thermal Management
- TCU Activity Manager
- Remote SIM Provisioning
- Remote SIM
- Modem Config

5.2 Phone Factory

This section contains APIs related to PhoneFactory.

5.2.1 Data Structure Documentation

5.2.1.1 class telux::tel::PhoneFactory

PhoneFactory is the central factory to create all Telephony SDK Classes and services.

Public member functions

- std::shared_ptr< IPhoneManager > getPhoneManager ()
- std::shared_ptr< ISmsManager > getSmsManager (int phoneId=DEFAULT_PHONE_ID)
- std::shared_ptr< ICallManager > getCallManager ()
- std::shared_ptr< ICardManager > getCardManager ()
- std::shared_ptr< ISapCardManager > getSapCardManager (int slotId=DEFAULT_SLOT_ID)
- std::shared_ptr < ISubscriptionManager > getSubscriptionManager ()
- std::shared_ptr < IServingSystemManager > getServingSystemManager (int slotId=DEFAULT_SLOT_ID)
- std::shared_ptr < INetworkSelectionManager > getNetworkSelectionManager (int slotId=DEFAULT_SLOT_ID)
- std::shared_ptr < IRemoteSimManager > getRemoteSimManager (int slotId=DEFAULT_SLOT_ID)

Static Public Member Functions

- static PhoneFactory & getInstance ()

5.2.1.1.1 Member Function Documentation

5.2.1.1.1.1 static PhoneFactory& telux::tel::PhoneFactory::getInstance ( ) [static]

Get Phone Factory instance.

5.2.1.1.1.2 std::shared_ptr<IPhoneManager> telux::tel::PhoneFactory::getPhoneManager ( )

Get Phone Manager instance. Phone Manager is the main entry point into the telephony subsystem.

Returns

Pointer of IPhoneManager object.

5.2.1.1.1.3 std::shared_ptr<ISmsManager> telux::tel::PhoneFactory::getSmsManager (int *phoneId = DEFAULT_PHONE_ID*)

Get SMS Manager instance for Phone ID. SMSManager used to send and receive SMS messages.

in	*phoneId*	Unique identifier for the phone

Returns

Pointer of ISmsManager object or nullptr in case of failure.

5.2.1.1.1.4 std::shared_ptr<ICallManager> telux::tel::PhoneFactory::getCallManager ( )

Get Call Manager instance to determine state of active calls and perform other functions like dial, conference, swap call.

Returns

Pointer of ICallManager object.

5.2.1.1.1.5 std::shared_ptr<ICardManager> telux::tel::PhoneFactory::getCardManager ( )

Get Card Manager instance to handle services such as transmitting APDU, SIM IO and more.

Returns

Pointer of ICardManager object.

5.2.1.1.1.6 std::shared_ptr<ISapCardManager> telux::tel::PhoneFactory::getSapCardManager (int *slotId = DEFAULT_SLOT_ID*)

Get Sap Card Manager instance associated with the provided slot id. This object will handle services in SAP mode such as APDU, SIM Power On/Off and SIM reset.

Parameters

in	*slotId*	Unique identifier for the SIM slot

Returns

Pointer of ISapCardManager object.

5.2.1.1.1.7 std::shared_ptr<ISubscriptionManager> telux::tel::PhoneFactory::getSubscriptionManager ( )

Get Subscription Manager instance to get device subscription details

Returns

Pointer of ISubscriptionManager object.

5.2.1.1.1.8 std::shared_ptr<IServingSystemManager> telux::tel::PhoneFactory::getServingSystemManager (int *slotId = DEFAULT_SLOT_ID*)

Get Serving System Manager instance to get and set preferred network type.

in	*slotId*	Unique identifier for the SIM slot

Returns

Pointer of IServingSystemManager object.

5.2.1.1.1.9 std::shared_ptr<INetworkSelectionManager> telux::tel::PhoneFactory::getNetworkSelectionManager (int *slotId = DEFAULT_SLOT_ID*)

Get Network Selection Manager instance to get and set selection mode, get and set preferred networks and scan available networks.

Parameters

in	*slotId*	Unique identifier for the SIM slot

Returns

Pointer of INetworkSelectionManager object.

5.2.1.1.1.10 std::shared_ptr<IRemoteSimManager> telux::tel::PhoneFactory::getRemoteSimManager (int *slotId = DEFAULT_SLOT_ID*)

Get Remote SIM Manager instance to handle services like exchanging APDU, SIM Power On/Off, etc.

Parameters

in	*slotId*	Unique identifier for the SIM slot

Returns

Pointer of IRemoteSimManager object.

5.3 Phone

This section contains APIs related to Phone, Signal Strength and interfaces to register global listeners to event notifications.

5.3.1 Data Structure Documentation

5.3.1.1 class telux::tel::GsmCellIdentity

GsmCellIdentity class provides methods to get mobile country code, mobile network code, location area code, cell identity, absolute RF channel number and base station identity code.

Public member functions

- GsmCellIdentity (int mcc, int mnc, int lac, int cid, int arfcn, int bsic)
- const int getMcc ()
- const int getMnc ()
- const int getLac ()
- const int getIdentity ()
- const int getArfcn ()
- const int getBaseStationIdentityCode ()

5.3.1.1.1 Constructors and Destructors

5.3.1.1.1.1 telux::tel::GsmCellIdentity::GsmCellIdentity (int *mcc,* int *mnc,* int *lac,* int *cid,* int *arfcn,* int *bsic*)

5.3.1.1.2 Member Function Documentation

5.3.1.1.2.1 const int telux::tel::GsmCellIdentity::getMcc ( )

Get the Mobile Country Code.

Returns

Mcc value.

5.3.1.1.2.2 const int telux::tel::GsmCellIdentity::getMnc ( )

Get the Mobile Network Code.

Returns

Mnc value.

5.3.1.1.2.3 const int telux::tel::GsmCellIdentity::getLac ( )

Get the location area code.

Returns

Location area code.

5.3.1.1.2.4 const int telux::tel::GsmCellIdentity::getIdentity ( )

Get the cell identity.

Returns

Cell identity.

5.3.1.1.2.5 const int telux::tel::GsmCellIdentity::getArfcn ( )

Get the absolute RF channel number.

Returns

Absolute RF channel number.

5.3.1.1.2.6 const int telux::tel::GsmCellIdentity::getBaseStationIdentityCode ( )

Get the base station identity code.

Returns

Base station identity code.

5.3.1.2 class telux::tel::CdmaCellIdentity

CdmaCellIdentity class provides methods to get the network identifier, system identifier, base station identifier, longitude and latitude.

Public member functions

- CdmaCellIdentity (int networkId, int systemId, int baseStationId, int longitude, int latitude)
- const int getNid ()
- const int getSid ()
- const int getBaseStationId ()
- const int getLongitude ()
- const int getLatitude ()

5.3.1.2.1 Constructors and Destructors

5.3.1.2.1.1 telux::tel::CdmaCellIdentity::CdmaCellIdentity (int *networkId,* int *systemId,* int *baseStationId,* int *longitude,* int *latitude*)

5.3.1.2.2 Member Function Documentation

5.3.1.2.2.1 const int telux::tel::CdmaCellIdentity::getNid ( )

Get the network identifier.

Returns

Network identifier.

5.3.1.2.2.2 const int telux::tel::CdmaCellIdentity::getSid ( )

Get the system identifier.

Returns

System identifier.

5.3.1.2.2.3 const int telux::tel::CdmaCellIdentity::getBaseStationId ( )

Get the base station identifier.

Returns

Base station identifier.

5.3.1.2.2.4 const int telux::tel::CdmaCellIdentity::getLongitude ( )

Get the longitude.

Returns

Longitude.

5.3.1.2.2.5 const int telux::tel::CdmaCellIdentity::getLatitude ( )

Get the latitude.

Returns

Latitude.

5.3.1.3 class telux::tel::LteCellIdentity

LteCellIdentity class provides methods to get the mobile country code, mobile network code, cell identity, physical cell identifier, tracking area code and absolute Rf channel number.

Public member functions

- LteCellIdentity (int mcc, int mnc, int ci, int pci, int tac, int earfcn)
- const int getMcc ()
- const int getMnc ()
- const int getIdentity ()
- const int getPhysicalCellId ()
- const int getTrackingAreaCode ()
- const int getEarfcn ()

5.3.1.3.1 Constructors and Destructors

5.3.1.3.1.1 telux::tel::LteCellIdentity::LteCellIdentity (int *mcc,* int *mnc,* int *ci,* int *pci,* int *tac,* int *earfcn*)

5.3.1.3.2 Member Function Documentation

5.3.1.3.2.1 const int telux::tel::LteCellIdentity::getMcc ( )

Get the Mobile Country Code.

Returns

Mcc value.

5.3.1.3.2.2 const int telux::tel::LteCellIdentity::getMnc ( )

Get the Mobile Network Code.

Returns

Mnc value.

5.3.1.3.2.3 const int telux::tel::LteCellIdentity::getIdentity ( )

Get the cell identity.

Returns

Cell identity.

5.3.1.3.2.4 const int telux::tel::LteCellIdentity::getPhysicalCellId ( )

Get the physical cell identifier.

Returns

Physical cell identifier.

5.3.1.3.2.5 const int telux::tel::LteCellIdentity::getTrackingAreaCode ( )

Get the tracking area code.

Returns

Tracking area code.

5.3.1.3.2.6 const int telux::tel::LteCellIdentity::getEarfcn ( )

Get the absolute RF channel number.

Returns

Absolute RF channel number.

5.3.1.4 class telux::tel::WcdmaCellIdentity

WcdmaCellIdentity class provides methods to get the mobile country code, mobile network code, location area code, cell identitifier, primary scrambling code and absolute RF channel number.

Public member functions

- WcdmaCellIdentity (int mcc, int mnc, int lac, int cid, int psc, int uarfcn)
- const int getMcc ()
- const int getMnc ()
- const int getLac ()
- const int getIdentity ()
- const int getPrimaryScramblingCode ()
- const int getUarfcn ()

5.3.1.4.1 Constructors and Destructors

5.3.1.4.1.1 telux::tel::WcdmaCellIdentity::WcdmaCellIdentity (int *mcc,* int *mnc,* int *lac,* int *cid,* int *psc,* int *uarfcn*)

5.3.1.4.2 Member Function Documentation

5.3.1.4.2.1 const int telux::tel::WcdmaCellIdentity::getMcc ( )

Get the Mobile Country Code.

Returns

Mcc value.

5.3.1.4.2.2 const int telux::tel::WcdmaCellIdentity::getMnc ( )

Get the Mobile Network Code.

Returns

Mnc value.

5.3.1.4.2.3 const int telux::tel::WcdmaCellIdentity::getLac ( )

Get the location area code.

Returns

Location area code.

5.3.1.4.2.4 const int telux::tel::WcdmaCellIdentity::getIdentity ( )

Get the cell identity.

Returns

Cell identity.

5.3.1.4.2.5 const int telux::tel::WcdmaCellIdentity::getPrimaryScramblingCode ( )

Get the primary scrambling code.

Returns

Primary scrambling code.

5.3.1.4.2.6 const int telux::tel::WcdmaCellIdentity::getUarfcn ( )

Get the absolute RF channel number.

Returns

Absolute RF channel number.

5.3.1.5 class telux::tel::TdscdmaCellIdentity

TdscdmaCellIdentity class provides methods to get the mobile country code, mobile network code, location area code, cell identity and cell parameters identifier.

Public member functions

- TdscdmaCellIdentity (int mcc, int mnc, int lac, int cid, int cpid)
- const int getMcc ()
- const int getMnc ()
- const int getLac ()
- const int getIdentity ()
- const int getParametersId ()

5.3.1.5.1 Constructors and Destructors

5.3.1.5.1.1 telux::tel::TdscdmaCellIdentity::TdscdmaCellIdentity (int *mcc,* int *mnc,* int *lac,* int *cid,* int *cpid*)

5.3.1.5.2 Member Function Documentation

5.3.1.5.2.1 const int telux::tel::TdscdmaCellIdentity::getMcc ( )

Get the Mobile Country Code.

Returns

Mcc value.

5.3.1.5.2.2 const int telux::tel::TdscdmaCellIdentity::getMnc ( )

Get the Mobile Network Code.

Returns

Mnc value.

5.3.1.5.2.3 const int telux::tel::TdscdmaCellIdentity::getLac ( )

Get the location area code

Returns

Location area code.

5.3.1.5.2.4 const int telux::tel::TdscdmaCellIdentity::getIdentity ( )

Get the cell identity.

Returns

Cell identity.

5.3.1.5.2.5 const int telux::tel::TdscdmaCellIdentity::getParametersId ( )

Get the cell parameters identifier.

Returns

Cell parameters identifier.

5.3.1.6 class telux::tel::CellInfo

CellInfo class provides cell info type and checks whether the current cell is registered or not.

Public member functions

- virtual CellType getType ()
- virtual bool isRegistered ()

Protected Attributes

- CellType type_
- int registered_

5.3.1.6.1 Member Function Documentation

5.3.1.6.1.1 virtual CellType telux::tel::CellInfo::getType ( ) [virtual]

Get the cell type.

Returns

CellType.

5.3.1.6.1.2 virtual bool telux::tel::CellInfo::isRegistered ( ) [virtual]

Checks whether the current cell is registered or not.

Returns

If true cell is registered or vice-versa.

5.3.1.6.2 Field Documentation

5.3.1.6.2.1 CellType telux::tel::CellInfo::type_ [protected]

5.3.1.6.2.2 int telux::tel::CellInfo::registered_ [protected]

5.3.1.7 class telux::tel::GsmCellInfo

∗GsmCellInfo class provides methods to get cell type, cell registration status, cell ∗identity and signal strength information.

Public member functions

- GsmCellInfo (int registered, GsmCellIdentity id, GsmSignalStrengthInfo ssInfo)
- GsmCellIdentity getCellIdentity ()
- GsmSignalStrengthInfo getSignalStrengthInfo ()

Additional Inherited Members

5.3.1.7.1 Constructors and Destructors

5.3.1.7.1.1 telux::tel::GsmCellInfo::GsmCellInfo (int *registered,* GsmCellIdentity *id,* GsmSignalStrengthInfo *ssInfo*)

GsmCellInfo constructor.

Parameters

in	*registered*	- Registration status of the cell.
in	*id*	- GSM cell identity.
in	*ssInfo*	- GSM cell signal strength.

5.3.1.7.2 Member Function Documentation

5.3.1.7.2.1 GsmCellIdentity telux::tel::GsmCellInfo::getCellIdentity ( )

Get GSM cell identity information.

Returns

GsmCellIdentity.

5.3.1.7.2.2 GsmSignalStrengthInfo telux::tel::GsmCellInfo::getSignalStrengthInfo ( )

Get GSM cell signal strength information.

Returns

GsmSignalStrengthInfo.

5.3.1.8 class telux::tel::CdmaCellInfo

∗CdmaCellInfo class provides methods to get cell type, cell registration status, cell ∗identity and signal strength information.

Public member functions

- CdmaCellInfo (int registered, CdmaCellIdentity id, CdmaSignalStrengthInfo ssInfo)
- CdmaCellIdentity getCellIdentity ()
- CdmaSignalStrengthInfo getSignalStrengthInfo ()

Additional Inherited Members

5.3.1.8.1 Constructors and Destructors

5.3.1.8.1.1 telux::tel::CdmaCellInfo::CdmaCellInfo (int *registered,* CdmaCellIdentity *id,* CdmaSignalStrengthInfo *ssInfo*)

CdmaCellInfo constructor

Parameters

in	*registered*	- Registration status of the cell.
in	*id*	- CDMA cell identity.
in	*ssInfo*	- CDMA cell signal strength.

5.3.1.8.2 Member Function Documentation

5.3.1.8.2.1 CdmaCellIdentity telux::tel::CdmaCellInfo::getCellIdentity ( )

Get CDMA cell identity information.

Returns

CdmaCellIdentity.

5.3.1.8.2.2 CdmaSignalStrengthInfo telux::tel::CdmaCellInfo::getSignalStrengthInfo ( )

Get CDMA cell signal strength information.

Returns

CdmaSignalStrengthInfo.

5.3.1.9 class telux::tel::LteCellInfo

∗LteCellInfo class provides methods to get cell type, cell registration status, cell ∗identity and signal strength information.

Public member functions

- LteCellInfo (int registered, LteCellIdentity id, LteSignalStrengthInfo ssInfo)
- LteCellIdentity getCellIdentity ()
- LteSignalStrengthInfo getSignalStrengthInfo ()

Additional Inherited Members

5.3.1.9.1 Constructors and Destructors

5.3.1.9.1.1 telux::tel::LteCellInfo::LteCellInfo (int *registered,* LteCellIdentity *id,* LteSignalStrengthInfo *ssInfo*)

LteCellInfo constructor.

Parameters

in	*registered*	- Registration status of the cell.
in	*id*	- LTE cell identity class.
in	*ssInfo*	- LTE cell signal strength.

5.3.1.9.2 Member Function Documentation

5.3.1.9.2.1 LteCellIdentity telux::tel::LteCellInfo::getCellIdentity ( )

Get LTE cell identity information.

Returns

LteCellIdentity.

5.3.1.9.2.2 LteSignalStrengthInfo telux::tel::LteCellInfo::getSignalStrengthInfo ( )

Get LTE cell signal strength information.

Returns

LteSignalStrengthInfo.

5.3.1.10 class telux::tel::WcdmaCellInfo

∗WcdmaCellInfo class provides methods to get cell type, cell registration status, cell ∗identity and signal strength information.

Public member functions

- WcdmaCellInfo (int registered, WcdmaCellIdentity id, WcdmaSignalStrengthInfo ssInfo)
- WcdmaCellIdentity getCellIdentity ()
- WcdmaSignalStrengthInfo getSignalStrengthInfo ()

Additional Inherited Members

5.3.1.10.1 Constructors and Destructors

5.3.1.10.1.1 telux::tel::WcdmaCellInfo::WcdmaCellInfo (int *registered,* WcdmaCellIdentity *id,* WcdmaSignalStrengthInfo *ssInfo*)

WcdmaCellInfo constructor.

Parameters

in	*registered*	- Registration status of the cell.
in	*id*	- WCDMA cell identity.
in	*ssInfo*	- WCDMA cell signal strength.

5.3.1.10.2 Member Function Documentation

5.3.1.10.2.1 WcdmaCellIdentity telux::tel::WcdmaCellInfo::getCellIdentity ( )

Get WCDMA cell identity information.

Returns

WcdmaCellIdentity.

5.3.1.10.2.2 WcdmaSignalStrengthInfo telux::tel::WcdmaCellInfo::getSignalStrengthInfo ( )

Get WCDMA cell signal strength information.

Returns

WcdmaSignalStrengthInfo.

5.3.1.11 class telux::tel::TdscdmaCellInfo

∗TdscdmaCellInfo class provides methods to get cell type, cell registration status, cell ∗identity and signal strength information.

Public member functions

- TdscdmaCellInfo (int registered, TdscdmaCellIdentity id, TdscdmaSignalStrengthInfo ssInfo)
- TdscdmaCellIdentity getCellIdentity ()
- TdscdmaSignalStrengthInfo getSignalStrengthInfo ()

Additional Inherited Members

5.3.1.11.1 Constructors and Destructors

5.3.1.11.1.1 telux::tel::TdscdmaCellInfo::TdscdmaCellInfo (int *registered,* TdscdmaCellIdentity *id,* TdscdmaSignalStrengthInfo *ssInfo*)

TdscdmaCellInfo constructor.

Parameters

in	*registered*	- Registration status of the cell
in	*id*	- TDSCDMA cell identity.
in	*ssInfo*	- TDSCDMA cell signal strength.

5.3.1.11.2 Member Function Documentation

5.3.1.11.2.1 TdscdmaCellIdentity telux::tel::TdscdmaCellInfo::getCellIdentity ( )

Get TDSCDMA cell identity information.

Returns

TdscdmaCellIdentity.

5.3.1.11.2.2 TdscdmaSignalStrengthInfo telux::tel::TdscdmaCellInfo::getSignalStrengthInfo ( )

Get TDSCDMA cell signal strength information.

Returns

TdscdmaSignalStrengthInfo.

5.3.1.12 struct telux::tel::ECallMsdOptionals

Represents MsdOptionals class as per European eCall MSD standard. i.e. EN 15722.

Data fields

Type	Field	Description
ECallOptional-DataType	optionalData-Type	Type of optional data
bool	optionalData-Present	Availability of Optional data: true - Present or false - Absent
bool	recentVehicle-LocationN1-Present	Availability of Recent Vehicle Location N1 data: true - Present or false - Absent

Type	Field	Description
bool	recentVehicle-LocationN2-Present	Availability of Recent Vehicle Location N2 data: true - Present or false - Absent
bool	numberOf-Passengers-Present	Availability of number of seat belts fastened data: true - Present or false - Absent

5.3.1.13 struct telux::tel::ECallMsdControlBits

Represents ECallMsdControlBits structure as per European eCall MSD standard. i.e. EN 15722.

Data fields

Type	Field	Description
bool	automatic-Activation	auto / manual activation
bool	testCall	test / emergency call
bool	positionCanBe-Trusted	false if coincidence < 95% of reported pos within +/- 150m
ECallVehicle-Type	vehicleType: 5	Represents a vehicle class as per EN 15722

5.3.1.14 struct telux::tel::ECallVehicleIdentificationNumber

Represents VehicleIdentificationNumber structure as per European eCall MSD standard. i.e. EN 15722. Vehicle Identification Number confirming ISO3779.

Data fields

Type	Field	Description
string	isowmi	World Manufacturer Index (WMI)
string	isovds	Vehicle Type Descriptor (VDS)
string	isovis-Modelyear	Model year from Vehicle Identifier Section (VIS)
string	isovisSeqPlant	Plant code + sequential number from VIS

5.3.1.15 struct telux::tel::ECallVehiclePropulsionStorageType

Represents VehiclePropulsionStorageType structure as per European eCall MSD standard. i.e. EN 15722. Vehicle Propulsion type (energy storage): True- Present, False - Absent

Data fields

Type	Field	Description
bool	gasolineTank-Present	Represents the presence of Gasoline Tank in the vehicle.
bool	dieselTank-Present	Represents the presence of Diesel Tank in the vehicle

Type	Field	Description
bool	compressed-NaturalGas	Represents the presence of CNG in the vehicle
bool	liquidPropane-Gas	Represents the presence of Liquid Propane Gas in the vehicle
bool	electricEnergy-Storage	Represents the presence of Electronic Storage in the vehicle
bool	hydrogen-Storage	Represents the presence of Hydrogen Storage in the vehicle
bool	otherStorage	Represents the presence of Other types of storage in the vehicle

5.3.1.16 struct telux::tel::ECallVehicleLocation

Represents VehicleLocation structure as per European eCall MSD standard. i.e. EN 15722.

Data fields

Type	Field	Description
int32_t	position-Latitude	latitude in value range (-2147483648 to 2147483647)
int32_t	position-Longitude	

5.3.1.17 struct telux::tel::ECallVehicleLocationDelta

Represents VehicleLocationDelta structure as per European eCall MSD standard. i.e. EN 15722. Delta with respect to Current Vehicle location.

Data fields

Type	Field	Description
int16_t	latitudeDelta	(1 Unit = 100 milliarcseconds, range: -512 to 511)
int16_t	longitudeDelta	(1 Unit = 100 milliarcseconds, range: -512 to 511)

5.3.1.18 struct telux::tel::ECallOptionalPdu

Optional information for the emergency rescue service.

Data fields

Type	Field	Description
ECallDefault-Options	eCallDefault-Options	Optional information

5.3.1.19 struct telux::tel::ECallMsdData

Data structure to hold all details required to construct an MSD

Data fields

Type	Field	Description
ECallMsd-Optionals	optionals	Indicates presence of optionals in ECall MSD
uint8_t	message-Identifier	Starts with 1 for each new , increment on retransmission
ECallMsd-ControlBits	control	`ECallMsdControlBits structure as per European standard i.e. EN` 15722
ECallVehicle-Identification-Number	vehicle-Identification-Number	`VIN (vehicle identification` number) according to ISO3779
ECallVehicle-Propulsion-StorageType	vehicle-Propulsion-Storage	`VehiclePropulsionStorageType` structure as per European standard i.e. EN 15722
uint32_t	timestamp	Seconds elapsed since midnight 01.01.1970 UTC
ECallVehicle-Location	vehicleLocation	`VehicleLocation structure as per European standard.` i.e. EN 15722
uint8_t	vehicle-Direction	Direction of travel in 2 degrees steps from magnetic north
ECallVehicle-LocationDelta	recentVehicle-LocationN1	`Change in latitude and longitude compared` to the last MSD transmission
ECallVehicle-LocationDelta	recentVehicle-LocationN2	`Change in latitude and longitude compared` to the last but one MSD transmission
uint8_t	numberOf-Passengers	Number of occupants in the vehicle
ECallOptional-Pdu	optionalPdu	Optional information for the emergency rescue service (103 bytes, ASN.1 encoded); may also point to an address, where this information is locatedOptional information for the emergency rescue service

5.3.1.20 struct telux::tel::ECallModeInfo

Represents eCall operating mode information

Data fields

Type	Field	Description
ECallMode	mode	Represents eCall operating mode

Type	Field	Description
ECallMode-Reason	reason	Represents eCall operating mode change reason

5.3.1.21 class telux::tel::IPhone

This class allows getting system information and registering for system events. Each Phone instance is associated with a single SIM. So on a dual SIM device you would have 2 Phone instances.

Public member functions

- virtual telux::common::Status getPhoneId (int &phId)=0
- virtual RadioState getRadioState ()=0
- virtual telux::common::Status requestVoiceRadioTechnology (VoiceRadioTechResponseCb callback)=0
- virtual ServiceState getServiceState ()=0
- virtual telux::common::Status requestVoiceServiceState (std::weak_ptr< IVoiceServiceStateCallback > callback)=0
- virtual telux::common::Status setRadioPower (bool enable, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status requestCellInfo (CellInfoCallback callback)=0
- virtual telux::common::Status setCellInfoListRate (uint32_t timeInterval, common::ResponseCallback callback)=0
- virtual telux::common::Status requestSignalStrength (std::shared_ptr< ISignalStrengthCallback > callback=nullptr)=0
- virtual telux::common::Status setECallOperatingMode (ECallMode eCallMode, telux::common::ResponseCallback callback)=0
- virtual telux::common::Status requestECallOperatingMode (ECallGetOperatingModeCallback callback)=0
- virtual ~IPhone ()

5.3.1.21.1 Constructors and Destructors

5.3.1.21.1.1 virtual telux::tel::IPhone::~IPhone ( ) [virtual]

5.3.1.21.2 Member Function Documentation

5.3.1.21.2.1 virtual telux::common::Status telux::tel::IPhone::getPhoneId (int & *phId*) [pure virtual]

Get the Phone ID corresponding to phone.

Parameters

out	*phoneId*	Unique identifier for the phone

Returns

Status of getPhoneId i.e. success or suitable error code.

5.3.1.21.2.2 virtual RadioState telux::tel::IPhone::getRadioState ( ) [pure virtual]

Get Radio state of device.

Returns

RadioState

5.3.1.21.2.3 virtual telux::common::Status telux::tel::IPhone::requestVoiceRadioTechnology (VoiceRadioTechResponseCb *callback*) [pure virtual]

Request for Radio technology type (3GPP/3GPP2) used for voice.

Parameters

in	*callback*	callback pointer to get the response of radio power request telux::tel::VoiceRadioTechResponseCb

Returns

Status of requestVoiceRadioTechnology i.e. success or suitable error code telux::common::Status.

Deprecated Use requestVoiceServiceState() API to get VoiceServiceInfo which has API to get radio technology i.e VoiceServiceInfo::getRadioTechnology()

5.3.1.21.2.4 virtual ServiceState telux::tel::IPhone::getServiceState ( ) [pure virtual]

Get service state of the phone.

Returns

ServiceState

Deprecated Use requestVoiceServiceState() API

5.3.1.21.2.5 virtual telux::common::Status telux::tel::IPhone::requestVoiceServiceState (std::weak_ptr< IVoiceServiceStateCallback > *callback*) [pure virtual]

Request for voice service state to get the information of phone serving states

Parameters

in	*callback*	callback pointer to get the response of voice service state telux::tel::IVoiceServiceStateCallback.

Returns

Status of requestVoiceServiceState i.e. success or suitable error code telux::common::Status.

5.3.1.21.2.6 virtual telux::common::Status telux::tel::IPhone::setRadioPower (bool *enable*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback* = `nullptr`) `[pure virtual]`

Set the radio power on or off.

Parameters

in	*enable*	Flag that determines whether to turn radio on or off
in	*callback*	Optional callback pointer to get the response of set radio power request

Returns

Status of setRadioPower i.e. success or suitable error code.

5.3.1.21.2.7 virtual telux::common::Status telux::tel::IPhone::requestCellInfo (CellInfoCallback *callback*) `[pure virtual]`

Get the cell information about current serving cell and neighboring cells.

Parameters

in	*callback*	Callback to get the response of cell info request tel::CellInfoCallback

Returns

Status of requestCellInfo i.e. success or suitable error

5.3.1.21.2.8 virtual telux::common::Status telux::tel::IPhone::setCellInfoListRate (uint32_t *timeInterval*, common::ResponseCallback *callback*) `[pure virtual]`

Set the minimum time in milliseconds between when the cell info list should be received.

Parameters

in	*timeInterval*	Value of 0 means receive cell info list when any info changes. Value of INT_MAX means never receive cell info list even on change. Default value is 0
in	*callback*	Callback to get the response for set cell info list rate.

Returns

Status of setCellInfoListRate i.e. success or suitable error

5.3.1.21.2.9 virtual telux::common::Status telux::tel::IPhone::requestSignalStrength (std::shared_ptr< ISignalStrengthCallback > *callback = nullptr*) [pure virtual]

Get current signal strength of the associated network.

Parameters

in	*callback*	Optional callback pointer to get the response of signal strength request

Returns

Status of requestSignalStrength i.e. success or suitable error code.

5.3.1.21.2.10 virtual telux::common::Status telux::tel::IPhone::setECallOperatingMode (ECallMode *eCallMode,* telux::common::ResponseCallback *callback*) [pure virtual]

Sets the eCall operating mode

Parameters

in	*eCallMode*	- ECallMode
in	*callback*	- Callback function to get the response for set eCall operating mode request.

Returns

Status of setECallOperatingMode i.e. success or suitable error

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.3.1.21.2.11 virtual telux::common::Status telux::tel::IPhone::requestECallOperatingMode (ECallGetOperatingModeCallback *callback*) [pure virtual]

Get the eCall operating mode

Parameters

in	*callback*	- Callback function to get the response of eCall operating mode request

Returns

Status of requestECallOperatingMode i.e. success or suitable error

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.3.1.22 class telux::tel::ISignalStrengthCallback

Interface for Signal strength callback object. Client needs to implement this interface to get single shot responses for commands like get signal strength.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void signalStrengthResponse (std::shared_ptr< SignalStrength > signalStrength, telux::common::ErrorCode error)
- virtual ~ISignalStrengthCallback ()

5.3.1.22.1 Constructors and Destructors

5.3.1.22.1.1 virtual telux::tel::ISignalStrengthCallback::~ISignalStrengthCallback ( ) [virtual]

5.3.1.22.2 Member Function Documentation

5.3.1.22.2.1 virtual void telux::tel::ISignalStrengthCallback::signalStrengthResponse (std::shared_ptr< SignalStrength > *signalStrength,* telux::common::ErrorCode *error*) [virtual]

This function is called with the response to requestSignalStrength API.

Parameters

in	*signalStrength*	Pointer to signal strength object
in	*error*	Return code for whether the operation succeeded or failed SUCCESS RADIO_NOT_AVAILABLE

5.3.1.23 class telux::tel::IVoiceServiceStateCallback

Interface for voice service state callback object. Client needs to implement this interface to get single shot responses for commands like request voice radio technology.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void voiceServiceStateResponse (const std::shared_ptr< VoiceServiceInfo > &serviceInfo, telux::common::ErrorCode error)
- virtual ~IVoiceServiceStateCallback ()

5.3.1.23.1 Constructors and Destructors

5.3.1.23.1.1 virtual telux::tel::IVoiceServiceStateCallback::~IVoiceServiceStateCallback ( ) [virtual]

5.3.1.23.2 Member Function Documentation

5.3.1.23.2.1 virtual void telux::tel::IVoiceServiceStateCallback::voiceServiceStateResponse (const std::shared_ptr< VoiceServiceInfo > & *serviceInfo,* telux::common::ErrorCode *error*) [virtual]

This function is called with the response to requestVoiceServiceState API.

Parameters

in	*serviceInfo*	Pointer to voice service info object telux::tel::VoiceServiceInfo
in	*error*	Return code for whether the operation succeeded or failed • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::GENERIC_FAILURE

5.3.1.24 struct telux::tel::SimRatCapability

Structure contains slotID and RAT capabilities corresponding to slot.

Data fields

Type	Field	Description
int	slotId	
RAT-Capabilities-Mask	capabilities	

5.3.1.25 struct telux::tel::CellularCapabilityInfo

Structure contains information about device capability.

Data fields

Type	Field	Description
VoiceService-Technologies-Mask	voiceService-Techs	Indicates voice support capabilities
int	simCount	The maximum number of SIMs tha supported simultaneously
int	maxActiveSims	The maximum number of SIMs that c simultaneously active. If this number is less than numberofSims, it implies that any combination of the SIMs can be active and the remaining can be in standby.

Type	Field	Description
vector< SimRatCapability >	simRatCapabilities	An array of struct which contains mask of RAT capabilities and slotId corresponding to each SIM

5.3.1.26 class telux::tel::IPhoneListener

A listener class for monitoring changes in specific telephony states on the device, including service state and signal strength. Override the methods for the state that you wish to receive updates for.

The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onServiceStateChanged (int phoneId, ServiceState state)
- virtual void onSignalStrengthChanged (int phoneId, std::shared_ptr< SignalStrength > signalStrength)
- virtual void onCellInfoListChanged (int phoneId, std::vector< std::shared_ptr< CellInfo >> cellInfoList)
- virtual void onRadioStateChanged (int phoneId, RadioState radioState)
- virtual void onVoiceRadioTechnologyChanged (int phoneId, RadioTechnology radioTech)
- virtual void onVoiceServiceStateChanged (int phoneId, const std::shared_ptr< VoiceServiceInfo > &serviceInfo)
- virtual void onOperatingModeChanged (OperatingMode mode)
- virtual void onECallOperatingModeChange (int phoneId, telux::tel::ECallModeInfo info)
- virtual ~IPhoneListener ()

5.3.1.26.1 Constructors and Destructors

5.3.1.26.1.1 virtual telux::tel::IPhoneListener::~IPhoneListener ( ) [virtual]

5.3.1.26.2 Member Function Documentation

5.3.1.26.2.1 virtual void telux::tel::IPhoneListener::onServiceStateChanged (int *phoneId,* ServiceState *state*) [virtual]

This function is called when device service state changes.

Parameters

in	*phoneId*	Unique id of the phone on which service state changed.
in	*state*	Service state of the phone ServiceState

Deprecated Use onVoiceServiceStateChanged() listener

5.3.1.26.2.2 virtual void telux::tel::IPhoneListener::onSignalStrengthChanged (int *phoneId*, std::shared_ptr< SignalStrength > *signalStrength*) [virtual]

This function is called when network signal strength changes.

Parameters

in	*phoneId*	Unique id of the phone on which signal strength state changed.
in	*signalStrength*	Pointer to signal strength object

5.3.1.26.2.3 virtual void telux::tel::IPhoneListener::onCellInfoListChanged (int *phoneId*, std::vector< std::shared_ptr< CellInfo >> *cellInfoList*) [virtual]

This function is called when info pertaining to current or neighboring cells change.

Parameters

in	*phoneId*	Unique id of the phone on which cell info changed.
in	*cellInfoList*	vector of shared pointers to cell info object

5.3.1.26.2.4 virtual void telux::tel::IPhoneListener::onRadioStateChanged (int *phoneId*, RadioState *radioState*) [virtual]

This function is called when radio state changes on phone

Parameters

in	*phone*	Unique id of the phone on which radio state changed
in	*radioState*	Radio state of the phone RadioState

5.3.1.26.2.5 virtual void telux::tel::IPhoneListener::onVoiceRadioTechnologyChanged (int *phoneId*, RadioTechnology *radioTech*) [virtual]

This function is called when the radio technology for voice service changes

Parameters

in	*phone*	Unique id of the phone on which radio technology changed
in	*radioTech*	Radio state of the phone telux::tel::RadioTechnology

Deprecated Use onVoiceServiceStateChanged() API instead

5.3.1.26.2.6 virtual void telux::tel::IPhoneListener::onVoiceServiceStateChanged (int *phoneId*, const std::shared_ptr< VoiceServiceInfo > & *serviceInfo*) [virtual]

This function is called when the service state for voice service changes

Parameters

in	*phone*	Unique id of the phone on which radio technology changed
in	*serviceInfo*	pointer of voice service state info object telux::tel::VoiceServiceInfo

5.3.1.26.2.7 virtual void telux::tel::IPhoneListener::onOperatingModeChanged (OperatingMode *mode*) [virtual]

This function is called when the operating mode changes

Parameters

in	*mode*	Operating mode OperatingMode.

5.3.1.26.2.8 virtual void telux::tel::IPhoneListener::onECallOperatingModeChange (int *phoneId,* telux::tel::ECallModeInfo *info*) [virtual]

This function is called when eCall operating mode changes.

Parameters

in	*phoneId*	- Unique Id of phone for which eCall operating mode changed
in	*info*	- Indicates eCall operating mode change reason ECallModeInfo

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.3.1.27 class telux::tel::IPhoneManager

Phone Manager creates one or more phones based on SIM slot count, it allows clients to register for notification of system events. Clients should check if the subsystem is ready before invoking any of the APIs.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status getPhoneIds (std::vector< int > &phoneIds)=0
- virtual int getPhoneIdFromSlotId (int slotId)=0
- virtual int getSlotIdFromPhoneId (int phoneId)=0
- virtual std::shared_ptr< IPhone > getPhone (int phoneId=DEFAULT_PHONE_ID)=0
- virtual telux::common::Status requestCellularCapabilityInfo (std::shared_ptr< ICellularCapabilityCallback > callback=nullptr)=0
- virtual telux::common::Status requestOperatingMode (std::shared_ptr< IOperatingModeCallback > callback=nullptr)=0

- virtual telux::common::Status setOperatingMode (OperatingMode operatingMode, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IPhoneListener > listener)=0
- virtual telux::common::Status removeListener (std::weak_ptr< IPhoneListener > listener)=0
- virtual ~IPhoneManager ()

5.3.1.27.1 Constructors and Destructors

5.3.1.27.1.1 virtual telux::tel::IPhoneManager::~IPhoneManager ( ) [virtual]

5.3.1.27.2 Member Function Documentation

5.3.1.27.2.1 virtual bool telux::tel::IPhoneManager::isSubsystemReady ( ) [pure virtual]

Checks the status of telephony subsystems and returns the result.

Returns

If true PhoneManager is ready for service (i.e Phone, Sms and Card).

5.3.1.27.2.2 virtual std::future<bool> telux::tel::IPhoneManager::onSubsystemReady ( ) [pure virtual]

Wait for telephony subsystem to be ready.

Returns

A future that caller can wait on to be notified when telephony subsystem is ready.

5.3.1.27.2.3 virtual telux::common::Status telux::tel::IPhoneManager::getPhoneIds (std::vector< int > & *phoneIds*) [pure virtual]

Retrieves a list of Phone Ids. Each id is unique per phone. For example: on a dual SIM device, there would be 2 Phones.

Parameters

out	*phoneIds*	List of phone ids

Returns

Status of getPhoneIds i.e. success or suitable error code.

5.3.1.27.2.4 virtual int telux::tel::IPhoneManager::getPhoneIdFromSlotId (int *slotId*) [pure virtual]

Get the Phone Id for a given Slot Id.

Parameters

in	*slotId*	SIM Card Slot Id

Returns

Phone Id corresponding to the Slot Id.

5.3.1.27.2.5 virtual int telux::tel::IPhoneManager::getSlotIdFromPhoneId (int *phoneId*) [pure virtual]

Get the SIM Slot Id for a given Phone Id.

Parameters

in	*phoneId*	Phone Id of the phone

Returns

Slot Id corresponding to the Phone Id.

5.3.1.27.2.6 virtual std::shared_ptr<IPhone> telux::tel::IPhoneManager::getPhone (int *phoneId = DEFAULT_PHONE_ID*) [pure virtual]

Get the phone instance for a given phone identifier.

Parameters

in	*phoneId*	Identifier for phone instance, retrieved from getPhoneIds API

Returns

Pointer to Phone object corresponding to phoneId.

5.3.1.27.2.7 virtual telux::common::Status telux::tel::IPhoneManager::requestCellularCapabilityInfo (std::shared_ptr< ICellularCapabilityCallback > *callback = nullptr*) [pure virtual]

Get the information about cellular capability.

Parameters

in	*callback*	Optional callback pointer to get the response of cellular capability.

Returns

Status of requestCellularCapabilityInfo i.e. success or suitable error code.

5.3.1.27.2.8 virtual telux::common::Status telux::tel::IPhoneManager::requestOperatingMode (std::shared_ptr< IOperatingModeCallback > *callback = nullptr*) [pure virtual]

Get current operating mode of the device.

Parameters

in	*callback*	Optional callback pointer to get the response of operating mode request

Returns

Status of requestOperatingMode i.e. success or suitable error code.

5.3.1.27.2.9 virtual telux::common::Status telux::tel::IPhoneManager::setOperatingMode (OperatingMode *operatingMode,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Set the operating mode of the device. Only valid transitions allowed from one mode to another.

Parameters

in	*operatingMode*	Operating Mode to be set
in	*callback*	Optional callback pointer to get the response of set operatingmode request. In callback following error is returned. • telux::common::ErrorCode::INVALID_TRANSITION • telux::common::ErrorCode::INVALID_ARGUMENTS • telux::common::ErrorCode::DEVICE_IN_USE • telux::common::ErrorCode::NO_MEMORY

Returns

Status of setOperatingMode i.e. success or suitable error code.

5.3.1.27.2.10 virtual telux::common::Status telux::tel::IPhoneManager::registerListener (std::weak_ptr< IPhoneListener > *listener*) [pure virtual]

Register a listener for specific events in the telephony subsystem.

Parameters

in	*listener*	Pointer to Phone Listener object that processes the notification

Returns

Status of registerListener i.e. success or suitable error code.

5.3.1.27.2.11 virtual telux::common::Status telux::tel::IPhoneManager::removeListener (std::weak_ptr< IPhoneListener > *listener*) [pure virtual]

Remove a previously added listener.

Parameters

in	*listener*	Pointer to Phone Listener object that needs to be removed

Returns

Status of removeListener i.e. success or suitable error code.

5.3.1.28 class telux::tel::ICellularCapabilityCallback

Interface for callback corresponding to cellular capability request. Client needs to implement this interface to get single shot responses for commands like get cellular capability.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void cellularCapabilityResponse (CellularCapabilityInfo capabilityInfo, telux::common::ErrorCode error)
- virtual ~ICellularCapabilityCallback ()

5.3.1.28.1 Constructors and Destructors

5.3.1.28.1.1 virtual telux::tel::ICellularCapabilityCallback::~ICellularCapabilityCallback ( ) [virtual]

5.3.1.28.2 Member Function Documentation

5.3.1.28.2.1 virtual void telux::tel::ICellularCapabilityCallback::cellularCapabilityResponse (CellularCapabilityInfo *capabilityInfo,* telux::common::ErrorCode *error*) [virtual]

This function is called with the response to requestCellularCapabilityInfo API.

Parameters

in	*capabilityInfo*	Cellular capability information.
in	*error*	Return code for whether the operation succeeded or failed • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::INTERNAL • telux::common::ErrorCode::NO_MEMORY

5.3.1.29 class telux::tel::IOperatingModeCallback

Interface for operating mode callback object. Client needs to implement this interface to get single shot responses for commands like request current operating mode.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void operatingModeResponse (OperatingMode operatingMode, telux::common::ErrorCode error)
- virtual ~IOperatingModeCallback ()

5.3.1.29.1 Constructors and Destructors

5.3.1.29.1.1 virtual telux::tel::IOperatingModeCallback::~IOperatingModeCallback ( ) [virtual]

5.3.1.29.2 Member Function Documentation

5.3.1.29.2.1 virtual void telux::tel::IOperatingModeCallback::operatingModeResponse (OperatingMode *operatingMode*, telux::common::ErrorCode *error*) [virtual]

This function is called with the response to requestOperatingMode API.

Parameters

in	*operatingMode*	OperatingMode
in	*error*	Return code for whether the operation succeeded or failed • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::INTERNAL_ERR • telux::common::ErrorCode::NO_MEMORY

5.3.1.30 class telux::tel::SignalStrength

SignalStrength class provides access to LTE, GSM, CDMA, WCDMA, TDSCDMA signal strengths.

Public member functions

- SignalStrength (std::shared_ptr< LteSignalStrengthInfo > lteSignalStrengthInfo, std::shared_ptr< GsmSignalStrengthInfo > gsmSignalStrengthInfo, std::shared_ptr< CdmaSignalStrengthInfo > cdmaSignalStrengthInfo, std::shared_ptr< WcdmaSignalStrengthInfo > wcdmaSignalStrengthInfo, std::shared_ptr< TdscdmaSignalStrengthInfo > tdscdmaSignalStrengthInfo)
- std::shared_ptr < LteSignalStrengthInfo > getLteSignalStrength ()
- std::shared_ptr < GsmSignalStrengthInfo > getGsmSignalStrength ()
- std::shared_ptr < CdmaSignalStrengthInfo > getCdmaSignalStrength ()
- std::shared_ptr < WcdmaSignalStrengthInfo > getWcdmaSignalStrength ()
- std::shared_ptr < TdscdmaSignalStrengthInfo > getTdscdmaSignalStrength ()

5.3.1.30.1 Constructors and Destructors

5.3.1.30.1.1 telux::tel::SignalStrength::SignalStrength (std::shared_ptr< LteSignalStrengthInfo > *lteSignalStrengthInfo,* std::shared_ptr< GsmSignalStrengthInfo > *gsmSignalStrengthInfo,* std::shared_ptr< CdmaSignalStrengthInfo > *cdmaSignalStrengthInfo,* std::shared_ptr< WcdmaSignalStrengthInfo > *wcdmaSignalStrengthInfo,* std::shared_ptr< TdscdmaSignalStrengthInfo > *tdscdmaSignalStrengthInfo*)

5.3.1.30.2 Member Function Documentation

5.3.1.30.2.1 std::shared_ptr<LteSignalStrengthInfo> telux::tel::SignalStrength::getLteSignalStrength ( )

Gives LTE signal strength instance.

Returns

Pointer to LTE signal strength instance that can be used to get lte dbm, signal level values.

5.3.1.30.2.2 std::shared_ptr<GsmSignalStrengthInfo> telux::tel::SignalStrength::getGsmSignalStrength ( )

Gives GSM signal strength instance.

Returns

Pointer to GSM signal strength instance that can be used to get GSM dbm, signal level values.

5.3.1.30.2.3 std::shared_ptr<CdmaSignalStrengthInfo> telux::tel::SignalStrength::getCdmaSignalStrength ( )

Gives CDMA signal strength instance.

Returns

Pointer to CDMA signal strength instance that can be used to get cdma/evdo dbm, signal level values.

5.3.1.30.2.4 std::shared_ptr<WcdmaSignalStrengthInfo> telux::tel::SignalStrength::getWcdmaSignalStrength ( )

Gives WCDMA signal strength instance.

Returns

Pointer to WCDMA signal strength instance that can be used to get WCDMA dbm, signal level values.

5.3.1.30.2.5 std::shared_ptr<TdscdmaSignalStrengthInfo> telux::tel::SignalStrength::getTdscdmaSignalStrength ( )

Gives TDSWCDMA signal strength instance.

Returns

Pointer to TDSWCDMA signal strength instance that can be used to get TDSCDMA RSCP value.

5.3.1.31 class telux::tel::LteSignalStrengthInfo

LTE signal strength class provides methods to get details of lte signals like dbm, signal level, reference signal-to-noise ratio, channel quality indicator and signal strength.

Public member functions

- LteSignalStrengthInfo (int lteSignalStrength, int lteRsrp, int lteRsrq, int lteRssnr, int lteCqi, int timingAdvance)
- const SignalStrengthLevel getLevel () const
- const int getDbm () const
- const int getLteSignalStrength () const
- const int getLteReferenceSignalReceiveQuality () const
- const int getLteReferenceSignalSnr () const
- const int getLteChannelQualityIndicator () const
- const int getTimingAdvance () const

5.3.1.31.1 Constructors and Destructors

5.3.1.31.1.1 telux::tel::LteSignalStrengthInfo::LteSignalStrengthInfo (int *lteSignalStrength,* int *lteRsrp,* int *lteRsrq,* int *lteRssnr,* int *lteCqi,* int *timingAdvance*)

5.3.1.31.2 Member Function Documentation

5.3.1.31.2.1 const SignalStrengthLevel telux::tel::LteSignalStrengthInfo::getLevel ( ) const

Get signal level in the range.

Returns

Signal levels indicates the quality of signal being received by the device.

5.3.1.31.2.2 const int telux::tel::LteSignalStrengthInfo::getDbm ( ) const

Get the signal strength in dBm. (Valid value range [-140, -44] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

LTE dBm value.

5.3.1.31.2.3 const int telux::tel::LteSignalStrengthInfo::getLteSignalStrength ( ) const

Get the LTE signal strength. (Valid value range [0, 31] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

LTE signal strength.

5.3.1.31.2.4 const int telux::tel::LteSignalStrengthInfo::getLteReferenceSignalReceiveQuality ( ) const

Get LTE reference signal receive quality in dB. (Valid value range [-20, -3] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

LteRsrq.

5.3.1.31.2.5 const int telux::tel::LteSignalStrengthInfo::getLteReferenceSignalSnr ( ) const

Get LTE reference signal signal-to-noise ratio, multiply by 0.1 to get SNR in dB. (Valid value range [-200, +300] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable). (-200 = -20.0 dB, +300 = 30dB).

Returns

LteSnr.

5.3.1.31.2.6 const int telux::tel::LteSignalStrengthInfo::getLteChannelQualityIndicator ( ) const

Get LTE channel quality indicator. (Valid value range [0, 15] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

LteCqI.

5.3.1.31.2.7 const int telux::tel::LteSignalStrengthInfo::getTimingAdvance ( ) const

Get the timing advance in micro seconds. (Valid value range [0, 0x7FFFFFFE] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

Timing advance value.

5.3.1.32 class telux::tel::GsmSignalStrengthInfo

GSM signal strength provides methods to get GSM signal strength in dBm and GSM signal level.

Public member functions

- GsmSignalStrengthInfo (int gsmSignalStrength, int gsmBitErrorRate, int timingAdvance)
- const SignalStrengthLevel getLevel () const
- const int getDbm () const
- const int getGsmSignalStrength () const
- const int getGsmBitErrorRate () const
- const int getTimingAdvance ()

5.3.1.32.1 Constructors and Destructors

5.3.1.32.1.1 telux::tel::GsmSignalStrengthInfo::GsmSignalStrengthInfo (int *gsmSignalStrength,* int *gsmBitErrorRate,* int *timingAdvance*)

5.3.1.32.2 Member Function Documentation

5.3.1.32.2.1 const SignalStrengthLevel telux::tel::GsmSignalStrengthInfo::getLevel ( ) const

Get signal level in the range.

Returns

Signal levels indicates the quality of signal being received by the device.

5.3.1.32.2.2 const int telux::tel::GsmSignalStrengthInfo::getDbm ( ) const

Get the signal strength in dBm. (Valid value range [-113, -51] and
INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

GSM signal strength in dBm.

5.3.1.32.2.3 const int telux::tel::GsmSignalStrengthInfo::getGsmSignalStrength ( ) const

Get the GSM signal strength. (Valid value range [0, 31] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

GSM signal strength.

5.3.1.32.2.4 const int telux::tel::GsmSignalStrengthInfo::getGsmBitErrorRate ( ) const

Get the GSM bit error rate. (Valid value range [0, 7] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

GSM bit error rate.

5.3.1.32.2.5 const int telux::tel::GsmSignalStrengthInfo::getTimingAdvance ( )

Get the timing advance in bit periods . 1 bit period = 48/13 us (Valid value range [0, 219] and
INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

timing advance.

5.3.1.33 class telux::tel::CdmaSignalStrengthInfo

CDMA signal strength provides methods to get details of CDMA and EVDO like signal strength in dBm and signal level.

Public member functions

- CdmaSignalStrengthInfo (int cdmaDbm, int cdmaEcio, int evdoDbm, int evdoEcio, int evdoSignalNoiseRatio)
- const SignalStrengthLevel getLevel () const
- const int getDbm () const
- const int getCdmaEcio () const
- const int getEvdoEcio () const
- const int getEvdoSignalNoiseRatio () const

5.3.1.33.1 Constructors and Destructors

5.3.1.33.1.1 telux::tel::CdmaSignalStrengthInfo::CdmaSignalStrengthInfo (int *cdmaDbm,* int *cdmaEcio,* int *evdoDbm,* int *evdoEcio,* int *evdoSignalNoiseRatio*)

5.3.1.33.2 Member Function Documentation

5.3.1.33.2.1 const SignalStrengthLevel telux::tel::CdmaSignalStrengthInfo::getLevel ( ) const

Get signal level in the range.

Returns

Signal levels indicates the quality of signal being received by the device.

5.3.1.33.2.2 const int telux::tel::CdmaSignalStrengthInfo::getDbm ( ) const

Get the signal strength in dBm.

Returns

Minimum value of Evdo dBm and Cdma dBm.

5.3.1.33.2.3 const int telux::tel::CdmaSignalStrengthInfo::getCdmaEcio ( ) const

Get the CDMA Ec/Io in dB.

Returns

CDMA Ec/Io.

5.3.1.33.2.4 const int telux::tel::CdmaSignalStrengthInfo::getEvdoEcio ( ) const

Get the EVDO Ec/Io in dB.

Returns

EVDO Ec/Io.

5.3.1.33.2.5 const int telux::tel::CdmaSignalStrengthInfo::getEvdoSignalNoiseRatio ( ) const

Get the EVDO signal noise ratio. (Valid value range [0, 8] and 8 is the highest signal to noise ratio.

Returns

EVDO SNR.

5.3.1.34 class telux::tel::WcdmaSignalStrengthInfo

WCDMA signal strength provides methods to get WCDMA signal strength in dBm and WCDMA signal level.

Public member functions

- WcdmaSignalStrengthInfo (int signalStrength, int bitErrorRate)
- const SignalStrengthLevel getLevel () const
- const int getDbm () const
- const int getSignalStrength () const
- const int getBitErrorRate () const

5.3.1.34.1 Constructors and Destructors

5.3.1.34.1.1 telux::tel::WcdmaSignalStrengthInfo::WcdmaSignalStrengthInfo (int *signalStrength,* int *bitErrorRate*)

5.3.1.34.2 Member Function Documentation

5.3.1.34.2.1 const SignalStrengthLevel telux::tel::WcdmaSignalStrengthInfo::getLevel ( ) const

Get signal level in the range.

Returns

Signal levels indicates the quality of signal being received by the device.

5.3.1.34.2.2 const int telux::tel::WcdmaSignalStrengthInfo::getDbm ( ) const

Get the signal strength in dBm. (Valid value range [-113, -51] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

WCDMA signal strength in dBm.

5.3.1.34.2.3 const int telux::tel::WcdmaSignalStrengthInfo::getSignalStrength ( ) const

Get the WCDMA signal strength. (Valid value range [0, 31] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

WCDMA signal strength.

5.3.1.34.2.4 const int telux::tel::WcdmaSignalStrengthInfo::getBitErrorRate ( ) const

Get the WCDMA bit error rate. (Valid value range [0, 7] and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

WCDMA bit error rate.

5.3.1.35 class telux::tel::TdscdmaSignalStrengthInfo

Tdscdma signal strength provides methods to get received signal code power.

Public member functions

- TdscdmaSignalStrengthInfo (int rscp)
- const int getRscp () const

5.3.1.35.1 Constructors and Destructors

5.3.1.35.1.1 telux::tel::TdscdmaSignalStrengthInfo::TdscdmaSignalStrengthInfo (int *rscp*)

5.3.1.35.2 Member Function Documentation

5.3.1.35.2.1 const int telux::tel::TdscdmaSignalStrengthInfo::getRscp ( ) const

Get TdScdma received signal code power in dBm. (Valid Range [-120,-25], and INVALID_SIGNAL_STRENGTH_VALUE i.e. unavailable).

Returns

TdScdma signal code power.

5.3.1.36 class telux::tel::VoiceServiceInfo

VoiceServiceInfo is a container class for obtaining serving state details like phone is registered to home network, roaming, in service, out of service or only emergency calls allowed.

Public member functions

- VoiceServiceInfo (VoiceServiceState voiceServiceState, VoiceServiceDenialCause denialCause, RadioTechnology radioTech)
- VoiceServiceState getVoiceServiceState ()
- VoiceServiceDenialCause getVoiceServiceDenialCause ()
- bool isEmergency ()

- bool isInService ()
- bool isOutOfService ()
- RadioTechnology getRadioTechnology ()

5.3.1.36.1 Constructors and Destructors

5.3.1.36.1.1 telux::tel::VoiceServiceInfo::VoiceServiceInfo (VoiceServiceState *voiceServiceState,* VoiceServiceDenialCause *denialCause,* RadioTechnology *radioTech*)

5.3.1.36.2 Member Function Documentation

5.3.1.36.2.1 VoiceServiceState telux::tel::VoiceServiceInfo::getVoiceServiceState ( )

Get voice service state.

Returns

VoiceServiceState

5.3.1.36.2.2 VoiceServiceDenialCause telux::tel::VoiceServiceInfo::getVoiceServiceDenialCause ( )

Get Voice service denial cause

Returns

VoiceServiceDenialCause

5.3.1.36.2.3 bool telux::tel::VoiceServiceInfo::isEmergency ( )

Check if phone service is in emergency mode (i.e Only emergency numbers are allowed)

5.3.1.36.2.4 bool telux::tel::VoiceServiceInfo::isInService ( )

Check if phone is registered to home network or roaming network, phone is in service mode

5.3.1.36.2.5 bool telux::tel::VoiceServiceInfo::isOutOfService ( )

check if phone not registered, phone is in out of service mode

5.3.1.36.2.6 RadioTechnology telux::tel::VoiceServiceInfo::getRadioTechnology ( )

Get voice radio technology

Returns

RadioTechnology

5.3.2 Enumeration Type Documentation

5.3.2.1 enum telux::tel::CellType

Defines all the cell info types.

Enumerator

GSM
CDMA
LTE
WCDMA
TDSCDMA

5.3.2.2 enum telux::tel::ECallVariant

ECall Variant

Enumerator

ECALL_TEST Initiate a test voice eCall with a configured telephone number stored in the USIM.
ECALL_EMERGENCY Initiate an emergency eCall. The trigger can be a manually initiated eCall or automatically initiated eCall.
ECALL_VOICE Initiate a regular voice call with capability to transfer an MSD.

5.3.2.3 enum telux::tel::EmergencyCallType

Emergency Call Type

Enumerator

CALL_TYPE_ECALL eCall (0x0C)

5.3.2.4 enum telux::tel::ECallMsdTransmissionStatus

MSD Transmission Status

Enumerator

SUCCESS Success
FAILURE Generic failure
MSD_TRANSMISSION_STARTED MSD Transmission Started
NACK_OUT_OF_ORDER Out of order NACK message detected
ACK_OUT_OF_ORDER Out of order ACK message detected

5.3.2.5 enum telux::tel::ECallCategory

ECall category

Enumerator

VOICE_EMER_CAT_AUTO_ECALL Automatic emergency call
VOICE_EMER_CAT_MANUAL Manual emergency call

5.3.2.6 enum telux::tel::ECallVehicleType

Represents a vehicle class as per European eCall MSD standard. i.e. EN 15722.

Enumerator

PASSENGER_VEHICLE_CLASS_M1
BUSES_AND_COACHES_CLASS_M2

BUSES_AND_COACHES_CLASS_M3
LIGHT_COMMERCIAL_VEHICLES_CLASS_N1
HEAVY_DUTY_VEHICLES_CLASS_N2
HEAVY_DUTY_VEHICLES_CLASS_N3
MOTOR_CYCLES_CLASS_L1E
MOTOR_CYCLES_CLASS_L2E
MOTOR_CYCLES_CLASS_L3E
MOTOR_CYCLES_CLASS_L4E
MOTOR_CYCLES_CLASS_L5E
MOTOR_CYCLES_CLASS_L6E
MOTOR_CYCLES_CLASS_L7E

5.3.2.7 enum telux::tel::ECallOptionalDataType

Represents OptionalDataType class as per European eCall MSD standard. i.e. EN 15722.

Enumerator

ECALL_DEFAULT

5.3.2.8 enum telux::tel::ECallMode

Represents eCall operating mode

Enumerator

NORMAL eCall and normal voice calls are allowed
ECALL_ONLY Only eCall is allowed
NONE Invalid mode

5.3.2.9 enum telux::tel::ECallModeReason

Represents eCall operating mode change reason

Enumerator

NORMAL eCall operating mode changed due to normal operation like setting of eCall mode
ERA_GLONASS eCall operating mode changed due to ERA-GLONASS operation

5.3.2.10 enum telux::tel::RadioState

Defines the radio state

Enumerator

RADIO_STATE_OFF Radio is explicitly powered off
RADIO_STATE_UNAVAILABLE Radio unavailable (eg, resetting or not booted)
RADIO_STATE_ON Radio is on

5.3.2.11 enum telux::tel::ServiceState

Defines the service states

Deprecated Use requestVoiceServiceState() API or to know the status of phone

Enumerator

EMERGENCY_ONLY Only emergency calls allowed
IN_SERVICE Normal operation, device is registered with a carrier and online
OUT_OF_SERVICE Device is not registered with any carrier
RADIO_OFF Device radio is off - Airplane mode for example

5.3.2.12 enum telux::tel::RadioTechnology

Defines all available radio access technologies

Enumerator

RADIO_TECH_UNKNOWN Network type is unknown
RADIO_TECH_GPRS Network type is GPRS
RADIO_TECH_EDGE Network type is EDGE
RADIO_TECH_UMTS Network type is UMTS
RADIO_TECH_IS95A Network type is IS95A
RADIO_TECH_IS95B Network type is IS95B
RADIO_TECH_1xRTT Network type is 1xRTT
RADIO_TECH_EVDO_0 Network type is EVDO revision 0
RADIO_TECH_EVDO_A Network type is EVDO revision A
RADIO_TECH_HSDPA Network type is HSDPA
RADIO_TECH_HSUPA Network type is HSUPA
RADIO_TECH_HSPA Network type is HSPA
RADIO_TECH_EVDO_B Network type is EVDO revision B
RADIO_TECH_EHRPD Network type is eHRPD
RADIO_TECH_LTE Network type is LTE
RADIO_TECH_HSPAP Network type is HSPA+
RADIO_TECH_GSM Network type is GSM, Only supports voice
RADIO_TECH_TD_SCDMA Network type is TD SCDMA
RADIO_TECH_IWLAN Network type is TD IWLAN
RADIO_TECH_LTE_CA Network type is LTE CA

5.3.2.13 enum telux::tel::RATCapability

Defines all available RAT capabilities for each subscription

Enumerator

AMPS
CDMA
HDR
GSM
WCDMA
LTE
TDS

5.3.2.14 enum telux::tel::VoiceServiceTechnology

Defines all voice support available on device

Enumerator

VOICE_TECH_GW_CSFB
VOICE_TECH_1x_CSFB
VOICE_TECH_VOLTE

5.3.2.15 enum telux::tel::OperatingMode

Defines operating modes of the device.

Enumerator

ONLINE Online mode
AIRPLANE Low Power mode i.e temporarily disabled RF
FACTORY_TEST Special mode for manufacturer use
OFFLINE Device has deactivated RF and partially shutdown
RESETTING Device is in process of power cycling
SHUTTING_DOWN Device is in process of shutting down
PERSISTENT_LOW_POWER Persists low power mode even on reset

5.3.2.16 enum telux::tel::SignalStrengthLevel

Defines all the signal levels that SignalStrength class can return where level 1 is low and level 5 is high.

Enumerator

LEVEL_1
LEVEL_2
LEVEL_3
LEVEL_4
LEVEL_5
LEVEL_UNKNOWN

5.3.2.17 enum telux::tel::VoiceServiceState

Defines the voice service states

Enumerator

NOT_REG_AND_NOT_SEARCHING Not registered, MT is not currently searching a new operator to register
REG_HOME Registered, home network
NOT_REG_AND_SEARCHING Not registered, but MT is currently searching a new operator to register
REG_DENIED Registration denied
UNKNOWN Unknown
REG_ROAMING Registered, roaming
NOT_REG_AND_EMERGENCY_AVAILABLE_AND_NOT_SEARCHING Same as NOT_REG_AND_NOT_SEARCHING but indicates that emergency calls are enabled
NOT_REG_AND_EMERGENCY_AVAILABLE_AND_SEARCHING Same as

NOT_REG_AND_SEARCHING but indicates that emergency calls are enabled

REG_DENIED_AND_EMERGENCY_AVAILABLE Same as REG_DENIED but indicates that emergency calls are enabled

UNKNOWN_AND_EMERGENCY_AVAILABLE Same as UNKNOWN but indicates that emergency calls are enabled

5.3.2.18 enum telux::tel::VoiceServiceDenialCause

Defines the voice service denial cause why voice service state registration was denied See 3GPP TS 24.008, 10.5.3.6 and Annex G.

Enumerator

UNDEFINED Undefined

GENERAL General

AUTH_FAILURE Authentication Failure

IMSI_UNKNOWN IMSI unknown in HLR

ILLEGAL_MS Illegal Mobile Station (MS), network refuses service to the MS either because an identity of the MS is not acceptable to the network or because the MS does not pass the authentication check

IMSI_UNKNOWN_VLR IMSI unknown in Visitors Location Register (VLR)

IMEI_NOT_ACCEPTED Network does not accept emergency call establishment using an IMEI or not accept attach procedure for emergency services using an IMEI

ILLEGAL_ME ME used is not acceptable to the network

GPRS_SERVICES_NOT_ALLOWED Not allowed to operate GPRS services.

GPRS_NON_GPRS_NOT_ALLOWED Not allowed to operate either GPRS or non-GPRS services

MS_IDENTITY_FAILED the network cannot derive the MS's identity from the P-TMSI/GUTI.

IMPLICITLY_DETACHED network has implicitly detached the MS

GPRS_NOT_ALLOWED_IN_PLMN GPRS services not allowed in this PLMN

MSC_TEMPORARILY_NOT_REACHABLE MSC temporarily not reachable

SMS_PROVIDED_VIA_GPRS SMS provided via GPRS in this routing area

NO_PDP_CONTEXT_ACTIVATED No PDP context activated

PLMN_NOT_ALLOWED if the network initiates a detach request or UE requests a services, in a PLMN where the MS, by subscription or due to operator determined barring is not allowed to operate.

LOCATION_AREA_NOT_ALLOWED network initiates a detach request, in a location area where the HPLMN determines that the MS, by subscription, is not allowed to operate or roaming subscriber the subscriber is denied service even if other PLMNs are available on which registration was possible

ROAMING_NOT_ALLOWED Roaming not allowed in this Location Area

NO_SUITABLE_CELLS No Suitable Cells in this Location Area

NOT_AUTHORIZED Not Authorized for this CSG

NETWORK_FAILURE Network Failure

MAC_FAILURE MAC failure

SYNC_FAILURE USIM detects that the SQN in the AUTHENTICATION REQUEST or AUTHENTICATION_AND_CIPHERING REQUEST message is out of range

CONGESTION `network cannot serve a request from the MS`

because of congestion

GSM_AUTHENTICATION_UNACCEPTABLE GSM Authentication unacceptable

SERVICE_OPTION_NOT_SUPPORTED Service option not supported

SERVICE_OPTION_NOT_SUBCRIBED Requested service option not subscribed

SERVICE_OPTION_OUT_OF_ORDER Service option temporarily out of order
CALL_NOT_IDENTIFIED Call cannot be identified
RETRY_FOR_NEW_CELL Retry upon entry into a new cell
INCORRECT_MESSAGE Semantically incorrect message
INVALID_INFO Invalid mandatory information
MSG_TYPE_NOT_IMPLEMENTED Message type non-existent or not implemented
MSG_NOT_COMPATIBLE Message not compatible with protocol state
INFO_NOT_IMPLEMENTED Information element non-existent or not implemented
CONDITIONAL_IE_ERROR Conditional IE error
PROTOCOL_ERROR_UNSPECIFIED Protocol error, unspecified

5.4 Call

This section contains APIs related to Call.

5.4.1 Data Structure Documentation

5.4.1.1 class telux::tel::ICall

ICall represents a call in progress. An ICall cannot be directly created by the client, rather it is returned as a result of instantiating a call or from the PhoneListener when receiving an incoming call.

Public member functions

- virtual telux::common::Status answer (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status hold (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status resume (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status reject (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status reject (const std::string &rejectSMS, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status hangup (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status playDtmfTone (char tone, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status startDtmfTone (char tone, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status stopDtmfTone (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual CallState getCallState ()=0
- virtual int getCallIndex ()=0
- virtual CallDirection getCallDirection ()=0
- virtual std::string getRemotePartyNumber ()=0
- virtual CallEndCause getCallEndCause ()=0
- virtual int getPhoneId ()=0
- virtual ~ICall ()

5.4.1.1.1 Constructors and Destructors

5.4.1.1.1.1 virtual telux::tel::ICall::~ICall ( ) [virtual]

5.4.1.1.2 Member Function Documentation

5.4.1.1.2.1 virtual telux::common::Status telux::tel::ICall::answer (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Allows the client to answer the call. This is only applicable for CallDirection::INCOMING.

Parameters

in	*callback*	- optional callback pointer to get the response of answer request below are possible error codes for callback response • SUCCESS • RADIO_NOT_AVAILABLE • NO_MEMORY • MODEM_ERR • INTERNAL_ERR • INVALID_STATE • INVALID_CALL_ID • INVALID_ARGUMENTS • OPERATION_NOT_ALLOWED • GENERIC_FAILURE

Returns

Status of hold function i.e. success or suitable error code.

5.4.1.1.2.2 virtual telux::common::Status telux::tel::ICall::hold (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Puts the ongoing call on hold.

Parameters

in	*callback*	- optional callback pointer to get the response of hold request below are possible error codes for callback response • SUCCESS • RADIO_NOT_AVAILABLE • NO_MEMORY • MODEM_ERR • INTERNAL_ERR • INVALID_STATE • INVALID_CALL_ID • INVALID_ARGUMENTS • OPERATION_NOT_ALLOWED • GENERIC_FAILURE

Returns

Status of hold function i.e. success or suitable error code.

5.4.1.1.2.3 virtual telux::common::Status telux::tel::ICall::resume (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Resumes this call from on-hold state to active state

Parameters

in	*callback*	- optional callback pointer to get the response of resume request below are possible error codes for callback response • SUCCESS • RADIO_NOT_AVAILABLE • NO_MEMORY • MODEM_ERR • INTERNAL_ERR • INVALID_STATE • INVALID_CALL_ID • INVALID_ARGUMENTS • OPERATION_NOT_ALLOWED • GENERIC_FAILURE

Returns

Status of resume function i.e. success or suitable error code.

5.4.1.1.2.4 virtual telux::common::Status telux::tel::ICall::reject (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Reject the incoming call. Only applicable for CallDirection::INCOMING.

Parameters

in	*callback*	- optional callback pointer to get the response of reject request below are possible error codes for callback response • SUCCESS • RADIO_NOT_AVAILABLE • NO_MEMORY • MODEM_ERR • INTERNAL_ERR • INVALID_STATE • INVALID_CALL_ID • INVALID_ARGUMENTS • OPERATION_NOT_ALLOWED • GENERIC_FAILURE

Returns

Status of reject function i.e. success or suitable error code.

5.4.1.1.2.5 virtual telux::common::Status telux::tel::ICall::reject (const std::string & *rejectSMS*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback* = `nullptr`) `[pure virtual]`

Reject the call and send an SMS to caller. Only applicable for CallDirection::INCOMING.

Parameters

in	*rejectSMS*	SMS string used to send in response to a call rejection.
in	*callback*	- optional callback pointer to get the response of rejectwithSMS request below are possible error codes for callback response • SUCCESS • RADIO_NOT_AVAILABLE • NO_MEMORY • MODEM_ERR • INTERNAL_ERR • INVALID_STATE • INVALID_CALL_ID • INVALID_ARGUMENTS • OPERATION_NOT_ALLOWED • GENERIC_FAILURE

Returns

Status of success for call reject() or suitable error code.

5.4.1.1.2.6 virtual telux::common::Status telux::tel::ICall::hangup (std::shared_ptr< telux::common::ICommandResponseCallback > *callback* = `nullptr`) `[pure virtual]`

Hang up the active call.

Parameters

in	*callback*	- optional callback pointer to get the response of hangup request below are possible error codes for callback response • SUCCESS • RADIO_NOT_AVAILABLE • NO_MEMORY • MODEM_ERR • INTERNAL_ERR • INVALID_STATE • INVALID_CALL_ID • INVALID_ARGUMENTS • OPERATION_NOT_ALLOWED • GENERIC_FAILURE

Returns

Status of hangup i.e. success or suitable error code.

5.4.1.1.2.7 virtual telux::common::Status telux::tel::ICall::playDtmfTone (char *tone,* std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Play a DTMF tone and stop it. The interval for which the tone is played is dependent on the system implementation. If continuous DTMF tone is playing, it will be stopped.

Parameters

in	*tone*	- a single character with one of 12 values: 0-9, ∗, #.
in	*callback*	- Optional callback pointer to get the result of playDtmfTones function

Returns

Status of playDtmfTones i.e. success or suitable error code.

5.4.1.1.2.8 virtual telux::common::Status telux::tel::ICall::startDtmfTone (char *tone,* std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Starts a continuous DTMF tone. To terminate the continous DTMF tone,stopDtmfTone API needs to be invoked explicitly.

Parameters

in	*tone*	- a single character with one of 12 values: 0-9, ∗, #.
in	*callback*	- Optional callback pointer to get the result of startDtmfTone function.

Returns

Status of startDtmfTone i.e. success or suitable error code.

5.4.1.1.2.9 virtual telux::common::Status telux::tel::ICall::stopDtmfTone (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Stop the currently playing continuous DTMF tone.

Parameters

in	*callback*	- Optional callback pointer to get the result of stopDtmfTone function.

Returns

Status of stopDtmfTone i.e. success or suitable error code.

5.4.1.1.2.10 virtual CallState telux::tel::ICall::getCallState ( ) [pure virtual]

Get the current state of the call, such as ringing, in progress etc.

Returns

CallState - enumeration representing call State

5.4.1.1.2.11 virtual int telux::tel::ICall::getCallIndex ( ) [pure virtual]

Get the unique index of the call assigned by Telephony subsystem

Returns

Call Index

5.4.1.1.2.12 virtual CallDirection telux::tel::ICall::getCallDirection ( ) [pure virtual]

Get the direction of the call

Returns

CallDirection - enumeration representing call direction i.e. INCOMING/ OUTGOING

5.4.1.1.2.13 virtual std::string telux::tel::ICall::getRemotePartyNumber ( ) [pure virtual]

Get the dailing number

Returns

Phone Number to which the call was dialed out Empty string in case of INCOMING call direction

5.4.1.1.2.14 virtual CallEndCause telux::tel::ICall::getCallEndCause ( ) [pure virtual]

Get the cause of the termination of the call.

Returns

Enum representing call end cause.

5.4.1.1.2.15 virtual int telux::tel::ICall::getPhoneId ( ) [pure virtual]

Get id of the phone object which represents the network/SIM on which the call is in progress.

Returns

Phone Id.

5.4.1.2 class telux::tel::ICallListener

A listener class for monitoring changes in call, including call state change and ECall state change. Override the methods for the state that you wish to receive updates for.

The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onIncomingCall (std::shared_ptr< ICall > call)
- virtual void onCallInfoChange (std::shared_ptr< ICall > call)
- virtual void onECallMsdTransmissionStatus (int phoneId, telux::common::ErrorCode errorCode)
- virtual void onECallMsdTransmissionStatus (int phoneId, telux::tel::ECallMsdTransmissionStatus msdTransmissionStatus)
- virtual ~ICallListener ()

5.4.1.2.1 Constructors and Destructors

5.4.1.2.1.1 virtual telux::tel::ICallListener::~ICallListener ( ) [virtual]

5.4.1.2.2 Member Function Documentation

5.4.1.2.2.1 virtual void telux::tel::ICallListener::onIncomingCall (std::shared_ptr< ICall > *call*) [virtual]

This function is called when device receives an incoming call.

Parameters

in	*call*	- Pointer to ICall instance

5.4.1.2.2.2 virtual void telux::tel::ICallListener::onCallInfoChange (std::shared_ptr< ICall > *call*) [virtual]

This function is called when there is a change in call attributes

Parameters

in	*call*	- Pointer to ICall instance

5.4.1.2.2.3 virtual void telux::tel::ICallListener::onECallMsdTransmissionStatus (int *phoneId,* telux::common::ErrorCode *errorCode*) [virtual]

This function is called when device completes MSD Transmission.

Parameters

in	*phoneId*	- Unique Id of phone on which MSD Transmission Status is being reported
in	*status*	- Indicates MSD Transmission status i.e. success or failure

Deprecated Use another onECallMsdTransmissionStatus() API with argument ECallMsdTransmissionStatus

5.4.1.2.2.4 virtual void telux::tel::ICallListener::onECallMsdTransmissionStatus (int *phoneId,* telux::tel::ECallMsdTransmissionStatus *msdTransmissionStatus*) [virtual]

This function is called when device completes MSD Transmission.

Parameters

in	*phoneId*	- Unique Id of phone on which MSD Transmission Status is being reported
in	*msdTransmission-Status*	- Indicates MSD Transmission status ECallMsdTransmissionStatus

5.4.1.3 class telux::tel::ICallManager

Call Manager is the primary interface for call related operations Allows to conference calls, swap calls, make normal voice call and emergency call, send and update MSD pdu.

Public member functions

- virtual telux::common::Status makeCall (int phoneId, const std::string &dialNumber, std::shared_ptr< IMakeCallCallback > callback=nullptr)=0
- virtual telux::common::Status makeECall (int phoneId, const ECallMsdData &eCallMsdData, int category, int variant, std::shared_ptr< IMakeCallCallback > callback=nullptr)=0
- virtual telux::common::Status makeECall (int phoneId, const std::string dialNumber, const ECall-MsdData &eCallMsdData, int category, std::shared_ptr< IMakeCallCallback > callback=nullptr)=0
- virtual telux::common::Status makeECall (int phoneId, const std::vector< uint8_t > &msdPdu, int category, int variant, MakeCallCallback callback=nullptr)=0
- virtual telux::common::Status makeECall (int phoneId, const std::string dialNumber, const std::vector< uint8_t > &msdPdu, int category, MakeCallCallback callback=nullptr)=0
- virtual telux::common::Status updateECallMsd (int phoneId, const ECallMsdData &eCallMsd, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status updateECallMsd (int phoneId, const std::vector< uint8_t > &msdPdu, telux::common::ResponseCallback callback)=0
- virtual std::vector < std::shared_ptr< ICall > > getInProgressCalls ()=0
- virtual telux::common::Status conference (std::shared_ptr< ICall > call1, std::shared_ptr< ICall > call2, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status swap (std::shared_ptr< ICall > callToHold, std::shared_ptr< ICall > callToActivate, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status registerListener (std::shared_ptr< telux::tel::ICallListener > listener)=0
- virtual telux::common::Status removeListener (std::shared_ptr< telux::tel::ICallListener >

listener)=0

- virtual ~ICallManager ()

5.4.1.3.1 Constructors and Destructors

5.4.1.3.1.1 virtual telux::tel::ICallManager::~ICallManager ( ) [virtual]

5.4.1.3.2 Member Function Documentation

5.4.1.3.2.1 virtual telux::common::Status telux::tel::ICallManager::makeCall (int *phoneId,* const std::string & *dialNumber,* std::shared_ptr< IMakeCallCallback > *callback = nullptr*) [pure virtual]

Initiate a voice call.

Parameters

in	*phoneId*	Represents phone corresponding to which on make call operation is performed
in	*dialNumber*	String representing the dialing number
in	*callback*	Optional callback pointer to get the response of makeCall request. Possible(not exhaustive) error codes for callback response • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::DIAL_MODIFIED_TO_USSD • telux::common::ErrorCode::DIAL_MODIFIED_TO_SS • telux::common::ErrorCode::DIAL_MODIFIED_TO_DIAL • telux::common::ErrorCode::INVALID_ARGUMENTS • telux::common::ErrorCode::NO_MEMORY • telux::common::ErrorCode::INVALID_STATE • telux::common::ErrorCode::NO_RESOURCES • telux::common::ErrorCode::INTERNAL_ERR • telux::common::ErrorCode::FDN_CHECK_FAILURE • telux::common::ErrorCode::MODEM_ERR • telux::common::ErrorCode::NO_SUBSCRIPTION • telux::common::ErrorCode::NO_NETWORK_FOUND • telux::common::ErrorCode::INVALID_CALL_ID • telux::common::ErrorCode::DEVICE_IN_USE • telux::common::ErrorCode::MODE_NOT_SUPPORTED • telux::common::ErrorCode::ABORTED • telux::common::ErrorCode::GENERIC_FAILURE

Returns

Status of makeCall i.e. success or suitable status code.

5.4.1.3.2.2 virtual telux::common::Status telux::tel::ICallManager::makeECall (int *phoneId,* const ECallMsdData & *eCallMsdData,* int *category,* int *variant,* std::shared_ptr< IMakeCallCallback > *callback = nullptr*) [pure virtual]

Initiate an emergency call to the emergency number(e.g. 112)

Parameters

in	*phoneId*	Represents phone corresponding to which make eCall operation is performed
in	*eCallMsdData*	The structure containing required fields to create eCall Minimum Set of Data (MSD)
in	*category*	ECallCategory
in	*variant*	ECallVariant
in	*callback*	Optional callback pointer to get the response of makeECall request. Possible(not exhaustive) error codes for callback response • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::NO_MEMORY • telux::common::ErrorCode::MODEM_ERR • telux::common::ErrorCode::INTERNAL_ERR • telux::common::ErrorCode::INVALID_STATE • telux::common::ErrorCode::INVALID_CALL_ID • telux::common::ErrorCode::INVALID_ARGUMENTS • telux::common::ErrorCode::OPERATION_NOT_ALLOWED • telux::common::ErrorCode::GENERIC_FAILURE

Returns

Status of makeECall i.e. success or suitable status code.

5.4.1.3.2.3 virtual telux::common::Status telux::tel::ICallManager::makeECall (int *phoneId,* const std::string *dialNumber,* const ECallMsdData & *eCallMsdData,* int *category,* std::shared_ptr< IMakeCallCallback > *callback = nullptr*) [pure virtual]

Initiate an emergency call to the specified phone number. It is similar to a regular voice call, except that it facilitates MSD transmission.

Parameters

in	*phoneId*	Represents phone corresponding to which make eCall operation is performed
in	*dialNumber*	String representing the dialing number
in	*eCallMsdData*	The structure containing required fields to create eCall Minimum Set of Data (MSD)
in	*category*	ECallCategory

in	*callback*	Optional callback pointer to get the response of makeECall request. Possible(not exhaustive) error codes for callback response • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::NO_MEMORY • telux::common::ErrorCode::MODEM_ERR • telux::common::ErrorCode::INTERNAL_ERR • telux::common::ErrorCode::INVALID_STATE • telux::common::ErrorCode::INVALID_CALL_ID • telux::common::ErrorCode::INVALID_ARGUMENTS • telux::common::ErrorCode::OPERATION_NOT_ALLOWED • telux::common::ErrorCode::GENERIC_FAILURE

Returns

Status of makeECall i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.4.1.3.2.4 virtual telux::common::Status telux::tel::ICallManager::makeECall (int *phoneId,* const std::vector< uint8_t > & *msdPdu,* int *category,* int *variant,* MakeCallCallback *callback = nullptr*) [pure virtual]

Initiate an emergency call with raw MSD pdu, to the emergency number(e.g. 112)

Parameters

in	*phoneId*	Represents phone corresponding to which on make eCall operation is performed
in	*msdPdu*	Encoded MSD(Minimum Set of Data) PDU as per spec EN 15722 2015 or GOST R 54620-2011/33464-2015
in	*category*	ECallCategory
in	*variant*	ECallVariant

in	*callback*	Callback function to get the response of makeECall request. Possible(not exhaustive) error codes for callback response • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::NO_MEMORY • telux::common::ErrorCode::MODEM_ERR • telux::common::ErrorCode::INTERNAL_ERR • telux::common::ErrorCode::INVALID_STATE • telux::common::ErrorCode::INVALID_CALL_ID • telux::common::ErrorCode::INVALID_ARGUMENTS • telux::common::ErrorCode::OPERATION_NOT_ALLOWED • telux::common::ErrorCode::GENERIC_FAILURE

Returns

Status of makeECall i.e. success or suitable status code.

5.4.1.3.2.5 virtual telux::common::Status telux::tel::ICallManager::makeECall (int *phoneId,* const std::string *dialNumber,* const std::vector< uint8_t > & *msdPdu,* int *category,* MakeCallCallback *callback* = `nullptr`) [pure virtual]

Initiate an emergency call with raw MSD pdu, to the specified phone number. It is similar to a regular voice call, except that it facilitates MSD transmission.

Parameters

in	*phoneId*	Represents phone corresponding to which on make eCall operation is performed
in	*dialNumber*	String representing the dialing number
in	*msdPdu*	Encoded MSD(Minimum Set of Data) PDU as per spec EN 15722 2015 or GOST R 54620-2011/33464-2015
in	*category*	ECallCategory
in	*callback*	Callback function to get the response of makeECall request. Possible(not exhaustive) error codes for callback response • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::NO_MEMORY • telux::common::ErrorCode::MODEM_ERR • telux::common::ErrorCode::INTERNAL_ERR • telux::common::ErrorCode::INVALID_STATE • telux::common::ErrorCode::INVALID_CALL_ID • telux::common::ErrorCode::INVALID_ARGUMENTS • telux::common::ErrorCode::OPERATION_NOT_ALLOWED • telux::common::ErrorCode::GENERIC_FAILURE

Returns

Status of makeECall i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.4.1.3.2.6 virtual telux::common::Status telux::tel::ICallManager::updateECallMsd (int *phoneId,* const ECallMsdData & *eCallMsd,* std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Update the eCall MSD in modem to be sent to Public Safety Answering Point (PSAP) when requested.

Parameters

in	*phoneId*	Represents phone corresponding to which updateECallMsd operation is performed
in	*eCallMsd*	The data structure represents the Minimum Set of Data (MSD)
in	*callback*	Optional callback pointer to get the response of updateECallMsd.

Returns

Status of updateECallMsd i.e. success or suitable error code.

5.4.1.3.2.7 virtual telux::common::Status telux::tel::ICallManager::updateECallMsd (int *phoneId,* const std::vector< uint8_t > & *msdPdu,* telux::common::ResponseCallback *callback*) [pure virtual]

Update the eCall MSD in modem to be sent to Public Safety Answering Point (PSAP) when requested.

Parameters

in	*phoneId*	Represents phone corresponding to which updateECallMsd operation is performed
in	*msdPdu*	Encoded MSD(Minimum Set of Data) PDU as per spec EN 15722 2015 or GOST R 54620-2011/33464-2015
in	*callback*	Callback function to get the response of updateECallMsd.

Returns

Status of updateECallMsd i.e. success or suitable error code.

5.4.1.3.2.8 virtual std::vector<std::shared_ptr<ICall> > telux::tel::ICallManager::getInProgressCalls ( ) [pure virtual]

Get in-progress calls.

Returns

List of active calls.

5.4.1.3.2.9 virtual telux::common::Status telux::tel::ICallManager::conference (std::shared_ptr< ICall > *call1*, std::shared_ptr< ICall > *call2*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Merge two calls in a conference.

Parameters

in	*call1*	Call object to conference.
in	*call2*	Call object to conference.
in	*callback*	Optional callback pointer to get the result of conference function

Returns

Status of conference i.e. success or suitable error code.

5.4.1.3.2.10 virtual telux::common::Status telux::tel::ICallManager::swap (std::shared_ptr< ICall > *callToHold*, std::shared_ptr< ICall > *callToActivate*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Swap calls to make one active and put the another on hold.

Parameters

in	*callToHold*	Active call object to swap to hold state.
in	*callToActivate*	Hold call object to swap to active state.
in	*callback*	Optional callback pointer to get the result of swap function

Returns

Status of swap i.e. success or suitable error code.

5.4.1.3.2.11 virtual telux::common::Status telux::tel::ICallManager::registerListener (std::shared_ptr< telux::tel::ICallListener > *listener*) [pure virtual]

Add a listener to listen for incoming call, call info change and eCall MSD transmission status change.

Parameters

in	*listener*	Pointer to ICallListener object which receives event corresponding to phone

Returns

Status of registerListener i.e. success or suitable error code.

5.4.1.3.2.12 virtual telux::common::Status telux::tel::ICallManager::removeListener (std::shared_ptr< telux::tel::ICallListener > *listener*) [pure virtual]

Remove a previously added listener.

Parameters

in	*listener*	Listener to be removed.

Returns

Status of removeListener i.e. success or suitable error code.

5.4.1.4 class telux::tel::IMakeCallCallback

Interface for Make Call callback object. Client needs to implement this interface to get single shot responses for commands like make call.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void makeCallResponse (telux::common::ErrorCode error, std::shared_ptr< ICall > call=nullptr)
- virtual ~IMakeCallCallback ()

5.4.1.4.1 Constructors and Destructors

5.4.1.4.1.1 virtual telux::tel::IMakeCallCallback::~IMakeCallCallback ( ) [virtual]

5.4.1.4.2 Member Function Documentation

5.4.1.4.2.1 virtual void telux::tel::IMakeCallCallback::makeCallResponse (telux::common::ErrorCode *error*, std::shared_ptr< ICall > *call = nullptr*) [virtual]

This function is called with the response to makeCall API.

Parameters

out	*error*	ErrorCode
out	*call*	Pointer to Call object or nullptr in case of failure

5.4.2 Enumeration Type Documentation

5.4.2.1 enum telux::tel::CallDirection

Defines type of call like incoming, outgoing and none.

Enumerator

INCOMING
OUTGOING
NONE

5.4.2.2 enum telux::tel::CallState

Defines the states a call can be in

Enumerator

CALL_IDLE idle call, default state of a newly created call object
CALL_ACTIVE active call
CALL_ON_HOLD on hold call
CALL_DIALING out going call, in dialing state and not yet connected, MO Call only
CALL_INCOMING incoming call, not yet answered
CALL_WAITING waiting call
CALL_ALERTING alerting call, MO Call only
CALL_ENDED call ended / disconnected

5.4.2.3 enum telux::tel::CallEndCause

Reason for the recently terminated call (either normally ended or failed)

Enumerator

UNOBTAINABLE_NUMBER
NO_ROUTE_TO_DESTINATION
CHANNEL_UNACCEPTABLE
OPERATOR_DETERMINED_BARRING
NORMAL
BUSY
NO_USER_RESPONDING
NO_ANSWER_FROM_USER
CALL_REJECTED
NUMBER_CHANGED
PREEMPTION
DESTINATION_OUT_OF_ORDER
INVALID_NUMBER_FORMAT
FACILITY_REJECTED
RESP_TO_STATUS_ENQUIRY
NORMAL_UNSPECIFIED
CONGESTION
NETWORK_OUT_OF_ORDER
TEMPORARY_FAILURE
SWITCHING_EQUIPMENT_CONGESTION
ACCESS_INFORMATION_DISCARDED
REQUESTED_CIRCUIT_OR_CHANNEL_NOT_AVAILABLE
RESOURCES_UNAVAILABLE_OR_UNSPECIFIED
QOS_UNAVAILABLE
REQUESTED_FACILITY_NOT_SUBSCRIBED
INCOMING_CALLS_BARRED_WITHIN_CUG

BEARER_CAPABILITY_NOT_AUTHORIZED
BEARER_CAPABILITY_UNAVAILABLE
SERVICE_OPTION_NOT_AVAILABLE
BEARER_SERVICE_NOT_IMPLEMENTED
ACM_LIMIT_EXCEEDED
REQUESTED_FACILITY_NOT_IMPLEMENTED
ONLY_DIGITAL_INFORMATION_BEARER_AVAILABLE
SERVICE_OR_OPTION_NOT_IMPLEMENTED
INVALID_TRANSACTION_IDENTIFIER
USER_NOT_MEMBER_OF_CUG
INCOMPATIBLE_DESTINATION
INVALID_TRANSIT_NW_SELECTION
SEMANTICALLY_INCORRECT_MESSAGE
INVALID_MANDATORY_INFORMATION
MESSAGE_TYPE_NON_IMPLEMENTED
MESSAGE_TYPE_NOT_COMPATIBLE_WITH_PROTOCOL_STATE
INFORMATION_ELEMENT_NON_EXISTENT
CONDITIONAL_IE_ERROR
MESSAGE_NOT_COMPATIBLE_WITH_PROTOCOL_STATE
RECOVERY_ON_TIMER_EXPIRED
PROTOCOL_ERROR_UNSPECIFIED
INTERWORKING_UNSPECIFIED
CALL_BARRED
FDN_BLOCKED
IMSI_UNKNOWN_IN_VLR
IMEI_NOT_ACCEPTED
DIAL_MODIFIED_TO_USSD
DIAL_MODIFIED_TO_SS
DIAL_MODIFIED_TO_DIAL
CDMA_LOCKED_UNTIL_POWER_CYCLE
CDMA_DROP
CDMA_INTERCEPT
CDMA_REORDER
CDMA_SO_REJECT
CDMA_RETRY_ORDER
CDMA_ACCESS_FAILURE
CDMA_PREEMPTED
CDMA_NOT_EMERGENCY
CDMA_ACCESS_BLOCKED
ERROR_UNSPECIFIED

5.5 SMS

This section contains APIs related to Sending and Receiving SMS.

5.5.1 Data Structure Documentation

5.5.1.1 struct telux::tel::MessageAttributes

Contains structure of message attributes like encoding type, number of segments, characters left in last segment.

Data fields

Type	Field	Description
SmsEncoding	encoding	Data encoding type
int	numberOf-Segments	Number of segments
int	segmentSize	Max size of each segment
int	numberOf-CharsLeftIn-LastSegment	characters left in last segment

5.5.1.2 class telux::tel::SmsMessage

A Short Message Service message.

Public member functions

- SmsMessage (std::string text, std::string sender, std::string receiver, SmsEncoding encoding, std::string pdu)
- const std::string & getText () const
- const std::string & getSender () const
- const std::string & getReceiver () const
- SmsEncoding getEncoding () const
- const std::string & getPdu () const
- const std::string toString () const

5.5.1.2.1 Constructors and Destructors

5.5.1.2.1.1 telux::tel::SmsMessage::SmsMessage (std::string *text,* std::string *sender,* std::string *receiver,* SmsEncoding *encoding,* std::string *pdu*)

5.5.1.2.2 Member Function Documentation

5.5.1.2.2.1 const std::string& telux::tel::SmsMessage::getText ( ) const

Get the message body.

Returns

String containing SMS message.

5.5.1.2.2.2 const std::string& telux::tel::SmsMessage::getSender ( ) const

Get the originating address (sender) of this SMS message.

Returns

String containing sender address.

5.5.1.2.2.3 const std::string& telux::tel::SmsMessage::getReceiver ( ) const

Get the destination address (receiver) of this SMS message.

Returns

String containing receiver address

5.5.1.2.2.4 SmsEncoding telux::tel::SmsMessage::getEncoding ( ) const

Get encoding used for this SMS message.

Returns

SMS message encoding used.

5.5.1.2.2.5 const std::string& telux::tel::SmsMessage::getPdu ( ) const

Get the raw PDU for the message.

Returns

String containing raw pdu data.

5.5.1.2.2.6 const std::string telux::tel::SmsMessage::toString ( ) const

Get the text related informative representation of this object.

Returns

String containing informative string.

5.5.1.3 class telux::tel::ISmsManager

SMS Manager class is the primary interface to send and receive SMS messages. It allows to send an SMS in several formats and sizes.

Public member functions

- virtual telux::common::Status sendSms (const std::string &message, const std::string &receiver-Address, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr, std::shared_ptr< telux::common::ICommandResponseCallback > deliveryCallback=nullptr)=0
- virtual telux::common::Status requestSmscAddress (std::shared_ptr< ISmscAddressCallback > callback=nullptr)=0

- virtual telux::common::Status setSmscAddress (const std::string &smscAddress, telux::common::ResponseCallback callback=nullptr)=0
- virtual MessageAttributes calculateMessageAttributes (const std::string &message)=0
- virtual int getPhoneId ()=0
- virtual telux::common::Status registerListener (std::weak_ptr< ISmsListener > listener)=0
- virtual telux::common::Status removeListener (std::weak_ptr< ISmsListener > listener)=0
- virtual ~ISmsManager ()

5.5.1.3.1 Constructors and Destructors

5.5.1.3.1.1 virtual telux::tel::ISmsManager::~ISmsManager ( ) [virtual]

5.5.1.3.2 Member Function Documentation

5.5.1.3.2.1 virtual telux::common::Status telux::tel::ISmsManager::sendSms (const std::string & *message*, const std::string & *receiverAddress*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback* = *nullptr*, std::shared_ptr< telux::common::ICommandResponseCallback > *deliveryCallback* = *nullptr*) [pure virtual]

Send Sms to destination address.

Parameters

in	*message*	Message or payload text to be sent
in	*receiverAddress*	Receiver or destination address
in	*sentCallback*	Optional callback pointer to get the response of send SMS request, This callback gives possible error codes.
in	*deliveryCallback*	Optional callback pointer to get message delivery status

Returns

Status of sendSms i.e. success or suitable error code.

5.5.1.3.2.2 virtual telux::common::Status telux::tel::ISmsManager::requestSmscAddress (std::shared_ptr< ISmscAddressCallback > *callback* = *nullptr*) [pure virtual]

Request for Short Messaging Service Center (SMSC) Address. Purpose of SMSC is to store, forward, convert and deliver Short Message Service (SMS) messages.

Parameters

in	*callback*	Optional callback pointer to get the response of Smsc address request

Returns

Status of getSmscAddress i.e. success or suitable error code.

5.5.1.3.2.3 virtual telux::common::Status telux::tel::ISmsManager::setSmscAddress (const std::string & *smscAddress,* telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Sets the Short Message Service Center(SMSC) address on the device.

This will change the SMSC address for all the SMS messages sent from any app.

Parameters

in	*smscAddress*	SMSC address
in	*callback*	Optional callback pointer to get the response of set SMSC address

Returns

Status of setSmscAddress i.e. success or suitable error code.

5.5.1.3.2.4 virtual MessageAttributes telux::tel::ISmsManager::calculateMessageAttributes (const std::string & *message*) [pure virtual]

Calculate message attributes for the given message.

Parameters

in	*message*	Message to send

Returns

MessageAttributes structure containing encoding type, number of segments, max size of segment and characters left in last segment.

5.5.1.3.2.5 virtual int telux::tel::ISmsManager::getPhoneId ( ) [pure virtual]

Get associated phone id for this SMSManager.

Returns

PhoneId.

5.5.1.3.2.6 virtual telux::common::Status telux::tel::ISmsManager::registerListener (std::weak_ptr< ISmsListener > *listener*) [pure virtual]

Register a listener for Sms events

Parameters

in	*listener*	Pointer to ISmsListener object which receives event corresponding to SMS

Returns

Status of registerListener i.e. success or suitable error code.

5.5.1.3.2.7 virtual telux::common::Status telux::tel::ISmsManager::removeListener (std::weak_ptr< ISmsListener > *listener*) [pure virtual]

Remove a previously added listener.

Parameters

in	*listener*	Pointer to ISmsListener object

Returns

Status of removeListener i.e. success or suitable error code.

5.5.1.4 class telux::tel::ISmsListener

A listener class for monitoring incoming SMS. Override the methods for the state that you wish to receive updates for.

The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onIncomingSms (int phoneId, std::shared_ptr< SmsMessage > message)
- virtual ~ISmsListener ()

5.5.1.4.1 Constructors and Destructors

5.5.1.4.1.1 virtual telux::tel::ISmsListener::~ISmsListener ( ) [virtual]

5.5.1.4.2 Member Function Documentation

5.5.1.4.2.1 virtual void telux::tel::ISmsListener::onIncomingSms (int *phoneId,* std::shared_ptr< SmsMessage > *message*) [virtual]

This function is called when device receives an incoming message

Parameters

in	*phoneId*	Unique identifier per phone
in	*SmsMessage*	Pointer to SmsMessage object

5.5.1.5 class telux::tel::ISmscAddressCallback

Interface for SMS callback object. Client needs to implement this interface to get single shot responses for send SMS.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void smscAddressResponse (const std::string &address, telux::common::ErrorCode error)=0

5.5.1.5.1 Member Function Documentation

5.5.1.5.1.1 virtual void telux::tel::ISmscAddressCallback::smscAddressResponse (const std::string & *address*, telux::common::ErrorCode *error*) [pure virtual]

This function is called with the response to the Smsc address request.

Parameters

in	*address*	Smsc address
in	*error*	ErrorCode

5.5.2 Enumeration Type Documentation

5.5.2.1 enum telux::tel::SmsEncoding

Specifies the encoding of the SMS message.

Enumerator

GSM7 Message is made up of GSM7 septets
GSM8 Message is made up of GSM8 septets
UCS2 Message is made up of UCS2 septets
UNKNOWN Message encoding is unknown

5.6 SIM Card Services

This section contains APIs related to Card Services.

5.6.1 Data Structure Documentation

5.6.1.1 class telux::tel::ICardApp

Represents a single card application.

Public member functions

- virtual AppType getAppType ()=0
- virtual AppState getAppState ()=0
- virtual std::string getAppId ()=0
- virtual telux::common::Status changeCardPassword (CardLockType lockType, std::string oldPwd, std::string newPwd, PinOperationResponseCb callback)=0
- virtual telux::common::Status unlockCardByPuk (CardLockType lockType, std::string puk, std::string newPin, PinOperationResponseCb callback)=0
- virtual telux::common::Status unlockCardByPin (CardLockType lockType, std::string pin, PinOperationResponseCb callback)=0
- virtual telux::common::Status queryPin1LockState (QueryPin1LockResponseCb callback)=0
- virtual telux::common::Status queryFdnLockState (QueryFdnLockResponseCb callback)=0
- virtual telux::common::Status setCardLock (CardLockType lockType, std::string password, bool isEnabled, PinOperationResponseCb callback)=0
- virtual ~ICardApp ()

5.6.1.1.1 Constructors and Destructors

5.6.1.1.1.1 virtual telux::tel::ICardApp::~ICardApp ( ) [virtual]

5.6.1.1.2 Member Function Documentation

5.6.1.1.2.1 virtual AppType telux::tel::ICardApp::getAppType ( ) [pure virtual]

Get Application type like SIM, USIM, RUIM, CSIM or ISIM.

Returns

AppType.

5.6.1.1.2.2 virtual AppState telux::tel::ICardApp::getAppState ( ) [pure virtual]

Get Application state like PIN1, PUK required and others.

Returns

AppState.

5.6.1.1.2.3 virtual std::string telux::tel::ICardApp::getAppId ( ) [pure virtual]

Get application identifier.

Returns

Application Id.

5.6.1.1.2.4 virtual telux::common::Status telux::tel::ICardApp::changeCardPassword (CardLockType *lockType,* std::string *oldPwd,* std::string *newPwd,* PinOperationResponseCb *callback*) [pure virtual]

Change the password used in PIN1/PIN2 lock.

Parameters

in	*lockType*	CardLockType. Applicable lock types are PIN1 and PIN2.
in	*oldPwd*	Old password
in	*newPwd*	New password
in	*callback*	Callback function to get the response of change pin password.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.1.2.5 virtual telux::common::Status telux::tel::ICardApp::unlockCardByPuk (CardLockType *lockType,* std::string *puk,* std::string *newPin,* PinOperationResponseCb *callback*) [pure virtual]

Unlock the Sim card for an app by entering PUK and new pin.

Parameters

in	*lockType*	CardLockType. Applicable lock types are PUK1 and PUK2
in	*puk*	PUK1/PUK2
in	*pin*	New PIN1/PIN2
in	*callback*	Callback function to get the response of unlock card lock.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.1.2.6 virtual telux::common::Status telux::tel::ICardApp::unlockCardByPin (CardLockType *lockType,* std::string *pin,* PinOperationResponseCb *callback*) [pure virtual]

Unlock the Sim card for an app by entering PIN.

Parameters

in	*lockType*	CardLockType. Applicable lock types are PIN1 and PIN2.
in	*pin*	New PIN1/PIN2
in	*callback*	Callback function to get the response of unlock card lock.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.1.2.7 virtual telux::common::Status telux::tel::ICardApp::queryPin1LockState (QueryPin1LockResponseCb *callback*) [pure virtual]

Query Pin1 lock state.

Parameters

in	*callback*	Callback function to get the response of query pin1 lock state.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.1.2.8 virtual telux::common::Status telux::tel::ICardApp::queryFdnLockState (QueryFdnLockResponseCb *callback*) [pure virtual]

Query FDN lock state.

Parameters

in	*callback*	Callback function to get the response of query fdn lock state.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.1.2.9 virtual telux::common::Status telux::tel::ICardApp::setCardLock (CardLockType *lockType,* std::string *password,* bool *isEnabled,* PinOperationResponseCb *callback*) [pure virtual]

Enable or disable FDN or Pin1 lock.

Parameters

in	*lockType*	CardLockType. Applicable lock type such as PIN1 and FDN
in	*password*	Password of PIN1 and FDN
in	*isEnabled*	If true then enable else disable.
in	*callback*	Callback function to get the response of set card lock.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.2 struct telux::tel::IccResult

The APDU response with status for transmit APDU operation.

Public member functions

- const std::string toString () const

Data Fields

- int sw1
- int sw2
- std::string payload
- std::vector< int > data

5.6.1.2.1 Member Function Documentation

5.6.1.2.1.1 const std::string telux::tel::IccResult::toString ( ) const

5.6.1.2.2 Field Documentation

5.6.1.2.2.1 int telux::tel::IccResult::sw1

Status word 1 for command processing status

5.6.1.2.2.2 int telux::tel::IccResult::sw2

Status word 2 for command processing qualifier

5.6.1.2.2.3 std::string telux::tel::IccResult::payload

response as a hex string

5.6.1.2.2.4 std::vector<int> telux::tel::IccResult::data

vector of raw data received as part of response to the card services request

5.6.1.3 class telux::tel::ICardManager

ICardManager provide APIs for slot count, retrieve slot ids, get card state and get card.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status getSlotCount (int &count)=0
- virtual telux::common::Status getSlotIds (std::vector< int > &slotIds)=0
- virtual std::shared_ptr< ICard > getCard (int slotId=DEFAULT_SLOT_ID, telux::common::Status *status=nullptr)=0
- virtual telux::common::Status registerListener (std::shared_ptr< ICardListener > listener)=0

- virtual telux::common::Status removeListener (std::shared_ptr< ICardListener > listener)=0
- virtual ~ICardManager ()

5.6.1.3.1 Constructors and Destructors

5.6.1.3.1.1 virtual telux::tel::ICardManager::~ICardManager ( ) [virtual]

5.6.1.3.2 Member Function Documentation

5.6.1.3.2.1 virtual bool telux::tel::ICardManager::isSubsystemReady ( ) [pure virtual]

Checks the status of telephony subsystems and returns the result.

Returns

If true then CardManager is ready for service.

5.6.1.3.2.2 virtual std::future<bool> telux::tel::ICardManager::onSubsystemReady ( ) [pure virtual]

Wait for telephony subsystem to be ready.

Returns

A future that caller can wait on to be notified when card manager is ready.

5.6.1.3.2.3 virtual telux::common::Status telux::tel::ICardManager::getSlotCount (int & *count*) [pure virtual]

Get SIM slot count.

Parameters

out	*count*	SIM slot count.

Returns

Status of getSlotCount i.e. success or suitable status code.

5.6.1.3.2.4 virtual telux::common::Status telux::tel::ICardManager::getSlotIds (std::vector< int > & *slotIds*) [pure virtual]

Get list of SIM slots.

Parameters

out	*slotIds*	List of SIM slot ids.

Returns

Status of getSlotIds i.e. success or suitable status code.

5.6.1.3.2.5 virtual std::shared_ptr<ICard> telux::tel::ICardManager::getCard (int *slotId = DEFAULT_SLOT_ID*, telux::common::Status * *status = nullptr*) [pure virtual]

Get the Card corresponding to SIM slot.

Parameters

in	*slotId*	Slot id corresponding to the card.
out	*status*	Status of getCard i.e. success or suitable status code.

Returns

Pointer to ICard object.

5.6.1.3.2.6 virtual telux::common::Status telux::tel::ICardManager::registerListener (std::shared_ptr< ICardListener > *listener*) [pure virtual]

Register a listener for card events.

Parameters

in	*listener*	Pointer to ICardListener object that processes the notification.

Returns

Status of registerListener i.e. success or suitable status code.

5.6.1.3.2.7 virtual telux::common::Status telux::tel::ICardManager::removeListener (std::shared_ptr< ICardListener > *listener*) [pure virtual]

Remove a previously added listener.

Parameters

in	*listener*	Pointer to ICardListener object that needs to be removed.

Returns

Status of removeListener i.e. success or suitable status code.

5.6.1.4 class telux::tel::ICard

ICard represents currently inserted UICC or eUICC.

Public member functions

- virtual telux::common::Status getState (CardState &cardState)=0
- virtual std::vector < std::shared_ptr< ICardApp > > getApplications (telux::common::Status *status=nullptr)=0
- virtual telux::common::Status openLogicalChannel (std::string applicationId, std::shared_ptr< ICardChannelCallback > callback=nullptr)=0

- virtual telux::common::Status closeLogicalChannel (int channelId, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status transmitApduLogicalChannel (int channel, uint8_t cla, uint8_t instruction, uint8_t p1, uint8_t p2, uint8_t p3, std::vector< uint8_t > data, std::shared_ptr< ICardCommandCallback > callback=nullptr)=0
- virtual telux::common::Status transmitApduBasicChannel (uint8_t cla, uint8_t instruction, uint8_t p1, uint8_t p2, uint8_t p3, std::vector< uint8_t > data, std::shared_ptr< ICardCommandCallback > callback=nullptr)=0
- virtual telux::common::Status exchangeSimIO (uint16_t fileId, uint8_t command, uint8_t p1, uint8_t p2, uint8_t p3, std::string filePath, std::vector< uint8_t > data, std::string pin2, std::string aid, std::shared_ptr< ICardCommandCallback > callback=nullptr)=0
- virtual int getSlotId ()=0
- virtual telux::common::Status requestEid (EidResponseCallback=nullptr)=0

5.6.1.4.1 Member Function Documentation

5.6.1.4.1.1 virtual telux::common::Status telux::tel::ICard::getState (CardState & *cardState*) [pure virtual]

Get the card state for the slot id.

Parameters

out	*cardState*	CardState - state of the card.

Returns

Status of getCardState i.e. success or suitable status code.

5.6.1.4.1.2 virtual std::vector<std::shared_ptr<ICardApp> > telux::tel::ICard::getApplications (telux::common::Status * *status = nullptr*) [pure virtual]

Get card applications.

Parameters

out	*status*	Status of getApplications i.e. success or suitable status code.

Returns

List of card applications.

5.6.1.4.1.3 virtual telux::common::Status telux::tel::ICard::openLogicalChannel (std::string *applicationId,* std::shared_ptr< ICardChannelCallback > *callback = nullptr*) [pure virtual]

Open a logical channel to the SIM.

in	*applicationId*	Application Id.
in	*callback*	Optional callback pointer to get the response of open logical channel request.

Returns

Status of openLogicalChannel i.e. success or suitable status code.

5.6.1.4.1.4 virtual telux::common::Status telux::tel::ICard::closeLogicalChannel (int *channelId,* std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Close a previously opened logical channel to the SIM.

Parameters

in	*channelId*	The channel ID to be closed.
in	*callback*	Optional callback pointer to get the response of close logical channel request.

Returns

Status of closeLogicalChannel i.e. success or suitable status code.

5.6.1.4.1.5 virtual telux::common::Status telux::tel::ICard::transmitApduLogicalChannel (int *channel,* uint8_t *cla,* uint8_t *instruction,* uint8_t *p1,* uint8_t *p2,* uint8_t *p3,* std::vector< uint8_t > *data,* std::shared_ptr< ICardCommandCallback > *callback = nullptr*) [pure virtual]

Transmit an APDU to the ICC card over a logical channel.

Parameters

in	*channel*	Channel Id of the channel to use for communication. Has to be greater than zero.
in	*cla*	Class of the APDU command.
in	*instruction*	Instruction of the APDU command.
in	*p1*	Instruction Parameter 1 value of the APDU command.
in	*p2*	Instruction Parameter 2 value of the APDU command.
in	*p3*	Number of bytes present in the data field of the APDU command. If p3 is negative, a 4 byte APDU is sent to the SIM.
in	*data*	Data to be sent with the APDU.
in	*callback*	Optional callback pointer to get the response of transmit APDU request.

Returns

Status of transmitApduLogicalChannel i.e. success or suitable status code.

5.6.1.4.1.6 virtual telux::common::Status telux::tel::ICard::transmitApduBasicChannel (uint8_t *cla,* uint8_t *instruction,* uint8_t *p1,* uint8_t *p2,* uint8_t *p3,* std::vector< uint8_t > *data,* std::shared_ptr< ICardCommandCallback > *callback = nullptr*) [pure virtual]

Exchange APDUs with the SIM on a basic channel.

Parameters

in	*cla*	Class of the APDU command.
in	*instruction*	Instruction of the APDU command.
in	*p1*	Instruction Param1 value of the APDU command.
in	*p2*	Instruction Param1 value of the APDU command.
in	*p3*	Number of bytes present in the data field of the APDU command. If p3 is negative, a 4 byte APDU is sent to the SIM.
in	*data*	Data to be sent with the APDU.
in	*callback*	Optional callback pointer to get the response of transmit APDU request.

Returns

Status of transmitApduBasicChannel i.e. success or suitable status code.

5.6.1.4.1.7 virtual telux::common::Status telux::tel::ICard::exchangeSimIO (uint16_t *fileId,* uint8_t *command,* uint8_t *p1,* uint8_t *p2,* uint8_t *p3,* std::string *filePath,* std::vector< uint8_t > *data,* std::string *pin2,* std::string *aid,* std::shared_ptr< ICardCommandCallback > *callback = nullptr*) [pure virtual]

Performs SIM IO operation, This is similar to the TS 27.007 "restricted SIM" operation where it assumes all of the EF selection will be done by the callee

Parameters

in	*fileId*	Elementary File Identifier
in	*command*	APDU Command for SIM IO operation
in	*p1*	Instruction Param1 value of the APDU command
in	*p2*	Instruction Param2 value of the APDU command
in	*p3*	Number of bytes present in the data field of APDU command. If p3 is negative, a 4 byte APDU is sent to the SIM.
in	*filePath*	Path of the file
in	*data*	Data to be sent with the APDU, send empty or null string in case no data
in	*pin2*	Pin value of the SIM. Invalid attempt of PIN2 value will lock the SIM. send empty or null string in case of no Pin2 value
in	*aid*	Application identifier, send empty or null string in case of no aid
in	*callback*	Optional callback pointer to get the response of SIM IO request

Returns

- Status of exchangeSimIO i.e. success or suitable status code

5.6.1.4.1.8 virtual int telux::tel::ICard::getSlotId ( ) [pure virtual]

Get associated slot id for ICard

Returns

SlotId

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.4.1.9 virtual telux::common::Status telux::tel::ICard::requestEid (EidResponseCallback = *nullptr*) [pure virtual]

Request eUICC identifier of eUICC card.

Parameters

in	*callback*	Callback function to get the result of request eid.

Returns

Status of request eid i.e. success or suitable error code.

Dependencies card should be eUICC capable

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.6.1.5 class telux::tel::ICardChannelCallback

Interface for Card callback object. Client needs to implement this interface to get single shot responses for commands like open logical channel and close logical channel.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onChannelResponse (int channel, IccResult result, telux::common::ErrorCode error)=0

5.6.1.5.1 Member Function Documentation

5.6.1.5.1.1 virtual void telux::tel::ICardChannelCallback::onChannelResponse (int *channel,* IccResult *result,* telux::common::ErrorCode *error*) [pure virtual]

This function is called with the response to the open logical channel operation.

in	*channel*	Channel Id for the logical channel.
in	*result*	IccResult of open logical channel.
in	*error*	ErrorCode of the request.

5.6.1.6 class telux::tel::ICardCommandCallback

Public member functions

- virtual void onResponse (IccResult result, telux::common::ErrorCode error)=0

5.6.1.6.1 Member Function Documentation

5.6.1.6.1.1 virtual void telux::tel::ICardCommandCallback::onResponse (IccResult *result,* telux::common::ErrorCode *error*) [pure virtual]

This function is called when SIM Card transmit APDU over Logical, Basic Channel and Exchange Sim IO.

Parameters

in	*result*	IccResult of transmit APDU command
in	*error*	ErrorCode of the request, Possible error codes are • SUCCESS • INTERNAL • NO_MEMORY • INVALID_ARG • MISSING_ARG

5.6.1.7 class telux::tel::ICardListener

Interface for SIM Card Listener object. Client needs to implement this interface to get access to card services notifications on card state change.

The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onCardInfoChanged (int slotId)
- virtual ~ICardListener ()

5.6.1.7.1 Constructors and Destructors

5.6.1.7.1.1 virtual telux::tel::ICardListener::~ICardListener ( ) [virtual]

5.6.1.7.2 Member Function Documentation

5.6.1.7.2.1 virtual void telux::tel::ICardListener::onCardInfoChanged (int *slotId*) [virtual]

This function is called when info of card gets updated.

Parameters

in	*slotId*	Slot identifier.

5.6.1.8 struct telux::tel::CardReaderStatus

Structure contains identity of card reader status

Data fields

Type	Field	Description
int	id	Card Reader ID
bool	isRemovable	Card reader is removable
bool	isPresent	Card reader is present
bool	isID1size	Card reader present is ID-1 size
bool	isCardPresent	Card is present in reader
bool	isCardPowered-On	Card in reader is powered

5.6.1.9 class telux::tel::ISapCardManager

ISapCardManager provide APIs for SAP related operations.

Public member functions

- virtual telux::common::Status getState (SapState &sapState)=0
- virtual telux::common::Status requestSapState (SapStateResponseCallback callback)=0
- virtual telux::common::Status openConnection (SapCondition sapCondition=SapCondition::SAP_CONDITION_BLOCK_VOICE_OR_DATA, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status closeConnection (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status requestAtr (std::shared_ptr< IAtrResponseCallback > callback=nullptr)=0
- virtual telux::common::Status transmitApdu (uint8_t cla, uint8_t instruction, uint8_t p1, uint8_t p2, uint8_t lc, std::vector< uint8_t > data, uint8_t le=0, std::shared_ptr< ISapCardCommandCallback > callback=nullptr)=0
- virtual telux::common::Status requestSimPowerOff (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status requestSimPowerOn (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status requestSimReset (std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status requestCardReaderStatus (std::shared_ptr< ICardReaderCallback > callback=nullptr)=0
- virtual int getSlotId ()=0
- virtual ~ISapCardManager ()

5.6.1.9.1 Constructors and Destructors

5.6.1.9.1.1 virtual telux::tel::ISapCardManager::~ISapCardManager ( ) [virtual]

5.6.1.9.2 Member Function Documentation

5.6.1.9.2.1 virtual telux::common::Status telux::tel::ISapCardManager::getState (SapState & *sapState*) [pure virtual]

Get SIM access profile (SAP) client connection state.

Parameters

out	*sapState*	SapState of the SIM Card

Returns

Status of getState i.e. success or suitable status code.

Deprecated Use requestSapState() API below to get SAP state

5.6.1.9.2.2 virtual telux::common::Status telux::tel::ISapCardManager::requestSapState (SapStateResponseCallback *callback*) [pure virtual]

Get SIM access profile(SAP) client connection state.

Parameters

out	*callback*	Callback function pointer to get the response of requestSapState.

Returns

Status of requestSapState i.e. success or suitable status code.

5.6.1.9.2.3 virtual telux::common::Status telux::tel::ISapCardManager::openConnection (SapCondition *sapCondition = SapCondition::SAP_CONDITION_BLOCK_VOICE_OR_DATA*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Establishes SIM access profile (SAP) client connection with SIM Card.

Parameters

in	*sapCondition*	Condition to enable sap connection.
in	*callback*	Optional callback to get the response of open sap connection request or possible error codes i.e. • SUCCESS • INTERNAL • NO_MEMORY • INVALID_ARG • MISSING_ARG

Returns

Status of openConnection i.e. success or suitable status code.

5.6.1.9.2.4 virtual telux::common::Status telux::tel::ISapCardManager::closeConnection (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Releases a SAP connection to SIM Card.

Parameters

in	*callback*	Optional callback to get the response of close sap connection request or possible error codes i.e. • SUCCESS • INTERNAL • NO_MEMORY • INVALID_ARG • MISSING_ARG

Returns

Status of closeConnection i.e. success or suitable status code

5.6.1.9.2.5 virtual telux::common::Status telux::tel::ISapCardManager::requestAtr (std::shared_ptr< IAtrResponseCallback > *callback = nullptr*) [pure virtual]

Request for SAP Answer To Reset command.

Parameters

in	*callback*	Optional callback to get the response of requestAtr.

Returns

Status of requestAtr i.e. success or suitable status code.

5.6.1.9.2.6 virtual telux::common::Status telux::tel::ISapCardManager::transmitApdu (uint8_t *cla,* uint8_t *instruction,* uint8_t *p1,* uint8_t *p2,* uint8_t *lc,* std::vector< uint8_t > *data,* uint8_t *le = 0,* std::shared_ptr< ISapCardCommandCallback > *callback = nullptr*) [pure virtual]

Send the Apdu on SAP mode.

Parameters

in	*cla*	Class of the APDU command.
in	*instruction*	Instruction of the APDU command.
in	*p1*	Instruction Parameter 1 value of the APDU command.
in	*p2*	Instruction Parameter 1 value of the APDU command.
in	*lc*	Number of bytes present in the data field of the APDU command. If lc is negative, a 4 byte APDU is sent to the SIM.
in	*data*	List of data to be sent with the APDU.
in	*le*	Maximum number of bytes expected in the data field of the response to the command.
in	*callback*	Optional callback to send APDU in SAP mode.

Returns

Status of transmitApdu i.e. success or suitable status code.

5.6.1.9.2.7 virtual telux::common::Status telux::tel::ISapCardManager::requestSimPowerOff (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Send the SAP SIM power off request.

Parameters

in	*callback*	Optional callback to get the response for SIM power off.

Returns

Status of requestSimPowerOff i.e. success or suitable status code.

5.6.1.9.2.8 virtual telux::common::Status telux::tel::ISapCardManager::requestSimPowerOn (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Send the SAP SIM power on request.

Parameters

in	*callback*	Optional callback to get the response for SIM power on.

Returns

Status of requestSimPowerOn i.e. success or suitable status code.

5.6.1.9.2.9 virtual telux::common::Status telux::tel::ISapCardManager::requestSimReset (std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Send the SAP SIM reset request.

Parameters

in	*callback*	Optional callback to get the response for SIM reset

Returns

Status of requestSimReset i.e. success or suitable status code.

5.6.1.9.2.10 virtual telux::common::Status telux::tel::ISapCardManager::requestCardReaderStatus (std::shared_ptr< ICardReaderCallback > *callback = nullptr*) [pure virtual]

Send the SAP Card Reader Status request command.

Parameters

in	*callback*	Optional callback to get the response for card reader status

Returns

Status of requestCardReaderStatus i.e. success or suitable status code.

5.6.1.9.2.11 virtual int telux::tel::ISapCardManager::getSlotId ( ) [pure virtual]

Get associated slot id for the SapCardManager.

Returns

SlotId

5.6.1.10 class telux::tel::IAtrResponseCallback

Public member functions

- virtual void atrResponse (std::vector< int > responseAtr, telux::common::ErrorCode error)=0

5.6.1.10.1 Member Function Documentation

5.6.1.10.1.1 virtual void telux::tel::IAtrResponseCallback::atrResponse (std::vector< int > *responseAtr,* telux::common::ErrorCode *error*) [pure virtual]

This function is called in response to requestAtr() request.

Parameters

in	*responseAtr*	response ATR values
in	*error*	ErrorCode of the request possible error codes are • SUCCESS • INTERNAL • NO_MEMORY • INVALID_ARG • MISSING_ARG

5.6.1.11 class telux::tel::ISapCardCommandCallback

Public member functions

- virtual void onResponse (IccResult result, telux::common::ErrorCode error)=0

5.6.1.11.1 Member Function Documentation

5.6.1.11.1 virtual void telux::tel::ISapCardCommandCallback::onResponse (IccResult *result,* telux::common::ErrorCode *error*) [pure virtual]

This function is called when SIM Card transmit APDU on SAP mode.

Parameters

in	*result*	IccResult of transmit APDU command
in	*error*	ErrorCode of the request, possible error codes are • SUCCESS • INTERNAL • NO_MEMORY • INVALID_ARG • MISSING_ARG

5.6.1.12 class telux::tel::ICardReaderCallback

Public member functions

- virtual void cardReaderResponse (CardReaderStatus cardReaderStatus, telux::common::ErrorCode error)=0

5.6.1.12.1 Member Function Documentation

5.6.1.12.1 virtual void telux::tel::ICardReaderCallback::cardReaderResponse (CardReaderStatus *cardReaderStatus,* telux::common::ErrorCode *error*) [pure virtual]

This function is called in response to requestCardReaderStatus() method.

Parameters

in	*cardReaderStatus*	Structure contains the identity of the card reader
in	*error*	ErrorCode of the request

5.6.2 Enumeration Type Documentation

5.6.2.1 enum telux::tel::CardState

Defines all state of Card like absent, present etc

Enumerator

CARDSTATE_UNKNOWN Unknown card state
CARDSTATE_ABSENT Card is absent
CARDSTATE_PRESENT Card is present
CARDSTATE_ERROR Card is having error, either card is removed and not readable
CARDSTATE_RESTRICTED Card is present but not usable due to carrier restrictions.

5.6.2.2 enum telux::tel::CardLockType

Defines all types of card locks which uses in PIN management APIs

Enumerator

PIN1 Lock type is PIN1
PIN2 Lock type is PIN2
PUK1 Lock type is Pin Unblocking Key1
PUK2 Lock type is Pin Unblocking Key2
FDN Lock type is Fixed Dialing Number

5.6.2.3 enum telux::tel::AppType

Defines all type of UICC application such as SIM, RUIM, USIM, CSIM and ISIM.

Enumerator

APPTYPE_UNKNOWN Unknown application type
APPTYPE_SIM UICC application type is SIM
APPTYPE_USIM UICC application type is USIM
APPTYPE_RUIM UICC application type is RSIM
APPTYPE_CSIM UICC application type is CSIM
APPTYPE_ISIM UICC application type is ISIM

5.6.2.4 enum telux::tel::AppState

Defines all application states.

Enumerator

APPSTATE_UNKNOWN Unknown application state
APPSTATE_DETECTED application state detected
APPSTATE_PIN If PIN1 or UPin is required
APPSTATE_PUK If PUK1 or Puk for UPin is required
APPSTATE_SUBSCRIPTION_PERSO PersoSubstate should be look at when application state is assigned to this value
APPSTATE_READY application State is ready

5.6.2.5 enum telux::tel::SapState

Defines all SIM access profile (SAP) connection states.

Enumerator

SAP_STATE_NOT_ENABLED SAP connection not enabled
SAP_STATE_CONNECTING SAP State is connecting
SAP_STATE_CONNECTED_SUCCESSFULLY SAP connection is successful
SAP_STATE_CONNECTION_ERROR SAP connection error
SAP_STATE_DISCONNECTING SAP state is disconnecting
SAP_STATE_DISCONNECTED_SUCCESSFULLY SAP state disconnection is successful

5.6.2.6 enum telux::tel::SapCondition

Indicates type of connection required, default behavior is to block a SAP connection when a voice or data call is active.

Enumerator

SAP_CONDITION_BLOCK_VOICE_OR_DATA Block a SAP connection when a voice or data call is active (Default)
SAP_CONDITION_BLOCK_DATA Block a SAP connection when a data call is active
SAP_CONDITION_BLOCK_VOICE Block a SAP connection when a voice call is active
SAP_CONDITION_BLOCK_NONE Allow Sap connection in all cases

5.7 Location Services

This section contains APIs related to Location Services.

5.7.1 Data Structure Documentation

5.7.1.1 class telux::loc::ILocationConfigurator

ILocationConfigurator allows for the enablement/disablement of the time uncertainty. It also allows to set the threshold and the required power level for the configureCTunc API.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status configureCTunc (bool enable, telux::common::ResponseCallback callback=nullptr, float timeUncertainty=DEFAULT_TUNC_THRESHOLD, uint32_t energyBudget=DEFAULT_TUNC_ENERGY_THRESHOLD)=0
- virtual ~ILocationConfigurator ()

5.7.1.1.1 Constructors and Destructors

5.7.1.1.1.1 virtual telux::loc::ILocationConfigurator::~ILocationConfigurator ( ) [virtual]

Destructor of ILocationConfigurator

5.7.1.1.2 Member Function Documentation

5.7.1.1.2.1 virtual bool telux::loc::ILocationConfigurator::isSubsystemReady ( ) [pure virtual]

Checks the status of location configuration subsystems and returns the result.

Returns

True if location configuration subsystem is ready for service otherwise false.

5.7.1.1.2.2 virtual std::future<bool> telux::loc::ILocationConfigurator::onSubsystemReady ( ) [pure virtual]

Wait for location configuration subsystem to be ready.

Returns

A future that caller can wait on to be notified when location configuration subsystem is ready.

5.7.1.1.2.3 virtual telux::common::Status telux::loc::ILocationConfigurator::configureCTunc (bool *enable*, telux::common::ResponseCallback *callback* = `nullptr`, float *timeUncertainty* = DEFAULT_TUNC_THRESHOLD, uint32_t *energyBudget* = DEFAULT_TUNC_ENERGY_THRESHOLD) [pure virtual]

This API enables or disables the constrained time uncertainty(C-TUNC) feature. When the vehicle is turned off this API helps to put constraint on the time uncertainty.

in	*enable*	- true for enable C-TUNC feature and false for disable C-TUNC feature.
in	*callback*	- Optional callback to get the response of enablement/disablement of C-TUNC.
in	*timeUncertainty*	- specifies the time uncertainty threshold that gps engine needs to maintain, in unit of milli-seconds.
in	*energyBudget*	- specifies the power budget that the GPS engine is allowed to spend to maintain the time uncertainty, in the unit of 100 micro watt second. If the power exceeds the energyBudget then this API is disabled. This is a cumulative energy budget.

Returns

Status of configureCTunc i.e. success or suitable status code.

5.7.1.2 struct telux::loc::GnssKinematicsData

Specifies kinematics related information.

Data fields

Type	Field	Description
KinematicData-Validity	bodyFrame-DataMask	Contains Body frame LocPosDataMask bits.
float	longAccel	Forward Acceleration in body frame (m/s2)
float	latAccel	Sideward Acceleration in body frame (m/s2)
float	vertAccel	Vertical Acceleration in body frame (m/s2)
float	yawRate	Heading Rate (Radians/second)
float	pitch	Body pitch (Radians)
float	longAccelUnc	Uncertainty of Forward Acceleration in body frame
float	latAccelUnc	Uncertainty of Side-ward Acceleration in body frame
float	vertAccelUnc	Uncertainty of Vertical Acceleration in body frame
float	yawRateUnc	Uncertainty of Heading Rate
float	pitchUnc	Uncertainty of Body pitch

Type	Field	Description

5.7.1.3 struct telux::loc::TimeInfo

Data fields

Type	Field	Description
GnssTime-Validity	validityMask	Validity mask for below fields
uint16_t	systemWeek	Extended week number at reference tick. Unit: Week. Set to 65535 if week number is unknown. For GPS: Calculated from midnight, Jan. 6, 1980. OTA decoded 10 bit GPS week is extended to map between: [NV6264 to (NV6264 + 1023)]. NV6264: Minimum GPS week number configuration. Default value of NV6264: 1738 For BDS: Calculated from 00:00:00 on January 1, 2006 of Coordinated Universal Time (UTC). For GAL: Calculated from 00:00 UT on Sunday August 22, 1999 (midnight between August 21 and August 22).
uint32_t	systemMsec	Time in to the current week at reference tick. Unit: Millisecond. Range: 0 to 604799999. Check for systemClkTimeUncMs before use
float	systemClk-TimeBias	System clock time bias (sub-millisecond) Units: Millisecond Note: System time (TOW Millisecond) = systemMsec - systemClkTimeBias. Check for systemClkTimeUncMs before use.
float	systemClk-TimeUncMs	Single sided maximum time bias uncertainty Units: Millisecond
uint32_t	refFCount	FCount (free running HW timer) value. Don’t use for relative time purp due to possible discontinuities. Unit: Millisecond
uint32_t	numClock-Resets	Number of clock resets/discontinuities detected, affecting the local hardware counter value.

5.7.1.4 struct telux::loc::GlonassTimeInfo

Data fields

Type	Field	Description
uint16_t	gloDays	GLONASS day number in four years. Refer to GLONASS ICD. Applicable only for GLONASS and shall be ignored for other constellations. If unknown shall be set to 65535
TimeValidity	validityMask	Validity mask for below fields
uint32_t	gloMsec	GLONASS time of day in Millisecond. Refer to GLONASS ICD. Units: Millisecond Check for gloClkTimeUncMs before use
float	gloClkTime-Bias	GLONASS clock time bias (sub-millisecond) Units: Millisecond Note: GLO time (TOD Millisecond) = gloMsec - gloClkTimeBias. Check for gloClkTimeUncMs before use.
float	gloClkTime-UncMs	Single sided maximum time bias uncertainty Units: Millisecond
uint32_t	refFCount	FCount (free running HW timer) value. Don't use for relative time purp due to possible discontinuities. Unit: Millisecond
uint32_t	numClock-Resets	Number of clock resets/discontinuities detected, affecting the local hardware counter value.
uint8_t	gloFourYear	GLONASS four year number from 1996. Refer to GLONASS ICD. Applicable only for GLONASS and shall be ignored for other constellations. If unknown shall be set to 255

5.7.1.5 union telux::loc::SystemTimeInfo

Data fields

Type	Field	Description
TimeInfo	gps	
TimeInfo	gal	
TimeInfo	bds	
TimeInfo	qzss	
GlonassTime-Info	glo	

5.7.1.6 struct telux::loc::SystemTime

Data fields

Type	Field	Description
GnssSystem	gnssSystem-TimeSrc	Specifies GNSS system time reported. Mandatory field
SystemTime-Info	time	`Reporting of GPS system time is recommended.` If GPS time is unknown & other satellite system time is known, it should be reported. Mandatory field

5.7.1.7 struct telux::loc::GnssMeasurementInfo

Data fields

Type	Field	Description
GnssSignal	gnssSignalType	GnssSignalType mask
GnssSystem	gnss-Constellation	Specifies GNSS Constellation Type
uint16_t	gnssSvId	`GNSS SV ID.` For GPS: 1 to 32 For GLONASS: 65 to 96. When slot-number to SV ID mapping is unknown, set as 255. For SBAS: 120 to 151 For QZSS-L1CA:193 to 197 For BDS: 201 to 237 For GAL: 301 to 336

5.7.1.8 struct telux::loc::GnssData

Data fields

Type	Field	Description
GnssData-Validity	gnssData-Mask[Gnss-DataSignal-Types::GNSS_-DATA_MAX_-NUMBER_OF-_SIGNAL_TY-PES]	bitwise OR of GnssDataValidityType
double	jammer-Ind[GnssData-SignalTypes::-GNSS_DATA-_MAX_NUM-BER_OF_SIG-NAL_TYPES]	Jammer Indication Each index represents the measurement for the signal type in GnssDataSignalTypes

Type	Field	Description
double	agc[GnssDataSignalTypes::GNSS_DATA_MAX_NUMBER_OF_SIGNAL_TYPES]	Automatic gain control Each index represents the measurement for the signal type in GnssDataSignalTypes

5.7.1.9 struct telux::loc::LeapSecondChangeInfo

Specify leap second change event info.

Data fields

Type	Field	Description
TimeInfo	timeInfo	GPS timestamp that corrresponds to the last known leap second change event. The info can be available on two scenario: 1: This leap second change event has been scheduled and yet to happen 2: This leap second change event has already happened and next leap second change event has not yet been scheduled.
uint8_t	leapSecondsBeforeChange	Number of leap seconds prior to the leap second change event that corresponds to the timestamp at timeInfo.
uint8_t	leapSecondsAfterChange	Number of leap seconds after the leap second change event that corresponds to the timestamp at timeInfo.

5.7.1.10 struct telux::loc::LeapSecondInfo

Specify leap second info, including current leap second and leap second change event info if available.

Data fields

Type	Field	Description
LeapSecondInfoValidity	valid	Validity of LeapSecondInfo fields.
uint8_t	current	Current leap seconds, in unit of seconds. This info will only be available only if the leap second change info is not available.
LeapSecondChangeInfo	info	Leap second change event info. The info can be available on two scenario: 1: this leap second change event has been scheduled and yet to happen 2: this leap second change event has already happened and next leap second change event has not yet been scheduled. If leap second change info is available, to figure out the current leap second info, compare current gps time with LeapSecondChangeInfo::timeInfo to know whether to choose leapSecondBefore or leapSecondAfter as current leap second.

5.7.1.11 struct telux::loc::LocationSystemInfo

Specify location system information.

Data fields

Type	Field	Description
Location-SystemInfo-Validity	valid	validity of LocationSystemInfo::info
LeapSecond-Info	info	Current leap second and leap second info.

5.7.1.12 class telux::loc::IGpsTime

IGpsTime provides interface to get current GPS week and elapsed time in current GPS week.

Public member functions

- virtual uint32_t getWeek ()=0
- virtual uint32_t getTimeOfWeekMsec ()=0

5.7.1.12.1 Member Function Documentation

5.7.1.12.1.1 virtual uint32_t telux::loc::IGpsTime::getWeek ( ) [pure virtual]

Retrieves current GPS week as calculated from midnight, Jan 6, 1980.

Returns

Unsigned 32-bit integer containing week number.

5.7.1.12.1.2 virtual uint32_t telux::loc::IGpsTime::getTimeOfWeekMsec ( ) [pure virtual]

Retrieves elapsed time in the current GPS week starting from 12:00 am on Sunday.

Returns

Unsigned 32-bit integer containing time in milliseconds.

5.7.1.13 class telux::loc::ISensorDataUsage

Specifies the sensors used for calculating the fixes and the type of measurements which were aided by sensor data.

Public member functions

- virtual SensorType getSensorType ()=0
- virtual Measurement getMeasurement ()=0

5.7.1.13.1 Member Function Documentation

5.7.1.13.1.1 virtual SensorType telux::loc::ISensorDataUsage::getSensorType ( ) [pure virtual]

Retrieves which sensors were used in calculating the position in the position report.

Returns

SensorType if available.

5.7.1.13.1.2 virtual Measurement telux::loc::ISensorDataUsage::getMeasurement ( ) [pure virtual]

Retrieves which measurements were aided by sensor data.

Returns

Measurement types if available.

5.7.1.14 class telux::loc::ILocationInfo

ILocationInfo provides interface to get basic position related information like latitude, longitude, altitude, timestamp and other information like time stamp, session status,.

Public member functions

- virtual PositionTech getPositionTechnology ()=0
- virtual double getLatitude ()=0
- virtual double getLongitude ()=0
- virtual double getAltitude ()=0
- virtual float getHeading ()=0
- virtual float getVerticalUncertainty ()=0
- virtual uint64_t getTimeStamp ()=0
- virtual float getSpeedUncertainty ()=0
- virtual float getHeadingUncertainty ()=0
- virtual float getAltitudeMeanSeaLevel ()=0
- virtual float getPositionDop ()=0
- virtual float getHorizontalDop ()=0
- virtual float getVerticalDop ()=0
- virtual float getMagneticDeviation ()=0
- virtual LocationReliability getHorizontalReliability ()=0
- virtual LocationReliability getVerticalReliability ()=0
- virtual float getHorizontalUncertaintySemiMajor ()=0
- virtual float getHorizontalUncertaintySemiMinor ()=0
- virtual float getHorizontalUncertaintyAzimuth ()=0
- virtual void getSVIds (std::vector< uint16_t > &idsOfUsedSVs)=0
- virtual SbasCorrection getSbasCorrection ()=0
- virtual SessionStatus getSessionStatus ()=0
- virtual telux::common::Status getLeapSeconds (uint8_t &leapSeconds)=0
- virtual std::shared_ptr< IGpsTime > getGpsTime ()=0

- virtual telux::common::Status getCircularHorizontalUncertainty (float &circularHorizontalUncertainty)=0
- virtual telux::common::Status getHorizontalConfidence (uint8_t &horizontalConfidence)=0
- virtual float getHorizontalSpeed ()=0
- virtual telux::common::Status getVerticalConfidence (uint8_t &verticalConfidence)=0
- virtual float getVerticalSpeed ()=0
- virtual telux::common::Status getSensorDataUsage (std::shared_ptr< ISensorDataUsage > &sensorDataUsage)=0
- virtual telux::common::Status getFixId (uint32_t &fixId)=0
- virtual telux::common::Status getVelocityEastNorthUp (std::vector< float > &velocityEastNorthUp)=0
- virtual telux::common::Status getVelocityUncertaintyEastNorthUp (std::vector< float > &velocityUncertaintyEastNorthUp)=0

5.7.1.14.1 Member Function Documentation

5.7.1.14.1.1 virtual PositionTech telux::loc::ILocationInfo::getPositionTechnology ( ) [pure virtual]

Retrieves technology used in computing this fix.

Returns

Position technology.

5.7.1.14.1.2 virtual double telux::loc::ILocationInfo::getLatitude ( ) [pure virtual]

Retrieves latitude. Positive and negative values indicate northern and southern latitude respectively

- Units: Degrees
- Range: -90.0 to 90.0

Returns

Latitude if available else returns NaN.

5.7.1.14.1.3 virtual double telux::loc::ILocationInfo::getLongitude ( ) [pure virtual]

Retrieves longitude. Positive and negative values indicate eastern and western longitude respectively

- Units: Degrees
- Range: -180.0 to 180.0

Returns

Longitude if available else returns NaN.

5.7.1.14.1.4 virtual double telux::loc::ILocationInfo::getAltitude ( ) [pure virtual]

Retrieves altitude above the WGS 84 reference ellipsoid.

- Units: Meters

Returns

Altitude if available else returns NaN.

5.7.1.14.1.5 virtual float telux::loc::ILocationInfo::getHeading ( ) [pure virtual]

Retrieves heading.

- Units: Degrees
- Range: 0 to 359.999

Returns

Heading if available else returns NaN.

5.7.1.14.1.6 virtual float telux::loc::ILocationInfo::getVerticalUncertainty ( ) [pure virtual]

Retrieves the vertical uncertainty.

- Units: Meters

Returns

Vertical uncertainty if available else returns NaN.

5.7.1.14.1.7 virtual uint64_t telux::loc::ILocationInfo::getTimeStamp ( ) [pure virtual]

Retrieves UTC timeStamp for the location fix.

- Units: Milliseconds since Jan 1, 1970

Returns

TimeStamp in seconds if available else returns 0 (as UTC timeStamp has elapsed since January 1, 1970, it cannot be 0)

5.7.1.14.1.8 virtual float telux::loc::ILocationInfo::getSpeedUncertainty ( ) [pure virtual]

Retrieves 3-D speed uncertainty.

- Units: Meters per Second

Returns

Speed uncertainty if available else returns NaN.

5.7.1.14.1.9 virtual float telux::loc::ILocationInfo::getHeadingUncertainty ( ) [pure virtual]

Retrieves heading uncertainty.

- Units: Degrees
- Range: 0 to 359.999

Returns

Heading uncertainty if available else returns NaN.

5.7.1.14.1.10 virtual float telux::loc::ILocationInfo::getAltitudeMeanSeaLevel ( ) [pure virtual]

Retrieves the altitude with respect to mean sea level.

- Units: Meters

Returns

Altitude with respect to mean sea level if available else returns NaN.

5.7.1.14.1.11 virtual float telux::loc::ILocationInfo::getPositionDop ( ) [pure virtual]

Retrieves position dilution of precision.

Returns

Position dilution of precision if available else returns NaN. Range: 1 (highest accuracy) to 50 (lowest accuracy)

5.7.1.14.1.12 virtual float telux::loc::ILocationInfo::getHorizontalDop ( ) [pure virtual]

Retrieves horizontal dilution of precision.

Returns

Horizontal dilution of precision if available else returns NaN. Range: 1 (highest accuracy) to 50 (lowest accuracy)

5.7.1.14.1.13 virtual float telux::loc::ILocationInfo::getVerticalDop ( ) [pure virtual]

Retrieves vertical dilution of precision.

Returns

Vertical dilution of precision if available else returns NaN Range: 1 (highest accuracy) to 50 (lowest accuracy)

5.7.1.14.1.14 virtual float telux::loc::ILocationInfo::getMagneticDeviation ( ) [pure virtual]

Retrieves the difference between the bearing to true north and the bearing shown on magnetic compass. The deviation is positive when the magnetic north is east of true north.

- Units: Degrees

Returns

Magnetic Deviation if available else returns NaN

5.7.1.14.1.15 virtual LocationReliability telux::loc::ILocationInfo::getHorizontalReliability ( ) [pure virtual]

Specifies the reliability of the horizontal position.

Returns

LocationReliability of the horizontal position if available else returns UNKNOWN.

5.7.1.14.1.16 virtual LocationReliability telux::loc::ILocationInfo::getVerticalReliability ( ) [pure virtual]

Specifies the reliability of the vertical position.

Returns

LocationReliability of the vertical position if available else returns UNKNOWN.

5.7.1.14.1.17 virtual float telux::loc::ILocationInfo::getHorizontalUncertaintySemiMajor ( ) [pure virtual]

Retrieves semi-major axis of horizontal elliptical uncertainty.

- Units: Meters

Returns

Semi-major horizontal elliptical uncertainty if available else returns NaN.

5.7.1.14.1.18 virtual float telux::loc::ILocationInfo::getHorizontalUncertaintySemiMinor ( ) [pure virtual]

Retrieves semi-minor axis of horizontal elliptical uncertainty.

- Units: Meters

Returns

Semi-minor horizontal elliptical uncertainty if available else returns NaN.

5.7.1.14.1.19 virtual float telux::loc::ILocationInfo::getHorizontalUncertaintyAzimuth ( ) [pure virtual]

Retrieves elliptical horizontal uncertainty azimuth of orientation.

- Units: Decimal degrees
- Range: 0 to 180

Returns

Elliptical horizontal uncertainty azimuth of orientation if available else returns NaN.

5.7.1.14.1.20 virtual void telux::loc::ILocationInfo::getSVIds (std::vector< uint16_t > & *idsOfUsedSVs*) [pure virtual]

Retrieves GNSS Satellite Vehicles used in position data.

Parameters

out	*idsOfUsedSVs*	Vector of Satellite Vehicle identifiers.

5.7.1.14.1.21 virtual SbasCorrection telux::loc::ILocationInfo::getSbasCorrection ( ) [pure virtual]

Retrieves navigation solution mask used to indicate SBAS corrections.

Returns

- SBAS (Satellite Based Augmentation System) Correction mask used.

5.7.1.14.1.22 virtual SessionStatus telux::loc::ILocationInfo::getSessionStatus ( ) [pure virtual]

Retrieves status of the session that is requested by user application.

Returns

SessionStatus

5.7.1.14.1.23 virtual telux::common::Status telux::loc::ILocationInfo::getLeapSeconds (uint8_t & *leapSeconds*) [pure virtual]

Retrieves leap seconds if available.

Parameters

out	*leapSeconds*	- leap seconds • Units: Seconds

Returns

Status of leap seconds.

5.7.1.14.1.24 virtual std::shared_ptr<IGpsTime> telux::loc::ILocationInfo::getGpsTime ( ) [pure virtual]

Retrieves GPS time structure.

Returns

Pointer of IGpsTime object if available else returns null pointer.

5.7.1.14.1.25 virtual telux::common::Status telux::loc::ILocationInfo::getCircularHorizontalUncertainty (float & *circularHorizontalUncertainty*) [pure virtual]

Retrieves horizontal position uncertainty (circular) if available.

Parameters

out	*circularHorizontal-Uncertainty*	- circular horizontal uncertainty • Units: Meters

Returns

Status of circular horizontal uncertainty.

5.7.1.14.1.26 virtual telux::common::Status telux::loc::ILocationInfo::getHorizontalConfidence (uint8_t & *horizontalConfidence*) [pure virtual]

Retrieves horizontal uncertainty confidence if available.

Parameters

out	*horizontalConfidence*	- horizontal uncertainty confidence • Units: Percent • Range: 0 to 99

Returns

Status of horizontal uncertainty confidence.

5.7.1.14.1.27 virtual float telux::loc::ILocationInfo::getHorizontalSpeed ( ) [pure virtual]

Retrieves horizontal speed.

- Units: Meters/second

Returns

horizontal speed if available else returns NaN.

5.7.1.14.1.28 virtual telux::common::Status telux::loc::ILocationInfo::getVerticalConfidence (uint8_t & *verticalConfidence*) [pure virtual]

Retrieves vertical uncertainty confidence if available.

Parameters

out	*verticalConfidence*	- vertical uncertainty confidence • Units: Percent • Range: 0 to 99

Returns

Status of vertical uncertainty confidence.

5.7.1.14.1.29 virtual float telux::loc::ILocationInfo::getVerticalSpeed ( ) [pure virtual]

Retrieves vertical speed.

- Units: Meters/second

Returns

Float containing vertical speed if available else returns NaN.

5.7.1.14.1.30 virtual telux::common::Status telux::loc::ILocationInfo::getSensorDataUsage (std-::shared_ptr< ISensorDataUsage > & *sensorDataUsage*) [pure virtual]

Retrieves sensor data was used in computing the position if available.

Parameters

out	*sensorDataUsage*	- which sensors were used in calculating the position

Returns

Status of availability of sensorDataUsage.

5.7.1.14.1.31 virtual telux::common::Status telux::loc::ILocationInfo::getFixId (uint32_t & *fixId*) [pure virtual]

Retrieves fix count if available. Fix count of a session starts with 0 and increments by one for each successive position report for a particular session.

Parameters

out	*fixId*	- identifier of fix for session

Returns

Status of availability of fix identifier.

5.7.1.14.1.32 virtual telux::common::Status telux::loc::ILocationInfo::getVelocityEastNorthUp (std::vector< float > & *velocityEastNorthUp*) [pure virtual]

Retrieves east, North, Up velocity if available.

Parameters

out	*velocityEastNorthUp*	- east, North, Up velocity • Units: Meters/second

Returns

Status of availability of east, North, Up velocity.

5.7.1.14.1.33 virtual telux::common::Status telux::loc::ILocationInfo::getVelocityUncertaintyEastNorthUp (std::vector< float > & *velocityUncertaintyEastNorthUp*) [pure virtual]

Retrieves east, North, Up velocity uncertainty if available.

Parameters

out	*velocityUncertaintyEastNorthUp*	- east, North, Up velocity uncertainty Units: Meters/second

Returns

Status of availability of east, North, Up velocity uncertainty.

5.7.1.15 class telux::loc::ILocationInfoBase

ILocationInfoBase provides interface to get basic position related information like latitude, longitude, altitude, timestamp.

Public member functions

- virtual LocationTechnology getTechMask ()=0
- virtual float getSpeed ()=0
- virtual double getLatitude ()=0
- virtual double getLongitude ()=0
- virtual double getAltitude ()=0
- virtual float getHeading ()=0
- virtual float getHorizontalUncertainty ()=0
- virtual float getVerticalUncertainty ()=0
- virtual uint64_t getTimeStamp ()=0
- virtual float getSpeedUncertainty ()=0
- virtual float getHeadingUncertainty ()=0

5.7.1.15.1 Member Function Documentation

5.7.1.15.1.1 virtual LocationTechnology telux::loc::ILocationInfoBase::getTechMask ( ) [pure virtual]

Retrieves technology used in computing this fix.

Returns

Location technology mask.

5.7.1.15.1.2 virtual float telux::loc::ILocationInfoBase::getSpeed ( ) [pure virtual]

Retrieves Speed.

Returns

speed in meters per second.

5.7.1.15.1.3 virtual double telux::loc::ILocationInfoBase::getLatitude ( ) [pure virtual]

Retrieves latitude. Positive and negative values indicate northern and southern latitude respectively

- Units: Degrees
- Range: -90.0 to 90.0

Returns

Latitude if available else returns NaN.

5.7.1.15.1.4 virtual double telux::loc::ILocationInfoBase::getLongitude ( ) [pure virtual]

Retrieves longitude. Positive and negative values indicate eastern and western longitude respectively

- Units: Degrees
- Range: -180.0 to 180.0

Returns

Longitude if available else returns NaN.

5.7.1.15.1.5 virtual double telux::loc::ILocationInfoBase::getAltitude ( ) [pure virtual]

Retrieves altitude above the WGS 84 reference ellipsoid.

- Units: Meters

Returns

Altitude if available else returns NaN.

5.7.1.15.1.6 virtual float telux::loc::ILocationInfoBase::getHeading ( ) [pure virtual]

Retrieves heading.

- Units: Degrees
- Range: 0 to 359.999

Returns

Heading if available else returns NaN.

5.7.1.15.1.7 virtual float telux::loc::ILocationInfoBase::getHorizontalUncertainty ( ) [pure virtual]

Retrieves the horizontal uncertainty.

Returns

Horizontal uncertainty.

5.7.1.15.1.8 virtual float telux::loc::ILocationInfoBase::getVerticalUncertainty ( ) [pure virtual]

Retrieves the vertical uncertainty.

- Units: Meters

Returns

Vertical uncertainty if available else returns NaN.

5.7.1.15.1.9 virtual uint64_t telux::loc::ILocationInfoBase::getTimeStamp ( ) [pure virtual]

Retrieves UTC timeStamp for the location fix.

- Units: Milliseconds since Jan 1, 1970

Returns

TimeStamp in seconds if available else returns 0 (as UTC timeStamp has elapsed since January 1, 1970, it cannot be 0)

5.7.1.15.1.10 virtual float telux::loc::ILocationInfoBase::getSpeedUncertainty ( ) [pure virtual]

Retrieves 3-D speed uncertainty.

- Units: Meters per Second

Returns

Speed uncertainty if available else returns NaN.

5.7.1.15.1.11 virtual float telux::loc::ILocationInfoBase::getHeadingUncertainty ( ) [pure virtual]

Retrieves heading uncertainty.

- Units: Degrees
- Range: 0 to 359.999

Returns

Heading uncertainty if available else returns NaN.

5.7.1.16 class telux::loc::ILocationInfoEx

ILocationInfoEx provides interface to get richer position related information like latitude, longitude, altitude and other information like time stamp, session status, dop, reliabilities, uncertainities etc.

Public member functions

- virtual float getAltitudeMeanSeaLevel ()=0
- virtual float getPositionDop ()=0
- virtual float getHorizontalDop ()=0
- virtual float getVerticalDop ()=0
- virtual float getGeometricDop ()=0
- virtual float getTimeDop ()=0
- virtual float getMagneticDeviation ()=0
- virtual LocationReliability getHorizontalReliability ()=0
- virtual LocationReliability getVerticalReliability ()=0
- virtual float getHorizontalUncertaintySemiMajor ()=0
- virtual float getHorizontalUncertaintySemiMinor ()=0
- virtual float getHorizontalUncertaintyAzimuth ()=0
- virtual float getEastStandardDeviation ()=0
- virtual float getNorthStandardDeviation ()=0
- virtual void getSVIds (std::vector< uint16_t > &idsOfUsedSVs)=0
- virtual SbasCorrection getSbasCorrection ()=0
- virtual GnssPositionTech getPositionTechnology ()=0
- virtual GnssKinematicsData getBodyFrameData ()=0
- virtual std::vector < GnssMeasurementInfo > getmeasUsageInfo ()=0
- virtual SystemTime getGnssSystemTime ()=0
- virtual float getTimeUncMs ()=0
- virtual telux::common::Status getLeapSeconds (uint8_t &leapSeconds)=0

- virtual telux::common::Status getVelocityEastNorthUp (std::vector< float > &velocityEastNorthUp)=0
- virtual telux::common::Status getVelocityUncertaintyEastNorthUp (std::vector< float > &velocityUncertaintyEastNorthUp)=0
- virtual uint8_t getCalibrationConfidencePercent ()=0
- virtual DrCalibrationStatus getCalibrationStatus ()=0
- virtual LocationAggregationType getLocOutputEngType ()=0
- virtual PositioningEngine getLocOutputEngMask ()=0

5.7.1.16.1 Member Function Documentation

5.7.1.16.1.1 virtual float telux::loc::ILocationInfoEx::getAltitudeMeanSeaLevel ( ) [pure virtual]

Retrieves the altitude with respect to mean sea level.

- Units: Meters

Returns

Altitude with respect to mean sea level if available else returns NaN.

5.7.1.16.1.2 virtual float telux::loc::ILocationInfoEx::getPositionDop ( ) [pure virtual]

Retrieves position dilution of precision.

Returns

Position dilution of precision if available else returns NaN. Range: 1 (highest accuracy) to 50 (lowest accuracy)

5.7.1.16.1.3 virtual float telux::loc::ILocationInfoEx::getHorizontalDop ( ) [pure virtual]

Retrieves horizontal dilution of precision.

Returns

Horizontal dilution of precision if available else returns NaN. Range: 1 (highest accuracy) to 50 (lowest accuracy)

5.7.1.16.1.4 virtual float telux::loc::ILocationInfoEx::getVerticalDop ( ) [pure virtual]

Retrieves vertical dilution of precision.

Returns

Vertical dilution of precision if available else returns NaN Range: 1 (highest accuracy) to 50 (lowest accuracy)

5.7.1.16.1.5 virtual float telux::loc::ILocationInfoEx::getGeometricDop ( ) [pure virtual]

Retrieves geometric dilution of precision.

Returns

geometric dilution of precision.

5.7.1.16.1.6 virtual float telux::loc::ILocationInfoEx::getTimeDop ( ) [pure virtual]

Retrieves time dilution of precision.

Returns

Time dilution of precision.

5.7.1.16.1.7 virtual float telux::loc::ILocationInfoEx::getMagneticDeviation ( ) [pure virtual]

Retrieves the difference between the bearing to true north and the bearing shown on magnetic compass. The deviation is positive when the magnetic north is east of true north.

- Units: Degrees

Returns

Magnetic Deviation if available else returns NaN

5.7.1.16.1.8 virtual LocationReliability telux::loc::ILocationInfoEx::getHorizontalReliability ( ) [pure virtual]

Specifies the reliability of the horizontal position.

Returns

LocationReliability of the horizontal position if available else returns UNKNOWN.

5.7.1.16.1.9 virtual LocationReliability telux::loc::ILocationInfoEx::getVerticalReliability ( ) [pure virtual]

Specifies the reliability of the vertical position.

Returns

LocationReliability of the vertical position if available else returns UNKNOWN.

5.7.1.16.1.10 virtual float telux::loc::ILocationInfoEx::getHorizontalUncertaintySemiMajor ( ) [pure virtual]

Retrieves semi-major axis of horizontal elliptical uncertainty.

- Units: Meters

Returns

Semi-major horizontal elliptical uncertainty if available else returns NaN.

5.7.1.16.1.11 virtual float telux::loc::ILocationInfoEx::getHorizontalUncertaintySemiMinor ( ) [pure virtual]

Retrieves semi-minor axis of horizontal elliptical uncertainty.

- Units: Meters

Returns

Semi-minor horizontal elliptical uncertainty if available else returns NaN.

5.7.1.16.1.12 virtual float telux::loc::ILocationInfoEx::getHorizontalUncertaintyAzimuth ( ) [pure virtual]

Retrieves elliptical horizontal uncertainty azimuth of orientation.

- Units: Decimal degrees
- Range: 0 to 180

Returns

Elliptical horizontal uncertainty azimuth of orientation if available else returns NaN.

5.7.1.16.1.13 virtual float telux::loc::ILocationInfoEx::getEastStandardDeviation ( ) [pure virtual]

Retrieves east standard deviation.

- Units: Meters

Returns

East Standard Deviation.

5.7.1.16.1.14 virtual float telux::loc::ILocationInfoEx::getNorthStandardDeviation ( ) [pure virtual]

Retrieves north standard deviation.

- Units: Meters

Returns

North Standard Deviation.

5.7.1.16.1.15 virtual void telux::loc::ILocationInfoEx::getSVIds (std::vector< uint16_t > & *idsOfUsedSVs*) [pure virtual]

Retrieves GNSS Satellite Vehicles used in position data.

Parameters

out	*idsOfUsedSVs*	Vector of Satellite Vehicle identifiers.

5.7.1.16.1.16 virtual SbasCorrection telux::loc::ILocationInfoEx::getSbasCorrection ( ) [pure virtual]

Retrieves navigation solution mask used to indicate SBAS corrections.

Returns

- SBAS (Satellite Based Augmentation System) Correction mask used.

5.7.1.16.1.17 virtual GnssPositionTech telux::loc::ILocationInfoEx::getPositionTechnology ( ) [pure virtual]

Retrieves position technology mask used to indicate which technology is used.

Returns

- Position technology used in computing this fix.

5.7.1.16.1.18 virtual GnssKinematicsData telux::loc::ILocationInfoEx::getBodyFrameData ( ) [pure virtual]

Retrieves position related information.

5.7.1.16.1.19 virtual std::vector<GnssMeasurementInfo> telux::loc::ILocationInfoEx::getmeasUsageInfo ( ) [pure virtual]

Retrieves gnss measurement usage info.

5.7.1.16.1.20 virtual SystemTime telux::loc::ILocationInfoEx::getGnssSystemTime ( ) [pure virtual]

Retrieves type of gnss system.

Returns

- Type of Gnss System.

5.7.1.16.1.21 virtual float telux::loc::ILocationInfoEx::getTimeUncMs ( ) [pure virtual]

Retrieves time uncertainity.

Returns

- Time uncertainty in milliseconds.

5.7.1.16.1.22 virtual telux::common::Status telux::loc::ILocationInfoEx::getLeapSeconds (uint8_t & *leapSeconds*) [pure virtual]

Retrieves leap seconds if available.

Parameters

out	*leapSeconds*	- leap seconds • Units: Seconds

Returns

Status of leap seconds.

5.7.1.16.1.23 virtual telux::common::Status telux::loc::ILocationInfoEx::getVelocityEastNorthUp (std::vector< float > & *velocityEastNorthUp*) [pure virtual]

Retrieves east, North, Up velocity if available.

Parameters

out	*velocityEastNorthUp*	- east, North, Up velocity • Units: Meters/second

Returns

Status of availability of east, North, Up velocity.

5.7.1.16.1.24 virtual telux::common::Status telux::loc::ILocationInfoEx::getVelocityUncertaintyEastNorthUp (std::vector< float > & *velocityUncertaintyEastNorthUp*) [pure virtual]

Retrieves east, North, Up velocity uncertainty if available.

out	*velocityUncertainty-EastNorthUp*	- east, North, Up velocity uncertainty • Units: Meters/second

Returns

Status of availability of east, North, Up velocity uncertainty.

5.7.1.16.1.25 virtual uint8_t telux::loc::ILocationInfoEx::getCalibrationConfidencePercent ( ) [pure virtual]

Sensor calibration confidence percent, range [0, 100].

Returns

the percentage of calibration taking all the parameters into account.

5.7.1.16.1.26 virtual DrCalibrationStatus telux::loc::ILocationInfoEx::getCalibrationStatus ( ) [pure virtual]

Sensor calibration status.

Returns

mask indicating the calibration status with respect to different parameters.

5.7.1.16.1.27 virtual LocationAggregationType telux::loc::ILocationInfoEx::getLocOutputEngType ( ) [pure virtual]

Location engine type. When the type is set to LOC_ENGINE_SRC_FUSED, the fix is the propagated/aggregated reports from all engines running on the system (e.g.: DR/SPE/PPE) based QTI algorithm. To check which location engine contributes to the fused output, check for locOutputEngMask.

Returns

the type of engine that was used for calculating the position fix.

5.7.1.16.1.28 virtual PositioningEngine telux::loc::ILocationInfoEx::getLocOutputEngMask ( ) [pure virtual]

When loc output eng type is set to fused, this field indicates the set of engines contribute to the fix.

Returns

the combination of position engines used in calculating the position report when the loc output end type is set to fused.

5.7.1.17 class telux::loc::ISVInfo

ISVInfo provides interface to retrieve information about Satellite Vehicles, their position and health status.

Public member functions

- virtual GnssConstellationType getConstellation ()=0
- virtual uint16_t getId ()=0
- virtual SVHealthStatus getSVHealthStatus ()=0
- virtual SVStatus getStatus ()=0
- virtual SVInfoAvailability getHasEphemeris ()=0
- virtual SVInfoAvailability getHasAlmanac ()=0
- virtual SVInfoAvailability getHasFix ()=0
- virtual float getElevation ()=0
- virtual float getAzimuth ()=0
- virtual float getSnr ()=0
- virtual float getCarrierFrequency ()=0
- virtual GnssSignal getSignalType ()=0

5.7.1.17.1 Member Function Documentation

5.7.1.17.1.1 virtual GnssConstellationType telux::loc::ISVInfo::getConstellation ( ) [pure virtual]

Indicates to which constellation this satellite vehicle belongs.

Returns

GnssConstellationType if available else returns UNKNOWN.

5.7.1.17.1.2 virtual uint16_t telux::loc::ISVInfo::getId ( ) [pure virtual]

GNSS satellite vehicle ID.

Returns

Identifier of the satellite vehicle otherwise 0(as 0 is not an ID for any of the SVs)

5.7.1.17.1.3 virtual SVHealthStatus telux::loc::ISVInfo::getSVHealthStatus ( ) [pure virtual]

Health status of satellite vehicle.

Returns

HealthStatus of Satellite Vehicle if available else returns UNKNOWN.

- SVHealthStatus

5.7.1.17.1.4 virtual SVStatus telux::loc::ISVInfo::getStatus ( ) [pure virtual]

Status of satellite vehicle.

Note

This API is work-in-progress and is subject to change.

Returns

Satellite Vehicle Status if available else returns UNKNOWN.

- SVStatus

5.7.1.17.1.5 virtual SVInfoAvailability telux::loc::ISVInfo::getHasEphemeris ( ) [pure virtual]

Indicates whether ephemeris information(which allows the receiver to calculate the satellite's position) is available.

Returns

SVInfoAvailability if Ephemeris exists or not else returns UNKNOWN.

5.7.1.17.1.6 virtual SVInfoAvailability telux::loc::ISVInfo::getHasAlmanac ( ) [pure virtual]

Indicates whether almanac information(which allows receivers to know which satellites are available for tracking) is available.

Returns

SVInfoAvailability if almanac exists or not else returns UNKNOWN.

5.7.1.17.1.7 virtual SVInfoAvailability telux::loc::ISVInfo::getHasFix ( ) [pure virtual]

Indicates whether the satellite is used in computing the fix.

Returns

SVInfoAvailability, if satellite used or not else returns UNKNOWN.

5.7.1.17.1.8 virtual float telux::loc::ISVInfo::getElevation ( ) [pure virtual]

Retrieves satellite vehicle elevation angle.

- Units: Degrees
- Range: 0 to 90

Returns

Elevation if available else returns NaN.

5.7.1.17.1.9 virtual float telux::loc::ISVInfo::getAzimuth ( ) [pure virtual]

Retrieves satellite vehicle azimuth angle.

- Units: Degrees
- Range: 0 to 360

Returns

Azimuth if available else returns NaN.

5.7.1.17.1.10 virtual float telux::loc::ISVInfo::getSnr ( ) [pure virtual]

Retrieves satellite vehicle signal-to-noise ratio.

- Units: dB-Hz

Returns

SNR if available else returns NaN.

5.7.1.17.1.11 virtual float telux::loc::ISVInfo::getCarrierFrequency ( ) [pure virtual]

Indicates the carrier frequency of the signal tracked.

Returns

carrier frequency in Hz else returns UNKNOWN_CARRIER_FREQ frequency when not supported.

5.7.1.17.1.12 virtual GnssSignal telux::loc::ISVInfo::getSignalType ( ) [pure virtual]

Indicates the validity for different types of signal for gps, galileo, beidou etc.

Returns

signalType mask else return UNKNOWN_SIGNAL_MASK when not supported.

5.7.1.18 class telux::loc::IGnssSVInfo

IGnssSVInfo provides interface to retrieve the list of SV info available and whether altitude is assumed or calculated.

Public member functions

- virtual AltitudeType getAltitudeType ()=0
- virtual std::vector
  < std::shared_ptr< ISVInfo > > getSVInfoList ()=0

5.7.1.18.1 Member Function Documentation

5.7.1.18.1.1 virtual AltitudeType telux::loc::IGnssSVInfo::getAltitudeType ( ) [pure virtual]

Indicates whether altitude is assumed or calculated.

Returns

AltitudeType if available else returns UNKNOWN.

5.7.1.18.1.2 virtual std::vector<std::shared_ptr<ISVInfo> > telux::loc::IGnssSVInfo::getSVInfoList ( ) [pure virtual]

Pointer to satellite vehicles information for all GNSS constellations except GPS.

Returns

Vector of pointer of ISVInfo object if available else returns empty vector.

5.7.1.19 class telux::loc::IGnssSignalInfo

IGnssSignalInfo provides interface to retrieve GNSS data information like jammer metrics and automatic gain control for satellite signal type.

Public member functions

- virtual GnssData getGnssData ()=0

5.7.1.19.1 Member Function Documentation

5.7.1.19.1.1 virtual GnssData telux::loc::IGnssSignalInfo::getGnssData ( ) [pure virtual]

Retrieves jammer metric and Automatic Gain Control(AGC) corresponding to signal types.Jammer metric is linearly proportional to the sum of jammer and noise power at the GNSS antenna port.

Returns

List of jammer metric and a list of automatic gain control for signal type.

5.7.1.20 class telux::loc::LocationFactory

LocationFactory allows creation of location manager.

Public member functions

- std::shared_ptr< ILocationManager > getLocationManager ()
- std::shared_ptr
  < ILocationConfigurator > getLocationConfigurator ()
- ~LocationFactory ()

Static Public Member Functions

- static LocationFactory & getInstance ()

5.7.1.20.1 Constructors and Destructors

5.7.1.20.1.1 telux::loc::LocationFactory::~LocationFactory ( )

5.7.1.20.2 Member Function Documentation

5.7.1.20.2.1 static LocationFactory& telux::loc::LocationFactory::getInstance ( ) [static]

Get Location Factory instance.

5.7.1.20.2.2 std::shared_ptr<ILocationManager> telux::loc::LocationFactory::getLocationManager ( )

Get instance of Location Manager

Returns

Pointer of ILocationManager object.

5.7.1.20.2.3 std::shared_ptr<ILocationConfigurator> telux::loc::LocationFactory::getLocation-Configurator ( )

Get instance of Location Configurator.

Returns

Pointer of ILocationConfigurator object.

5.7.1.21 class telux::loc::ILocationListener

Listener class for getting location updates and satellite vehicle information.

The methods in listener can be invoked from multiple different threads. Client needs to make sure that implementation is thread-safe.

Public member functions

- virtual void onLocationUpdate (const std::shared_ptr< ILocationInfo > &locationInfo)
- virtual void onBasicLocationUpdate (const std::shared_ptr< ILocationInfoBase > &locationInfo)
- virtual void onDetailedLocationUpdate (const std::shared_ptr< ILocationInfoEx > &locationInfo)
- virtual void onGnssSVInfo (const std::shared_ptr< IGnssSVInfo > &gnssSVInfo)
- virtual void onGnssSignalInfo (const std::shared_ptr< IGnssSignalInfo > &info)
- virtual ~ILocationListener ()

5.7.1.21.1 Constructors and Destructors

5.7.1.21.1.1 virtual telux::loc::ILocationListener::~ILocationListener ( ) [virtual]

Destructor of ILocationListener

5.7.1.21.2 Member Function Documentation

5.7.1.21.2.1 virtual void telux::loc::ILocationListener::onLocationUpdate (const std::shared_ptr< ILocationInfo > & *locationInfo*) [virtual]

This function is called when device receives location update.

Parameters

in	*locationInfo*	- Location information like latitude, longitude, timeStamp other information such as heading, altitude and velocity etc.

5.7.1.21.2.2 virtual void telux::loc::ILocationListener::onBasicLocationUpdate (const std::shared_ptr< ILocationInfoBase > & *locationInfo*) [virtual]

This function is called when device receives location update.

Parameters

in	*locationInfo*	- Location information like latitude, longitude, timeStamp other information such as heading, altitude and velocity etc.

5.7.1.21.2.3 virtual void telux::loc::ILocationListener::onDetailedLocationUpdate (const std::shared_ptr< ILocationInfoEx > & *locationInfo*) [virtual]

This function is called when device receives Gnss location update.

Parameters

in	*locationInfo*	- Contains richer set of location information like latitude, longitude, timeStamp, heading, altitude, velocity and other information such as deviations, elliptical accuracies etc.

5.7.1.21.2.4 virtual void telux::loc::ILocationListener::onGnssSVInfo (const std::shared_ptr< IGnssSVInfo > & *gnssSVInfo*) [virtual]

This function is called when device receives GNSS satellite information.

Parameters

in	*gnssSVInfo*	- GNSS satellite information

5.7.1.21.2.5 virtual void telux::loc::ILocationListener::onGnssSignalInfo (const std::shared_ptr< IGnssSignalInfo > & *info*) [virtual]

This function is called when device receives GNSS data information like jammer metrics and automatic gain control for satellite signal type.

Parameters

in	*info*	- GNSS signal info

5.7.1.22 class telux::loc::ILocationSystemInfoListener

Public member functions

- virtual void onLocationSystemInfo (const LocationSystemInfo &locationSystemInfo)
- virtual ~ILocationSystemInfoListener ()

5.7.1.22.1 Constructors and Destructors

5.7.1.22.1.1 virtual telux::loc::ILocationSystemInfoListener::~ILocationSystemInfoListener ( ) [virtual]

Destructor of ILocationSystemInfoListener

5.7.1.22.2 Member Function Documentation

5.7.1.22.2.1 virtual void telux::loc::ILocationSystemInfoListener::onLocationSystemInfo (const LocationSystemInfo & *locationSystemInfo*) [virtual]

This function is called when device receives location related system information such as leap second change.

On platforms with Access control enabled, the client needs to have TELUX_LOC_DATA permission for this listener API to be invoked.

Parameters

in	*locationSystemInfo*	- contains location system information such as current leap seconds change

5.7.1.23 class telux::loc::ILocationManager

ILocationManager provides interface to register and remove listeners. It also allows to set and get configuration/ criteria for position reports. The new APIs(registerListenerEx, deRegisterListenerEx, startDetailedReports, startBasicReports) and old/deprecated APIs(registerListener, removeListener, setPositionReportTimeout, setHorizontalAccuracyLevel, setMinIntervalForReports) should not be used interchangebly, either the new APIs should be used or the old APIs should be used.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status registerListenerEx (std::weak_ptr< ILocationListener > listener)=0
- virtual telux::common::Status deRegisterListenerEx (std::weak_ptr< ILocationListener > listener)=0
- virtual telux::common::Status startDetailedReports (uint32_t interval, telux::common::ResponseCallback callback)=0
- virtual telux::common::Status startDetailedEngineReports (uint32_t interval, LocReqEngine engineType, telux::common::ResponseCallback callback)=0
- virtual telux::common::Status startBasicReports (uint32_t distanceInMeters, uint32_t intervalInMs, telux::common::ResponseCallback callback)=0
- virtual telux::common::Status stopReports (telux::common::ResponseCallback callback)=0

- virtual telux::common::Status registerListener (std::weak_ptr< ILocationListener > listener)=0
- virtual telux::common::Status removeListener (std::weak_ptr< ILocationListener > listener)=0
- virtual telux::common::Status registerForSystemInfoUpdates (std::weak_ptr< ILocationSystemInfoListener > listener, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status deRegisterForSystemInfoUpdates (std::weak_ptr< ILocationSystemInfoListener > listener, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status setPositionReportTimeout (uint32_t timeout, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status setHorizontalAccuracyLevel (HorizontalAccuracyLevel accuracy=HorizontalAccuracyLevel::LOW, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status setMinIntervalForReports (uint32_t minInterval, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual uint32_t getPositionReportTimeout ()=0
- virtual HorizontalAccuracyLevel getHorizontalAccuracyLevel ()=0
- virtual uint32_t getMinIntervalForFinalReports ()=0
- virtual ~ILocationManager ()

5.7.1.23.1 Constructors and Destructors

5.7.1.23.1.1 virtual telux::loc::ILocationManager::~ILocationManager ( ) [virtual]

Destructor of ILocationManager

5.7.1.23.2 Member Function Documentation

5.7.1.23.2.1 virtual bool telux::loc::ILocationManager::isSubsystemReady ( ) [pure virtual]

Checks the status of location subsystems and returns the result.

Returns

True if location subsystem is ready for service otherwise false.

5.7.1.23.2.2 virtual std::future<bool> telux::loc::ILocationManager::onSubsystemReady ( ) [pure virtual]

Wait for location subsystem to be ready.

Returns

A future that caller can wait on to be notified when location subsystem is ready.

5.7.1.23.2.3 virtual telux::common::Status telux::loc::ILocationManager::registerListenerEx (std::weak_ptr< ILocationListener > *listener*) [pure virtual]

Register a listener for specific updates from location manager like location, jamming info and satellite vehicle info. If enhanced position, using Dead Reckoning etc., is enabled, enhanced fixes will be provided. Otherwise raw GNSS fixes will be provided. The position reports will start only when startDetailedReports or startBasicReports is invoked.

Parameters

in	*listener*	- Pointer of ILocationListener object that processes the notification.

Returns

Status of registerListener i.e success or suitable status code.

5.7.1.23.2.4 virtual telux::common::Status telux::loc::ILocationManager::deRegisterListenerEx (std::weak_ptr< ILocationListener > *listener*) [pure virtual]

Remove a previously registered listener.

Parameters

in	*listener*	- Previously registered ILocationListener that needs to be removed.

Returns

Status of removeListener success or suitable status code

5.7.1.23.2.5 virtual telux::common::Status telux::loc::ILocationManager::startDetailedReports (uint32_t *interval,* telux::common::ResponseCallback *callback*) [pure virtual]

Starts the richer location reports by configuring the time between them as the interval.

This Api enables the onDetailedLocationUpdate, onGnssSVInfo and onGnssSignalInfo Apis on the listener.

Parameters

in	*interval*	- Minimum time interval between two consecutive reports in milliseconds.

E.g. If minInterval is 1000 milliseconds, reports will be provided with a periodicity of 1 second or more depending on the number of applications listening to location updates.

Parameters

in	*callback*	- Optional callback to get the response of set minimum interval for reports.

Returns

Status of startDetailedReports i.e. success or suitable status code.

5.7.1.23.2.6 virtual telux::common::Status telux::loc::ILocationManager::startDetailedEngineReports (uint32_t *interval,* LocReqEngine *engineType,* telux::common::ResponseCallback *callback*) [pure virtual]

Starts a session which may provide richer default combined position reports and position reports from other engines. The fused position report type will always be supported if at least one engine in the system is producing valid report.

This Api enables the onDetailedLocationUpdate, onGnssSVInfo and onGnssSignalInfo Apis on the listener.

Parameters

in	*interval*	- Minimum time interval between two consecutive reports in milliseconds.

E.g. If minInterval is 1000 milliseconds, reports will be provided with a periodicity of 1 second or more depending on the number of applications listening to location updates.

Parameters

in	*engineType*	- The type of engine requested for fixes such as SPE or PPE or FUSED. The FUSED includes all the engines that are running to generate the fixes such as reports from SPE, PPE and DRE.
in	*callback*	- Optional callback to get the response of set minimum interval for reports.

Returns

Status of startDetailedEngineReports i.e. success or suitable status code.

5.7.1.23.2.7 virtual telux::common::Status telux::loc::ILocationManager::startBasicReports (uint32_t *distanceInMeters,* uint32_t *intervalInMs,* telux::common::ResponseCallback *callback*) [pure virtual]

Starts the Location report by configuring the time and distance between the consecutive reports.

This Api enables the onBasicLocationUpdate Api on the listener.

Parameters

in	*distanceInMeters*	- distanceInMeters between two consecutive reports in meters. intervalInMs - Minimum time interval between two consecutive reports in milliseconds.

E.g. If intervalInMs is 1000 milliseconds and distanceInMeters is 100m, reports will be provided according to the condition that happens first. So we need to provide both the parameters for evaluating the report.

The underlying system may have a minimum distance threshold(e.g. 1 meter). Effective distance will not be smaller than this lower bound.

The effective distance may have a granularity level higher than 1 m, e.g. 5 m. So distanceInMeters being 59 may be honored at 60 m, depending on the system.

Where there is another application in the system having a session with shorter distance, this client may benefit and receive reports at that distance.

Parameters

in	*callback*	- Optional callback to get the response of set minimum distance for reports.

Returns

Status of startBasicReports i.e. success or suitable status code.

5.7.1.23.2.8 virtual telux::common::Status telux::loc::ILocationManager::stopReports (telux::common::ResponseCallback *callback*) [pure virtual]

This API will stop reports started using startDetailedReports or startBasicReports or registerListener or setMinIntervalForReports.

Parameters

in	*callback*	- Optional callback to get the response of stop reports.

Returns

Status of stopReports i.e. success or suitable status code.

5.7.1.23.2.9 virtual telux::common::Status telux::loc::ILocationManager::registerListener (std::weak_ptr< ILocationListener > *listener*) [pure virtual]

Register a listener for specific updates from location manager like location and satellite vehicle info. As soon as the first listener is registered, position fixes will start being reported.

Parameters

in	*listener*	- Pointer of ILocationListener object that processes the notification.

Returns

Status of registerListener i.e success or suitable status code.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.10 virtual telux::common::Status telux::loc::ILocationManager::removeListener (std::weak_ptr< ILocationListener > *listener*) [pure virtual]

Remove a previously registered listener.

Parameters

in	*listener*	- Previously registered ILocationListener that needs to be removed

Returns

Status of removeListener success or suitable status code

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.11 virtual telux::common::Status telux::loc::ILocationManager::registerForSystemInfoUpdates (std::weak_ptr< ILocationSystemInfoListener > *listener,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

This API registers a ILocationSystemInfoListener listener and will receive information related to location system that are not tied with location fix session, e.g.: next leap second event. The startBasicReports, startDetailedReports, startDetailedEngineReports does not need to be called before calling this API, in order to receive updates.

Parameters

in	*listener*	- Pointer of ILocationSystemInfoListener object.
in	*callback*	- Optional callback to get the response of location system info.

Returns

Status of getLocationSystemInfo i.e success or suitable status code.

5.7.1.23.2.12 virtual telux::common::Status telux::loc::ILocationManager::deRegisterForSystemInfoUpdates (std::weak_ptr< ILocationSystemInfoListener > *listener,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

This API removes a previously registered listener and will also stop receiving informations related to location system for that particular listener.

Parameters

in	*listener*	- Previously registered ILocationSystemInfoListener that needs to be removed.
in	*callback*	- Optional callback to get the response of location system info.

Returns

Status of deRegisterForSystemInfoUpdates success or suitable status code.

5.7.1.23.2.13 virtual telux::common::Status telux::loc::ILocationManager::setPositionReportTimeout (uint32_t *timeout*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Configures position report timeout. LocationManager tries to determine the position until the position report timeout has elapsed. If the final position cannot be determined before the timeout period, it returns a position report with session status marked as SessionStatus::TIMEOUT instead of SessionStatus::SUCCESS. Position report timeout is an app specific setting. E.g. If this API is called with timeout parameter value 5000, the LocationManager tries to determine the position before 5 seconds. If position report is determined, a position report will be returned with sessionStatus=SessionStatus::SUCCESS. Otherwise, a position report will be sent with sessionStatus=SessionStatus::TIMEOUT after 5 seconds.

Parameters

in	*timeout*	- Maximum time to get a position report in milliseconds.
in	*callback*	- Optional callback to get the response of set position report time out

Returns

Status as SUCCESS for setPositionReportTimeout.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.14 virtual telux::common::Status telux::loc::ILocationManager::setHorizontalAccuracyLevel (HorizontalAccuracyLevel *accuracy = HorizontalAccuracyLevel::LOW*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Configuring horizontal accuracy level. If the final position cannot be determined with the required horizontal accuracy level within the timeout period specified in the setPositionReportTimeout API, a timeout fix will be provided. Refer to setPositionReportTimeout API for more details.

Parameters

in	*accuracy*	- HorizontalAccuracyLevel
in	*callback*	- Optional callback to get the response of set horizontal accuracy level

Returns

Status as SUCCESS of setHorizontalAccuracyLevel.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.15 virtual telux::common::Status telux::loc::ILocationManager::setMinIntervalForReports (uint32_t *minInterval*, std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Configuring minimum time interval between two consecutive position reports.

Parameters

in	*minInterval*	- Minimum time interval between two consecutive reports in milliseconds. E.g. If minInterval is 1000 milliseconds, reports will be provided with a periodicity of 1 second or more depending on the number of applications listening to location updates.
in	*callback*	- Optional callback to get the response of set minimum interval for reports.

Returns

Status of setMinIntervalForReports i.e. success or suitable status code.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.16 virtual uint32_t telux::loc::ILocationManager::getPositionReportTimeout ( ) [pure virtual]

Get timeout of a position report.

Returns

Maximum time to get a position report.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.17 virtual HorizontalAccuracyLevel telux::loc::ILocationManager::getHorizontalAccuracyLevel ( ) [pure virtual]

Get horizontal accuracy level of a location fix.

Returns

HorizontalAccuracyLevel.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.1.23.2.18 virtual uint32_t telux::loc::ILocationManager::getMinIntervalForFinalReports ( ) [pure virtual]

Get the time interval between final reports.

Returns

Minimum time interval between final position reports.

Deprecated API is not going to be supported in future releases. Clients should stop using this API. Once an API has been marked as Deprecated, the API could be removed in future releases.

5.7.2 Enumeration Type Documentation

5.7.2.1 enum telux::loc::FixRecurrence

Defines recurrence type of the fix. Obsolete

Enumerator

PERIODIC Request periodic fixes, minimum interval between final reports will be the periodicity. Client can configure it using LocationService API i.e. setMinIntervalForFinalReports

SINGLE Request a single fix

5.7.2.2 enum telux::loc::HorizontalAccuracyLevel

Defines the horizontal accuracy level of the fix.

Enumerator

LOW Client requires low horizontal accuracy

MEDIUM Client requires medium horizontal accuracy

HIGH Client requires high horizontal accuracy

5.7.2.3 enum telux::loc::PositionTechType

Defines technology used in computing the location fix.

Enumerator

SATELLITE Satellites used to generate the fix

CELLID Cell towers used to generate the fix

WIFI Wi-Fi access points used to generate the fix

SENSORS Sensors used to generate the fix

REFERENCE_LOCATION Reference location used to generate the fix

INJECTED_COARSE_POSITION Coarse position injected into the location engine used to generate the fix

AFLT Advanced Forward Link Trilateration(AFLT), the phone takes measurements of signals from nearby towers and reports the time/distance readings back to the network to generate the fix

HYBRID GNSS and network-provided measurements used to generate the fix

TECH_COUNT Bitset

5.7.2.4 enum telux::loc::LocationReliability

Specifies the reliability of the position.

Enumerator

UNKNOWN
NOT_SET Location reliability is not set
VERY_LOW Location reliability is very low
LOW Location reliability is low, little or no cross-checking is possible
MEDIUM Location reliability is medium, limited cross-check passed
HIGH Location reliability is high, strong cross-check passed

5.7.2.5 enum telux::loc::SbasCorrectionType

Defines Satellite Based Augmentation System(SBAS) corrections. SBAS contributes to improve the performance of GNSS system.

Enumerator

SBAS_CORRECTION_IONO Bit mask to specify whether SBAS ionospheric correction is used
SBAS_CORRECTION_FAST Bit mask to specify whether SBAS fast correction is used
SBAS_CORRECTION_LONG Bit mask to specify whether SBAS long correction is used
SBAS_INTEGRITY Bit mask to specify whether SBAS integrity information is used
SBAS_CORRECTION_DGNSS Bit mask to specify whether SBAS DGNSS correction is used
SBAS_CORRECTION_RTK Bit mask to specify whether SBAS RTK correction is used
SBAS_CORRECTION_PPP Bit mask to specify whether SBAS PPP correction is used
SBAS_COUNT Bitset

5.7.2.6 enum telux::loc::SessionStatus

Defines status of the session that is requested by user application.

Enumerator

UNKNOWN
SUCCESS Session successful
IN_PROGRESS Session is still in progress, further position reports will be generated until either the fix criteria specified by the client are met or the client response time out occurs
GENERAL_FAILURE Session failed
TIMEOUT Fix request failed because the session timed out
USER_END Fix request failed because the session was ended by the user
BAD_PARAMETER Fix request failed due to bad parameters in the request
PHONE_OFFLINE Fix request failed because the phone is offline
ENGINE_LOCKED Fix request failed because the engine is locked

5.7.2.7 enum telux::loc::AltitudeType

Indicates whether altitude is assumed or calculated.

Enumerator

UNKNOWN
CALCULATED Altitude is calculated

ASSUMED Altitude is assumed, there may not be enough satellites to determine the precise altitude

5.7.2.8 enum telux::loc::GnssConstellationType

Defines constellation type of GNSS.

Enumerator

UNKNOWN
GPS GPS satellite
GALILEO GALILEO satellite
SBAS SBAS satellite
COMPASS COMPASS satellite
GLONASS GLONASS satellite
BDS BDS satellite
QZSS QZSS satellite

5.7.2.9 enum telux::loc::SVHealthStatus

Health status indicates whether satellite is operational or not. This information comes from the most recent data transmitted in satellite almanacs.

Enumerator

UNKNOWN
UNHEALTHY satellite is not operational and cannot be used in position calculations
HEALTHY satellite is fully operational

5.7.2.10 enum telux::loc::SVStatus

Satellite vehicle processing status.

Enumerator

UNKNOWN
IDLE SV is not being actively processed
SEARCH The system is searching for this SV
TRACK SV is being tracked

5.7.2.11 enum telux::loc::SVInfoAvailability

Indicates whether Satellite Vehicle info like ephemeris and almanac are present or not

Enumerator

UNKNOWN
NO Ephemeris or Almanac doesn't exist

5.7.2.12 enum telux::loc::SensorType

Defines which sensors were used in calculating the position in the position report

Enumerator

UNKNOWN

ACCELEROMETER Bitmask to specify whether an accelerometer was used
GYROSCOPE Bitmask to specify whether a gyroscope was used

5.7.2.13 enum telux::loc::MeasurementType

Specifies which measurements were aided by sensors.

Enumerator

UNKNOWN
UNKNOWN
UNKNOWN
UNKNOWN
UNKNOWN
UNKNOWN
UNKNOWN
UNKNOWN
UNKNOWN
HEADING Bitmask to specify whether a sensor was used to calculate heading
SPEED Bitmask to specify whether a sensor was used to calculate speed
POSITION Bitmask to specify whether a sensor was used to calculate position
VELOCITY Bitmask to specify whether a sensor was used to calculate velocity
MEASUREMENT_COUNT Bitset

5.7.2.14 enum telux::loc::GnssPositionTechType

Specifies which position technology was used.

Enumerator

GNSS_DEFAULT
GNSS_SATELLITE
GNSS_CELLID
GNSS_WIFI
GNSS_SENSORS
GNSS_REFERENCE_LOCATION
GNSS_INJECTED_COARSE_POSITION
GNSS_AFLT
GNSS_HYBRID
GNSS_PPE

5.7.2.15 enum telux::loc::KinematicDataValidityType

Specifies related kinematics mask

Enumerator

HAS_LONG_ACCEL Navigation data has Forward Acceleration
HAS_LAT_ACCEL Navigation data has Sideward Acceleration
HAS_VERT_ACCEL Navigation data has Vertical Acceleration
HAS_YAW_RATE Navigation data has Heading Rate
HAS_PITCH Navigation data has Body pitch
HAS_LONG_ACCEL_UNC Navigation data has Forward Acceleration

HAS_LAT_ACCEL_UNC Navigation data has Sideward Acceleration
HAS_VERT_ACCEL_UNC Navigation data has Vertical Acceleration
HAS_YAW_RATE_UNC Navigation data has Heading Rate
HAS_PITCH_UNC Navigation data has Body pitch

5.7.2.16 enum telux::loc::GnssSystem

Specifies type of system.

Enumerator

GNSS_LOC_SV_SYSTEM_GPS GPS satellite.
GNSS_LOC_SV_SYSTEM_GALILEO GALILEO satellite.
GNSS_LOC_SV_SYSTEM_SBAS SBAS satellite.
GNSS_LOC_SV_SYSTEM_COMPASS COMPASS satellite.
GNSS_LOC_SV_SYSTEM_GLONASS GLONASS satellite.
GNSS_LOC_SV_SYSTEM_BDS BDS satellite.
GNSS_LOC_SV_SYSTEM_QZSS QZSS satellite.

5.7.2.17 enum telux::loc::GnssTimeValidityType

Validity field for different system time.

Enumerator

GNSS_SYSTEM_TIME_WEEK_VALID
GNSS_SYSTEM_TIME_WEEK_MS_VALID
GNSS_SYSTEM_CLK_TIME_BIAS_VALID
GNSS_SYSTEM_CLK_TIME_BIAS_UNC_VALID
GNSS_SYSTEM_REF_FCOUNT_VALID
GNSS_SYSTEM_NUM_CLOCK_RESETS_VALID

5.7.2.18 enum telux::loc::GlonassTimeValidity

Validity field for GLONASS time.

Enumerator

GNSS_CLO_DAYS_VALID
GNSS_GLOS_MSEC_VALID
GNSS_GLO_CLK_TIME_BIAS_VALID
GNSS_GLO_CLK_TIME_BIAS_UNC_VALID
GNSS_GLO_REF_FCOUNT_VALID
GNSS_GLO_NUM_CLOCK_RESETS_VALID
GNSS_GLO_FOUR_YEAR_VALID

5.7.2.19 enum telux::loc::GnssSignalType

GNSS Signal Type and RF Band

Enumerator

GPS_L1CA GPS L1CA Signal
GPS_L1C GPS L1C Signal

GPS_L2 GPS L2 RF Band
GPS_L5 GPS L5 RF Band
GLONASS_G1 GLONASS G1 (L1OF) RF Band
GLONASS_G2 GLONASS G2 (L2OF) RF Band
GALILEO_E1 GALILEO E1 RF Band
GALILEO_E5A GALILEO E5A RF Band
GALILIEO_E5B GALILEO E5B RF Band
BEIDOU_B1 BEIDOU B1 RF Band
BEIDOU_B2 BEIDOU B2 RF Band
QZSS_L1CA QZSS L1CA RF Band
QZSS_L1S QZSS L1S RF Band
QZSS_L2 QZSS L2 RF Band
QZSS_L5 QZSS L5 RF Band
SBAS_L1 SBAS L1 RF Band
BEIDOU_B1I BEIDOU B1I RF Band
BEIDOU_B1C BEIDOU B1C RF Band
BEIDOU_B2I BEIDOU B2I RF Band
BEIDOU_B2AI BEIDOU B2AI RF Band
NAVIC_L5 NAVIC L5 RF Band
BEIDOU_B2AQ BEIDOU B2A_Q RF Band

5.7.2.20 enum telux::loc::LocationTechnologyType

Enumerator

LOC_GNSS location was calculated using GNSS
LOC_CELL location was calculated using Cell
LOC_WIFI location was calculated using WiFi
LOC_SENSORS location was calculated using Sensors

5.7.2.21 enum telux::loc::LocationInfoExValidityType

Gnss Location Information mask flags

Enumerator

HAS_ALTITUDE_MEAN_SEA_LEVEL valid altitude mean sea level
HAS_DOP valid pdop, hdop, and vdop
HAS_MAGNETIC_DEVIATION valid magnetic deviation
HAS_HOR_RELIABILITY valid horizontal reliability
HAS_VER_RELIABILITY valid vertical reliability
HAS_HOR_ACCURACY_ELIP_SEMI_MAJOR valid elipsode semi major
HAS_HOR_ACCURACY_ELIP_SEMI_MINOR valid elipsode semi minor
HAS_HOR_ACCURACY_ELIP_AZIMUTH valid accuracy elipsode azimuth
HAS_GNSS_SV_USED_DATA valid gnss sv used in pos data
HAS_NAV_SOLUTION_MASK valid navSolutionMask
HAS_POS_TECH_MASK valid LocPosTechMask
HAS_SV_SOURCE_INFO valid LocSvInfoSource
HAS_POS_DYNAMICS_DATA valid position dynamics data
HAS_EXT_DOP valid gdop, tdop
HAS_NORTH_STD_DEV valid North standard deviation
HAS_EAST_STD_DEV valid East standard deviation

HAS_NORTH_VEL valid North Velocity
HAS_EAST_VEL valid East Velocity
HAS_UP_VEL valid Up Velocity
HAS_NORTH_VEL_UNC valid North Velocity Uncertainty
HAS_EAST_VEL_UNC valid East Velocity Uncertainty
HAS_UP_VEL_UNC valid Up Velocity Uncertainty
HAS_LEAP_SECONDS valid leap_seconds
HAS_TIME_UNC valid timeUncMs
HAS_CALIBRATION_CONFIDENCE_PERCENT valid sensor calibrationConfidencePercent
HAS_CALIBRATION_STATUS valid sensor calibrationConfidence
HAS_OUTPUT_ENG_TYPE valid output engine type
HAS_OUTPUT_ENG_MASK valid output engine mask

5.7.2.22 enum telux::loc::GnssDataSignalTypes

Enumerator

GNSS_DATA_SIGNAL_TYPE_GPS_L1CA GPS L1CA Signal
GNSS_DATA_SIGNAL_TYPE_GPS_L1C GPS L1C Signal
GNSS_DATA_SIGNAL_TYPE_GPS_L2C_L GPS L2C_L RF Band
GNSS_DATA_SIGNAL_TYPE_GPS_L5_Q GPS L5_Q RF Band
GNSS_DATA_SIGNAL_TYPE_GLONASS_G1 GLONASS G1 (L1OF) RF Band
GNSS_DATA_SIGNAL_TYPE_GLONASS_G2 GLONASS G2 (L2OF) RF Band
GNSS_DATA_SIGNAL_TYPE_GALILEO_E1_C GALILEO E1_C RF Band
GNSS_DATA_SIGNAL_TYPE_GALILEO_E5A_Q GALILEO E5A_Q RF Band
GNSS_DATA_SIGNAL_TYPE_GALILEO_E5B_Q GALILEO E5B_Q RF Band
GNSS_DATA_SIGNAL_TYPE_BEIDOU_B1_I BEIDOU B1_I RF Band
GNSS_DATA_SIGNAL_TYPE_BEIDOU_B1C BEIDOU B1C RF Band
GNSS_DATA_SIGNAL_TYPE_BEIDOU_B2_I BEIDOU B2_I RF Band
GNSS_DATA_SIGNAL_TYPE_BEIDOU_B2A_I BEIDOU B2A_I RF Band
GNSS_DATA_SIGNAL_TYPE_QZSS_L1CA QZSS L1CA RF Band
GNSS_DATA_SIGNAL_TYPE_QZSS_L1S QZSS L1S RF Band
GNSS_DATA_SIGNAL_TYPE_QZSS_L2C_L QZSS L2C_L RF Band
GNSS_DATA_SIGNAL_TYPE_QZSS_L5_Q QZSS L5_Q RF Band
GNSS_DATA_SIGNAL_TYPE_SBAS_L1_CA SBAS L1_CA RF Band
GNSS_DATA_SIGNAL_TYPE_NAVIC_L5 NAVIC L5 RF Band
GNSS_DATA_SIGNAL_TYPE_BEIDOU_B2A_Q BEIDOU B2A_Q RF Band
GNSS_DATA_MAX_NUMBER_OF_SIGNAL_TYPES Maximum number of signal types

5.7.2.23 enum telux::loc::GnssDataValidityType

Enumerator

HAS_JAMMER Jammer Indicator is available
HAS_AGC AGC is available

5.7.2.24 enum telux::loc::DrCalibrationStatusType

Enumerator

DR_ROLL_CALIBRATION_NEEDED Indicate that roll calibration is needed. Need to take more turns on level ground

DR_PITCH_CALIBRATION_NEEDED Indicate that pitch calibration is needed. Need to take more turns on level ground

DR_YAW_CALIBRATION_NEEDED Indicate that yaw calibration is needed. Need to accelerate in a straight line

DR_ODO_CALIBRATION_NEEDED Indicate that odo calibration is needed. Need to accelerate in a straight line

DR_GYRO_CALIBRATION_NEEDED Indicate that gyro calibration is needed. Need to take more turns on level ground

5.7.2.25 enum telux::loc::LocReqEngineType

Specifies the type of engine requested for fixes

Enumerator

LOC_REQ_ENGINE_FUSED_BIT Indicate that the fused/default position is needed to be reported back for the tracking sessions. The default position is the propagated/aggregated reports from all engines running on the system (e.g.: DR/SPE/PPE) according to QTI algorithm.

LOC_REQ_ENGINE_SPE_BIT Indicate that the unmodified SPE position is needed to be reported back for the tracking sessions.

LOC_REQ_ENGINE_PPE_BIT Indicate that the unmodified PPE position is needed to be reported back for the tracking sessions.

5.7.2.26 enum telux::loc::LocationAggregationType

Specifies the type of engine for the reported fixes

Enumerator

LOC_OUTPUT_ENGINE_FUSED This is the propagated/aggregated reports from all engines running on the system (e.g.: DR/SPE/PPE) according to QTI algorithm.

LOC_OUTPUT_ENGINE_SPE This fix is the unmodified fix from modem GNSS engine

LOC_OUTPUT_ENGINE_PPE This is the unmodified fix from PPP/RTK correction engine

5.7.2.27 enum telux::loc::PositioningEngineType

Specifies the type of engine responsible for fixes when the engine type is fused

Enumerator

STANDARD_POSITIONING_ENGINE

DEAD_RECKONING_ENGINE

PRECISE_POSITIONING_ENGINE

5.7.2.28 enum telux::loc::LocationSystemInfoValidityType

Specify the set of valid fields in LocationSystemInfo

Enumerator

LOCATION_SYS_INFO_LEAP_SECOND contains current leap second or leap second change info

5.7.2.29 enum telux::loc::LeapSecondInfoValidityType

Specify the valid fields in LeapSecondInfo.

Enumerator

LEAP_SECOND_SYS_INFO_CURRENT_LEAP_SECONDS_BIT Validity of LeapSecondInfo::current.
LEAP_SECOND_SYS_INFO_LEAP_SECOND_CHANGE_BIT Validity of LeapSecondInfo::info.

5.7.3 Variable Documentation

5.7.3.1 const float telux::loc::UNKNOWN_CARRIER_FREQ = -1

5.7.3.2 const int telux::loc::UNKNOWN_SIGNAL_MASK = 0

5.7.3.3 const float telux::loc::DEFAULT_TUNC_THRESHOLD = 0.0

Default value for threshold of time uncertainty. Units: milli-seconds.

5.7.3.4 const int telux::loc::DEFAULT_TUNC_ENERGY_THRESHOLD = 0

Default value for energy consumed of time uncertainty. The default here means that the engine is allowed to use infinite power. Units: 100 micro watt second.

5.8 Data Services

This section contains APIs related to Cellular Data Services.

5.8.1 Define Documentation

5.8.1.1 #define PROFILE_ID_MAX 0x7FFFFFFF

Default data profile id.

5.8.1.2 #define IP_PROT_UNKNOWN 0xFF

Default IP Protocol number in IPv4 or IPv6 headers.

5.8.2 Data Structure Documentation

5.8.2.1 class telux::data::IDataConnectionManager

IDataConnectionManager is a primary interface for cellular connectivity This interface provides APIs for start and stop data call connections, get data call information and listener for monitoring data calls.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status startDataCall (int profileId, IpFamilyType ipFamilyType=IpFamilyType::IPV4V6, DataCallResponseCb callback=nullptr, OperationType operationType=OperationType::DATA_LOCAL, std::string apn="")=0
- virtual telux::common::Status stopDataCall (int profileId, IpFamilyType ipFamilyType=IpFamilyType::IPV4V6, DataCallResponseCb callback=nullptr, OperationType operationType=OperationType::DATA_LOCAL, std::string apn="")=0
- virtual telux::common::Status registerListener (std::weak_ptr< IDataConnectionListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IDataConnectionListener > listener)=0
- virtual int getSlotId ()=0
- virtual telux::common::Status requestDataCallList (OperationType type, DataCallListResponseCb callback)=0
- virtual ~IDataConnectionManager ()

5.8.2.1.1 Constructors and Destructors

5.8.2.1.1.1 virtual telux::data::IDataConnectionManager::~IDataConnectionManager ( ) [virtual]

Destructor for IDataConnectionManager

5.8.2.1.2 Member Function Documentation

5.8.2.1.2.1 virtual bool telux::data::IDataConnectionManager::isSubsystemReady ( ) [pure virtual]

Checks if the data subsystem is ready.

Returns

True if Data Connection Manager is ready for service, otherwise returns false.

5.8.2.1.2.2 virtual std::future<bool> telux::data::IDataConnectionManager::onSubsystemReady ( ) [pure virtual]

Wait for data subsystem to be ready.

Returns

A future that caller can wait on to be notified when card manager is ready.

5.8.2.1.2.3 virtual telux::common::Status telux::data::IDataConnectionManager::startDataCall (int *profileId*, IpFamilyType *ipFamilyType* = `IpFamilyType::IPV4V6`, DataCallResponseCb *callback* = `nullptr`, OperationType *operationType* = `OperationType::DATA_LOCAL`, std::string *apn* = `""`) [pure virtual]

Starts a data call corresponding to default or specified profile identifier.

This will bring up data call connection based on specified profile identifier. This is an asynchronous API, client receives notification indicating the data call establishment or failure in callback.

Note

if application starts data call on IPV4V6 then it's expected to stop the data call on same ip family type (i.e IPV4V6).

Parameters

in	*profileId*	Profile identifier corresponding to which data call bring up will be done. Use IDataProfileManager::requestProfileList to get list of available profiles.
in	*ipFamilyType*	Identifies IP family type
out	*callback*	Optional callback to get the response of start data call.
in	*operationType*	Optional telux::data::OperationType
in	*apn*	Optional access point name

Returns

Immediate status of startDataCall() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.1.2.4 virtual telux::common::Status telux::data::IDataConnectionManager::stopDataCall (int *profileId*, IpFamilyType *ipFamilyType* = `IpFamilyType::IPV4V6`, DataCallResponseCb *callback* = `nullptr`, OperationType *operationType* = `OperationType::DATA_LOCAL`, std::string *apn* = `""`) `[pure virtual]`

Stops a data call corresponding to default or specified profile identifier.

This will tear down specific data call connection based on profile identifier.

Note

if application starts data call on IPV4V6 then it's expected to stop the data call on same ip family type (i.e IPV4V6).

Parameters

in	*profileId*	Profile identifier corresponding to which data call tear down will be done. Use data profile manager to get the list of available profiles.
in	*ipFamilyType*	Identifies IP family type
out	*callback*	Optional callback to get the response of stop data call
in	*operationType*	Optional telux::data::OperationType
in	*apn*	Optional access point name

Returns

Immediate status of stopDataCall() request sent i.e. success or suitable status code. The client receives asynchronous notifications indicating the data call tear-down.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.1.2.5 virtual telux::common::Status telux::data::IDataConnectionManager::registerListener (std::weak_ptr< IDataConnectionListener > *listener*) `[pure virtual]`

Register a listener for specific events in the Connection Manager like establishment of new data call, data call info change and call failure.

Parameters

in	*listener*	pointer of IDataConnectionListener object that processes the notification

Returns

Status of registerListener success or suitable status code

5.8.2.1.2.6 virtual telux::common::Status telux::data::IDataConnectionManager::deregisterListener (std::weak_ptr< IDataConnectionListener > *listener*) [pure virtual]

Removes a previously added listener.

in	*listener*	pointer of IDataConnectionListener object that needs to be removed

Returns

Status of deregisterListener success or suitable status code

5.8.2.1.2.7 virtual int telux::data::IDataConnectionManager::getSlotId ( ) [pure virtual]

Get associated slot id for the Data Connection Manager.

Returns

SlotId

5.8.2.1.2.8 virtual telux::common::Status telux::data::IDataConnectionManager::requestDataCallList (OperationType *type*, DataCallListResponseCb *callback*) [pure virtual]

Request list of data calls available in the system

Parameters

out	*OperationType*	telux::data::OperationType
out	*callback*	Callback with list of supported data calls

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.2 class telux::data::IDataCall

Represents single established data call on the device.

Public member functions

- virtual const std::string & getInterfaceName ()=0
- virtual DataBearerTechnology getCurrentBearerTech ()=0
- virtual DataCallEndReason getDataCallEndReason ()=0
- virtual DataCallStatus getDataCallStatus ()=0
- virtual TechPreference getTechPreference ()=0
- virtual std::list< IpAddrInfo > getIpAddressInfo ()=0
- virtual IpFamilyType getIpFamilyType ()=0
- virtual int getProfileId ()=0

- virtual OperationType getOperationType ()=0
- virtual telux::common::Status requestDataCallStatistics (StatisticsResponseCb callback=nullptr)=0
- virtual telux::common::Status resetDataCallStatistics (telux::common::ResponseCallback callback=nullptr)=0
- virtual ~IDataCall ()

5.8.2.2.1 Constructors and Destructors

5.8.2.2.1.1 virtual telux::data::IDataCall::~IDataCall ( ) [virtual]

Destructor for IDataCall

5.8.2.2.2 Member Function Documentation

5.8.2.2.2.1 virtual const std::string& telux::data::IDataCall::getInterfaceName ( ) [pure virtual]

Get interface name for the data call associated.

Returns

Interface Name.

5.8.2.2.2.2 virtual DataBearerTechnology telux::data::IDataCall::getCurrentBearerTech ( ) [pure virtual]

Get the bearer technology on which earlier data call was brought up like LTE, WCDMA and etc. This is synchronous API called by client to get bearer technology corresponding to data call.

Returns

DataBearerTechnology

5.8.2.2.2.3 virtual DataCallEndReason telux::data::IDataCall::getDataCallEndReason ( ) [pure virtual]

Get failure reason for the data call.

Returns

DataCallFailReason.

5.8.2.2.2.4 virtual DataCallStatus telux::data::IDataCall::getDataCallStatus ( ) [pure virtual]

Get data call status like connected, disconnected and IP address changes.

Returns

DataCallStatus.

5.8.2.2.2.5 virtual TechPreference telux::data::IDataCall::getTechPreference ( ) [pure virtual]

Get the technology on which the call was brought up.

Returns

TechPreference.

5.8.2.2.2.6 virtual std::list<IpAddrInfo> telux::data::IDataCall::getIpAddressInfo ( ) [pure virtual]

Get list of IP address information.

Returns

List of IP address details.

5.8.2.2.2.7 virtual IpFamilyType telux::data::IDataCall::getIpFamilyType ( ) [pure virtual]

Get IP Family Type i.e. IPv4, IPv6 or Both

Returns

IpFamilyType.

5.8.2.2.2.8 virtual int telux::data::IDataCall::getProfileId ( ) [pure virtual]

Get Profile Id

Returns

Profile Identifier.

5.8.2.2.2.9 virtual OperationType telux::data::IDataCall::getOperationType ( ) [pure virtual]

Get data operation used for the DataCall.

Returns

OperationType

5.8.2.2.2.10 virtual telux::common::Status telux::data::IDataCall::requestDataCallStatistics (StatisticsResponseCb *callback* = `nullptr`) [pure virtual]

Request the data transfer statistics for data call corresponding to specified profile identifier.

Parameters

in	*callback*	Optional callback to get the response of request Data Call Statistics

Returns

Status of getDataCallStatistics i.e. success or suitable status code.

5.8.2.2.2.11 virtual telux::common::Status telux::data::IDataCall::resetDataCallStatistics (telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Reset data transfer statistics for data call corresponding to specified profile identifier.

Parameters

in	*callback*	optional callback to get the response of reset Data call statistics

Returns

Status of resetDataCallStatistics i.e. success or suitable status code.

5.8.2.3 class telux::data::IDataConnectionListener

Interface for Data call listener object. Client needs to implement this interface to get access to data services notifications like onNewDataCall, onDataCallStatusChanged and onDataCallFailure.

The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onDataCallInfoChanged (const std::shared_ptr< IDataCall > &dataCall)
- virtual ~IDataConnectionListener ()

5.8.2.3.1 Constructors and Destructors

5.8.2.3.1.1 virtual telux::data::IDataConnectionListener::~IDataConnectionListener ( ) [virtual]

Destructor for IDataConnectionListener

5.8.2.3.2 Member Function Documentation

5.8.2.3.2.1 virtual void telux::data::IDataConnectionListener::onDataCallInfoChanged (const std::shared_ptr< IDataCall > & *dataCall*) [virtual]

This function is called when there is a change in the data call.

Parameters

in	*status*	Data Call Status
in	*dataCall*	Pointer to IDataCall

5.8.2.4 struct telux::data::DataRestrictMode

Defines the supported powersave filtering mode and autoexit for the packet data session. DataRestrictFilter

Data fields

Type	Field	Description
DataRestrict-ModeType	filterMode	`Disable or enable data filter mode. When disabled all the` data packets will be forwarded from modem to the apps. When enabled only the data matching the filters will be forwarded from modem to the apps.
DataRestrict-ModeType	filterAutoExit	`Disable or enable autoexit feature. When enabled, once` an incoming packet matching the filter is received, filter mode will we disable automatically and any packet will be allowed to be forwarded from modem to apps.

5.8.2.5 struct telux::data::PortInfo

Used to define the Port number and range (number of ports following port value) Ex- for ports ranging from 1000-3000 port = 1000 and range= 2000

for single port 5000 port = 5000 and range= 0

Data fields

Type	Field	Description
uint16_t	port	Port.
uint16_t	range	Range.

5.8.2.6 struct telux::data::ProfileParams

Profile Parameters used for profile creation, query and modify

Data fields

Type	Field	Description
string	profileName	Profile Name
string	apn	APN name
string	userName	APN user name (if any)
string	password	APN password (if any)
TechPreference	techPref	`Technology preference,` default is TechPreference::UNKNOWN
AuthProtocol-Type	authType	`Authentication protocol type,` default is AuthProtocolType::AUTH_NONE

Type	Field	Description
IpFamilyType	ipFamilyType	Preferred IP family for the call, default is IpFamilyType::UNKNOWN

5.8.2.7 struct telux::data::DataCallStats

Data transfer statistics structure.

Data fields

Type	Field	Description
unsigned long	packetsTx	Number of packets transmitted
unsigned long	packetsRx	Number of packets received
long long	bytesTx	Number of bytes transmitted
long long	bytesRx	Number of bytes received
unsigned long	packets-DroppedTx	Number of transmit packets dropped
unsigned long	packets-DroppedRx	Number of receive packets dropped

5.8.2.8 struct telux::data::IpAddrInfo

IP address information structure

Data fields

Type	Field	Description
string	ifAddress	Interface IP address.
unsigned int	ifMask	Subnet mask.
string	gwAddress	Gateway IP address.
unsigned int	gwMask	Subnet mask.
string	primaryDns-Address	Primary DNS address.
string	secondaryDns-Address	Secondary DNS address.

5.8.2.9 struct telux::data::DataCallEndReason

Structure represents data call failure reason type and code.

Data fields

Type	Field	Description
EndReason-Type	type	Data call terminated due to reason type, default is CE_UNKNOWN
union DataCall-EndReason	__unnamed__	

5.8.2.10 struct telux::data::VlanConfig

Structure for vlan configuration

Data fields

Type	Field	Description
InterfaceType	iface	PHY interfaces (i.e. ETH, ECM and RNDIS)
int16_t	vlanId	Vlan identifier (i.e 1-4094)
bool	isAccelerated	is acceleration allowed

5.8.2.11 class telux::data::DataFactory

DataFactory is the central factory to create all data classes.

Public member functions

- std::shared_ptr < IDataConnectionManager > getDataConnectionManager (int slotId=DEFAULT_SLOT_ID)
- std::shared_ptr < IDataProfileManager > getDataProfileManager (int slotId=DEFAULT_SLOT_ID)
- std::shared_ptr < IDataFilterManager > getDataFilterManager (int slotId=DEFAULT_SLOT_ID)
- std::shared_ptr < telux::data::net::INatManager > getNatManager (telux::data::OperationType oprType)
- std::shared_ptr < telux::data::net::IFirewallManager > getFirewallManager (telux::data::OperationType oprType)
- std::shared_ptr < telux::data::net::IFirewallEntry > getNewFirewallEntry (IpProtocol proto, Direction direction, IpFamilyType ipFamilyType)
- std::shared_ptr< IIpFilter > getNewIpFilter (IpProtocol proto)
- std::shared_ptr < telux::data::net::IVlanManager > getVlanManager (telux::data::OperationType oprType)

Static Public Member Functions

- static DataFactory & getInstance ()

5.8.2.11.1 Member Function Documentation

5.8.2.11.1.1 static DataFactory& telux::data::DataFactory::getInstance ( ) [static]

Get Data Factory instance.

5.8.2.11.1.2 std::shared_ptr<IDataConnectionManager> telux::data::DataFactory::getDataConnectionManager (int *slotId = DEFAULT_SLOT_ID*)

Get Data Connection Manager

in	*slotId*	Unique identifier for the SIM slot

Returns

instance of IDataConnectionManager

5.8.2.11.1.3 std::shared_ptr<IDataProfileManager> telux::data::DataFactory::getDataProfileManager (int *slotId = DEFAULT_SLOT_ID*)

Get Data Profile Manager

Parameters

in	*slotId*	Unique identifier for the SIM slot

Returns

instance of IDataProfileManager

5.8.2.11.1.4 std::shared_ptr<IDataFilterManager> telux::data::DataFactory::getDataFilterManager (int *slotId = DEFAULT_SLOT_ID*)

Get Data Filter Manager instance

Parameters

in	*slotId*	Unique identifier for the SIM slot

Returns

instance of IDataFilterManager.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.11.1.5 std::shared_ptr<telux::data::net::INatManager> telux::data::DataFactory::getNatManager (telux::data::OperationType *oprType*)

Get Network Address Translation(NAT) Manager

Parameters

in	*oprType*	Required operation type telux::data::OperationType

Returns

instance of INatManager

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.11.1.6 std::shared_ptr<telux::data::net::IFirewallManager> telux::data::DataFactory::getFirewallManager (telux::data::OperationType *oprType*)

Get Firewall Manager

Parameters

in	*oprType*	Required operation type telux::data::OperationType

Returns

instance of IFirewallManager

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.11.1.7 std::shared_ptr<telux::data::net::IFirewallEntry> telux::data::DataFactory::getNewFirewallEntry (IpProtocol *proto*, Direction *direction*, IpFamilyType *ipFamilyType*)

Get Firewall entry based on IP protocol and set respective filter (i.e. TCP or UDP)

Parameters

in	*proto*	telux::data::IpProtocol
in	*direction*	telux::data::Direction
in	*ipFamilyType*	Identifies IP family type telux::data::IpFamilyType

Returns

instance of IFirewallEntry

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.11.1.8 std::shared_ptr<IIpFilter> telux::data::DataFactory::getNewIpFilter (IpProtocol *proto*)

Get IIpFilter instance based on IP Protocol, This can be used in Firewall Manager and Data Filter Manager

Parameters

in	*proto*	telux::data::IpProtocol Some sample protocol values are ICMP = 1 # Internet Control Message Protocol - RFC 792 IGMP = 2 # Internet Group Management Protocol - RFC 1112 TCP = 6 # Transmission Control Protocol - RFC 793 UDP = 17 # User Datagram Protocol - RFC 768 ESP = 50 # Encapsulating Security Payload - RFC 4303

Returns

instance of IIpFilter based on IpProtocol filter (i.e TCP, UDP)

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.11.1.9 std::shared_ptr<telux::data::net::IVlanManager> telux::data::DataFactory::getVlanManager (telux::data::OperationType *oprType*)

Get VLAN Manager

Parameters

in	*oprType*	Required operation type telux::data::OperationType

Returns

instance of IVlanManager

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.12 class telux::data::IDataFilterListener

Listener class for listening to filtering mode notifications, like Data filtering mode change. Client need to implement these methods. The methods in listener can be invoked from multiple threads. So the client needs to make sure that the implementation is thread-safe.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onDataRestrictModeChange (DataRestrictMode mode)
- virtual ~IDataFilterListener ()

5.8.2.12.1 Constructors and Destructors

5.8.2.12.1.1 virtual telux::data::IDataFilterListener::~IDataFilterListener ( ) [virtual]

Destructor of IDataFilterListener

5.8.2.12.2 Member Function Documentation

5.8.2.12.2.1 virtual void telux::data::IDataFilterListener::onDataRestrictModeChange (DataRestrictMode *mode*) [virtual]

This function is called when the data filtering mode is changed for the packet data session.

Parameters

in	*state*	the current data filter mode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13 class telux::data::IDataFilterManager

IDataFilterManager class provides interface to enable/disable the data restrict filters and register for data restrict filter. The filtering can be done at any time. One such use case is to do it when we want the AP to suspend so that we are not waking up the AP due to spurious incoming messages. Also to make sure the DataRestrict mode is enabled.

```
In contrary to when DataRestrict mode is disabled, modem will forward all the
incoming data packets to AP and might wake up AP unnecessarily.
```

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual bool isReady ()=0
- virtual std::future< bool > onReady ()=0
- virtual telux::common::Status registerListener (std::weak_ptr< IDataFilterListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IDataFilterListener > listener)=0
- virtual telux::common::Status setDataRestrictMode (DataRestrictMode mode, telux::common::ResponseCallback callback=nullptr, int profileId=PROFILE_ID_MAX, IpFamilyType ipFamilyType=IpFamilyType::UNKNOWN)=0
- virtual telux::common::Status requestDataRestrictMode (std::string ifaceName, DataRestrictModeCb callback)=0
- virtual telux::common::Status addDataRestrictFilter (std::shared_ptr< IIpFilter > &filter, telux::common::ResponseCallback callback=nullptr, int profileId=PROFILE_ID_MAX, IpFamilyType ipFamilyType=IpFamilyType::UNKNOWN)=0
- virtual telux::common::Status removeAllDataRestrictFilters (telux::common::ResponseCallback

callback=nullptr, int profileId=PROFILE_ID_MAX, IpFamilyType ipFamilyType=IpFamilyType::UNKNOWN)=0

- virtual int getSlotId ()=0
- virtual ~IDataFilterManager ()

5.8.2.13.1 Constructors and Destructors

5.8.2.13.1.1 virtual telux::data::IDataFilterManager::~IDataFilterManager ( ) [virtual]

Destructor of IDataFilterManager

5.8.2.13.2 Member Function Documentation

5.8.2.13.2.1 virtual bool telux::data::IDataFilterManager::isReady ( ) [pure virtual]

Checks the status of Data Filter Service and if the other APIs are ready for use, and returns the result.

Returns

True if the services are ready otherwise false.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.2 virtual std::future<bool> telux::data::IDataFilterManager::onReady ( ) [pure virtual]

Wait for Data Filter Service to be ready.

Returns

A future that caller can wait on to be notified when Data Filter Service are ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.3 virtual telux::common::Status telux::data::IDataFilterManager::registerListener (std::weak_ptr< IDataFilterListener > *listener*) [pure virtual]

Register a listener for powersave filtering mode notifications.

Parameters

in	*listener*	- Pointer of IDataFilterListener object that processes the notification

Returns

Status of registerListener i.e success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.4 virtual telux::common::Status telux::data::IDataFilterManager::deregisterListener (std::weak_ptr< IDataFilterListener > *listener*) [pure virtual]

Remove a previously registered listener.

Parameters

in	*listener*	- Previously registered IDataFilterListener that needs to be removed

Returns

Status of deregisterListener, success or suitable status code

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.5 virtual telux::common::Status telux::data::IDataFilterManager::setDataRestrictMode (DataRestrictMode *mode*, telux::common::ResponseCallback *callback* = `nullptr`, int *profileId* = PROFILE_ID_MAX, IpFamilyType *ipFamilyType* = `IpFamilyType::UNKNOWN`) [pure virtual]

Changes the Data Powersave filter mode and auto exit feature.

This API enables or disables the powersave filtering mode of the packet data session..

Parameters

in	*mode*	- Enable or disable the powersave filtering mode.
in	*callback*	- Optional callback to get the response for the change in filter mode.
in	*profileId*	- Optional Profile ID for data connection. If user does not specify the profile id, then the API applies to all the currently running data connection. If user wants to apply the changes to any specific data connection, then its profile id can be specified as input.
in	*ipFamilyType*	- Optional IP Family type IpFamilyType. If user does not specify the ip family type, then the API applies to all the currently running data connection. If user wants to apply the changes to any specific data connection, then its ip family type can be specified as input.

Returns

Status of setDataRestrictMode i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.6 virtual telux::common::Status telux::data::IDataFilterManager::requestDataRestrictMode (std::string *ifaceName,* DataRestrictModeCb *callback*) [pure virtual]

Get the current Data Powersave filter mode

Parameters

in	*ifaceName*	- Interface name for data connection.
in	*callback*	- callback function to get the result of API.

Returns

Status of requestDataRestrictMode i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.7 virtual telux::common::Status telux::data::IDataFilterManager::addDataRestrictFilter (std::shared_ptr< IIpFilter > & *filter,* telux::common::ResponseCallback *callback = nullptr,* int *profileId =* PROFILE_ID_MAX, IpFamilyType *ipFamilyType = IpFamilyType::UNKNOWN*) [pure virtual]

This API adds a filter rules for a packet data session to achieve power savings. In case when DataRestrict mode is enabled and AP is in suspended state, Modem will filter all the incoming data packet and route them to AP only if filter rules added via addDataRestrictFilter API matches the criteria, else they are queued at Modem itself and not forwarded to AP, until filter mode is disabled.

Parameters

in	*filter*	- Filter rule.
in	*callback*	- Optional callback to get the response.
in	*profileId*	- Optional Profile ID for data connection. If user does not specify the profile id, then the API applies to all the currently running data connection. If user wants to apply the changes to any specific data connection, then its profile id can be specified as input.
in	*ipFamilyType*	- Optional IP Family type IpFamilyType. If user does not specify the ip family type, then the API applies to all the currently running data connection. If user wants to apply the changes to any specific data connection, then its ip family type can be specified as input.

Returns

Status of addDataRestrictFilter i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.8 virtual telux::common::Status telux::data::IDataFilterManager::removeAllDataRestrictFilters (telux::common::ResponseCallback *callback* = `nullptr`, int *profileId* = PROFILE_ID_MAX, IpFamilyType *ipFamilyType* = `IpFamilyType::UNKNOWN`) [pure virtual]

This API removes all the previous added powersave filter for a packet data session

Parameters

in	*callback*	- Optional callback to get the response.
in	*profileId*	- Optional Profile ID for data connection. If user does not specify the profile id, then the API applies to all the currently running data connection. If user wants to apply the changes to any specific data connection, then its profile id can be specified as input.
in	*ipFamilyType*	- Optional IP Family type IpFamilyType. If user does not specify the ip family type, then the API applies to all the currently running data connection. If user wants to apply the changes to any specific data connection, then its ip family type can be specified as input.

Returns

Status of removeAllDataRestrictFilters i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.13.2.9 virtual int telux::data::IDataFilterManager::getSlotId ( ) [pure virtual]

Get associated slot id for the Data Filter Manager.

Returns

SlotId

5.8.2.14 class telux::data::DataProfile

DataProfile class represents single data profile on the modem.

Public member functions

- DataProfile (int id, const std::string &name, const std::string &apn, const std::string &username, const std::string &password, IpFamilyType ipFamilyType, TechPreference techPref, AuthProtocolType authType)
- int getId ()

- std::string getName ()
- std::string getApn ()
- std::string getUserName ()
- std::string getPassword ()
- TechPreference getTechPreference ()
- AuthProtocolType getAuthProtocolType ()
- IpFamilyType getIpFamilyType ()
- std::string toString ()

5.8.2.14.1 Constructors and Destructors

5.8.2.14.1.1 telux::data::DataProfile::DataProfile (int *id,* const std::string & *name,* const std::string & *apn,* const std::string & *username,* const std::string & *password,* IpFamilyType *ipFamilyType,* TechPreference *techPref,* AuthProtocolType *authType*)

5.8.2.14.2 Member Function Documentation

5.8.2.14.2.1 int telux::data::DataProfile::getId ( )

Get profile identifier.

Returns

profile id

5.8.2.14.2.2 std::string telux::data::DataProfile::getName ( )

Get profile name.

Returns

profile name

5.8.2.14.2.3 std::string telux::data::DataProfile::getApn ( )

Get Access Point Name (APN) name.

Returns

APN name

5.8.2.14.2.4 std::string telux::data::DataProfile::getUserName ( )

Get profile user name.

Returns

user name

5.8.2.14.2.5 std::string telux::data::DataProfile::getPassword ( )

Get profile password.

Returns

profile password

5.8.2.14.2.6 TechPreference telux::data::DataProfile::getTechPreference ( )

Get technology preference.

Returns

TechPreference TechPreference

5.8.2.14.2.7 AuthProtocolType telux::data::DataProfile::getAuthProtocolType ( )

Get authentication preference.

Returns

AuthProtocolType AuthProtocolType

5.8.2.14.2.8 IpFamilyType telux::data::DataProfile::getIpFamilyType ( )

Get IP Family type.

Returns

IpFamilyType IpFamilyType

5.8.2.14.2.9 std::string telux::data::DataProfile::toString ( )

Get the text related informative representation of this object.

Returns

String containing informative string.

5.8.2.15 class telux::data::IDataProfileListener

Listener class for getting profile change notification.

```
The methods in the listener can be invoked from multiple threads.
It is client's responsibility to make sure the implementation is thread safe.
```

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onProfileUpdate (int profileId, TechPreference techPreference, ProfileChangeEvent event)
- virtual ~IDataProfileListener ()

5.8.2.15.1 Constructors and Destructors

5.8.2.15.1.1 virtual telux::data::IDataProfileListener::~IDataProfileListener ( ) [virtual]

Destructor of IDataProfileListener

5.8.2.15.2 Member Function Documentation

5.8.2.15.2.1 virtual void telux::data::IDataProfileListener::onProfileUpdate (int *profileId,* TechPreference *techPreference,* ProfileChangeEvent *event*) [virtual]

This function is called when profile change happens.

Parameters

in	*profileId*	- ID of the updated profile.
in	*techPreference*	- TechPreference.
in	*event*	- Event that caused the change in profile.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.8.2.16 class telux::data::IDataProfileManager

IDataProfileManager is a primary interface for profile management.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status requestProfileList (std::shared_ptr< IDataProfileListCallback > callback=nullptr)=0
- virtual telux::common::Status createProfile (const ProfileParams &profileParams, std::shared_ptr< IDataCreateProfileCallback > callback=nullptr)=0
- virtual telux::common::Status deleteProfile (uint8_t profileId, TechPreference techPreference, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status modifyProfile (uint8_t profileId, const ProfileParams &profileParams, std::shared_ptr< telux::common::ICommandResponseCallback > callback=nullptr)=0
- virtual telux::common::Status queryProfile (const ProfileParams &profileParams, std::shared_ptr< IDataProfileListCallback > callback=nullptr)=0
- virtual telux::common::Status requestProfile (uint8_t profileId, TechPreference techPreference, std::shared_ptr< IDataProfileCallback > callback=nullptr)=0

- virtual int getSlotId ()=0
- virtual telux::common::Status registerListener (std::weak_ptr< telux::data::IDataProfileListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< telux::data::IDataProfileListener > listener)=0
- virtual ~IDataProfileManager ()

5.8.2.16.1 Constructors and Destructors

5.8.2.16.1.1 virtual telux::data::IDataProfileManager::~IDataProfileManager ( ) [virtual]

Destructor for IDataProfileManager

5.8.2.16.2 Member Function Documentation

5.8.2.16.2.1 virtual bool telux::data::IDataProfileManager::isSubsystemReady ( ) [pure virtual]

Checks if the data profile manager is ready.

Returns

True if data profile subsystem is ready for service otherwise false.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.16.2.2 virtual std::future<bool> telux::data::IDataProfileManager::onSubsystemReady ( ) [pure virtual]

Waits for data profile subsystem to be ready.

Returns

A future that caller can wait on to be notified when data profile subsystem is ready.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.16.2.3 virtual telux::common::Status telux::data::IDataProfileManager::requestProfileList (std::shared_ptr< IDataProfileListCallback > *callback* = `nullptr`) [pure virtual]

Request list of profiles supported by the device.

Parameters

in,out	*callback*	Callback pointer to get the response.

Returns

Status of request profile i.e. success or suitable error code.

5.8.2.16.2.4 virtual telux::common::Status telux::data::IDataProfileManager::createProfile (const ProfileParams & *profileParams,* std::shared_ptr< IDataCreateProfileCallback > *callback = nullptr*) [pure virtual]

Create profile based on data profile params.

Parameters

in	*profileParams*	profileParams configuration to be passed for creating profile either for 3GPP or 3GPP2
in,out	*callback*	Callback pointer to get the result of create profile

Returns

Status of create profile i.e. success or suitable error code.

5.8.2.16.2.5 virtual telux::common::Status telux::data::IDataProfileManager::deleteProfile (uint8_t *profileId,* TechPreference *techPreference,* std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Delete profile corresponding to profile identifier.

The deletion of a profile does not affect profile index assignments.

Parameters

in	*profileId*	Profile identifier
in	*techPreference*	Technology Preference like 3GPP / 3GPP2
in	*callback*	Callback pointer to get the result of delete profile

Returns

Status of delete profile i.e. success or suitable error code.

5.8.2.16.2.6 virtual telux::common::Status telux::data::IDataProfileManager::modifyProfile (uint8_t *profileId,* const ProfileParams & *profileParams,* std::shared_ptr< telux::common::ICommandResponseCallback > *callback = nullptr*) [pure virtual]

Modify existing profile with new profile params.

Parameters

in	*profileId*	Profile identifier of profile to be modified
in	*profileParams*	New profileParams configuration passed for updating existing profile
in	*callback*	Callback pointer to get the result of modify profile

Returns

Status of modify profile i.e. success or suitable error code.

5.8.2.16.2.7 virtual telux::common::Status telux::data::IDataProfileManager::queryProfile (const ProfileParams & *profileParams*, std::shared_ptr< IDataProfileListCallback > *callback = nullptr*) [pure virtual]

Lookup modem profile/s based on given profile params.

Parameters

in	*profileParams*	ProfileParams configuration to be passed
in	*callback*	Callback pointer to get the result of query profile

Returns

Status of query profile i.e. success or suitable error code.

5.8.2.16.2.8 virtual telux::common::Status telux::data::IDataProfileManager::requestProfile (uint8_t *profileId*, TechPreference *techPreference*, std::shared_ptr< IDataProfileCallback > *callback = nullptr*) [pure virtual]

Get data profile corresponding to profile identifier.

Parameters

in	*profileId*	Profile identifier
in	*techPreference*	Technology preference • TechPreference
in	*callback*	Callback pointer to get the result of get profile by ID

Returns

Status of requestProfile i.e. success or suitable error code.

5.8.2.16.2.9 virtual int telux::data::IDataProfileManager::getSlotId ( ) [pure virtual]

Get associated slot id for the Data Profile Manager.

Returns

SlotId

5.8.2.16.2.10 virtual telux::common::Status telux::data::IDataProfileManager::registerListener (std::weak_ptr< telux::data::IDataProfileListener > *listener*) [pure virtual]

Listen for create, delete and modify profile events.

Parameters

in	*listener*	- Listener that processes the notification.

Returns

Status.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.16.2.11 virtual telux::common::Status telux::data::IDataProfileManager::deregisterListener (std::weak_ptr< telux::data::IDataProfileListener > *listener*) [pure virtual]

De-register listener.

Parameters

in	*listener*	- Listener to be de-registered.

Returns

Status.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.8.2.17 class telux::data::IDataCreateProfileCallback

Interface for create profile callback object. Client needs to implement this interface to get single shot responses for command like create profile.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onResponse (int profileId, telux::common::ErrorCode error)

5.8.2.17.1 Member Function Documentation

5.8.2.17.1.1 virtual void telux::data::IDataCreateProfileCallback::onResponse (int *profileId,* telux::common::ErrorCode *error*) [virtual]

This function is called with the response to IDataProfileManager::createProfile API.

in	*profileId*	created profile Id for the response. Use IDataProfileManager::requestProfile to get the data profile
in	*error*	telux::common::ErrorCode

5.8.2.18 class telux::data::IDataProfileListCallback

Interface for getting list of DataProfile using callback. Client needs to implement this interface to get single shot responses for commands like get profile list and query profile.

The methods in callback can be invoked from different threads. The implementation should be thread safe.

Public member functions

- virtual void onProfileListResponse (const std::vector< std::shared_ptr< DataProfile >> &profiles, telux::common::ErrorCode error)

5.8.2.18.1 Member Function Documentation

5.8.2.18.1.1 virtual void telux::data::IDataProfileListCallback::onProfileListResponse (const std::vector< std::shared_ptr< DataProfile >> & *profiles,* telux::common::ErrorCode *error*) [virtual]

This function is called with the response to requestProfileList API or queryProfile API.

Parameters

in	*profiles*	List of profiles supported by the device
in	*error*	telux::common::ErrorCode

5.8.2.19 class telux::data::IDataProfileCallback

Interface for getting DataProfile using callback. Client needs to implement this interface to get single shot responses for command like create profile.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onResponse (const std::shared_ptr< DataProfile > &profile, telux::common::ErrorCode error)

5.8.2.19.1 Member Function Documentation

5.8.2.19.1.1 virtual void telux::data::IDataProfileCallback::onResponse (const std::shared_ptr< DataProfile > & *profile,* telux::common::ErrorCode *error*) [virtual]

This function is called with the response to IDataProfileManager::requestProfile API.

Parameters

in	*profile*	Response of data profile
in	*error*	telux::common::ErrorCode

5.8.2.20 union telux::data::DataCallEndReason.__unnamed__

Data fields

Type	Field	Description
MobileIp-ReasonCode	IpCode	
InternalReason-Code	internalCode	
CallManager-ReasonCode	cmCode	
SpecReason-Code	specCode	
PPPReason-Code	pppCode	
EHRPD-ReasonCode	ehrpdCode	
Ipv6Reason-Code	ipv6Code	
Handoff-ReasonCode	handOffCode	

5.8.3 Enumeration Type Documentation

5.8.3.1 enum telux::data::IpFamilyType

Preferred IP family for the connection

Enumerator

UNKNOWN
IPV4 IPv4 data connection
IPV6 IPv6 data connection
IPV4V6 IPv4 and IPv6 data connection

5.8.3.2 enum telux::data::TechPreference

Technology Preference

Enumerator

UNKNOWN
TP_3GPP UMTS, LTE
TP_3GPP2 CDMA
TP_ANY ANY (3GPP or 3GPP2)

5.8.3.3 enum telux::data::AuthProtocolType

Authentication protocol preference type to be used for PDP context.

Enumerator

AUTH_NONE
AUTH_PAP Password Authentication Protocol

AUTH_CHAP Challenge Handshake Authentication Protocol
AUTH_PAP_CHAP

5.8.3.4 enum telux::data::DataRestrictModeType

Defines the supported filtering mode of the packet data session. DataRestrictFilter

Enumerator

UNKNOWN
DISABLE
ENABLE

5.8.3.5 enum telux::data::DataCallStatus

Data call event status

Enumerator

INVALID Invalid
NET_CONNECTED Call is connected
NET_NO_NET Call is disconnected
NET_IDLE Call is in idle state
NET_CONNECTING Call is in connecting state
NET_DISCONNECTING Call is in disconnecting state
NET_RECONFIGURED Interface is reconfigured, IP Address got changed
NET_NEWADDR A new IP address was added on an existing call
NET_DELADDR An IP address was removed from the existing interface

5.8.3.6 enum telux::data::DataBearerTechnology

Bearer technology types (returned with getCurrentBearerTech).

Enumerator

UNKNOWN Unknown bearer.
CDMA_1X 1X technology.
EVDO_REV0 CDMA Rev 0.
EVDO_REVA CDMA Rev A.
EVDO_REVB CDMA Rev B.
EHRPD EHRPD.
FMC Fixed mobile convergence.
HRPD HRPD
BEARER_TECH_3GPP2_WLAN IWLAN
WCDMA WCDMA.
GPRS GPRS.
HSDPA HSDPA.
HSUPA HSUPA.
EDGE EDGE.
LTE LTE.
HSDPA_PLUS HSDPA+.
DC_HSDPA_PLUS DC HSDPA+.
HSPA HSPA

BEARER_TECH_64_QAM 64 QAM.
TDSCDMA TD-SCDMA.
GSM GSM
BEARER_TECH_3GPP_WLAN IWLAN

5.8.3.7 enum telux::data::EndReasonType

Data call end/termination due to reason type.

Enumerator

CE_UNKNOWN
CE_MOBILE_IP
CE_INTERNAL
CE_CALL_MANAGER_DEFINED
CE_3GPP_SPEC_DEFINED
CE_PPP
CE_EHRPD
CE_IPV6
CE_HANDOFF

5.8.3.8 enum telux::data::MobileIpReasonCode

Data call end/termination reason code for EndReasonType::CE_MOBILE_IP

Enumerator

CE_MIP_FA_ERR_REASON_UNSPECIFIED
CE_MIP_FA_ERR_ADMINISTRATIVELY_PROHIBITED
CE_MIP_FA_ERR_INSUFFICIENT_RESOURCES
CE_MIP_FA_ERR_MOBILE_NODE_AUTHENTICATION_FAILURE
CE_MIP_FA_ERR_HA_AUTHENTICATION_FAILURE
CE_MIP_FA_ERR_REQUESTED_LIFETIME_TOO_LONG
CE_MIP_FA_ERR_MALFORMED_REQUEST
CE_MIP_FA_ERR_MALFORMED_REPLY
CE_MIP_FA_ERR_ENCAPSULATION_UNAVAILABLE
CE_MIP_FA_ERR_VJHC_UNAVAILABLE
CE_MIP_FA_ERR_REVERSE_TUNNEL_UNAVAILABLE
CE_MIP_FA_ERR_REVERSE_TUNNEL_IS_MANDATORY_AND_T_BIT_NOT_SET
CE_MIP_FA_ERR_DELIVERY_STYLE_NOT_SUPPORTED
CE_MIP_FA_ERR_MISSING_NAI
CE_MIP_FA_ERR_MISSING_HA
CE_MIP_FA_ERR_MISSING_HOME_ADDR
CE_MIP_FA_ERR_UNKNOWN_CHALLENGE
CE_MIP_FA_ERR_MISSING_CHALLENGE
CE_MIP_FA_ERR_STALE_CHALLENGE
CE_MIP_HA_ERR_REASON_UNSPECIFIED
CE_MIP_HA_ERR_ADMINISTRATIVELY_PROHIBITED
CE_MIP_HA_ERR_INSUFFICIENT_RESOURCES
CE_MIP_HA_ERR_MOBILE_NODE_AUTHENTICATION_FAILURE
CE_MIP_HA_ERR_FA_AUTHENTICATION_FAILURE
CE_MIP_HA_ERR_REGISTRATION_ID_MISMATCH

CE_MIP_HA_ERR_MALFORMED_REQUEST
CE_MIP_HA_ERR_UNKNOWN_HA_ADDR
CE_MIP_HA_ERR_REVERSE_TUNNEL_UNAVAILABLE
CE_MIP_HA_ERR_REVERSE_TUNNEL_IS_MANDATORY_AND_T_BIT_NOT_SET
CE_MIP_HA_ERR_ENCAPSULATION_UNAVAILABLE
CE_MIP_ERR_REASON_UNKNOWN

5.8.3.9 enum telux::data::InternalReasonCode

Data call end/termination reason code for EndReasonType::CE_INTERNAL

Enumerator

CE_INTERNAL_ERROR
CE_CALL_ENDED
CE_INTERNAL_UNKNOWN_CAUSE_CODE
CE_UNKNOWN_CAUSE_CODE
CE_CLOSE_IN_PROGRESS
CE_NW_INITIATED_TERMINATION
CE_APP_PREEMPTED
CE_ERR_PDN_IPV4_CALL_DISALLOWED
CE_ERR_PDN_IPV4_CALL_THROTTLED
CE_ERR_PDN_IPV6_CALL_DISALLOWED
CE_ERR_PDN_IPV6_CALL_THROTTLED
CE_MODEM_RESTART
CE_PDP_PPP_NOT_SUPPORTED
CE_UNPREFERRED_RAT
CE_PHYS_LINK_CLOSE_IN_PROGRESS
CE_APN_PENDING_HANDOVER
CE_PROFILE_BEARER_INCOMPATIBLE
CE_MMGSDI_CARD_EVT
CE_LPM_OR_PWR_DOWN
CE_APN_DISABLED
CE_MPIT_EXPIRED
CE_IPV6_ADDR_TRANSFER_FAILED
CE_TRAT_SWAP_FAILED
CE_EHRPD_TO_HRPD_FALLBACK
CE_MANDATORY_APN_DISABLED
CE_MIP_CONFIG_FAILURE
CE_INTERNAL_PDN_INACTIVITY_TIMER_EXPIRED
CE_MAX_V4_CONNECTIONS
CE_MAX_V6_CONNECTIONS
CE_APN_MISMATCH
CE_IP_VERSION_MISMATCH
CE_DUN_CALL_DISALLOWED
CE_INVALID_PROFILE
CE_INTERNAL_EPC_NONEPC_TRANSITION
CE_INVALID_PROFILE_ID
CE_INTERNAL_CALL_ALREADY_PRESENT
CE_IFACE_IN_USE
CE_IP_PDP_MISMATCH

CE_APN_DISALLOWED_ON_ROAMING
CE_APN_PARAM_CHANGE
CE_IFACE_IN_USE_CFG_MATCH
CE_NULL_APN_DISALLOWED
CE_THERMAL_MITIGATION
CE_SUBS_ID_MISMATCH
CE_DATA_SETTINGS_DISABLED
CE_DATA_ROAMING_SETTINGS_DISABLED
CE_APN_FORMAT_INVALID
CE_DDS_CALL_ABORT
CE_VALIDATION_FAILURE
CE_PROFILES_NOT_COMPATIBLE
CE_NULL_RESOLVED_APN_NO_MATCH
CE_INVALID_APN_NAME

5.8.3.10 enum telux::data::CallManagerReasonCode

Data call end/termination reason code for EndReasonType::CE_CALL_MANAGER_DEFINED

Enumerator

CE_CDMA_LOCK
CE_INTERCEPT
CE_REORDER
CE_REL_SO_REJ
CE_INCOM_CALL
CE_ALERT_STOP
CE_ACTIVATION
CE_MAX_ACCESS_PROBE
CE_CCS_NOT_SUPPORTED_BY_BS
CE_NO_RESPONSE_FROM_BS
CE_REJECTED_BY_BS
CE_INCOMPATIBLE
CE_ALREADY_IN_TC
CE_USER_CALL_ORIG_DURING_GPS
CE_USER_CALL_ORIG_DURING_SMS
CE_NO_CDMA_SRV
CE_MC_ABORT
CE_PSIST_NG
CE_UIM_NOT_PRESENT
CE_RETRY_ORDER
CE_ACCESS_BLOCK
CEACCESS_BLOCK_ALL
CE_IS707B_MAX_ACC
CE_THERMAL_EMERGENCY
CE_CALL_ORIG_THROTTLED
CE_USER_CALL_ORIG_DURING_VOICE_CALL
CE_CONF_FAILED
CE_INCOM_REJ
CE_NEW_NO_GW_SRV
CE_NEW_NO_GPRS_CONTEXT

CE_NEW_ILLEGAL_MS
CE_NEW_ILLEGAL_ME
CE_NEW_GPRS_SERVICES_AND_NON_GPRS_SERVICES_NOT_ALLOWED
CE_NEW_GPRS_SERVICES_NOT_ALLOWED
CE_NEW_MS_IDENTITY_CANNOT_BE_DERIVED_BY_THE_NETWORK
CE_NEW_IMPLICITLY_DETACHED
CE_NEW_PLMN_NOT_ALLOWED
CE_NEW_LA_NOT_ALLOWED
CE_NEW_GPRS_SERVICES_NOT_ALLOWED_IN_THIS_PLMN
CE_NEW_PDP_DUPLICATE
CE_NEW_UE_RAT_CHANGE
CE_NEW_CONGESTION
CE_NEW_NO_PDP_CONTEXT_ACTIVATED
CE_NEW_ACCESS_CLASS_DSAC_REJECTION
CE_PDP_ACTIVATE_MAX_RETRY_FAILED
CE_RAB_FAILURE
CE_ESM_UNKNOWN_EPS_BEARER_CONTEXT
CE_DRB_RELEASED_AT_RRC
CE_NAS_SIG_CONN_RELEASED
CE_REASON_EMM_DETACHED
CE_EMM_ATTACH_FAILED
CE_EMM_ATTACH_STARTED
CE_LTE_NAS_SERVICE_REQ_FAILED
CE_ESM_ACTIVE_DEDICATED_BEARER_REACTIVATED_BY_NW
CE_ESM_LOWER_LAYER_FAILURE
CE_ESM_SYNC_UP_WITH_NW
CE_ESM_NW_ACTIVATED_DED_BEARER_WITH_ID_OF_DEF_BEARER
CE_ESM_BAD_OTA_MESSAGE
CE_ESM_DS_REJECTED_THE_CALL
CE_ESM_CONTEXT_TRANSFERED_DUE_TO_IRAT
CE_DS_EXPLICIT_DEACT
CE_ESM_LOCAL_CAUSE_NONE
CE_LTE_NAS_SERVICE_REQ_FAILED_NO_THROTTLE
CE_ACL_FAILURE
CE_LTE_NAS_SERVICE_REQ_FAILED_DS_DISALLOW
CE_EMM_T3417_EXPIRED
CE_EMM_T3417_EXT_EXPIRED
CE_LRRC_UL_DATA_CNF_FAILURE_TXN
CE_LRRC_UL_DATA_CNF_FAILURE_HO
CE_LRRC_UL_DATA_CNF_FAILURE_CONN_REL
CE_LRRC_UL_DATA_CNF_FAILURE_RLF
CE_LRRC_UL_DATA_CNF_FAILURE_CTRL_NOT_CONN
CE_LRRC_CONN_EST_FAILURE
CE_LRRC_CONN_EST_FAILURE_ABORTED
CE_LRRC_CONN_EST_FAILURE_ACCESS_BARRED
CE_LRRC_CONN_EST_FAILURE_CELL_RESEL
CE_LRRC_CONN_EST_FAILURE_CONFIG_FAILURE
CE_LRRC_CONN_EST_FAILURE_TIMER_EXPIRED
CE_LRRC_CONN_EST_FAILURE_LINK_FAILURE
CE_LRRC_CONN_EST_FAILURE_NOT_CAMPED

CE_LRRC_CONN_EST_FAILURE_SI_FAILURE
CE_LRRC_CONN_EST_FAILURE_CONN_REJECT
CE_LRRC_CONN_REL_NORMAL
CE_LRRC_CONN_REL_RLF
CE_LRRC_CONN_REL_CRE_FAILURE
CE_LRRC_CONN_REL_OOS_DURING_CRE
CE_LRRC_CONN_REL_ABORTED
CE_LRRC_CONN_REL_SIB_READ_ERROR
CE_DETACH_WITH_REATTACH_LTE_NW_DETACH
CE_DETACH_WITH_OUT_REATTACH_LTE_NW_DETACH
CE_ESM_PROC_TIME_OUT
CE_INVALID_CONNECTION_ID
CE_INVALID_NSAPI
CE_INVALID_PRI_NSAPI
CE_INVALID_FIELD
CE_RAB_SETUP_FAILURE
CE_PDP_ESTABLISH_MAX_TIMEOUT
CE_PDP_MODIFY_MAX_TIMEOUT
CE_PDP_INACTIVE_MAX_TIMEOUT
CE_PDP_LOWERLAYER_ERROR
CE_PPD_UNKNOWN_REASON
CE_PDP_MODIFY_COLLISION
CE_PDP_MBMS_REQUEST_COLLISION
CE_MBMS_DUPLICATE
CE_SM_PS_DETACHED
CE_SM_NO_RADIO_AVAILABLE
CE_SM_ABORT_SERVICE_NOT_AVAILABLE
CE_MESSAGE_EXCEED_MAX_L2_LIMIT
CE_SM_NAS_SRV_REQ_FAILURE
CE_RRC_CONN_EST_FAILURE_REQ_ERROR
CE_RRC_CONN_EST_FAILURE_TAI_CHANGE
CE_RRC_CONN_EST_FAILURE_RF_UNAVAILABLE
CE_RRC_CONN_REL_ABORTED_IRAT_SUCCESS
CE_RRC_CONN_REL_RLF_SEC_NOT_ACTIVE
CE_RRC_CONN_REL_IRAT_TO_LTE_ABORTED
CE_RRC_CONN_REL_IRAT_FROM_LTE_TO_G_CCO_SUCCESS
CE_RRC_CONN_REL_IRAT_FROM_LTE_TO_G_CCO_ABORTED
CE_IMSI_UNKNOWN_IN_HSS
CE_IMEI_NOT_ACCEPTED
CE_EPS_SERVICES_AND_NON_EPS_SERVICES_NOT_ALLOWED
CE_EPS_SERVICES_NOT_ALLOWED_IN_PLMN
CE_MSC_TEMPORARILY_NOT_REACHABLE
CE_CS_DOMAIN_NOT_AVAILABLE
CE_ESM_FAILURE
CE_MAC_FAILURE
CE_SYNCH_FAILURE
CE_UE_SECURITY_CAPABILITIES_MISMATCH
CE_SECURITY_MODE_REJ_UNSPECIFIED
CE_NON_EPS_AUTH_UNACCEPTABLE
CE_CS_FALLBACK_CALL_EST_NOT_ALLOWED

CE_NO_EPS_BEARER_CONTEXT_ACTIVATED
CE_EMM_INVALID_STATE
CE_NAS_LAYER_FAILURE
CE_MULTI_PDN_NOT_ALLOWED
CE_EMBMS_NOT_ENABLED
CE_PENDING_REDIAL_CALL_CLEANUP
CE_EMBMS_REGULAR_DEACTIVATION
CE_TLB_REGULAR_DEACTIVATION
CE_LOWER_LAYER_REGISTRATION_FAILURE
CE_DETACH_EPS_SERVICES_NOT_ALLOWED
CE_SM_INTERNAL_PDP_DEACTIVATION
CE_UNSUPPORTED_1X_PREV
CE_CD_GEN_OR_BUSY
CE_CD_BILL_OR_AUTH
CE_CHG_HDR
CE_EXIT_HDR
CE_HDR_NO_SESSION
CE_HDR_ORIG_DURING_GPS_FIX
CE_HDR_CS_TIMEOUT
CE_HDR_RELEASED_BY_CM
CE_COLLOC_ACQ_FAIL
CE_OTASP_COMMIT_IN_PROG
CE_NO_HYBR_HDR_SRV
CE_HDR_NO_LOCK_GRANTED
CE_HOLD_OTHER_IN_PROG
CE_HDR_FADE
CE_HDR_ACC_FAIL
CE_CLIENT_END
CE_NO_SRV
CE_FADE
CE_REL_NORMAL
CE_ACC_IN_PROG
CE_ACC_FAIL
CE_REDIR_OR_HANDOFF
CE_CM_UNKNOWN_ERROR
CE_OFFLINE
CE_EMERGENCY_MODE
CE_PHONE_IN_USE
CE_INVALID_MODE
CE_INVALID_SIM_STATE
CE_NO_COLLOC_HDR
CE_CALL_CONTROL_REJECTED
CE_UNKNOWN

5.8.3.11 enum telux::data::SpecReasonCode

Data call end/termination reason code for EndReasonType::CE_3GPP_SPEC_DEFINED

Enumerator

CE_OPERATOR_DETERMINED_BARRING

CE_NAS_SIGNALLING_ERROR
CE_LLC_SNDCP_FAILURE
CE_INSUFFICIENT_RESOURCES
CE_UNKNOWN_APN
CE_UNKNOWN_PDP
CE_AUTH_FAILED
CE_GGSN_REJECT
CE_ACTIVATION_REJECT
CE_OPTION_NOT_SUPPORTED
CE_OPTION_UNSUBSCRIBED
CE_OPTION_TEMP_OOO
CE_NSAPI_ALREADY_USED
CE_REGULAR_DEACTIVATION
CE_QOS_NOT_ACCEPTED
CE_NETWORK_FAILURE
CE_UMTS_REACTIVATION_REQ
CE_FEATURE_NOT_SUPPORTED
CE_TFT_SEMANTIC_ERROR
CE_TFT_SYNTAX_ERROR
CE_UNKNOWN_PDP_CONTEXT
CE_FILTER_SEMANTIC_ERROR
CE_FILTER_SYNTAX_ERROR
CE_PDP_WITHOUT_ACTIVE_TFT
CE_IP_V4_ONLY_ALLOWED
CE_IP_V6_ONLY_ALLOWED
CE_SINGLE_ADDR_BEARER_ONLY
CE_ESM_INFO_NOT_RECEIVED
CE_PDN_CONN_DOES_NOT_EXIST
CE_MULTI_CONN_TO_SAME_PDN_NOT_ALLOWED
CE_MAX_ACTIVE_PDP_CONTEXT_REACHED
CE_UNSUPPORTED_APN_IN_CURRENT_PLMN
CE_INVALID_TRANSACTION_ID
CE_MESSAGE_INCORRECT_SEMANTIC
CE_INVALID_MANDATORY_INFO
CE_MESSAGE_TYPE_UNSUPPORTED
CE_MSG_TYPE_NONCOMPATIBLE_STATE
CE_UNKNOWN_INFO_ELEMENT
CE_CONDITIONAL_IE_ERROR
CE_MSG_AND_PROTOCOL_STATE_UNCOMPATIBLE
CE_PROTOCOL_ERROR
CE_APN_TYPE_CONFLICT
CE_INVALID_PCSCF_ADDRESS
CE_INTERNAL_CALL_PREEMPT_BY_HIGH_PRIO_APN
CE_EMM_ACCESS_BARRED
CE_EMERGENCY_IFACE_ONLY
CE_IFACE_MISMATCH
CE_COMPANION_IFACE_IN_USE
CE_IP_ADDRESS_MISMATCH
CE_IFACE_AND_POL_FAMILY_MISMATCH
CE_EMM_ACCESS_BARRED_INFINITE_RETRY

CE_AUTH_FAILURE_ON_EMERGENCY_CALL
CE_INVALID_DNS_ADDR
CE_INVALID_PCSCF_DNS_ADDR
CE_TEST_LOOPBACK_MODE_A_OR_B_ENABLED
CE_UNKNOWN

5.8.3.12 enum telux::data::PPPReasonCode

Data call end/termination reason code for EndReasonType::CE_PPP

Enumerator

CE_PPP_TIMEOUT
CE_PPP_AUTH_FAILURE
CE_PPP_OPTION_MISMATCH
CE_PPP_PAP_FAILURE
CE_PPP_CHAP_FAILURE
CE_PPP_CLOSE_IN_PROGRESS
CE_PPP_NV_REFRESH_IN_PROGRESS
CE_PPP_UNKNOWN

5.8.3.13 enum telux::data::EHRPDReasonCode

Data call end/termination reason code for EndReasonType::CE_EHRPD

Enumerator

CE_EHRPD_SUBS_LIMITED_TO_V4
CE_EHRPD_SUBS_LIMITED_TO_V6
CE_EHRPD_VSNCP_TIMEOUT
CE_EHRPD_VSNCP_FAILURE
CE_EHRPD_VSNCP_3GPP2I_GEN_ERROR
CE_EHRPD_VSNCP_3GPP2I_UNAUTH_APN
CE_EHRPD_VSNCP_3GPP2I_PDN_LIMIT_EXCEED
CE_EHRPD_VSNCP_3GPP2I_NO_PDN_GW
CE_EHRPD_VSNCP_3GPP2I_PDN_GW_UNREACH
CE_EHRPD_VSNCP_3GPP2I_PDN_GW_REJ
CE_EHRPD_VSNCP_3GPP2I_INSUFF_PARAM
CE_EHRPD_VSNCP_3GPP2I_RESOURCE_UNAVAIL
CE_EHRPD_VSNCP_3GPP2I_ADMIN_PROHIBIT
CE_EHRPD_VSNCP_3GPP2I_PDN_ID_IN_USE
CE_EHRPD_VSNCP_3GPP2I_SUBSCR_LIMITATION
CE_EHRPD_VSNCP_3GPP2I_PDN_EXISTS_FOR_THIS_APN
CE_EHRPD_VSNCP_3GPP2I_RECONNECT_NOT_ALLOWED
CE_EHRPD_UNKNOWN

5.8.3.14 enum telux::data::Ipv6ReasonCode

Data call end/termination reason code for EndReasonType::CE_IPV6

Enumerator

CE_PREFIX_UNAVAILABLE

CE_IPV6_ERR_HRPD_IPV6_DISABLED
CE_IPV6_DISABLED

5.8.3.15 enum telux::data::HandoffReasonCode

Data call end/termination reason code for EndReasonType::CE_HANDOFF

Enumerator

CE_VCER_HANDOFF_PREF_SYS_BACK_TO_SRAT

5.8.3.16 enum telux::data::ProfileChangeEvent

Event due to which change in profile happened.

Enumerator

CREATE_PROFILE_EVENT Profile was created
DELETE_PROFILE_EVENT Profile was deleted
MODIFY_PROFILE_EVENT Profile was modified

5.8.3.17 enum telux::data::OperationType

This applies in architectures where the modem is attached to an External Application Processor(EAP). An API, like start/stop data call, INatManager, IFirewallManager can be invoked from the EAP or from the modems Internal Application Processor (IAP). This type specifies where the operation should be carried out.

Enumerator

DATA_LOCAL Perform the operation on the processor where the API is invoked.
DATA_REMOTE Perform the operation on the application processor other than where the API is invoked.

5.8.3.18 enum telux::data::Direction

Direction of firewall rule

Enumerator

UPLINK Uplink Direction
DOWNLINK Downlink Direction

5.8.3.19 enum telux::data::InterfaceType

Peripheral Interface type

Enumerator

UNKNOWN UNKNOWN interface
WLAN Wireless Local Area Network (WLAN)
ETH Ethernet (ETH)
ECM Ethernet Control Model (ECM)
RNDIS Remote Network Driver Interface Specification (RNDIS)
MHI Modem Host Interface (MHI)

5.9 Subscription Management

This section contains APIs related to Subscription Management.

5.9.1 Data Structure Documentation

5.9.1.1 class telux::tel::ISubscription

Subscription returns information about network operator subscription details pertaining to a SIM card.

Public member functions

- virtual std::string getCarrierName ()=0
- virtual std::string getIccId ()=0
- virtual int getMcc ()=0
- virtual int getMnc ()=0
- virtual std::string getPhoneNumber ()=0
- virtual int getSlotId ()=0
- virtual std::string getImsi ()=0
- virtual ~ISubscription ()

5.9.1.1.1 Constructors and Destructors

5.9.1.1.1.1 virtual telux::tel::ISubscription::~ISubscription ( ) [virtual]

5.9.1.1.2 Member Function Documentation

5.9.1.1.2.1 virtual std::string telux::tel::ISubscription::getCarrierName ( ) [pure virtual]

Retrieves the name of the carrier on which this subscription is made.

Returns

Name of the carrier.

5.9.1.1.2.2 virtual std::string telux::tel::ISubscription::getIccId ( ) [pure virtual]

Retrieves the SIM's ICCID (Integrated Chip ID) - i.e SIM Serial Number.

Returns

Integrated Chip Id.

5.9.1.1.2.3 virtual int telux::tel::ISubscription::getMcc ( ) [pure virtual]

Retrieves the mobile country code of the carrier to which the phone is connected.

Returns

Mobile Country Code.

5.9.1.1.2.4 virtual int telux::tel::ISubscription::getMnc ( ) [pure virtual]

Retrieves the mobile network code of the carrier to which phone is connected.

Returns

Mobile Network Code.

5.9.1.1.2.5 virtual std::string telux::tel::ISubscription::getPhoneNumber ( ) [pure virtual]

Retrieves the phone number for the SIM subscription.

Returns

PhoneNumber.

5.9.1.1.2.6 virtual int telux::tel::ISubscription::getSlotId ( ) [pure virtual]

Retrieves SIM Slot index for the SIM pertaining to this subscription object.

Returns

SIM slotId.

5.9.1.1.2.7 virtual std::string telux::tel::ISubscription::getImsi ( ) [pure virtual]

Retrieves IMSI (International Mobile Subscriber Identity) for the SIM. This will have home network MCC and MNC values.

Returns

imsi.

5.9.1.2 class telux::tel::ISubscriptionListener

A listener class for receiving device subscription information. The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onSubscriptionInfoChanged (std::shared_ptr< ISubscription > subscription)
- virtual void onNumberOfSubscriptionsChanged (int count)
- virtual ~ISubscriptionListener ()

5.9.1.2.1 Constructors and Destructors

5.9.1.2.1.1 virtual telux::tel::ISubscriptionListener::~ISubscriptionListener ( ) [virtual]

5.9.1.2.2 Member Function Documentation

5.9.1.2.2.1 virtual void telux::tel::ISubscriptionListener::onSubscriptionInfoChanged (std::shared_ptr< ISubscription > *subscription*) [virtual]

This function is called whenever there is a change in Subscription details.

in	*subscription*	Pointer to ISubscription Object.

5.9.1.2.2.2 virtual void telux::tel::ISubscriptionListener::onNumberOfSubscriptionsChanged (int *count*) [virtual]

This function called whenever there is a change in the subscription count. for example when a new subscription is discovered or an existing subscription goes away when SIM is inserted or removed respectively.

Parameters

in	*count*	count of subscription

5.9.1.3 class telux::tel::ISubscriptionManager

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual std::shared_ptr < ISubscription > getSubscription (int slotId=DEFAULT_SLOT_ID, telux::common::Status *status=nullptr)=0
- virtual std::vector < std::shared_ptr < ISubscription > > getAllSubscriptions (telux::common::Status *status=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< ISubscriptionListener > listener)=0
- virtual telux::common::Status removeListener (std::weak_ptr< ISubscriptionListener > listener)=0
- virtual ~ISubscriptionManager ()

5.9.1.3.1 Constructors and Destructors

5.9.1.3.1.1 virtual telux::tel::ISubscriptionManager::~ISubscriptionManager ( ) [virtual]

5.9.1.3.2 Member Function Documentation

5.9.1.3.2.1 virtual bool telux::tel::ISubscriptionManager::isSubsystemReady ( ) [pure virtual]

Checks the status of SubscriptionManager and returns the result.

Returns

If true then SubscriptionManager is ready for service.

5.9.1.3.2.2 virtual std::future<bool> telux::tel::ISubscriptionManager::onSubsystemReady ( ) [pure virtual]

Wait for Subscription subsystem to be ready.

Returns

A future that caller can wait on to be notified when SubscriptionManager is ready.

5.9.1.3.2.3 virtual std::shared_ptr<ISubscription> telux::tel::ISubscriptionManager::getSubscription (int *slotId = DEFAULT_SLOT_ID,* telux::common::Status * *status = nullptr*) [pure virtual]

Get Subscription details of the SIM in the given SIM slot.

Parameters

in	*slotId*	Slot id corresponding to the subscription.
out	*status*	Status of getSubscription i.e. success or suitable status code.

Returns

Pointer to ISubscription object.

5.9.1.3.2.4 virtual std::vector<std::shared_ptr<ISubscription> > telux::tel::ISubscriptionManager::getAllSubscriptions (telux::common::Status * *status = nullptr*) [pure virtual]

Get all the subscription details of the device.

Parameters

out	*status*	Status of getAllSubscriptions i.e. success or suitable status code.

Returns

list of ISubscription objects.

5.9.1.3.2.5 virtual telux::common::Status telux::tel::ISubscriptionManager::registerListener (std::weak_ptr< ISubscriptionListener > *listener*) [pure virtual]

Register a listener for Subscription events.

Parameters

in	*listener*	Pointer to ISubscriptionListener object that processes the notification.

Returns

Status of registerListener i.e. success or suitable status code.

5.9.1.3.2.6 virtual telux::common::Status telux::tel::ISubscriptionManager::removeListener (std::weak_ptr< ISubscriptionListener > *listener*) [pure virtual]

Remove a previously added listener.

Parameters

`in`	*listener*	Pointer to ISubscriptionListener object that needs to be removed.

Returns

Status of removeListener i.e. success or suitable status code.

5.10 Network Selection

Network Selection Manager provides the interface to get and set network selection mode (Manual or Automatic), scan available networks and set and get preferred networks list.

5.10.1 Data Structure Documentation

5.10.1.1 struct telux::tel::PreferredNetworkInfo

Defines the preferred network information

Data fields

Type	Field	Description
uint16_t	mcc	mobile country code
uint16_t	mnc	mobile network code
RatMask	ratMask	bit mask denotes which of the radio access technologies are set

5.10.1.2 struct telux::tel::OperatorStatus

Defines status of network operator

Data fields

Type	Field	Description
InUseStatus	inUse	In-use status of network operator
RoamingStatus	roaming	Roaming status of network operator
Forbidden-Status	forbidden	Forbidden status of network operator
PreferredStatus	preferred	Preferred status of network operator

5.10.1.3 class telux::tel::INetworkSelectionManager

Network Selection Manager class provides the interface to get and set network selection mode, preferred network list and scan available networks.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status requestNetworkSelectionMode (SelectionModeResponseCallback callback)=0
- virtual telux::common::Status setNetworkSelectionMode (NetworkSelectionMode selectMode, std::string mcc, std::string mnc, common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestPreferredNetworks (PreferredNetworksCallback callback)=0
- virtual telux::common::Status setPreferredNetworks (std::vector< PreferredNetworkInfo > preferredNetworksInfo, bool clearPrevious, common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status performNetworkScan (NetworkScanCallback callback)=0

- virtual telux::common::Status registerListener (std::weak_ptr< INetworkSelectionListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< INetworkSelectionListener > listener)=0
- virtual ~INetworkSelectionManager ()

5.10.1.3.1 Constructors and Destructors

5.10.1.3.1.1 virtual telux::tel::INetworkSelectionManager::~INetworkSelectionManager ( ) [virtual]

5.10.1.3.2 Member Function Documentation

5.10.1.3.2.1 virtual bool telux::tel::INetworkSelectionManager::isSubsystemReady ( ) [pure virtual]

Checks the status of network subsystem and returns the result.

Returns

True if network subsystem is ready for service otherwise false.

5.10.1.3.2.2 virtual std::future<bool> telux::tel::INetworkSelectionManager::onSubsystemReady ( ) [pure virtual]

Wait for network subsystem to be ready.

Returns

A future that caller can wait on to be notified when network subsystem is ready.

5.10.1.3.2.3 virtual telux::common::Status telux::tel::INetworkSelectionManager::requestNetworkSelectionMode (SelectionModeResponseCallback *callback*) [pure virtual]

Get current network selection mode (i.e Manual or Automatic) asynchronously.

Parameters

in	*callback*	Callback function to get the response of get network selection mode request.

Returns

Status of requestNetworkSelectionMode i.e. success or suitable error code.

5.10.1.3.2.4 virtual telux::common::Status telux::tel::INetworkSelectionManager::setNetworkSelectionMode (NetworkSelectionMode *selectMode*, std::string *mcc*, std::string *mnc*, common::ResponseCallback *callback* = *nullptr*) [pure virtual]

Set current network selection mode and receive the response asynchronously.

in	*selectMode*	Selection mode for a network i.e. automatic or manual. If selection mode is automatic then MCC and MNC are ignored. If it is manual, client has to explicitly pass MCC and MNC as arguments.
in	*callback*	Optional callback function to get the response of set network selection mode request.
in	*mcc*	Mobile Country Code (Applicable only for MANUAL selection mode).
in	*mnc*	Mobile Network Code (Applicable only for MANUAL selection mode).

Returns

Status of setNetworkSelectionMode i.e. success or suitable error code.

5.10.1.3.2.5 virtual telux::common::Status telux::tel::INetworkSelectionManager::requestPreferredNetworks (PreferredNetworksCallback *callback*) [pure virtual]

Get 3GPP preferred network list and static 3GPP preferred network list asynchronously. Higher priority networks appear first in the list. The networks that appear in the 3GPP Preferred Networks list get higher priority than the networks in the static 3GPP preferred networks list.

Parameters

in	*callback*	Callback function to get the response of get preferred networks request.

Returns

Status of requestPreferredNetworks i.e. success or suitable error code.

5.10.1.3.2.6 virtual telux::common::Status telux::tel::INetworkSelectionManager::setPreferredNetworks (std::vector< PreferredNetworkInfo > *preferredNetworksInfo,* bool *clearPrevious,* common::ResponseCallback *callback = nullptr*) [pure virtual]

Set 3GPP preferred network list and receive the response asynchronously. It overrides the existing preferred network list. The preferred network list affects network selection selection when automatic registration is performed by the device. Higher priority networks should appear first in the list.

Parameters

in	*preferredNetworks-Info*	List of 3GPP preferred networks.
in	*clearPrevious*	If flag is false then new 3GPP preferred network list is appended to existing preferred network list. If flag is true then old list is flushed and new 3GPP preferred network list is added.
in	*callback*	Callback function to get the response of set preferred network list request.

Returns

Status of setPreferredNetworks i.e. success or suitable error code.

5.10.1.3.2.7 virtual telux::common::Status telux::tel::INetworkSelectionManager::performNetworkScan (NetworkScanCallback *callback*) [pure virtual]

Perform the network scan and returns a list of available networks.

Parameters

in	*callback*	Callback function to get the response of perform network scan request

Returns

Status of performNetworkScan i.e. success or suitable error code.

5.10.1.3.2.8 virtual telux::common::Status telux::tel::INetworkSelectionManager::registerListener (std::weak_ptr< INetworkSelectionListener > *listener*) [pure virtual]

Register a listener for specific updates from network access service.

Parameters

in	*listener*	Pointer of INetworkSelectionListener object that processes the notification

Returns

Status of registerListener i.e success or suitable status code.

5.10.1.3.2.9 virtual telux::common::Status telux::tel::INetworkSelectionManager::deregisterListener (std::weak_ptr< INetworkSelectionListener > *listener*) [pure virtual]

Deregister the previously added listener.

Parameters

in	*listener*	Previously registered INetworkSelectionListener that needs to be removed

Returns

Status of removeListener success or suitable status code

5.10.1.4 class telux::tel::OperatorInfo

Operator Info class provides operator name, MCC, MNC and network status.

Public member functions

- OperatorInfo (std::string networkName, std::string mcc, std::string mnc, OperatorStatus operatorStatus)
- std::string getName ()
- std::string getMcc ()
- std::string getMnc ()
- OperatorStatus getStatus ()

5.10.1.4.1 Constructors and Destructors

5.10.1.4.1.1 telux::tel::OperatorInfo::OperatorInfo (std::string *networkName,* std::string *mcc,* std::string *mnc,* OperatorStatus *operatorStatus*)

5.10.1.4.2 Member Function Documentation

5.10.1.4.2.1 std::string telux::tel::OperatorInfo::getName ( )

Get Operator name or description

Returns

Operator name.

5.10.1.4.2.2 std::string telux::tel::OperatorInfo::getMcc ( )

Get mcc from the operator numeric.

Returns

MCC.

5.10.1.4.2.3 std::string telux::tel::OperatorInfo::getMnc ( )

Get mnc from operator numeric.

Returns

MNC.

5.10.1.4.2.4 OperatorStatus telux::tel::OperatorInfo::getStatus ( )

Get status of operator.

Returns

status of the operator OperatorStatus.

5.10.1.5 class telux::tel::INetworkSelectionListener

Listener class for getting network selection mode change notification.

The methods in listener can be invoked from multiple different threads. Client needs to make sure that implementation is thread-safe.

Public member functions

- virtual void onSelectionModeChanged (NetworkSelectionMode mode)
- virtual ~INetworkSelectionListener ()

5.10.1.5.1 Constructors and Destructors

5.10.1.5.1.1 virtual telux::tel::INetworkSelectionListener::~INetworkSelectionListener ( ) [virtual]

Destructor of INetworkSelectionListener

5.10.1.5.2 Member Function Documentation

5.10.1.5.2.1 virtual void telux::tel::INetworkSelectionListener::onSelectionModeChanged (NetworkSelectionMode *mode*) [virtual]

This function is called whenever network selection mode is changed.

Parameters

in	*mode*	Network selection mode NetworkSelectionMode

5.10.2 Enumeration Type Documentation

5.10.2.1 enum telux::tel::RatType

Defines network RAT type for preferred networks. Each value represents corresponding bit for RatMask bitset.

Enumerator

UMTS UMTS
LTE LTE
LTE
GSM GSM
GSM

5.10.2.2 enum telux::tel::NetworkSelectionMode

Defines network selection mode

Enumerator

UNKNOWN Unknown
AUTOMATIC Device registers according to provisioned mcc and mnc
MANUAL Device registers to specified network as per provided mcc and mnc

5.10.2.3 enum telux::tel::InUseStatus

Defines in-use status of network operator

Enumerator

UNKNOWN Unknown
CURRENT_SERVING Current serving
AVAILABLE Available

5.10.2.4 enum telux::tel::RoamingStatus

Defines roaming status of network operator

Enumerator

UNKNOWN Unknown
HOME Home
ROAM Roaming

5.10.2.5 enum telux::tel::ForbiddenStatus

Defines forbidden status of network operator

Enumerator

UNKNOWN Unknown
FORBIDDEN Forbidden
NOT_FORBIDDEN Not forbidden

5.10.2.6 enum telux::tel::PreferredStatus

Defines preferred status of network operator

Enumerator

UNKNOWN Unknown
PREFERRED Preferred
NOT_PREFERRED Not preferred

5.11 Serving System

Serving System Manager class provides the interface to request and set service domain preference and radio access technology mode preference for searching and registering (CS/PS domain, RAT and operation mode)

5.11.1 Data Structure Documentation

5.11.1.1 class telux::tel::IServingSystemManager

Serving System Manager class provides the API to request and set service domain preference and RAT preference.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status setRatPreference (RatPreference ratPref, common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestRatPreference (RatPreferenceCallback callback)=0
- virtual telux::common::Status setServiceDomainPreference (ServiceDomainPreference serviceDomain, common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestServiceDomainPreference (ServiceDomainPreferenceCallback callback)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IServingSystemListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IServingSystemListener > listener)=0
- virtual ~IServingSystemManager ()

5.11.1.1.1 Constructors and Destructors

5.11.1.1.1.1 virtual telux::tel::IServingSystemManager::~IServingSystemManager ( ) [virtual]

Destructor of IServingSystemManager

5.11.1.1.2 Member Function Documentation

5.11.1.1.2.1 virtual bool telux::tel::IServingSystemManager::isSubsystemReady ( ) [pure virtual]

Checks the status of serving subsystem and returns the result.

Returns

True if serving subsystem is ready for service otherwise false.

5.11.1.1.2.2 virtual std::future<bool> telux::tel::IServingSystemManager::onSubsystemReady ( ) [pure virtual]

Wait for serving subsystem to be ready.

Returns

A future that caller can wait on to be notified when serving subsystem is ready.

5.11.1.1.2.3 virtual telux::common::Status telux::tel::IServingSystemManager::setRatPreference (RatPreference *ratPref*, common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Set the preferred radio access technology mode that the device should use to acquire service.

Parameters

in	*ratPref*	Radio access technology mode preference.
in	*callback*	Callback function to get the response of set RAT mode preference.

Returns

Status of setRatPreference i.e. success or suitable error code.

5.11.1.1.2.4 virtual telux::common::Status telux::tel::IServingSystemManager::requestRatPreference (RatPreferenceCallback *callback*) [pure virtual]

Request for preferred radio access technology mode.

Parameters

in	*callback*	Callback function to get the response of request preferred RAT mode.

Returns

Status of requestRatPreference i.e. success or suitable error code.

5.11.1.1.2.5 virtual telux::common::Status telux::tel::IServingSystemManager::setServiceDomainPreference (ServiceDomainPreference *serviceDomain*, common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Initiate service domain preference like CS, PS or CS_PS and receive the response asynchronously.

Parameters

in	*serviceDomain*	ServiceDomainPreference.
in	*callback*	Callback function to get the response of set service domain preference request.

Returns

Status of setServiceDomainPreference i.e. success or suitable error code.

5.11.1.1.2.6 virtual telux::common::Status telux::tel::IServingSystemManager::requestServiceDomainPreference (ServiceDomainPreferenceCallback *callback*) [pure virtual]

Request for Service Domain Preference asynchronously.

Parameters

in	*callback*	Callback function to get the response of request service domain preference.

Returns

Status of requestServiceDomainPreference i.e. success or suitable error code.

5.11.1.1.2.7 virtual telux::common::Status telux::tel::IServingSystemManager::registerListener (std::weak_ptr< IServingSystemListener > *listener*) [pure virtual]

Register a listener for specific updates from serving system.

Parameters

in	*listener*	Pointer of IServingSystemListener object that processes the notification

Returns

Status of registerListener i.e success or suitable status code.

5.11.1.1.2.8 virtual telux::common::Status telux::tel::IServingSystemManager::deregisterListener (std::weak_ptr< IServingSystemListener > *listener*) [pure virtual]

Deregister the previously added listener.

Parameters

in	*listener*	Previously registered IServingSystemListener that needs to be removed

Returns

Status of removeListener i.e. success or suitable status code

5.11.1.2 class telux::tel::IServingSystemListener

Listener class for getting radio access technology mode preference change notification.

The listener method can be invoked from multiple different threads. Client needs to make sure that implementation is thread-safe.

Public member functions

- virtual void onRatPreferenceChanged (RatPreference preference)
- virtual void onServiceDomainPreferenceChanged (ServiceDomainPreference preference)
- virtual ~IServingSystemListener ()

5.11.1.2.1 Constructors and Destructors

5.11.1.2.1.1 virtual telux::tel::IServingSystemListener::~IServingSystemListener ( ) [virtual]

Destructor of IServingSystemListener

5.11.1.2.2 Member Function Documentation

5.11.1.2.2.1 virtual void telux::tel::IServingSystemListener::onRatPreferenceChanged (RatPreference *preference*) [virtual]

This function is called whenever RAT mode preference is changed.

Parameters

in	*preference*	RatPreference

5.11.1.2.2.2 virtual void telux::tel::IServingSystemListener::onServiceDomainPreferenceChanged (ServiceDomainPreference *preference*) [virtual]

This function is called whenever service domain preference is changed.

Parameters

in	*preference*	ServiceDomainPreference

5.11.2 Enumeration Type Documentation

5.11.2.1 enum telux::tel::ServiceDomainPreference

Defines service domain preference

Enumerator

UNKNOWN
CS_ONLY Circuit-switched only
PS_ONLY Packet-switched only
CS_PS Circuit-switched and packet-switched

5.11.2.2 enum telux::tel::RatPrefType

Defines the radio access technology mode preference.

Enumerator

PREF_CDMA_1X CDMA_1X
PREF_CDMA_EVDO CDMA_EVDO
PREF_GSM GSM

PREF_WCDMA WCDMA
PREF_LTE LTE
PREF_TDSCDMA TDSCDMA

5.12 Common

This section contains APIs related to Command Callbacks, Error Codes and Version information.

5.12.1 Data Structure Documentation

5.12.1.1 class telux::common::ICommandCallback

Base command callback class is responsible for single shot asynchronous callback. This callback will be invoked only once when the operation succeeds or fails.

Public member functions

- virtual ~ICommandCallback ()

5.12.1.1.1 Constructors and Destructors

5.12.1.1.1.1 virtual telux::common::ICommandCallback::~ICommandCallback ( ) [virtual]

5.12.1.2 class telux::common::ICommandResponseCallback

General command response callback for most of the requests, client needs to implement this interface to get single shot response.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void commandResponse (ErrorCode error)=0
- virtual ~ICommandResponseCallback ()

5.12.1.2.1 Constructors and Destructors

5.12.1.2.1.1 virtual telux::common::ICommandResponseCallback::~ICommandResponseCallback ( ) [virtual]

5.12.1.2.2 Member Function Documentation

5.12.1.2.2.1 virtual void telux::common::ICommandResponseCallback::commandResponse (ErrorCode *error*) [pure virtual]

This function is called with the response to the command operation.

Parameters

in	*error*	- ErrorCode

5.12.1.3 struct telux::common::SdkVersion

Structure of major, minor and patch version

Data fields

Type	Field	Description
int	major	Major Version: This number will be incremented whenever significant changes or features are introduced

Type	Field	Description
int	minor	Minor Version: This number will be incremented when smaller features with some new APIs are introduced.
int	patch	Patch Version: If the release only contains bug fixes, but no API change then the patch version would be incremented.

5.12.1.4 class telux::common::Version

Provides version of SDK.

Static Public Member Functions

- static std::string getReleaseName ()
- static SdkVersion getSdkVersion ()

5.12.1.4.1 Member Function Documentation

5.12.1.4.1.1 static std::string telux::common::Version::getReleaseName ( ) [static]

Get the release name.

Returns

String contains release name

5.12.1.4.1.2 static SdkVersion telux::common::Version::getSdkVersion ( ) [static]

Get the Telematics SDK version, for example: 01.00.00

Returns

SdkVersion structure of major, minor and patch version

5.12.2 Enumeration Type Documentation

5.12.2.1 enum telux::common::Status

Defines all the status codes that all Telematics SDK APIs can return

Enumerator

SUCCESS API processing is successful, returned parameters are valid
FAILED API processing failure.
NOCONNECTION Connection to Socket server has not been established
NOSUBSCRIPTION Subscription not available
INVALIDPARAM Input parameters are invalid
INVALIDSTATE Invalid State
NOTREADY Subsystem is not ready
NOTALLOWED Operation not allowed
NOTIMPLEMENTED Functionality not implemented
CONNECTIONLOST Connection to Socket server lost
EXPIRED Expired
ALREADY Already registered handler

NOSUCH No such object
NOTSUPPORTED Not supported on target platform
NOMEMORY Not sufficient memory to process the request

5.12.2.2 enum telux::common::ErrorCode

Generic Error code for each API responses

Enumerator

SUCCESS No error
RADIO_NOT_AVAILABLE If radio did not start or is resetting
GENERIC_FAILURE Generic Failure
PASSWORD_INCORRECT For PIN/PIN2 methods only
SIM_PIN2 Operation requires SIM PIN2 to be entered
SIM_PUK2 Operation requires SIM PIN2 to be entered
REQUEST_NOT_SUPPORTED Not Supported request
CANCELLED Cancelled
OP_NOT_ALLOWED_DURING_VOICE_CALL Data operation are not allowed during voice call on a Class C GPRS device
OP_NOT_ALLOWED_BEFORE_REG_TO_NW Data operation are not allowed before device registers in network
SMS_SEND_FAIL_RETRY Fail to send SMS and need retry
SIM_ABSENT `Fail to set the location where CDMA subscription` shall be retrieved because of SIM or RUIM are absent
SUBSCRIPTION_NOT_AVAILABLE Fail to find CDMA subscription from specified location
MODE_NOT_SUPPORTED Hardware does not support preferred network type
FDN_CHECK_FAILURE Command failed because recipient is not on FDN list
ILLEGAL_SIM_OR_ME Network selection failed due to illegal SIM or ME
MISSING_RESOURCE No logical channel available
NO_SUCH_ELEMENT Application not found on SIM
DIAL_MODIFIED_TO_USSD DIAL request modified to USSD
DIAL_MODIFIED_TO_SS DIAL request modified to SS
DIAL_MODIFIED_TO_DIAL DIAL request modified to DIAL with different data
USSD_MODIFIED_TO_DIAL USSD request modified to DIAL
USSD_MODIFIED_TO_SS USSD request modified to SS
USSD_MODIFIED_TO_USSD USSD request modified to different USSD request
SS_MODIFIED_TO_DIAL SS request modified to DIAL
SS_MODIFIED_TO_USSD SS request modified to USSD
SUBSCRIPTION_NOT_SUPPORTED Subscription not supported
SS_MODIFIED_TO_SS SS request modified to different SS request
LCE_NOT_SUPPORTED LCE service not supported
NO_MEMORY Not sufficient memory to process the request
INTERNAL_ERR Hit unexpected vendor internal error scenario
SYSTEM_ERR Hit platform or system error
MODEM_ERR Hit unexpected modem error
INVALID_STATE Unexpected request for the current state
NO_RESOURCES Not sufficient resource to process the request
SIM_ERR Received error from SIM card
INVALID_ARGUMENTS Received invalid arguments in request

INVALID_SIM_STATE Cannot process the request in current SIM state
INVALID_MODEM_STATE Cannot process the request in current Modem state
INVALID_CALL_ID Received invalid call id in request
NO_SMS_TO_ACK ACK received when there is no SMS to ack
NETWORK_ERR Received error from network
REQUEST_RATE_LIMITED Operation denied due to overly-frequent requests
SIM_BUSY SIM is busy
SIM_FULL The target EF is full
NETWORK_REJECT Request is rejected by network
OPERATION_NOT_ALLOWED Not allowed the request now
EMPTY_RECORD The request record is empty
INVALID_SMS_FORMAT Invalid SMS format
ENCODING_ERR Message not encoded properly
INVALID_SMSC_ADDRESS SMSC address specified is invalid
NO_SUCH_ENTRY No such entry present to perform the request
NETWORK_NOT_READY Network is not ready to perform the request
NOT_PROVISIONED Device does not have this value provisioned
NO_SUBSCRIPTION Device does not have subscription
NO_NETWORK_FOUND Network cannot be found
DEVICE_IN_USE Operation cannot be performed because the device is currently in use
ABORTED Operation aborted
INCOMPATIBLE_STATE Operation cannot be performed because the device is in incompatible state
NO_EFFECT Given request had to no effect
DEVICE_NOT_READY Device not ready
MISSING_ARGUMENTS Missing one or more arguments
MALFORMED_MSG Message was not formulated correctly by the control point or the message was corrupted during transmission
INTERNAL Internal error
CLIENT_IDS_EXHAUSTED Client IDs exhausted
UNABORTABLE_TRANSACTION The specified transaction could not be aborted
INVALID_CLIENT_ID Could not find client's request
NO_THRESHOLDS No thresholds specified in enable signal strength
INVALID_HANDLE Invalid client handle was received
INVALID_PROFILE Invalid profile index specified
INVALID_PINID PIN in the request is invalid.
INCORRECT_PIN PIN in the request is incorrect.
CALL_FAILED Call origination failed in the lower layers
OUT_OF_CALL Request issued when packet data session disconnected
MISSING_ARG TLV was missing in the request.
ARG_TOO_LONG Path in the request was too long.
INVALID_TX_ID The transaction ID supplied in the request does not match any pending transaction i.e. either the transaction was not received or it is already executed by the device
OP_NETWORK_UNSUPPORTED Selected operation is not supported by the network
OP_DEVICE_UNSUPPORTED Operation is not supported by device or SIM card
NO_FREE_PROFILE Maximum number of profiles are stored in the device and there is no more storage available to create a new profile
INVALID_PDP_TYPE PDP type specified is not supported
INVALID_TECH_PREF Invalid technology preference
INVALID_PROFILE_TYPE Invalid profile type is specified
INVALID_SERVICE_TYPE Invalid service type

INVALID_REGISTER_ACTION Invalid register action value specified in request
INVALID_PS_ATTACH_ACTION Invalid PS attach action value specified in request
AUTHENTICATION_FAILED Authentication error.
PIN_BLOCKED PIN is blocked. Unblock operation must be issued.
PIN_PERM_BLOCKED PIN is permanently blocked. The SIM is unusable.
SIM_NOT_INITIALIZED PIN is not yet initialized because the SIM initialization has not finished. Try the PIN operation later.
MAX_QOS_REQUESTS_IN_USE Maximum QoS requests in use
INCORRECT_FLOW_FILTER Incorrect flow filter
NETWORK_QOS_UNAWARE Network QoS unaware
INVALID_ID Invalid call ID was sent in the request
REQUESTED_NUM_UNSUPPORTED Requested message ID is not supported by the currently running software
INTERFACE_NOT_FOUND Cannot retrieve the FMC interface
FLOW_SUSPENDED Flow suspended
INVALID_DATA_FORMAT Invalid data format
GENERAL General error
UNKNOWN Unknown error
INVALID_ARG Parameters passed as input were invalid
INVALID_INDEX MIP profile index is not within the valid range
NO_ENTRY `No message exists at the specified memory storage` designation
DEVICE_STORAGE_FULL Memory storage specified in the request is full
CAUSE_CODE There was an error in the request
MESSAGE_NOT_SENT Message could not be sent
MESSAGE_DELIVERY_FAILURE Message could not be delivered
INVALID_MESSAGE_ID Message ID specified for the message is invalid
ENCODING Message is not encoded properly
AUTHENTICATION_LOCK Maximum number of authentication failures has been reached
INVALID_TRANSITION Selected operating mode transition from the current operating mode is invalid
NOT_A_MCAST_IFACE Not a MCAST interface
MAX_MCAST_REQUESTS_IN_USE MCAST request in use
INVALID_MCAST_HANDLE An invalid MCAST handle
INVALID_IP_FAMILY_PREF IP family preference is invalid
SESSION_INACTIVE Session inactive
SESSION_INVALID Session not valid
SESSION_OWNERSHIP Session ownership error
INSUFFICIENT_RESOURCES Response is longer than the maximum supported size
DISABLED Disabled
INVALID_OPERATION Device is not expecting the request.
INVALID_QMI_CMD Invalid QMI command
TPDU_TYPE `Message in memory contains a TPDU type that cannot` be read
SMSC_ADDR SMSC address specified is invalid
INFO_UNAVAILABLE Information is not available
SEGMENT_TOO_LONG PRL segment size is too large
SEGMENT_ORDER PRL segment order is incorrect
BUNDLING_NOT_SUPPORTED Bundling not supported

OP_PARTIAL_FAILURE Some personalization codes were set but an error prevented
POLICY_MISMATCH Network policy does not match a valid NAT
SIM_FILE_NOT_FOUND File is not present on the card.
EXTENDED_INTERNAL Error from the the DS profile module, the extended error
ACCESS_DENIED Access to the requested file is denied. This can occur when there is an attempt to access a PIN-protected file.
HARDWARE_RESTRICTED Selected operating mode is invalid with the current wireless disable setting
ACK_NOT_SENT ACK could not be sent
INJECT_TIMEOUT Inject timeout
FDN_RESTRICT FDN restriction
SUPS_FAILURE_CAUSE Indicates supplementary services failure information;
NO_RADIO Radio is not available
NOT_SUPPORTED Operation is not supported
CARD_CALL_CONTROL_FAILED SIM/R-UIM call control failed
NETWORK_ABORTED Operation was released abruptly by the network
MSG_BLOCKED Message blocked
INVALID_SESSION_TYPE Invalid session type
INVALID_PB_TYPE Invalid Phone Book type
NO_SIM `Action is being performed on a SIM that is not` initialized.
PB_NOT_READY Phone Book not ready
PIN_RESTRICTION PIN restriction
PIN2_RESTRICTION PIN2 restriction
PUK_RESTRICTION PUK restriction
PUK2_RESTRICTION PUK2 restriction
PB_ACCESS_RESTRICTED Phone Book access restricted
PB_DELETE_IN_PROG Phone Book delete in progress
PB_TEXT_TOO_LONG Phone Book text too long
PB_NUMBER_TOO_LONG Phone Book number too long
PB_HIDDEN_KEY_RESTRICTION Phone Book hidden key restriction
PB_NOT_AVAILABLE Phone Book not available
DEVICE_MEMORY_ERROR Device memory error
NO_PERMISSION No permission
TOO_SOON Too soon
TIME_NOT_ACQUIRED Time not acquired
OP_IN_PROGRESS Operation is in progress
DS_PROFILE_REG_RESULT_FAIL General failure
DS_PROFILE_REG_RESULT_ERR_INVAL_HNDL Request contains an invalid profile handle
DS_PROFILE_REG_RESULT_ERR_INVAL_OP Invalid operation was requested
DS_PROFILE_REG_RESULT_ERR_INVAL_PROFILE_TYPE Request contains an invalid technology type
DS_PROFILE_REG_RESULT_ERR_INVAL_PROFILE_NUM Request contains an invalid profile number
DS_PROFILE_REG_RESULT_ERR_INVAL_IDENT Request contains an invalid profile identifier
DS_PROFILE_REG_RESULT_ERR_INVAL Request contains an invalid argument other than profile number and profile identifier received
DS_PROFILE_REG_RESULT_ERR_LIB_NOT_INITED Profile registry has not been initialized yet
DS_PROFILE_REG_RESULT_ERR_LEN_INVALID Request contains a parameter with invalid length

DS_PROFILE_REG_RESULT_LIST_END End of the profile list was reached while searching for the requested profile
DS_PROFILE_REG_RESULT_ERR_INVAL_SUBS_ID Request contains an invalid subscription identifier
DS_PROFILE_REG_INVAL_PROFILE_FAMILY Request contains an invalid profile family
DS_PROFILE_REG_PROFILE_VERSION_MISMATCH Version mismatch
REG_RESULT_ERR_OUT_OF_MEMORY Out of memory
DS_PROFILE_REG_RESULT_ERR_FILE_ACCESS File access error
DS_PROFILE_REG_RESULT_ERR_EOF End of field
REG_RESULT_ERR_VALID_FLAG_NOT_SET A valid flag is not set
REG_RESULT_ERR_OUT_OF_PROFILES Out of profiles
REG_RESULT_NO_EMERGENCY_PDN_SUPPORT No emergency PDN support
DS_PROFILE_3GPP_INVAL_PROFILE_FAMILY Request contains an invalid 3GPP profile family
DS_PROFILE_3GPP_ACCESS_ERR Error was encountered while accessing the 3GPP profiles
DS_PROFILE_3GPP_CONTEXT_NOT_DEFINED Specified 3GPP profile does not have a valid context
DS_PROFILE_3GPP_VALID_FLAG_NOT_SET Specified 3GPP profile is marked invalid
DS_PROFILE_3GPP_READ_ONLY_FLAG_SET Specified 3GPP profile is marked read-only
DS_PROFILE_3GPP_ERR_OUT_OF_PROFILES Creation of a new 3GPP profile failed because the limit of 16 profiles has already been reached
DS_PROFILE_3GPP2_ERR_INVALID_IDENT_FOR_PROFILE Invalid profile identifier was received as part of the 3GPP2 profile modification request
DS_PROFILE_3GPP2_ERR_OUT_OF_PROFILE Creation of a new 3GPP2 profile failed because the limit has already been reached
INTERNAL_ERROR Internal error
SERVICE_ERROR Service error
TIMEOUT_ERROR Timeout error
EXTENDED_ERROR Extended error
PORT_NOT_OPEN_ERROR Port not open
MEMCOPY_ERROR Memory copy error
INVALID_TRANSACTION Invalid transaction
ALLOCATION_FAILURE Allocation failure
TRANSPORT_ERROR Transport error
PARAM_ERROR Parameter error
INVALID_CLIENT Invalid client
FRAMEWORK_NOT_READY Framework not ready
INVALID_SIGNAL Invalid signal
TRANSPORT_BUSY_ERROR Transport busy error
SUBSYSTEM_UNAVAILABLE Underlying service currently unavailable

5.13 C-V2X

This section contains APIs related to Cellular-V2X operation.

5.13.1 Data Structure Documentation

5.13.1.1 class telux::cv2x::Cv2xFactory

Cv2xFactory is the factory that creates the Cv2x Radio.

Public member functions

- std::shared_ptr
  < ICv2xRadioManager > getCv2xRadioManager ()

Static Public Member Functions

- static Cv2xFactory & getInstance ()

5.13.1.1.1 Member Function Documentation

5.13.1.1.1.1 static Cv2xFactory& telux::cv2x::Cv2xFactory::getInstance ( ) [static]

Get Cv2xFactory instance

Returns

Reference to Cv2xFactory singleton.

5.13.1.1.1.2 std::shared_ptr<ICv2xRadioManager> telux::cv2x::Cv2xFactory::getCv2xRadioManager ( )

Get Cv2xRadioManager instance.

Returns

shared pointer to Radio upon success. nullptr otherwise.

5.13.1.2 class telux::cv2x::ICv2xRadio

This is class encapsulates a Cv2xRadio interface.

Returned from getCv2xRadio in Cv2xFactory

Public member functions

- virtual Cv2xRadioCapabilities getCapabilities () const =0
- virtual bool isReady () const =0
- virtual std::future
  < telux::common::Status > onReady ()=0
- virtual telux::common::Status registerListener (std::weak_ptr< ICv2xRadioListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< ICv2xRadioListener > listener)=0
- virtual telux::common::Status createRxSubscription (TrafficIpType ipType, uint16_t port, CreateRxSubscriptionCallback cb, std::shared_ptr< std::vector< uint32_t >> idList=nullptr)=0

- virtual telux::common::Status createTxSpsFlow (TrafficIpType ipType, uint32_t serviceId, const SpsFlowInfo &spsInfo, uint16_t spsSrcPort, bool eventSrcPortValid, uint16_t eventSrcPort, CreateTxSpsFlowCallback cb)=0
- virtual telux::common::Status createTxEventFlow (TrafficIpType ipType, uint32_t serviceId, uint16_t eventSrcPort, CreateTxEventFlowCallback cb)=0
- virtual telux::common::Status createTxEventFlow (TrafficIpType ipType, uint32_t serviceId, const EventFlowInfo &flowInfo, uint16_t eventSrcPort, CreateTxEventFlowCallback cb)=0
- virtual telux::common::Status closeRxSubscription (std::shared_ptr< ICv2xRxSubscription > rxSub, CloseRxSubscriptionCallback cb)=0
- virtual telux::common::Status closeTxFlow (std::shared_ptr< ICv2xTxFlow > txFlow, CloseTxFlowCallback cb)=0
- virtual telux::common::Status changeSpsFlowInfo (std::shared_ptr< ICv2xTxFlow > txFlow, const SpsFlowInfo &spsInfo, ChangeSpsFlowInfoCallback cb)=0
- virtual telux::common::Status requestSpsFlowInfo (std::shared_ptr< ICv2xTxFlow > txFlow, RequestSpsFlowInfoCallback cb)=0
- virtual telux::common::Status changeEventFlowInfo (std::shared_ptr< ICv2xTxFlow > txFlow, const EventFlowInfo &flowInfo, ChangeEventFlowInfoCallback cb)=0
- virtual telux::common::Status requestCapabilities (RequestCapabilitiesCallback cb)=0
- virtual telux::common::Status requestDataSessionSettings (RequestDataSessionSettingsCallback cb)=0
- virtual telux::common::Status updateSrcL2Info (UpdateSrcL2InfoCallback cb)=0
- virtual telux::common::Status updateTrustedUEList (const TrustedUEInfoList &infoList, UpdateTrustedUEListCallback cb)=0
- virtual ~ICv2xRadio ()
- virtual std::string getIfaceNameFromIpType (TrafficIpType ipType)=0

5.13.1.2.1 Constructors and Destructors

5.13.1.2.1.1 virtual telux::cv2x::ICv2xRadio::~ICv2xRadio ( ) [virtual]

Destructor for ICv2xRadio

5.13.1.2.2 Member Function Documentation

5.13.1.2.2.1 virtual Cv2xRadioCapabilities telux::cv2x::ICv2xRadio::getCapabilities ( ) const [pure virtual]

Get the capabilities of this Cv2xRadio.

Returns

Cv2xRadioCapabilities - Contains capabilities of this Cv2xRadio.

Deprecated Use requestCapabilities() API

5.13.1.2.2.2 virtual bool telux::cv2x::ICv2xRadio::isReady ( ) const [pure virtual]

Returns true if the radio interface has completed initialization.

Returns

True if ready. False otherwise.

5.13.1.2.2.3 virtual std::future<telux::common::Status> telux::cv2x::ICv2xRadio::onReady ( ) [pure virtual]

Returns a future that indicated if the radio interface is ready or if radio failed to initialize.

Returns

SUCCESS if Cv2xRadio initialization was successful. Otherwise it returns an Error Code.

5.13.1.2.2.4 virtual telux::common::Status telux::cv2x::ICv2xRadio::registerListener (std::weak_ptr< ICv2xRadioListener > *listener*) [pure virtual]

Registers a listener for this Cv2xRadio.

Parameters

in	*listener*	- Listener that implements Cv2xRadioListener interface.

5.13.1.2.2.5 virtual telux::common::Status telux::cv2x::ICv2xRadio::deregisterListener (std::weak_ptr< ICv2xRadioListener > *listener*) [pure virtual]

Deregisters a listener from this Cv2xRadio.

Parameters

in	*listener*	- Previously registered Cv2xRadioListener that is to be deregistered.

5.13.1.2.2.6 virtual telux::common::Status telux::cv2x::ICv2xRadio::createRxSubscription (TrafficIpType *ipType*, uint16_t *port*, CreateRxSubscriptionCallback *cb*, std::shared_ptr< std::vector< uint32_t >> *idList = nullptr*) [pure virtual]

Creates and initializes a new Rx subscription which will be returned in the user-supplied callback.

Parameters

in	*ipType*	- IP traffic type (IP or NON-IP)
in	*port*	- Rx port number
in	*cb*	- Callback function that is invoked when socket creation is complete.

in	*idList*	- Service ID list to subscribe, optional parameter using nullptr by default. Subscribe wildcard if this parameter is set to nullptr.

Returns

SUCCESS on success. Error status otherwise.

Dependencies The interface must be pre-initialized with init().

5.13.1.2.2.7 virtual telux::common::Status telux::cv2x::ICv2xRadio::createTxSpsFlow (TrafficIpType *ipType,* uint32_t *serviceId,* const SpsFlowInfo & *spsInfo,* uint16_t *spsSrcPort,* bool *eventSrcPortValid,* uint16_t *eventSrcPort,* CreateTxSpsFlowCallback *cb*) [pure virtual]

Creates a Tx SPS flow with the specified IP type, serviceId, and other parameters specified in reservation. Additionally, an option event flow will be created with the same IP type and serviceId. A Tx socket will be created and initialized for the SPS flow. A Tx socket will be created and initialized for the event flow if the optional event flow is specified.

Parameters

in	*ipType*	- IP traffic type (IP or NON-IP)
in	*serviceId*	- ID used for transmissions that will be mapped to an L2 destination address. Variable length 4-byte PSID or ITS_AID, or another service ID.
in	*spsInfo*	- SPS reservation parameters.
in	*spsPort*	- Requested source port number for the bandwidth reserved SPS transmissions.
in	*eventSrcPortValid*	- True if an optional event flow is desired. If this field is left false, the event flow will not be created.
in	*eventSrcPort*	- Requested source port number for the optional event flow.
in	*cb*	- Callback function that is invoked when socket creation is complete. This must not be null.

This caller is expected to identify two unused local port numbers

to use for binding: one for the event-driven flow and one for the SPS flow.

Returns

SUCCESS upon success. Error status otherwise.

5.13.1.2.2.8 virtual telux::common::Status telux::cv2x::ICv2xRadio::createTxEventFlow (TrafficIpType *ipType,* uint32_t *serviceId,* uint16_t *eventSrcPort,* CreateTxEventFlowCallback *cb*) [pure virtual]

Creates an event flow. An associated Tx socket will be created and initialized.

in	*ipType*	- IP traffic type (IP or NON-IP)
in	*serviceId*	- ID used for transmissions that will be mapped to an L2 destination address. Variable length 4-byte PSID or ITS_AID, or another service ID.
in	*eventSrcPort*	- Local port number to which the socket is bound. Used for transmissions of this ID.
in	*cb*	- Callback function that is invoked when socket creation is complete. This must not be null.

Detailed description This function is used only for TX when no periodicity is

available for the application type. If your transmit data periodicity is known, use createTxSpsFlow() instead.

These even-driven sockets pay attention to the QoS parameters in

the IP socket.

Returns

SUCCESS upon success. Error status otherwise.

5.13.1.2.2.9 virtual telux::common::Status telux::cv2x::ICv2xRadio::createTxEventFlow (TrafficIpType *ipType*, uint32_t *serviceId*, const EventFlowInfo & *flowInfo*, uint16_t *eventSrcPort*, CreateTxEventFlowCallback *cb*) [pure virtual]

Creates an event flow. An associated Tx socket will be created and initialized.

Parameters

in	*ipType*	- IP traffic type (IP or NON-IP)
in	*serviceId*	- ID used for transmissions that will be mapped to an L2 destination address. Variable length 4-byte PSID or ITS_AID, or another service ID.
in	*flowInfo*	- Flow configuration parameters
in	*eventSrcPort*	- Local port number to which the socket is bound. Used for transmissions of this ID.
in	*cb*	- Callback function that is invoked when socket creation is complete. This must not be null.

Detailed description This function is used only for TX when no periodicity is

available for the application type. If your transmit data periodicity is known, use createTxSpsFlow() instead.

These even-driven sockets pay attention to the QoS parameters in

the IP socket.

Returns

SUCCESS upon success. Error status otherwise.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.2.2.10 virtual telux::common::Status telux::cv2x::ICv2xRadio::closeRxSubscription (std::shared_ptr< ICv2xRxSubscription > *rxSub,* CloseRxSubscriptionCallback *cb*) [pure virtual]

Closes the RxSubscription and frees resources (such as the Rx socket) associated with it.

Parameters

in	*rxSub*	- RxSubscription to close
in	*cb*	- Callback that is invoked when socket close is complete. This may be null.

Returns

SUCCESS if no error occurred.

5.13.1.2.2.11 virtual telux::common::Status telux::cv2x::ICv2xRadio::closeTxFlow (std::shared_ptr< ICv2xTxFlow > *txFlow,* CloseTxFlowCallback *cb*) [pure virtual]

Closes the TxFlow and frees resources associated with it (such as reserved SPS bandwidth contracts and sockets). This function works on both SPS and event flows.

Parameters

in	*txFlow*	- Tx (SPS or event) flow to close.
in	*cb*	- Callback that is invoked when Tx flow close is complete. This may be null.

Returns

SUCCESS if no error occurred.

5.13.1.2.2.12 virtual telux::common::Status telux::cv2x::ICv2xRadio::changeSpsFlowInfo (std::shared_ptr< ICv2xTxFlow > *txFlow,* const SpsFlowInfo & *spsInfo,* ChangeSpsFlowInfoCallback *cb*) [pure virtual]

Request to change TX SPS Flow reservation parameters.

Parameters

in	*txFlow*	- Tx SPS flow
in	*spsInfo*	- Desired SPS reservation parameters
in	*cb*	- Callback that is invoked upon reservation change. This may be null.

Detailed description

This function does not update reservation priority

Returns

SUCCESS if no error occurred.

5.13.1.2.2.13 virtual telux::common::Status telux::cv2x::ICv2xRadio::requestSpsFlowInfo (std::shared_ptr< ICv2xTxFlow > *txFlow,* RequestSpsFlowInfoCallback *cb*) [pure virtual]

Request SPS flow info.

Parameters

in	*sock*	- Tx SPS flow
in	*cb*	- Callback that will be invoked and returns the SPS info. Must not be null.

Returns

SUCCESS if no error occurred.

5.13.1.2.2.14 virtual telux::common::Status telux::cv2x::ICv2xRadio::changeEventFlowInfo (std::shared_ptr< ICv2xTxFlow > *txFlow,* const EventFlowInfo & *flowInfo,* ChangeEventFlowInfoCallback *cb*) [pure virtual]

Request to change TX Event Flow reservation parameters.

Parameters

in	*txFlow*	- Tx Event flow
in	*flowInfo*	- Desired Event flow parameters
in	*cb*	- Callback that is invoked upon parameter change. This may be null.

Returns

SUCCESS if no error occurred.

5.13.1.2.2.15 virtual telux::common::Status telux::cv2x::ICv2xRadio::requestCapabilities (RequestCapabilitiesCallback *cb*) [pure virtual]

Request modem Cv2x capability information.

Parameters

in	*cb*	- Callback that will be invoked and returns the capability info. Must not be null.

Returns

SUCCESS if no error occurred.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.2.2.16 virtual telux::common::Status telux::cv2x::ICv2xRadio::requestDataSessionSettings (RequestDataSessionSettingsCallback *cb*) [pure virtual]

Request data session settings currently in use.

Parameters

in	*cb*	- Callback that will be invoked and returns the data session settings. Must not be null.

Returns

SUCCESS if no error occurred.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.2.2.17 virtual telux::common::Status telux::cv2x::ICv2xRadio::updateSrcL2Info (UpdateSrcL2InfoCallback *cb*) [pure virtual]

Requests modem to change L2 info.

Parameters

in	*cb*	- Callback that will be invoked and returns status. Must not be null.

Returns

SUCCESS if no error occurred.

5.13.1.2.2.18 virtual telux::common::Status telux::cv2x::ICv2xRadio::updateTrustedUEList (const TrustedUEInfoList & *infoList,* UpdateTrustedUEListCallback *cb*) [pure virtual]

Send request to modem to update the list of malicious UE source IDs and trusted UE source IDs with corresponding confidence information.

in	*infoList*	- Trusted and malicious UE information list
in	*cb*	- Callback that will be invoked and returns status. Must not be null.

Returns

SUCCESS if no error occurred.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.2.2.19 virtual std::string telux::cv2x::ICv2xRadio::getIfaceNameFromIpType (TrafficIpType *ipType*) [pure virtual]

Get interface name based on ipType.

Parameters

ipType	- IP traffic type (IP or NON-IP)

Returns

Interface name as a string

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.3 class telux::cv2x::ICv2xRadioListener

Listeners for Cv2xRadio must implement this interface.

Public member functions

- virtual void onStatusChanged (Cv2xStatus status)
- virtual void onStatusChanged (Cv2xStatusEx status)
- virtual void onL2AddrChanged (uint32_t newL2Address)
- virtual void onSpsOffsetChanged (int spsId, MacDetails details)
- virtual void onSpsSchedulingChanged (const SpsSchedulingInfo &schedulingInfo)
- virtual void onCapabilitiesChanged (const Cv2xRadioCapabilities &capabilities)
- virtual ~ICv2xRadioListener ()

5.13.1.3.1 Constructors and Destructors

5.13.1.3.1.1 virtual telux::cv2x::ICv2xRadioListener::~ICv2xRadioListener ( ) [virtual]

Destructor for ICv2xRadioListener

5.13.1.3.2 Member Function Documentation

5.13.1.3.2.1 virtual void telux::cv2x::ICv2xRadioListener::onStatusChanged (Cv2xStatus *status*) [virtual]

Called when the status of the CV2X radio has changed.

Parameters

in	*status*	- CV2X radio status.

Deprecated use onStatusChanged in Cv2xListener

5.13.1.3.2.2 virtual void telux::cv2x::ICv2xRadioListener::onStatusChanged (Cv2xStatusEx *status*) [virtual]

Called when the status of the CV2X radio has changed.

Parameters

in	*status*	- CV2X radio status.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Deprecated use onStatusChanged in Cv2xListener

5.13.1.3.2.3 virtual void telux::cv2x::ICv2xRadioListener::onL2AddrChanged (uint32_t *newL2Address*) [virtual]

Called when the L2 Address has changed.

Parameters

in	*newL2Address*	- The new L2 address.

5.13.1.3.2.4 virtual void telux::cv2x::ICv2xRadioListener::onSpsOffsetChanged (int *spsId,* MacDetails *details*) [virtual]

Called when SPS offset has changed.

Parameters

in	*spsId*	- SPS Id of the SPS flow
in	*details*	- new SPS MAC PHY details.

Deprecated use onSpsSchedulingChanged

5.13.1.3.2.5 virtual void telux::cv2x::ICv2xRadioListener::onSpsSchedulingChanged (const SpsSchedulingInfo & *schedulingInfo*) [virtual]

Called when SPS scheduling has changed.

Parameters

in	*schedulingInfo*	- SPS scheduling information .

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.3.2.6 virtual void telux::cv2x::ICv2xRadioListener::onCapabilitiesChanged (const Cv2xRadioCapabilities & *capabilities*) [virtual]

Called when Cv2x radio capabilities have changed.

Parameters

in	*capabilities*	- Capabilities of the CV2X radio .

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.4 class telux::cv2x::ICv2xRadioManager

Cv2xRadioManager manages instances of Cv2xRadio.

Public member functions

- virtual bool isReady ()=0
- virtual std::future< bool > onReady ()=0
- virtual std::shared_ptr < ICv2xRadio > getCv2xRadio (TrafficCategory category)=0
- virtual telux::common::Status startCv2x (StartCv2xCallback cb)=0
- virtual telux::common::Status stopCv2x (StopCv2xCallback cb)=0
- virtual telux::common::Status requestCv2xStatus (RequestCv2xStatusCallback cb)=0
- virtual telux::common::Status requestCv2xStatus (RequestCv2xStatusCallbackEx cb)=0
- virtual telux::common::Status registerListener (std::weak_ptr< ICv2xListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< ICv2xListener > listener)=0
- virtual telux::common::Status updateConfiguration (const std::string &configFilePath, UpdateConfigurationCallback cb)=0
- virtual ~ICv2xRadioManager ()

5.13.1.4.1 Constructors and Destructors

5.13.1.4.1.1 virtual telux::cv2x::ICv2xRadioManager::~ICv2xRadioManager ( ) [virtual]

5.13.1.4.2 Member Function Documentation

5.13.1.4.2.1 virtual bool telux::cv2x::ICv2xRadioManager::isReady ( ) [pure virtual]

Checks if the Cv2x Radio Manager is ready.

Returns

True if Cv2x Radio Manager is ready for service, otherwise returns false.

5.13.1.4.2.2 virtual std::future<bool> telux::cv2x::ICv2xRadioManager::onReady ( ) [pure virtual]

Wait for Cv2x Radio Manager to be ready.

Returns

A future that caller can wait on to be notified when Cv2x Radio Manager is ready.

5.13.1.4.2.3 virtual std::shared_ptr<ICv2xRadio> telux::cv2x::ICv2xRadioManager::getCv2xRadio (TrafficCategory *category*) [pure virtual]

Get Cv2xRadio instance

Parameters

in	*category*	- Specifies the category of the client application. This field is currently unused.

Returns

Reference to Cv2xRadio interface that corresponds to the Cv2x Traffic Category specified.

5.13.1.4.2.4 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::startCv2x (StartCv2xCallback *cb*) [pure virtual]

Put modem into CV2X mode.

Parameters

in	*cb*	- Callback that is invoked when Cv2x mode is started

Returns

SUCCESS on success. Error status otherwise.

5.13.1.4.2.5 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::stopCv2x (StopCv2xCallback *cb*) [pure virtual]

Take modem outo of CV2X mode

in	*cb*	- Callback that is invoked when Cv2x mode is stopped

Returns

SUCCESS on success. Error status otherwise.

5.13.1.4.2.6 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::requestCv2xStatus (RequestCv2xStatusCallback *cb*) [pure virtual]

request CV2X status from modem

Parameters

in	*cb*	- Callback that is invoked when Cv2x status is retrieved

Returns

SUCCESS on success. Error status otherwise.

Deprecated use requestCv2xStatus(RequestCv2xCalbackEx)

5.13.1.4.2.7 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::requestCv2xStatus (RequestCv2xStatusCallbackEx *cb*) [pure virtual]

request CV2X status from modem

Parameters

in	*cb*	- Callback that is invoked when Cv2x status is retrieved

Returns

SUCCESS on success. Error status otherwise.

5.13.1.4.2.8 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::registerListener (std::weak_ptr< ICv2xListener > *listener*) [pure virtual]

Registers a listener for this manager.

Parameters

in	*listener*	- Listener that implements Cv2xListener interface.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.4.2.9 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::deregisterListener (std::weak_ptr< ICv2xListener > *listener*) [pure virtual]

Deregisters a Cv2xListener for this manager.

Parameters

in	*listener*	- Previously registered CvListener that is to be deregistered.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.13.1.4.2.10 virtual telux::common::Status telux::cv2x::ICv2xRadioManager::updateConfiguration (const std::string & *configFilePath,* UpdateConfigurationCallback *cb*) [pure virtual]

Updates CV2X configuration. Requires CV2X TX/RX radio status be Inactive. If CV2X radio status is Active or Suspended, call stopCv2x before updateConfiguration.

Parameters

in	*configFilePath*	- Path to config file.
in	*cb*	- Callback that is invoked when the send is complete. This may be null.

5.13.1.5 struct telux::cv2x::Cv2xStatus

Encapsulates status of CV2X radio.

Used in Cv2xRadioManager:requestV2xStatus and Cv2xRadioListener.

Data fields

Type	Field	Description
Cv2xStatus-Type	rxStatus	RX status
Cv2xStatus-Type	txStatus	TX status
Cv2xCause-Type	rxCause	RX cause of failure
Cv2xCause-Type	txCause	TX cause of failure
uint8_t	cbrValue	Channel Busy Ratio
bool	cbrValueValid	CBR value is valid

5.13.1.6 struct telux::cv2x::Cv2xPoolStatus

Encapsulates status for single pool.

Used in Cv2xStatusEx.

Data fields

Type	Field	Description
uint8_t	poolId	pool ID
Cv2xStatus	status	status

5.13.1.7 struct telux::cv2x::Cv2xStatusEx

Encapsulates status of CV2X radio and per pool status.

Used in Cv2xRadioManager:requestV2xStatus and Cv2xRadioListener.

Data fields

Type	Field	Description
Cv2xStatus	status	Overall Cv2x status
vector< Cv2x-PoolStatus >	poolStatus	Multi pool status vector
bool	time-Uncertainty-Valid	Time uncertainty value is valid
float	time-Uncertainty	Time uncertainty value in milleseconds

5.13.1.8 struct telux::cv2x::TxPoolIdInfo

Contains minimum and maximum frequency for a given TX pool ID. Multiple TX Pools allow the same radio and overall frequency range to be shared for multiple types of traffic like V2V and V2X. Each pool ID and frequency range corresponds to a certain type of traffic.

Used in Cv2xRadioCapabilities

Data fields

Type	Field	Description
uint8_t	poolId	TX pool ID.
uint16_t	minFreq	Minimum frequency in MHz.
uint16_t	maxFreq	Maximum frequency in MHz.

5.13.1.9 struct telux::cv2x::EventFlowInfo

Contains event flow configuration parameters.

Used in createTxEventFlow

Data fields

Type	Field	Description
bool	autoRetrans-EnabledValid	Set to true if autoRetransEnabled field is specified. If false, the system will use the default setting.
bool	autoRetrans-Enabled	Used to enable automatic-retransmissions.
bool	peakTxPower-Valid	Set to true if peakTxPower is used. If false, the system will use the default setting.
int32_t	peakTxPower	Max Tx power setting in dBm.
bool	mcsIndexValid	Set to true if mcsIndex is used. If false, the system will use its default setting.
uint8_t	mcsIndex	Modulation and Coding Scheme Index to use.
bool	txPoolIdValid	Set to true if txPoolId is used. If false, the system will use its default setting.
uint8_t	txPoolId	Transmission Pool ID.

5.13.1.10 struct telux::cv2x::SpsFlowInfo

Used to request the QoS bandwidth contract, implemented in PC5 3GPP V2X radio as a *Semi Persistent Flow* (SPS).

The underlying radio providing the interface might support periodicities of various granularity in 100ms integer multiples (e.g. 200ms, 300ms).

Used in txSpsCreateAndBindSock and changeSpsFlowInfo

Data fields

Type	Field	Description
Priority	priority	Specifies one of the 3GPP levels of Priority for the traffic that is pre-reserved on the SPS flow. Default is PRIORITY_2. Use getCapabilities() to discover the supported priority levels. : periodicity, Use new periodicityMs instead
Periodicity	periodicity	
uint64_t	periodicityMs	This is the new interface to specify periodicity in milliseconds for SpsFlowInfo. Enum Periodicity is deprecated and will be removed in future release.Bandwidth-reserved periodicity interval in interval in milliseconds. There are limits on which intervals the underlying radio supports. Use getCapabilities() to discover minPeriodicityMultiplierMs and maximumPeriodicityMs.
uint32_t	nbytesReserved	Number of bytes of TX bandwidth that are sent every periodicity interval.
bool	autoRetrans-EnabledValid	Set to true if autoRetransEnabled field is specified. If false, the system will use the default setting.
bool	autoRetrans-Enabled	Used to enable automatic-retransmissions.
bool	peakTxPower-Valid	Set to true if peakTxPower is used. If false, the system will use the default setting.
int32_t	peakTxPower	Max Tx power setting in dBm.

Type	Field	Description
bool	mcsIndexValid	Set to true if mcsIndex is used. If false, the system will use its default setting.
uint8_t	mcsIndex	Modulation and Coding Scheme Index to use.
bool	txPoolIdValid	Set to true if txPoolId is used. If false, the system will use its default setting.
uint8_t	txPoolId	Transmission Pool ID.

5.13.1.11 struct telux::cv2x::Cv2xRadioCapabilities

Contains capabilities of the Cv2xRadio.

Used in requestCapabilities and onCapabilitiesChanged

Data fields

Type	Field	Description
uint32_t	linkIpMtuBytes	Maximum data payload length (in bytes) of a packet supported by the IP Radio interface.
uint32_t	linkNonIpMtu-Bytes	Maximum data payload length (in bytes) of a packet supported by the non-IP Radio interface.
Radio-Concurrency-Mode	maxSupported-Concurrency	Indicates whether this interface supports concurrent WWAN with V2X (PC5).
uint16_t	nonIpTx-PayloadOffset-Bytes	Byte offset in a non-IP Tx packet before the actual payload begins.
uint16_t	nonIpRx-PayloadOffset-Bytes	Byte offset in a non-IP Rx packet before the actual payload begins. : periodicitiesSupported, Use new periodicities instead
bitset< 8 >	periodicities-Supported	
vector< uint64-_t >	periodicities	Specifies the periodicities supported
uint8_t	maxNumAuto-Retransmissions	Least frequent bandwidth periodicity that is supported. Above this value, use event-driven periodic messages of a period larger than this value.
uint8_t	layer2Mac-AddressSize	Size of the L2 MAC address. Different Radio Access Technologies have different-sized L2 MAC addresses: 802.11 has 6 bytes, whereas 3GPP PC5 has only 3 bytes. Because a randomized MAC address comes from an HSM with good pseudo random entropy, higher layers must know how many bytes of the MAC address to generate.
bitset< 8 >	priorities-Supported	Bit set of different priority levels supported by this Cv2xRadio. Refer to Priority
uint16_t	maxNumSps-Flows	Maximum number of supported SPS reservations.
uint16_t	maxNumNon-SpsFlows	Maximum number of supported event flows (non-SPS ports).
int32_t	maxTxPower	Maximum supported transmission power.

Type	Field	Description
int32_t	minTxPower	Minimum supported transmission power.
vector< TxPoolIdInfo >	txPoolIds-Supported	Vector of supported transmission pool IDs.

5.13.1.12 struct telux::cv2x::MacDetails

Contains MAC information that is reported from the actual MAC SPS in the radio. The offsets can periodically change on any given transmission report.

Data fields

Type	Field	Description
uint32_t	periodicityIn-UseNs	Actual transmission interval period (in nanoseconds) scheduled relative to 1PP 0:00.00 time
uint16_t	currently-Reserved-PeriodicBytes	Actual number of bytes currently reserved at the MAC layer. This number can be slightly larger than original request.
uint32_t	txReservation-OffsetNs	Actual offset, from a 1PPS pulse and TX flow periodicity, that the MAC selected and is using for the transmit reservation. If the data goes to the radio with enough time, it can be transmitted on the medium in the next immediately scheduled slot.

5.13.1.13 struct telux::cv2x::SpsSchedulingInfo

Contains SPS packet scheduling information that is reported from the radio.

Used in onSpsSchedulingChanged

Data fields

Type	Field	Description
uint8_t	spsId	SPS ID
uint64_t	utcTime	Absolute UTC start time of next selected grant in nanoseconds.
uint32_t	periodicity	Periodicity of the grant in milliseconds.

5.13.1.14 struct telux::cv2x::TrustedUEInfo

Contains time confidence, position confidence, and propogation delay for a trusted UE.

Used in TrustedUEInfo

Data fields

Type	Field	Description
uint32_t	sourceL2Id	Trusted Source L2 ID
float	time-Uncertainty	Time uncertainty value in milliseconds.

Type	Field	Description
uint16_t	time-Confidence-Level	**Deprecated** Use timeUncertainty Time confidence level. Range from 0 to 127 with 0 being invalid/unavailable and 127 being the most confident.
uint16_t	position-Confidence-Level	Position confidence level. Range from 0 to 127 with 0 being invalid/unavailable and 127 being the most confident.
uint32_t	propagation-Delay	Propagation delay in microseconds.

5.13.1.15 struct telux::cv2x::TrustedUEInfoList

Contains list of malicious UE source L2 IDs. Contains list of trusted UE source L2 IDs and associated confidence values.

Used in updateTrustedUEList

Data fields

Type	Field	Description
bool	maliciousIds-Valid	Malicious remote UE sources are valid.
vector< uint32-_t >	maliciousIds	Malicious remote UE source L2 IDs.
bool	trustedUEs-Valid	Trusted remote UE sources are valid.
vector< TrustedUE-Info >	trustedUEs	Trusted remote UE sources.

5.13.1.16 struct telux::cv2x::IPv6Address

Contains IPv6 address.

Used in DataSessionSettings

Data fields

Type	Field	Description
uint8_t	addr[16]	

5.13.1.17 struct telux::cv2x::DataSessionSettings

Contains packet data session settings.

Used in requestDataSessionSettings

Data fields

Type	Field	Description
bool	mtuValid	Set to true if mtu is valid.
uint32_t	mtu	MTU size.
bool	ipv6AddrValid	Set to true if ipv6 address is valid.
IPv6Address	ipv6Addr	IPv6 address.

5.13.1.18 class telux::cv2x::ICv2xRxSubscription

This class encapsulates a Cv2xRadio Rx Subscription. It contains the Rx socket associated with the subscription from which client applications can read data. This class is referenced in Cv2xRadio::createRxSubscription and Cv2xRadio::closeRxSubscription.

Public member functions

- virtual uint32_t getSubscriptionId () const =0
- virtual TrafficIpType getIpType () const =0
- virtual int getSock () const =0
- virtual struct sockaddr_in6 getSockAddr () const =0
- virtual uint16_t getPortNum () const =0
- virtual std::shared_ptr < std::vector< uint32_t > > getServiceIDList () const =0
- virtual void setServiceIDList (const std::shared_ptr< std::vector< uint32_t >> idList)=0
- virtual ~ICv2xRxSubscription ()

5.13.1.18.1 Constructors and Destructors

5.13.1.18.1.1 virtual telux::cv2x::ICv2xRxSubscription::~ICv2xRxSubscription ( ) [virtual]

5.13.1.18.2 Member Function Documentation

5.13.1.18.2.1 virtual uint32_t telux::cv2x::ICv2xRxSubscription::getSubscriptionId ( ) const [pure virtual]

Accessor for Rx subscription ID

Returns

subscription ID

5.13.1.18.2.2 virtual TrafficIpType telux::cv2x::ICv2xRxSubscription::getIpType ( ) const [pure virtual]

Accessor for IP traffic type

Returns

The Rx subscriptions's IP traffic type (IP or NON-IP)

5.13.1.18.2.3 virtual int telux::cv2x::ICv2xRxSubscription::getSock ( ) const [pure virtual]

Accessor for the socket file descriptor

Returns

The Rx subscriptions's socket fd.

5.13.1.18.2.4 virtual struct sockaddr_in6 telux::cv2x::ICv2xRxSubscription::getSockAddr ( ) const [read], [pure virtual]

Accessor for the socket address description

Returns

The Rx subscriptions's socket address

5.13.1.18.2.5 virtual uint16_t telux::cv2x::ICv2xRxSubscription::getPortNum ( ) const [pure virtual]

Accessor for the subscriptions's port number

Returns

The Rx subscriptions's port num

5.13.1.18.2.6 virtual std::shared_ptr<std::vector<uint32_t> > telux::cv2x::ICv2xRxSubscription::getServiceIDList ( ) const [pure virtual]

Get subscriptions's service ID list

Returns

The Rx subscriptions's service ID list

5.13.1.18.2.7 virtual void telux::cv2x::ICv2xRxSubscription::setServiceIDList (const std::shared_ptr< std::vector< uint32_t >> *idList*) [pure virtual]

Set subscriptions's service ID list

Parameters

in	*idList*	- the subscriptions's service ID list

5.13.1.19 class telux::cv2x::ICv2xTxFlow

This is class encapsulates a Cv2xRadio Tx flows. It contains the Tx socket associated with the flow through which client applications can send data. This class is referenced in Cv2xRadio::createTxSpsFlow, Cv2xRadio::createTxEventFlow, and Cv2xRadio::closeTxFlow

Public member functions

- virtual uint32_t getFlowId () const =0
- virtual TrafficIpType getIpType () const =0
- virtual uint32_t getServiceId () const =0
- virtual int getSock () const =0
- virtual struct sockaddr_in6 getSockAddr () const =0
- virtual uint16_t getPortNum () const =0
- virtual ~ICv2xTxFlow ()

5.13.1.19.1 Constructors and Destructors

5.13.1.19.1.1 virtual telux::cv2x::ICv2xTxFlow::~ICv2xTxFlow ( ) [virtual]

5.13.1.19.2 Member Function Documentation

5.13.1.19.2.1 virtual uint32_t telux::cv2x::ICv2xTxFlow::getFlowId ( ) const [pure virtual]

Accessor for flow ID. The flow ID should be unique within a process but will not be unique between processes.

Returns

flow ID

5.13.1.19.2.2 virtual TrafficIpType telux::cv2x::ICv2xTxFlow::getIpType ( ) const [pure virtual]

Accessor for IP traffic type

Returns

The flow's IP traffic type (IP or NON-IP)

5.13.1.19.2.3 virtual uint32_t telux::cv2x::ICv2xTxFlow::getServiceId ( ) const [pure virtual]

Accessor for service ID

Returns

The flow's Service ID.

5.13.1.19.2.4 virtual int telux::cv2x::ICv2xTxFlow::getSock ( ) const [pure virtual]

Accessor for the socket file descriptor

Returns

The flow's socket fd.

5.13.1.19.2.5 virtual struct sockaddr_in6 telux::cv2x::ICv2xTxFlow::getSockAddr ( ) const [read], [pure virtual]

Accessor for the socket address description

Returns

The flow's socket address

5.13.1.19.2.6 virtual uint16_t telux::cv2x::ICv2xTxFlow::getPortNum ( ) const [pure virtual]

Accessor for the flow's source port number

Returns

The flow's source port num

5.13.2 Enumeration Type Documentation

5.13.2.1 enum telux::cv2x::TrafficCategory

Defines CV2X Traffic Types.

Used in Cv2xRadioManager::getCv2xRadio

Enumerator

SAFETY_TYPE Safety message traffic category
NON_SAFETY_TYPE Non-safety message traffic category

5.13.2.2 enum telux::cv2x::Cv2xStatusType

Defines possible values for CV2X radio RX/TX status.

Used in Cv2xStatus

Enumerator

INACTIVE RX/TX is inactive
ACTIVE RX/TX is active
SUSPENDED RX/TX is suspended
UNKNOWN RX/TX status unknown

5.13.2.3 enum telux::cv2x::Cv2xCauseType

Defines possible values for cause of CV2X radio failure.

Used in Cv2xStatus

Enumerator

TIMING Timing is invalid
CONFIG Config is invalid
UE_MODE UE Mode is invalid
GEOPOLYGON V2x is not supported in current geopolygon
UNKNOWN Cause is unknown

5.13.2.4 enum telux::cv2x::TrafficIpType

Defines CV2X traffic type in terms of IP or NON-IP.

Used in createRxSock, createTxSpsSock, and createTxEventSock

Enumerator

TRAFFIC_IP IP message traffic
TRAFFIC_NON_IP NON-IP message traffic

5.13.2.5 enum telux::cv2x::RadioConcurrencyMode

Defines CV2X modes of concurrency with cellular WWAN.

Used in Cv2xRadioCapabilities

Enumerator

WWAN_NONCONCURRENT No simultaneous WWAN + CV2X on this interface
WWAN_CONCURRENT Interface supports requests for concurrent WWAN + CV2X connections.

5.13.2.6 enum telux::cv2x::Cv2xEvent

Defines CV2X status change events. The state can change in response to the loss of timing precision or a geofencing change.

Used in onStatusChanged in ICv2xRadioListener

Enumerator

CV2X_INACTIVE
CV2X_ACTIVE
TX_SUSPENDED
TXRX_SUSPENDED

5.13.2.7 enum telux::cv2x::Priority

Range of supported priority levels, where a lower number means a higher priority. For example, 8 is the current 3GPP standard.

Used in Cv2xRadioCapabilities and SpsFlowInfo

Enumerator

MOST_URGENT
PRIORITY_1
PRIORITY_2
PRIORITY_3
PRIORITY_4
PRIORITY_5
PRIORITY_6
PRIORITY_BACKGROUND
PRIORITY_UNKNOWN

5.13.2.8 enum telux::cv2x::Periodicity

Range of supported periodicities in milliseconds.

Used in Cv2xRadioCapabilities and SpsFlowInfo

: enum class not going to be supported in future releases. Clients should stop using this. Once a class has been marked as Deprecated, the class could be removed in future releases.

Enumerator

PERIODICITY_10MS
PERIODICITY_20MS
PERIODICITY_50MS
PERIODICITY_100MS
PERIODICITY_UNKNOWN

5.14 Audio

This section contains APIs related to Audio Stream operation.

5.14.1 Data Structure Documentation

5.14.1.1 class telux::audio::AudioFactory

Allows the creation of an IAudioManager instance.

Public member functions

- virtual std::shared_ptr < IAudioManager > getAudioManager ()=0

Static Public Member Functions

- static AudioFactory & getInstance ()

Protected Member Functions

- AudioFactory ()
- virtual ~AudioFactory ()

5.14.1.1.1 Constructors and Destructors

5.14.1.1.1.1 telux::audio::AudioFactory::AudioFactory ( ) [protected]

5.14.1.1.1.2 virtual telux::audio::AudioFactory::~AudioFactory ( ) [protected], [virtual]

5.14.1.1.2 Member Function Documentation

5.14.1.1.2.1 static AudioFactory& telux::audio::AudioFactory::getInstance ( ) [static]

Gets the AudioFactory instance.

5.14.1.1.2.2 virtual std::shared_ptr<IAudioManager> telux::audio::AudioFactory::getAudioManager ( ) [pure virtual]

Gets the IAudioManager instance.

Parameters

in	*callback*	Optional, callback to know the status of the AudioManager initialization

Returns

IAudioManager instance

5.15 Thermal Management

This section contains APIs related to Thermal Management such as read list of thermal zones, cooling devices and binding info.

This section contains APIs related to Thermal Shutdown Management such as set/get thermal auto-shutdown mode, receive notifications on every auto-shutdown update.

5.15.1 Data Structure Documentation

5.15.1.1 class telux::therm::ThermalFactory

ThermalFactory allows creation of thermal manager.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- std::shared_ptr< IThermalManager > getThermalManager ()
- std::shared_ptr < IThermalShutdownManager > getThermalShutdownManager ()

Static Public Member Functions

- static ThermalFactory & getInstance ()

5.15.1.1.1 Member Function Documentation

5.15.1.1.1.1 static ThermalFactory& telux::therm::ThermalFactory::getInstance ( ) [static]

Get Thermal Factory instance.

5.15.1.1.1.2 std::shared_ptr<IThermalManager> telux::therm::ThermalFactory::getThermalManager ( )

Get thermal manager instance to get list of thermal zones (sensors) and cooling devices supported by the device

Returns

Pointer of IThermalManager object.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.1.1.3 std::shared_ptr<IThermalShutdownManager> telux::therm::ThermalFactory::getThermalShutdownManager ( )

Get thermal shutdown manager instance to control automatic thermal shutdown and get relevant notifications

Returns

Pointer of IThermalShutdownManager object.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.2 struct telux::therm::BoundCoolingDevice

Defines the trip points to which cooling device is bound.

Data fields

Type	Field	Description
int	coolingDeviceId	Cooling device Id associated with trip points
vector< shared_ptr< IThripPoint > >	bindingInfo	List of trippoints bound to the cooling device

5.15.1.3 class telux::therm::IThermalManager

IThermalManager provides interface to get thermal zone and cooling device information.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual std::vector < std::shared_ptr < IThermalZone > > getThermalZones ()=0
- virtual std::vector < std::shared_ptr < ICoolingDevice > > getCoolingDevices ()=0
- virtual std::shared_ptr < IThermalZone > getThermalZone (int thermalZoneId)=0
- virtual std::shared_ptr < ICoolingDevice > getCoolingDevice (int coolingDeviceId)=0
- virtual ~IThermalManager ()

5.15.1.3.1 Constructors and Destructors

5.15.1.3.1.1 virtual telux::therm::IThermalManager::~IThermalManager ( ) [virtual]

Destructor of IThermalManager

5.15.1.3.2 Member Function Documentation

5.15.1.3.2.1 virtual std::vector<std::shared_ptr<IThermalZone> > telux::therm::IThermalManager::getThermalZones ( ) [pure virtual]

Retrieves the list of thermal zone info like type, temperature and trip points.

Returns

List of thermal zones.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.3.2.2 virtual std::vector<std::shared_ptr<ICoolingDevice> > telux::therm::IThermalManager::getCoolingDevices ( ) [pure virtual]

Retrieves the list of thermal cooling device info like type, maximum throttle state and currently requested throttle state.

Returns

List of cooling devices.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.3.2.3 virtual std::shared_ptr<IThermalZone> telux::therm::IThermalManager::getThermalZone (int *thermalZoneId*) [pure virtual]

Retrieves the thermal zone details like temperature, type and trip point info for the given thermal zone identifier.

Parameters

in	*thermalZoneId*	Thermal zone identifier

Returns

Pointer to thermal zone.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.3.2.4 virtual std::shared_ptr<ICoolingDevice> telux::therm::IThermalManager::getCoolingDevice (int *coolingDeviceId*) [pure virtual]

Retrieves the cooling device details like type of the device, maximum cooling level and current cooling level for the given cooling device identifier.

Parameters

in	*coolingDeviceId*	Cooling device identifier

Returns

Pointer to cooling device.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.4 class telux::therm::ITripPoint

ITripPoint provides interface to get trip point type, trip point temperature and hysteresis value for that trip point.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual TripType getType ()=0
- virtual int getThresholdTemp ()=0
- virtual int getHysteresis ()=0
- virtual ~ITripPoint ()

5.15.1.4.1 Constructors and Destructors

5.15.1.4.1.1 virtual telux::therm::ITripPoint::~ITripPoint ( ) [virtual]

Destructor of ITripPoint

5.15.1.4.2 Member Function Documentation

5.15.1.4.2.1 virtual TripType telux::therm::ITripPoint::getType ( ) [pure virtual]

Retrieves trip point type.

Returns

Type of trip point if available else return UNKNOWN.

- TripType

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.4.2.2 virtual int telux::therm::ITripPoint::getThresholdTemp ( ) [pure virtual]

Retrieves the temperature above which certain trip point will be fired.

- Units: MilliDegree Celsius

Returns

Threshold temperature

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.4.2.3 virtual int telux::therm::ITripPoint::getHysteresis ( ) [pure virtual]

Retrieves hysteresis value that is the difference between current temperature of the device and the temperature above which certain trip point will be fired. Units: MilliDegree Celsius

Returns

Hysteresis value

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.5 class telux::therm::IThermalZone

IThermalZone provides interface to get type of the sensor, the current temperature reading, trip points and the cooling devices binded etc.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual int getId ()=0
- virtual std::string getDescription ()=0
- virtual int getCurrentTemp ()=0
- virtual int getPassiveTemp ()=0
- virtual std::vector
  < std::shared_ptr< ITripPoint > > getTripPoints ()=0
- virtual std::vector
  < BoundCoolingDevice > getBoundCoolingDevices ()=0
- virtual ~IThermalZone ()

5.15.1.5.1 Constructors and Destructors

5.15.1.5.1.1 virtual telux::therm::IThermalZone::~IThermalZone ( ) [virtual]

Destructor of IThermalZone

5.15.1.5.2 Member Function Documentation

5.15.1.5.2.1 virtual int telux::therm::IThermalZone::getId ( ) [pure virtual]

Retrieves the identifier for thermal zone.

Returns

Identifier for thermal zone

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.5.2.2 virtual std::string telux::therm::IThermalZone::getDescription ( ) [pure virtual]

Retrieves the type of sensor.

Returns

Sensor type

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.5.2.3 virtual int telux::therm::IThermalZone::getCurrentTemp ( ) [pure virtual]

Retrieves the current temperature of the device. Units: MilliDegree Celsius

Returns

Current temperature

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.5.2.4 virtual int telux::therm::IThermalZone::getPassiveTemp ( ) [pure virtual]

Retrieves the temperature of passive trip point for the zone. Default value is 0. Valid values: 0 (disabled) or greater than 1000 (enabled), Units: MilliDegree Celsius

Returns

Temperature of passive trip point

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.5.2.5 virtual std::vector<std::shared_ptr<ITripPoint> > telux::therm::IThermalZone::getTripPoints ( ) [pure virtual]

Retrieves trip point information like trip type, trip temperature and hysteresis.

Returns

Trip point info list

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.5.2.6 virtual std::vector<BoundCoolingDevice> telux::therm::IThermalZone::getBoundCoolingDevices ( ) [pure virtual]

Retrieves the list of cooling device and the associated trip points bound to cooling device in given thermal zone.

Returns

List of bound cooling device for the given thermal zone.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.6 class telux::therm::ICoolingDevice

ICoolingDevice provides interface to get type of the cooling device, the maximum throttle state and the currently requested throttle state of the cooling device.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual int getId ()=0
- virtual std::string getDescription ()=0
- virtual int getMaxCoolingLevel ()=0
- virtual int getCurrentCoolingLevel ()=0
- virtual ~ICoolingDevice ()

5.15.1.6.1 Constructors and Destructors

5.15.1.6.1.1 virtual telux::therm::ICoolingDevice::~ICoolingDevice ( ) [virtual]

Destructor of ICoolingDevice

5.15.1.6.2 Member Function Documentation

5.15.1.6.2.1 virtual int telux::therm::ICoolingDevice::getId ( ) [pure virtual]

Retrieves the identifier of the thermal cooling device.

Returns

Cooling device identifier

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.6.2.2 virtual std::string telux::therm::ICoolingDevice::getDescription ( ) [pure virtual]

Retrieves the type of the cooling device.

Returns

Cooling device type

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.6.2.3 virtual int telux::therm::ICoolingDevice::getMaxCoolingLevel ( ) [pure virtual]

Retrieves the maximum cooling level of the cooling device.

Returns

Maximum cooling level of the thermal cooling device

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.6.2.4 virtual int telux::therm::ICoolingDevice::getCurrentCoolingLevel ( ) [pure virtual]

Retrieves the current cooling level of the cooling device. This value can be between 0 and max cooling level. Max cooling level is different for different cooling devices like fan, processor etc.

Returns

Current cooling level of the thermal cooling device

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.15.1.7 class telux::therm::IThermalShutdownListener

Listener class for getting notifications when automatic thermal shutdown mode is enabled/ disabled or will be enabled imminently. The client needs to implement these methods as briefly as possible and avoid blocking calls in it. The methods in this class can be invoked from multiple different threads. Client needs to make sure that the implementation is thread-safe.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onShutdownEnabled ()
- virtual void onShutdownDisabled ()
- virtual void onImminentShutdownEnablement (uint32_t imminentDuration)
- virtual ~IThermalShutdownListener ()

5.15.1.7.1 Constructors and Destructors

5.15.1.7.1.1 virtual telux::therm::IThermalShutdownListener::~IThermalShutdownListener ( ) [virtual]

Destructor of IThermalShutdownListener

5.15.1.7.2 Member Function Documentation

5.15.1.7.2.1 virtual void telux::therm::IThermalShutdownListener::onShutdownEnabled ( ) [virtual]

This function is called when the automatic shutdown mode changes to ENABLE

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.7.2.2 virtual void telux::therm::IThermalShutdownListener::onShutdownDisabled ( ) [virtual]

This function is called when the automatic shutdown mode changes to DISABLE

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.7.2.3 virtual void telux::therm::IThermalShutdownListener::onImminentShutdownEnablement (uint32_t *imminentDuration*) [virtual]

This function is called when the automatic shutdown mode is about to change to ENABLE. Clients that want to keep the shutdown mode disabled, needs to set it accordingly with in the imminentDuration time. If disabled successfully within imminentDuration time, the system timer for auto-enablement will be reset.

Parameters

in	*imminentDuration*	Time elapsed(in seconds) for the shutdown mode to be enabled

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.8 class telux::therm::IThermalShutdownManager

IThermalShutdownManager class provides interface to enable/disable automatic thermal shutdown. Additionally it facilitates to register for notifications when the automatic shutdown mode changes.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- virtual bool isReady ()=0
- virtual std::future< bool > onReady ()=0
- virtual telux::common::Status registerListener (std::weak_ptr< IThermalShutdownListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IThermalShutdownListener > listener)=0
- virtual telux::common::Status setAutoShutdownMode (AutoShutdownMode mode, telux::common::ResponseCallback callback=nullptr, uint32_t timeout=DEFAULT_TIMEOUT)=0
- virtual telux::common::Status getAutoShutdownMode (GetAutoShutdownModeResponseCb callback)=0
- virtual ~IThermalShutdownManager ()

5.15.1.8.1 Constructors and Destructors

5.15.1.8.1.1 virtual telux::therm::IThermalShutdownManager::~IThermalShutdownManager ( ) [virtual]

Destructor of IThermalShutdownManager

5.15.1.8.2 Member Function Documentation

5.15.1.8.2.1 virtual bool telux::therm::IThermalShutdownManager::isReady ( ) [pure virtual]

Checks the status of thermal shutdown management service and if the other APIs are ready for use and returns the result.

Returns

True if the services are ready otherwise false.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.8.2.2 virtual std::future<bool> telux::therm::IThermalShutdownManager::onReady ( ) [pure virtual]

Wait for thermal shutdown management service to be ready.

Returns

A future that caller can wait on to be notified when thermal shutdown management service is ready.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.8.2.3 virtual telux::common::Status telux::therm::IThermalShutdownManager::registerListener (std::weak_ptr< IThermalShutdownListener > *listener*) [pure virtual]

Register a listener for updates on automatic shutdown mode changes

Parameters

in	*listener*	Pointer of IThermalShutdownListener object that processes the notification

Returns

Status of registerListener i.e success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.8.2.4 virtual telux::common::Status telux::therm::IThermalShutdownManager::deregisterListener (std::weak_ptr< IThermalShutdownListener > *listener*) [pure virtual]

Remove a previously registered listener.

Parameters

in	*listener*	Previously registered IThermalShutdownListener that needs to be removed

Returns

Status of deregisterListener, success or suitable status code

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.8.2.5 virtual telux::common::Status telux::therm::IThermalShutdownManager::setAutoShutdownMode (AutoShutdownMode *mode*, telux::common::ResponseCallback *callback* = *nullptr*, uint32_t *timeout* = DEFAULT_TIMEOUT) [pure virtual]

Set automatic thermal shutdown mode. When set to DISABLE mode successfully, it remains in DISABLE mode briefly and automatically changes to ENABLE mode after notifying the clients.

Parameters

in	*mode*	desired AutoShutdownMode to be set
in	*callback*	Optional callback to get the response of the command
in	*timeout*	Optional timeout(in seconds) for which auto-shutdown remains disabled.

Returns

Status of setAutoShutdownMode i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.1.8.2.6 virtual telux::common::Status telux::therm::IThermalShutdownManager::getAutoShutdownMode (GetAutoShutdownModeResponseCb *callback*) [pure virtual]

Get automatic thermal shutdown mode.

Parameters

in	*callback*	GetAutoShutdownModeResponseCb to get response of the request

Returns

Status of getAutoShutdownMode i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.15.2 Enumeration Type Documentation

5.15.2.1 enum telux::therm::AutoShutdownMode

Defines the status of automatic thermal shutdown

Enumerator

UNKNOWN Automatic thermal shutdown status is unknown
ENABLE Automatic thermal shutdown is enabled
DISABLE Automatic thermal shutdown is disabled

5.15.2.2 enum telux::therm::TripType

Defines the type of trip points, it can be one of the values for ACPI (Advanced Configuration and Power Interface) thermal zone

Enumerator

UNKNOWN Trip type is unknown
CRITICAL Trip point at which system shuts down
HOT Trip point to notify emergency
PASSIVE Trip point at which kernel lowers the CPU's frequency and throttle the processor down
ACTIVE Trip point at which processor fan turns on

CONFIGURABLE_HIGH Triggering threshold at which mitigation starts. This type is added to support legacy targets

CONFIGURABLE_LOW Clearing threshold at which mitigation stops. This type is added to support legacy targets

5.15.3 Variable Documentation

5.15.3.1 const uint32_t telux::therm::DEFAULT_TIMEOUT = 30

Default time out (in seconds) for thermal auto-shutdown service to re-enable thermal auto-shutdown.

5.16 TCU Activity Manager

This section contains APIs related to TCU activity state management.

5.16.1 Data Structure Documentation

5.16.1.1 class telux::power::PowerFactory

PowerFactory allows creation of TCU-activity manager instance.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- std::shared_ptr < ITcuActivityManager > getTcuActivityManager ()
- ~PowerFactory ()

Static Public Member Functions

- static PowerFactory & getInstance ()

5.16.1.1.1 Constructors and Destructors

5.16.1.1.1.1 telux::power::PowerFactory::~PowerFactory ( )

5.16.1.1.2 Member Function Documentation

5.16.1.1.2.1 static PowerFactory& telux::power::PowerFactory::getInstance ( ) [static]

API to get the factory instance for TCU-activity management

5.16.1.1.2.2 std::shared_ptr<ITcuActivityManager> telux::power::PowerFactory::getTcuActivityManager ( )

API to get the TCU-activity Manager instance

Returns

Pointer of ITcuActivityManager object.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.2 class telux::power::ITcuActivityListener

Listener class for getting notifications related to TCU-activity state and also the updates related to TCU-activity service status. The client needs to implement these methods as briefly as possible and avoid blocking calls in it. The methods in this class can be invoked from multiple different threads. Client needs to make sure that the implementation is thread-safe.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onTcuActivityStateUpdate (TcuActivityState state)
- virtual ~ITcuActivityListener ()

5.16.1.2.1 Constructors and Destructors

5.16.1.2.1.1 virtual telux::power::ITcuActivityListener::~ITcuActivityListener ( ) [virtual]

Destructor of ITcuActivityListener

5.16.1.2.2 Member Function Documentation

5.16.1.2.2.1 virtual void telux::power::ITcuActivityListener::onTcuActivityStateUpdate (TcuActivityState *state*) [virtual]

This function is called when the TCU-activity state is going to change.

Parameters

in	*state*	TCU-activity state that system is about to enter

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3 class telux::power::ITcuActivityManager

ITcuActivityManager provides interface to register and de-register listeners (to get TCU-activity state updates). And also API to initiate TCU-activity state transition.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- virtual bool isReady ()=0
- virtual std::future< bool > onReady ()=0
- virtual telux::common::Status registerListener (std::weak_ptr< ITcuActivityListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< ITcuActivityListener > listener)=0
- virtual telux::common::Status registerServiceStateListener (std::weak_ptr< telux::common::IServiceStatusListener > listener)=0
- virtual telux::common::Status deregisterServiceStateListener (std::weak_ptr< telux::common::IServiceStatusListener > listener)=0
- virtual telux::common::Status setActivityState (TcuActivityState state,

telux::common::ResponseCallback callback=nullptr)=0

- virtual TcuActivityState getActivityState ()=0
- virtual telux::common::Status sendActivityStateAck (TcuActivityStateAck ack)=0
- virtual ~ITcuActivityManager ()

5.16.1.3.1 Constructors and Destructors

5.16.1.3.1.1 virtual telux::power::ITcuActivityManager::~ITcuActivityManager ( ) [virtual]

Destructor of ITcuActivityManager

5.16.1.3.2 Member Function Documentation

5.16.1.3.2.1 virtual bool telux::power::ITcuActivityManager::isReady ( ) [pure virtual]

Checks the status of TCU-activity services and if the other APIs are ready for use, and returns the result.

Returns

True if the services are ready otherwise false.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.2 virtual std::future<bool> telux::power::ITcuActivityManager::onReady ( ) [pure virtual]

Wait for TCU-activity services to be ready.

Returns

A future that caller can wait on to be notified when TCU-activity services are ready.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.3 virtual telux::common::Status telux::power::ITcuActivityManager::registerListener (std::weak_ptr< ITcuActivityListener > *listener*) [pure virtual]

Register a listener for updates on TCU-activity state changes.

Parameters

in	*listener*	Pointer of ITcuActivityListener object that processes the notification

Returns

Status of registerListener i.e success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.4 virtual telux::common::Status telux::power::ITcuActivityManager::deregisterListener (std::weak_ptr< ITcuActivityListener > *listener*) [pure virtual]

Remove a previously registered listener.

Parameters

in	*listener*	Previously registered ITcuActivityListener that needs to be removed

Returns

Status of deregisterListener, success or suitable status code

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.5 virtual telux::common::Status telux::power::ITcuActivityManager::registerServiceStateListener (std::weak_ptr< telux::common::IServiceStatusListener > *listener*) [pure virtual]

Register a listener for updates on TCU-activity management service status.

Parameters

in	*listener*	Pointer of IServiceStatusListener object that processes the notification

Returns

Status of registerServiceStateListener i.e success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.6 virtual telux::common::Status telux::power::ITcuActivityManager::deregisterServiceStateListener (std::weak_ptr< telux::common::IServiceStatusListener > *listener*) [pure virtual]

Remove a previously registered listener for service status updates.

Parameters

in	*listener*	Previously registered IServiceStatusListener that needs to be removed

Returns

Status of deregisterServiceStateListener, success or suitable status code

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.7 virtual telux::common::Status telux::power::ITcuActivityManager::setActivityState (TcuActivityState *state,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Initiate a TCU-activity state transition.

This API needs to be used cautiously, as it could change the power-state of the system and may affect other processes.

Parameters

in	*state*	TCU-activity state that the System is intended to enter
in	*callback*	Optional callback to get the response for the TCU-activity state transition command

Returns

Status of setActivityState i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.8 virtual TcuActivityState telux::power::ITcuActivityManager::getActivityState ( ) [pure virtual]

Get the current TCU-activity state.

Returns

TcuActivityState

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.1.3.2.9 virtual telux::common::Status telux::power::ITcuActivityManager::sendActivityStateAck (TcuActivityStateAck *ack*) [pure virtual]

API to send the acknowledgement, after processing a TCU-activity state notification. This indicates that the client is prepared for state transition.Only one acknowledgement is expected from a single client process(may have multiple listeners).

Parameters

in	*ack*	Acknowledgement for a TCU-activity state notification.

Returns

Status of sendActivityStateAck i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.16.2 Enumeration Type Documentation

5.16.2.1 enum telux::power::TcuActivityState

Defines the supported TCU-activity states that the listeners will be notified about.

Enumerator

UNKNOWN To indicate that system state information is not available
SUSPEND System is going to SUSPEND state
RESUME System is going to RESUME state
SHUTDOWN System is going to SHUTDOWN

5.16.2.2 enum telux::power::TcuActivityStateAck

Defines the acknowledgements to TCU-activity states.The client process sends this after processing the TcuActivityState notification, indicating that it is prepared for state transition

Acknowledgement for TcuActivityState::RESUME is not required, as the state transition has already happened.

Enumerator

SUSPEND_ACK processed TcuActivityState::SUSPEND notification
SHUTDOWN_ACK processed TcuActivityState::SHUTDOWN notification

5.17 Remote SIM Provisioning

This section contains APIs related to Remote SIM provisioning.

5.17.1 Data Structure Documentation

5.17.1.1 struct telux::rsp::CustomHeader

∗Header information to be sent along with HTTP post request.

Data fields

Type	Field	Description
string	name	Header name
string	value	Header value

5.17.1.2 class telux::rsp::IHttpTransactionListener

The interface listens for indication to perform HTTP request and send back the response for HTTP request to modem.

```
The methods in the listener can be invoked from multiple threads.
It is client's responsibility to make sure the implementation is thread safe.
```

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onNewHttpRequest (int slotId, const std::string &url, int tokenId, const std::vector< CustomHeader > &headers, const std::string &reqPayload)
- virtual ∼IHttpTransactionListener ()

5.17.1.2.1 Constructors and Destructors

5.17.1.2.1.1 virtual telux::rsp::IHttpTransactionListener::∼IHttpTransactionListener ( ) [virtual]

Destructor of IHttpTransactionListener

5.17.1.2.2 Member Function Documentation

5.17.1.2.2.1 virtual void telux::rsp::IHttpTransactionListener::onNewHttpRequest (int *slotId,* const std::string & *url,* int *tokenId,* const std::vector< CustomHeader > & *headers,* const std::string & *reqPayload*) [virtual]

An application handling this indication should perform the HTTP request and call the IHttpTransactionManager::sendHttpTransactionReq to provide the result of the HTTP transaction.

Parameters

in	*slotId*	Slot identifier corresponding to the card.
in	*url*	URL to sent HTTP post request.
in	*tokenId*	Token identifier.

in	*headers*	Header information to be sent along with HTTP post request.
in	*reqPayload*	Request payload.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.3 class telux::rsp::IHttpTransactionManager

IHttpTransactionManager is the interface to service HTTP related requests from the modem, for Sim profile update related operations.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status sendHttpTransactionResult (uint32_t token, HttpResult result, const std::vector< CustomHeader > &headers, const std::vector< uint8_t > &response, common::ResponseCallback callback=nullptr, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IHttpTransactionListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IHttpTransactionListener > listener)=0
- virtual ~IHttpTransactionManager ()

5.17.1.3.1 Constructors and Destructors

5.17.1.3.1.1 virtual telux::rsp::IHttpTransactionManager::~IHttpTransactionManager ( ) [virtual]

Destructor for IHttpTransactionManager

5.17.1.3.2 Member Function Documentation

5.17.1.3.2.1 virtual bool telux::rsp::IHttpTransactionManager::isSubsystemReady ( ) [pure virtual]

Checks if the eUICC subsystem is ready.

Returns

True if EuiccManager is ready for service, otherwise returns false.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.3.2.2 virtual std::future<bool> telux::rsp::IHttpTransactionManager::onSubsystemReady ( ) [pure virtual]

Wait for eUICC subsystem to be ready.

Returns

A future that caller can wait on to be notified when card manager is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.3.2.3 virtual telux::common::Status telux::rsp::IHttpTransactionManager::sendHttpTransaction-Result (uint32_t *token*, HttpResult *result*, const std::vector< CustomHeader > & *headers*, const std::vector< uint8_t > & *response*, common::ResponseCallback *callback* = *nullptr*, int *slotId* = *DEFAULT_SLOT_ID*) [pure virtual]

Send the result of HTTP Post request transaction to modem.

Parameters

in	*token*	Token identifier for request and response pair.
in	*result*	HTTP transaction request result.
in	*headers*	Custom Headers in HTTP Response.
in	*response*	HTTP response payload.
in	*callback*	Callback function to get the result of send HTTP transaction request.
in	*slotId*	Slot identifier corresponding to the card.

Returns

Status of send HTTP transaction request i.e. success or suitable error code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.3.2.4 virtual telux::common::Status telux::rsp::IHttpTransactionManager::registerListener (std::weak_ptr< IHttpTransactionListener > *listener*) [pure virtual]

Register a listener for specific events like perform HTTP Post request.

in	*listener*	Pointer of IHttpTransactionListener object that processes the notification.

Returns

Status of registerHttpListener success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.3.2.5 virtual telux::common::Status telux::rsp::IHttpTransactionManager::deregisterListener (std::weak_ptr< IHttpTransactionListener > *listener*) [pure virtual]

De-register the listener.

Parameters

in	*listener*	Pointer of IHttpTransactionListener object that needs to be removed.

Returns

Status of deregisterHttpListener success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4 class telux::rsp::SimProfile

SimProfile class represents single eUICC profile on the card.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- SimProfile (int profileId, const std::string &iccid, bool isActive, const std::string &nickName, const std::string &spn, const std::string &name, IconType iconType, std::vector< uint8_t > icon, ProfileClass profileClass, PolicyRuleMask policyRuleMask)
- int getSlotId ()
- int getProfileId ()
- const std::string & getIccid ()
- bool isActive ()
- const std::string & getNickName ()

- const std::string & getSPN ()
- const std::string & getName ()
- IconType getIconType ()
- std::vector< uint8_t > getIcon ()
- ProfileClass getClass ()
- PolicyRuleMask getPolicyRule ()
- std::string toString ()

5.17.1.4.1 Constructors and Destructors

5.17.1.4.1.1 telux::rsp::SimProfile::SimProfile (int *profileId,* const std::string & *iccid,* bool *isActive,* const std::string & *nickName,* const std::string & *spn,* const std::string & *name,* IconType *iconType,* std::vector< uint8_t > *icon,* ProfileClass *profileClass,* PolicyRuleMask *policyRuleMask*)

5.17.1.4.2 Member Function Documentation

5.17.1.4.2.1 int telux::rsp::SimProfile::getSlotId ( )

Get slot id associated for this profile

Returns

SlotId

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.4.2.2 int telux::rsp::SimProfile::getProfileId ( )

Get profile identifier.

Returns

unique identifier for the profile

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.3 const std::string& telux::rsp::SimProfile::getIccid ( )

Get profile ICCID.

Returns

profile ICCID coded as in EF-ICCID

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.4 bool telux::rsp::SimProfile::isActive ( )

Indicates the profile state whether active or not.

Returns

true if profile is Active

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.5 const std::string& telux::rsp::SimProfile::getNickName ( )

Get profile nick name.

Returns

profile nick name

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.6 const std::string& telux::rsp::SimProfile::getSPN ( )

Get profile service provider name.

Returns

profile service provider name.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.7 const std::string& telux::rsp::SimProfile::getName ( )

Get profile name.

Returns

profile name

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.8 IconType telux::rsp::SimProfile::getIconType ( )

Get profile icon type.

Returns

profile icon type

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.9 std::vector<uint8_t> telux::rsp::SimProfile::getIcon ( )

Get profile icon content.

Returns

profile icon content

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.10 ProfileClass telux::rsp::SimProfile::getClass ( )

Get profile class.

Returns

profile class

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.11 PolicyRuleMask telux::rsp::SimProfile::getPolicyRule ( )

Get profile policy rules.

Returns

mask of profile policy rules

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.4.2.12 std::string telux::rsp::SimProfile::toString ( )

Get the text related informative representation of this object.

Returns

String containing informative string.

5.17.1.5 class telux::rsp::SimProfileFactory

SimProfileFactory is the central factory to create all eUICC manager class instances.

Public member functions

- std::shared_ptr < ISimProfileManager > getSimProfileManager ()
- std::shared_ptr < IHttpTransactionManager > getHttpTransactionManager ()

Static Public Member Functions

- static SimProfileFactory & getInstance ()

5.17.1.5.1 Member Function Documentation

5.17.1.5.1.1 static SimProfileFactory& telux::rsp::SimProfileFactory::getInstance ( ) [static]

Get SIM Profile Factory instance.

5.17.1.5.1.2 std::shared_ptr<ISimProfileManager> telux::rsp::SimProfileFactory::getSimProfileManager ( )

Get SimProfileManager. SimProfileManager is a primary interface for remote eUICC(eSIM) provisioning and local profile assistance.

Returns

instance of ISimProfileManager

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.5.1.3 std::shared_ptr<IHttpTransactionManager> telux::rsp::SimProfileFactory::getHttpTransactionManager ( )

Get HttpTransactionManager. HttpTransactionManager is a primary interface for sending the response for HTTP post request to modem and listen for indication for HTTP post request to download the profile.

Returns

instance of IHttpTransactionManager

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.6 class telux::rsp::ISimProfileListener

The interface listens for profile download indication and keep track of download and install progress of profile.

```
The methods in the listener can be invoked from multiple threads.
It is client's responsibility to make sure the implementation is thread safe.
```

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onAddProfileUpdate (int slotId, bool userConsentRequired, DownloadStatus status, uint8_t percentage, DownloadErrorCause cause, PolicyRuleMask mask)
- virtual ~ISimProfileListener ()

5.17.1.6.1 Constructors and Destructors

5.17.1.6.1.1 virtual telux::rsp::ISimProfileListener::~ISimProfileListener ( ) [virtual]

Destructor of ISimProfileListener

5.17.1.6.2 Member Function Documentation

5.17.1.6.2.1 virtual void telux::rsp::ISimProfileListener::onAddProfileUpdate (int *slotId,* bool *userConsentRequired,* DownloadStatus *status,* uint8_t *percentage,* DownloadErrorCause *cause,* PolicyRuleMask *mask*) [virtual]

This function is called when indication about status of profile download and installation comes.

Parameters

in	*slotId*	Slot on which profile get downloaded and installed.
in	*userConsent-Required*	User consent required or not.
in	*status*	ProfileDownloadStatus.

in	*percentage*	Download and installation percentage.
in	*cause*	ProfileDownloadErrorCause.
in	*mask*	PprMask (Profile policy rules Mask)

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.7 class telux::rsp::ISimProfileManager

ISimProfileManager is a primary interface for remote eUICCs (eSIMs or embedded SIMs) provisioning.This interface provides APIs to add, delete, set profile on the eUICC.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status addProfile (const std::string &activationCode, common::ResponseCallback callback=nullptr, const std::string &confirmationCode="", bool userConsentSupported=false, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status deleteProfile (int profileId, common::ResponseCallback callback=nullptr, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status setProfile (int profileId, bool enable, common::ResponseCallback callback=nullptr, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status updateNickName (int profileId, const std::string &nickName, common::ResponseCallback callback=nullptr, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status requestProfileList (ProfileListResponseCb=nullptr, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status registerListener (std::weak_ptr< ISimProfileListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< ISimProfileListener > listener)=0
- virtual ~ISimProfileManager ()

5.17.1.7.1 Constructors and Destructors

5.17.1.7.1.1 virtual telux::rsp::ISimProfileManager::~ISimProfileManager ( ) [virtual]

Destructor for ISimProfileManager

5.17.1.7.2 Member Function Documentation

5.17.1.7.2.1 virtual bool telux::rsp::ISimProfileManager::isSubsystemReady ( ) [pure virtual]

Checks if the eUICC subsystem is ready.

Returns

True if ISimProfileManager is ready for service, otherwise returns false.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.7.2.2 virtual std::future<bool> telux::rsp::ISimProfileManager::onSubsystemReady ( ) [pure virtual]

Wait for eUICC subsystem to be ready.

Returns

A future that caller can wait on to be notified when card manager is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.7.2.3 virtual telux::common::Status telux::rsp::ISimProfileManager::addProfile (const std::string & *activationCode*, common::ResponseCallback *callback* = `nullptr`, const std::string & *confirmationCode* = `""`, bool *userConsentSupported* = `false`, int *slotId* = `DEFAULT_SLOT_ID`) [pure virtual]

Add new profile to eUICC card and download and install the profile on eUICC.

Parameters

in	*activationCode*	Activation code.
in	*callback*	Callback function to get the result of add profile.
in	*confirmationCode*	Optional confirmation code required for downloading the profile.
in	*userConsent-Supported*	Optional User consent supported or not.
in	*slotId*	Slot identifier corresponding to the card.

Returns

Status of add profile i.e. success or suitable error code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.7.2.4 virtual telux::common::Status telux::rsp::ISimProfileManager::deleteProfile (int *profileId,* common::ResponseCallback *callback = nullptr,* int *slotId = DEFAULT_SLOT_ID*) [pure virtual]

Delete profile from eUICC card.

Parameters

in	*profileId*	Profile identifier
in	*callback*	Callback function to get the result of delete profile.
in	*slotId*	Slot identifier corresponding to the card.

Returns

Status of delete profile i.e. success or suitable error code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.7.2.5 virtual telux::common::Status telux::rsp::ISimProfileManager::setProfile (int *profileId,* bool *enable,* common::ResponseCallback *callback = nullptr,* int *slotId = DEFAULT_SLOT_ID*) [pure virtual]

Enable or disable profile which allows to switch to other profile on eUICC card.

Parameters

in	*profileId*	Profile identifier.
in	*enable*	Indicates whether a profile must be enabled or disabled. true - Enable and false - Disable.
in	*callback*	Callback function to get the result of set profile.
in	*slotId*	Slot identifier corresponding to the card.

Returns

Status of set profile i.e. success or suitable error code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.7.2.6 virtual telux::common::Status telux::rsp::ISimProfileManager::updateNickName (int *profileId,* const std::string & *nickName,* common::ResponseCallback *callback = nullptr,* int *slotId = DEFAULT_SLOT_ID*) [pure virtual]

Update nick name of the profile

in	*profileId*	Profile identifier
in	*nickName*	New nick name for profile.
in	*callback*	Callback function to get the result of update nickname.
in	*slotId*	Slot identifier corresponding to the card.

Returns

Status of update nick name i.e. success or suitable error code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.7.2.7 virtual telux::common::Status telux::rsp::ISimProfileManager::requestProfileList (ProfileListResponseCb *= nullptr,* int *slotId = DEFAULT_SLOT_ID*) [pure virtual]

Request list of profiles supported by the eUICC card.

Parameters

in	*callback*	Callback function to get the result of request profile list.
in	*slotId*	Slot identifier corresponding to the card.

Returns

Status of request profile list i.e. success or suitable error code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.17.1.7.2.8 virtual telux::common::Status telux::rsp::ISimProfileManager::registerListener (std::weak_ptr< ISimProfileListener > *listener*) [pure virtual]

Register a listener to listen for status of specific events like download and installation of profile on eUICC.

Parameters

in	*listener*	Pointer of ISimProfileListener object that processes the notification.

Returns

Status of registerListener success or suitable status code

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.1.7.2.9 virtual telux::common::Status telux::rsp::ISimProfileManager::deregisterListener (std::weak_ptr< ISimProfileListener > *listener*) [pure virtual]

De-register the listener.

Parameters

in	*listener*	Pointer of ISimProfileListener object that needs to be removed

Returns

Status of deregisterListener success or suitable status code

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.17.2 Enumeration Type Documentation

5.17.2.1 enum telux::rsp::HttpResult

Defines the HTTP request result.

Enumerator

TRANSACTION_SUCCESSFUL HTTP request successful
UNKNOWN_ERROR Unknown error
HTTP_SERVER_ERROR Server error
HTTP_TLS_ERROR TLS error
HTTP_NETWORK_ERROR Network error

5.17.2.2 enum telux::rsp::ProfileType

Indicates profile type of card

Enumerator

UNKNOWN
REGULAR Regular profile
EMERGENCY Emergency profile

5.17.2.3 enum telux::rsp::IconType

Indicates profile icon type.

Enumerator

NONE No icon information
JPEG JPEG icon
PNG PNG icon

5.17.2.4 enum telux::rsp::ProfileClass

Indicates profile class.

Enumerator

UNKNOWN No info about profile class
TEST Test profile
PROVISIONING Provisioning profile
OPERATIONAL Operational profile

5.17.2.5 enum telux::rsp::DownloadStatus

Indicates profile download status.

Enumerator

DOWNLOAD_ERROR Profile download error
DOWNLOAD_IN_PROGRESS Profile download in progress with download percentage
DOWNLOAD_COMPLETE_INSTALLATION_IN_PROGRESS Profile download is complete and installation is in progress
INSTALLATION_COMPLETE Profile installation is complete
USER_CONSENT_REQUIRED `User consent is required for proceeding` with download/installation of profile

5.17.2.6 enum telux::rsp::DownloadErrorCause

Indicates profile download error cause.

Enumerator

GENERIC Generic error
SIM Error from the SIM card
NETWORK Error from the network
MEMORY Error due to no memory

5.17.2.7 enum telux::rsp::PolicyRuleType

Defines profile policy rules(PPR). Each value represents corresponding bit for PprMask bitset.

Enumerator

PROFILE_DISABLE_NOT_ALLOWED Disabling of the profile is not allowed
PROFILE_DELETE_NOT_ALLOWED Deletion of the profile is not allowed
PROFILE_DELETE_ON_DISABLE Deletion of the profile is required on successful disabling

5.18 Remote SIM

This section contains APIs related to Remote SIM operations.

5.18.1 Data Structure Documentation

5.18.1.1 class telux::tel::IRemoteSimListener

A listener class for getting remote SIM notifications.

The methods in listener can be invoked from multiple different threads. The implementation should be thread safe.

Public member functions

- virtual void onApduTransfer (const unsigned int id, const std::vector< uint8_t > &apdu)
- virtual void onCardConnect ()
- virtual void onCardDisconnect ()
- virtual void onCardPowerUp ()
- virtual void onCardPowerDown ()
- virtual void onCardReset ()
- virtual void onServiceStatusChange (const telux::common::ServiceStatus status)
- virtual ~IRemoteSimListener ()

5.18.1.1.1 Constructors and Destructors

5.18.1.1.1.1 virtual telux::tel::IRemoteSimListener::~IRemoteSimListener ( ) [virtual]

Destructor of IRemoteSimListener

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2 Member Function Documentation

5.18.1.1.2.1 virtual void telux::tel::IRemoteSimListener::onApduTransfer (const unsigned int *id,* const std::vector< uint8_t > & *apdu*) [virtual]

This function is called when the modem wants to transmit a command APDU.

Parameters

in	*id*	Identifier for a command and response APDU pair
in	*apdu*	APDU request sent to the control point (max size = 261, per ETSI TS 102 221, section 10.1.4)

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2.2 virtual void telux::tel::IRemoteSimListener::onCardConnect ( ) [virtual]

This function is called when the modem wants to establish a connection.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2.3 virtual void telux::tel::IRemoteSimListener::onCardDisconnect ( ) [virtual]

This function is called when the modem wants to tear down a connection.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2.4 virtual void telux::tel::IRemoteSimListener::onCardPowerUp ( ) [virtual]

This function is called when the modem wants to power up the card.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2.5 virtual void telux::tel::IRemoteSimListener::onCardPowerDown ( ) [virtual]

This function is called when the modem wants to power down the card.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2.6 virtual void telux::tel::IRemoteSimListener::onCardReset ( ) [virtual]

This function is called when the modem wants to warm reset the card.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.1.2.7 virtual void telux::tel::IRemoteSimListener::onServiceStatusChange (const telux::common::ServiceStatus *status*) [virtual]

This function is called when the modem service goes down or comes up.

Parameters

in	*status*	Service status

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2 class telux::tel::IRemoteSimManager

IRemoteSimManager provides APIs for remote SIM related operations. This allows a device to use a SIM card on another device for its WWAN modem functionality. The SIM provider service is the endpoint that interfaces with the SIM card (e.g. over bluetooth) and sends/receives data to the other endpoint, the modem. The modem sends requests to the SIM provider service to interact with the SIM card (e.g. power up, transmit APDU, etc.), and is notified of events (e.g. card errors, resets, etc.). This API is used by the SIM provider endpoint to provide a SIM card to the modem.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status sendReset (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendConnectionAvailable (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendConnectionUnavailable (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendCardReset (const std::vector< uint8_t > &atr, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendCardError (const CardErrorCause cause=CardErrorCause::INVALID, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendCardInserted (const std::vector< uint8_t > &atr, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendCardRemoved (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendCardWakeup (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status sendApdu (const unsigned int id, const std::vector< uint8_t > &apdu, const bool isSuccess=true, const unsigned int totalSize=0, const unsigned int offset=0, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IRemoteSimListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IRemoteSimListener > listener)=0
- virtual int getSlotId ()=0
- virtual ~IRemoteSimManager ()

5.18.1.2.1 Constructors and Destructors

5.18.1.2.1.1 virtual telux::tel::IRemoteSimManager::~IRemoteSimManager ( ) [virtual]

Destructor of IRemoteSimManager

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2 Member Function Documentation

5.18.1.2.2.1 virtual bool telux::tel::IRemoteSimManager::isSubsystemReady ( ) [pure virtual]

Checks the status of remote SIM subsystem and returns the result.

Returns

True if remote SIM subsystem is ready for service otherwise false.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.2 virtual std::future<bool> telux::tel::IRemoteSimManager::onSubsystemReady ( ) [pure virtual]

Wait for remote SIM subsystem to be ready.

Returns

A future that caller can wait on to be notified when remote SIM subsystem is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.3 virtual telux::common::Status telux::tel::IRemoteSimManager::sendReset (telux::common::ResponseCallback *callback* = *nullptr*) [pure virtual]

Send reset command to the modem to reset state variables.

Parameters

out	*callback*	Callback function pointer to get the response of sendReset.

Returns

Status of sendReset i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.4 virtual telux::common::Status telux::tel::IRemoteSimManager::sendConnectionAvailable (telux::common::ResponseCallback *callback* = *nullptr*) [pure virtual]

Send connection available event to the modem.

out	*callback*	Callback function pointer to get the response.

Returns

Status of sendConnectionAvailable i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.5 virtual telux::common::Status telux::tel::IRemoteSimManager::sendConnectionUnavailable (telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Send connection unavailable event to the modem.

Parameters

out	*callback*	Callback function pointer to get the response.

Returns

Status of sendConnectionUnavailable i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.6 virtual telux::common::Status telux::tel::IRemoteSimManager::sendCardReset (const std::vector< uint8_t > & *atr,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Send card reset event to the modem.

Parameters

in	*atr*	Answer to Reset bytes (max size = 32, per ISO/IEC 7816-3:2006 section 8.1).
out	*callback*	Callback function pointer to get the response of sendCardReset.

Returns

Status of sendCardReset i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.7 virtual telux::common::Status telux::tel::IRemoteSimManager::sendCardError (const CardErrorCause *cause* = `CardErrorCause::INVALID`, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Send card error event to the modem.

Parameters

in	*cause*	Card Error cause.
out	*callback*	Callback function pointer to get the response of sendCardError.

Returns

Status of sendCardError i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.8 virtual telux::common::Status telux::tel::IRemoteSimManager::sendCardInserted (const std::vector< uint8_t > & *atr*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Send card inserted event to the modem.

Parameters

in	*atr*	Answer to Reset bytes (max size = 32, per ISO/IEC 7816-3:2006 section 8.1).
out	*callback*	Callback function pointer to get the response of sendCardInserted.

Returns

Status of sendCardInserted i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.9 virtual telux::common::Status telux::tel::IRemoteSimManager::sendCardRemoved (telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Send card removed event to the modem.

Parameters

out	*callback*	Callback function pointer to get the response of sendCardRemoved.

Returns

Status of sendCardRemoved i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.10 virtual telux::common::Status telux::tel::IRemoteSimManager::sendCardWakeup (telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Send card wakeup event to the modem.

Parameters

out	*callback*	Callback function pointer to get the response of sendCardWakeup.

Returns

Status of sendCardWakeup i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.11 virtual telux::common::Status telux::tel::IRemoteSimManager::sendApdu (const unsigned int *id,* const std::vector< uint8_t > & *apdu,* const bool *isSuccess = true,* const unsigned int *totalSize = 0,* const unsigned int *offset = 0,* telux::common::-ResponseCallback *callback = nullptr*) [pure virtual]

Sends an APDU message to the modem, in response to a previous APDU sent by the modem.

Parameters

in	*id*	Identifier for command and response APDU pair.
in	*apdu*	Response APDU (max size = 1024).
in	*isSuccess*	Whether APDU transaction completed successfully.
in	*totalSize*	Total length of the APDU message (used when the response is larger than 1024 bytes and must be passed in multiple segments).
in	*offset*	Offset of this APDU segment in the original message.
out	*callback*	Callback function pointer to get the response of sendApdu.

Returns

Status of sendApdu i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.12 virtual telux::common::Status telux::tel::IRemoteSimManager::registerListener (std::weak_ptr< IRemoteSimListener > *listener*) [pure virtual]

Register a listener for specific updates from the modem.

Parameters

in	*listener*	Pointer of IRemoteSimListener object that processes the notification

Returns

Status of registerListener i.e success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.13 virtual telux::common::Status telux::tel::IRemoteSimManager::deregisterListener (std::weak_ptr< IRemoteSimListener > *listener*) [pure virtual]

Deregister the previously added listener.

Parameters

in	*listener*	Previously registered IRemoteSimListener that needs to be deregistered

Returns

Status of deregisterListener success or suitable status code

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.1.2.2.14 virtual int telux::tel::IRemoteSimManager::getSlotId ( ) [pure virtual]

Get associated slot ID for the RemoteSimManager

Returns

The slot ID associated with this IRemoteSimManager

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.18.2 Enumeration Type Documentation

5.18.2.1 enum telux::tel::CardErrorCause

Defines the card error cause, sent to the modem by the SIM provider

Enumerator

INVALID Card error cause value will not be passed to modem
UNKNOWN_ERROR Unknown error
NO_LINK_ESTABLISHED No link was established
COMMAND_TIMEOUT Command timeout
POWER_DOWN Error due to a card power down

5.19 Modem Config

This section contains APIs related to Modem Config operations.

5.19.1 Data Structure Documentation

5.19.1.1 class telux::config::ConfigFactory

ConfigFactory allows creation of config related classes.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- std::shared_ptr < IModemConfigManager > getModemConfigManager ()
- ~ConfigFactory ()

Static Public Member Functions

- static ConfigFactory & getInstance ()

5.19.1.1.1 Constructors and Destructors

5.19.1.1.1.1 telux::config::ConfigFactory::~ConfigFactory ( )

5.19.1.1.2 Member Function Documentation

5.19.1.1.2.1 static ConfigFactory& telux::config::ConfigFactory::getInstance ( ) [static]

Get instance of Config Factory

5.19.1.1.2.2 std::shared_ptr<IModemConfigManager> telux::config::ConfigFactory::getModemConfigManager ( )

Get instance of ModemConfig manager

Returns

pointer of IModemConfigManager object.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.2 struct telux::config::ConfigInfo

Data fields

Type	Field	Description
ConfigId	id	id - stores the id of the configuration type - stores config type size - stores the size of the configuration desc - stores the configuration description version - stores version of the config file
ConfigType	type	

Type	Field	Description
uint32_t	size	
string	desc	
uint32_t	version	

5.19.1.3 class telux::config::IModemConfigListener

Listener class for getting notifications related to configuration change detection. The client needs to implement these methods as briefly as possible and avoid blocking calls in it. The methods in this class can be invoked from multiple different threads. Client needs to make sure that the implementation is thread-safe.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual void onConfigUpdateStatus (ConfigUpdateStatus status, int slotId)
- virtual ~IModemConfigListener ()

5.19.1.3.1 Constructors and Destructors

5.19.1.3.1.1 virtual telux::config::IModemConfigListener::~IModemConfigListener ( ) [virtual]

Destructor of IModemConfigListener

5.19.1.3.2 Member Function Documentation

5.19.1.3.2.1 virtual void telux::config::IModemConfigListener::onConfigUpdateStatus (ConfigUpdateStatus *status,* int *slotId*) [virtual]

This function is called when a configuration update is detected. It is applicable only to SOFTWARE config.

Parameters

in	*status*	update status of config.
in	*slotId*	slotId where update is detected.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4 class telux::config::IModemConfigManager

IModemConfigManager provides interface to list config files present in modem's storage. load a new config file in modem, activate a config file, get active config file information, deactivate a config file, delete config file from the modem's storage, get and set mode of config auto selection, register and deregister listener for config update in modem. The config files are also referred to as MBNs.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status requestConfigList (ConfigListCallback cb)=0
- virtual telux::common::Status loadConfigFile (std::string filePath, ConfigType configType, telux::common::ResponseCallback cb=nullptr)=0
- virtual telux::common::Status activateConfig (ConfigType configType, ConfigId configId, int slotId=DEFAULT_SLOT_ID, telux::common::ResponseCallback cb=nullptr)=0
- virtual telux::common::Status getActiveConfig (ConfigType configType, GetActiveConfigCallback cb, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status deactivateConfig (ConfigType configType, int slotId=DEFAULT_SLOT_ID, telux::common::ResponseCallback cb=nullptr)=0
- virtual telux::common::Status deleteConfig (ConfigType configType, ConfigId configId="", telux::common::ResponseCallback cb=nullptr)=0
- virtual telux::common::Status getAutoSelectionMode (GetAutoSelectionModeCallback cb, int slotId=DEFAULT_SLOT_ID)=0
- virtual telux::common::Status setAutoSelectionMode (AutoSelectionMode mode, int slotId=DEFAULT_SLOT_ID, telux::common::ResponseCallback cb=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IModemConfigListener > listener)=0
- virtual telux::common::Status deregisterListener (std::weak_ptr< IModemConfigListener > listener)=0

5.19.1.4.1 Member Function Documentation

5.19.1.4.1.1 virtual bool telux::config::IModemConfigManager::isSubsystemReady ( ) [pure virtual]

Checks the status of modem config subsystem and returns the result.

Returns

If true that means ModemConfigManager is ready for performing config operations.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.2 virtual std::future<bool> telux::config::IModemConfigManager::onSubsystemReady ( ) [pure virtual]

Wait for modem config subsystem to be ready.

Returns

A future that caller can wait on to be notified when modem config subsystem is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.3 virtual telux::common::Status telux::config::IModemConfigManager::requestConfigList (ConfigListCallback *cb*) [pure virtual]

Fetching the list of config files present in modem's storage.

Parameters

in	*cb*	- callback to the Response function.

returns SUCCESS if the request to get config list is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.4 virtual telux::common::Status telux::config::IModemConfigManager::loadConfigFile (std::string *filePath,* ConfigType *configType,* telux::common::ResponseCallback *cb = nullptr*) [pure virtual]

Loads a new config file into the modem's storage. This is a persistent operation. Only the config files loaded into the modem's storage can be activated.

Parameters

in	*filePath*	- it defines the path to the config file.
in	*configType*	- type of the config file.
in	*cb*	- callback to the response function.

returns SUCCESS if the request to load config file is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.5 virtual telux::common::Status telux::config::IModemConfigManager::activateConfig (ConfigType *configType,* ConfigId *configId,* int *slotId = DEFAULT_SLOT_ID,* telux::common::ResponseCallback *cb = nullptr*) [pure virtual]

Activates the config file on specified slot id. A file for activation must be loaded or should already be present in modem's storage.

Parameters

in	*configType*	- type of the config file.
in	*configId*	- id of the config file.
in	*slotId*	- it defines the slot id to be selected.
in	*cb*	- callback to the response function.

Returns

SUCCESS if the request to activate config file is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.6 virtual telux::common::Status telux::config::IModemConfigManager::getActiveConfig (ConfigType *configType,* GetActiveConfigCallback *cb,* int *slotId = DEFAULT_SLOT_ID*) [pure virtual]

Get the currently active config file information for the specified slot id. In case default config files are activated, would return error.

Parameters

in	*configType*	- type of the config file.
in	*cb*	- callback to the response function.
in	*slotId*	- it defines the slot id to be selected.

Returns

SUCCESS if the request to get active config information is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.7 virtual telux::common::Status telux::config::IModemConfigManager::deactivateConfig (ConfigType *configType,* int *slotId = DEFAULT_SLOT_ID,* telux::common::ResponseCallback *cb = nullptr*) [pure virtual]

Deactivates the config file for the specified slot id.

in	*configType*	- type of the config file.
in	*slotId*	- slot id to be selected for deactivation of config.
in	*cb*	- callback to the response function.

Returns

SUCCESS if the request to deactivate config file is sent successfully

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.8 virtual telux::common::Status telux::config::IModemConfigManager::deleteConfig (ConfigType *configType,* ConfigId *configId = "",* telux::common::ResponseCallback *cb = nullptr*) [pure virtual]

Deletes the config file from the modem's storage.

Parameters

in	*configType*	- type of the config file.
in	*configId*	- id of the config file. This parameter is optional if not provided all the config files of the given config type are deleted from modem's storage.
in	*cb*	- callback to the Response function.

Returns

SUCCESS if the request to delete config file is sent successfully

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.9 virtual telux::common::Status telux::config::IModemConfigManager::getAutoSelectionMode (GetAutoSelectionModeCallback *cb,* int *slotId = DEFAULT_SLOT_ID*) [pure virtual]

Fetching the mode of config auto selection for specified slot id.

Parameters

in	*cb*	- callback to the response function.
in	*slotId*	- slot id of config.

Returns

SUCCESS if the request to get selection mode is sent successfully

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.10 virtual telux::common::Status telux::config::IModemConfigManager::setAutoSelectionMode (AutoSelectionMode *mode*, int *slotId* = *DEFAULT_SLOT_ID*, telux::common::ResponseCallback *cb* = *nullptr*) [pure virtual]

Setting the mode of config auto selection for specified slot id.

Parameters

in	*mode*	- auto selection mode status.
in	*slotId*	- slot id of the config.
in	*cb*	- callback to the response function.

Returns

SUCCESS if the request to set selection mode is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.11 virtual telux::common::Status telux::config::IModemConfigManager::registerListener (std::weak_ptr< IModemConfigListener > *listener*) [pure virtual]

Registeres the listener for indications.

Parameters

in	*listener*	- pointer to implemented listener.

Returns

SUCCESS if the request to register listener is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.1.4.1.12 virtual telux::common::Status telux::config::IModemConfigManager::deregisterListener (std::weak_ptr< IModemConfigListener > *listener*) [pure virtual]

Deregisteres the listener from indications.

Parameters

in	*listener*	- pointer to registered listener.

Returns

SUCCESS if the request to deregister listener is sent successfully.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.19.2 Enumeration Type Documentation

5.19.2.1 enum telux::config::ConfigType

Enumerator

HARDWARE For hardware or platform related configuration files
SOFTWARE For software or carrier related configuration files

5.19.2.2 enum telux::config::AutoSelectionMode

Selection Mode defines status of auto selection mode for configs.

Enumerator

DISABLED Auto selection disabled
ENABLED Auto selection enabled

5.19.2.3 enum telux::config::ConfigUpdateStatus

ConfigUpdateStatus represent status of config update, a update of config happens when a software config is activated and all segments using the config are updated with new config.

Enumerator

START start of updation process
COMPLETE end of updation process

5.20 Telematics_audio_manager

5.20.1 Data Structure Documentation

5.20.1.1 struct telux::audio::FormatParams

Represents the base class for compressed audio formats.

5.20.1.2 struct telux::audio::AmrwbpParams

Specifies the details of the adaptive multirate wide band format frame.

Data Fields

- uint32_t bitWidth
- AmrwbpFrameFormat frameFormat

5.20.1.2.1 Field Documentation

5.20.1.2.1.1 uint32_t telux::audio::AmrwbpParams::bitWidth

Bit width of the stream, typically 16 or 24

5.20.1.2.1.2 AmrwbpFrameFormat telux::audio::AmrwbpParams::frameFormat

Refer to AmrwbpFrameFormat

5.20.1.3 struct telux::audio::StreamConfig

Defines the parameters when creating an audio stream.

Data fields

Type	Field	Description
StreamType	type	Refer to StreamType
int	modemSubId	Represents modem subscription ID (default set to 1).
uint32_t	sampleRate	Sample rate in Hz, typical values 8k/16k/32k/48k
ChannelType-Mask	channelType-Mask	Refer to ChannelTypeMask
AudioFormat	format	Refer to AudioFormat
vector< DeviceType >	deviceTypes	Defines the list of audio devices DeviceType to use for this stream
vector< Direc-tion >	voicePaths	For an in-call audio usecase, this represents the voice path direction Direction
FormatParams *	formatParams	Refer to FormatParams

5.20.1.4 struct telux::audio::FormatInfo

Specifies the parameters when setting up streams for transcoding.

Data fields

Type	Field	Description
uint32_t	sampleRate	Sample rate in Hz, typical values 8k/16k/32k/48k

Type	Field	Description
ChannelType-Mask	mask	Refer to ChannelTypeMask
AudioFormat	format	Refer to AudioFormat
FormatParams *	params	Refer to FormatParams

5.20.1.5 class telux::audio::IAudioListener

Listener for the audio service availability. Refer to telux::common::IServiceStatusListener for details.

Public member functions

- virtual ~IAudioListener ()

5.20.1.5.1 Constructors and Destructors

5.20.1.5.1.1 virtual telux::audio::IAudioListener::~IAudioListener ( ) [virtual]

Destructor of IAudioListener.

5.20.1.6 class telux::audio::IAudioManager

Provides the APIs to discover the supported audio devices, create streams, and subscribe for audio service status updates.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status getDevices (GetDevicesResponseCb callback=nullptr)=0
- virtual telux::common::Status getStreamTypes (GetStreamTypesResponseCb callback=nullptr)=0
- virtual telux::common::Status createStream (StreamConfig streamConfig, CreateStreamResponseCb callback=nullptr)=0
- virtual telux::common::Status createTranscoder (FormatInfo input, FormatInfo output, CreateTranscoderResponseCb callback)=0
- virtual telux::common::Status deleteStream (std::shared_ptr< IAudioStream > stream, DeleteStreamResponseCb callback=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IAudioListener > listener)=0
- virtual telux::common::Status deRegisterListener (std::weak_ptr< IAudioListener > listener)=0
- virtual ~IAudioManager ()

5.20.1.6.1 Constructors and Destructors

5.20.1.6.1.1 virtual telux::audio::IAudioManager::~IAudioManager ( ) [virtual]

Destructor of the IAudioManager.

5.20.1.6.2 Member Function Documentation

5.20.1.6.2.1 virtual bool telux::audio::IAudioManager::isSubsystemReady ( ) [pure virtual]

Checks if the audio service is ready for use.

Returns

True if the audio service is ready for use, otherwise, False

Deprecated Use getServiceStatus()

5.20.1.6.2.2 virtual std::future<bool> telux::audio::IAudioManager::onSubsystemReady ( ) [pure virtual]

Wait for Audio subsystem to be ready.

Returns

A future that caller can wait on to be notified when audio subsystem is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.20.1.6.2.3 virtual telux::common::Status telux::audio::IAudioManager::getDevices (GetDevicesResponseCb *callback* = *nullptr*) [pure virtual]

Gets the list of the supported audio devices.

Parameters

in	*callback*	Mandatory, callback that will receive the list

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.20.1.6.2.4 virtual telux::common::Status telux::audio::IAudioManager::getStreamTypes (GetStreamTypesResponseCb *callback* = *nullptr*) [pure virtual]

Gets the list of the supported stream types.

Parameters

in	*callback*	Mandatory, callback that will receive the list

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.20.1.6.2.5 virtual telux::common::Status telux::audio::IAudioManager::createStream (StreamConfig *streamConfig,* CreateStreamResponseCb *callback* = `nullptr`) [pure virtual]

Creates an audio stream with the parameters provided.

Parameters

in	*streamConfig*	Parameters of the stream
in	*callback*	Mandatory, invoked to pass the stream created

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.20.1.6.2.6 virtual telux::common::Status telux::audio::IAudioManager::createTranscoder (FormatInfo *input,* FormatInfo *output,* CreateTranscoderResponseCb *callback*) [pure virtual]

Set up the transcoder with the given parameters.

Transcoder instance is obtained in CreateTranscoderResponseCb. It can be used only for a single transcoding operation.

Parameters

in	*input*	Details of the input to transcode
in	*output*	Details of the transcoded output required
in	*callback*	Invoked to pass the transcoder instance

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.20.1.6.2.7 virtual telux::common::Status telux::audio::IAudioManager::deleteStream (std::shared_ptr< IAudioStream > *stream,* DeleteStreamResponseCb *callback* = `nullptr`) [pure virtual]

Deletes the stream created with createStream(). It closes the stream and releases all resources allocated for this stream.

Parameters

in	*stream*	Stream to delete
in	*callback*	Optional, invoked to pass the result of the stream deletion

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.20.1.6.2.8 virtual telux::common::Status telux::audio::IAudioManager::registerListener (std::weak_ptr< IAudioListener > *listener*) [pure virtual]

Registers the given listener to get notified when the audio service status changes. The method IAudioListener::onServiceStatusChange() is invoked to notify of the new status.

Parameters

in	*listener*	Invoked to pass the new service status

Returns

telux::common::Status::SUCCESS if the listener is registered, otherwise, an appropriate error code

5.20.1.6.2.9 virtual telux::common::Status telux::audio::IAudioManager::deRegisterListener (std::weak_ptr< IAudioListener > *listener*) [pure virtual]

Unregisters the given listener registered previously with registerListener().

Parameters

in	*listener*	Listener to unregister

Returns

telux::common::Status::SUCCESS if the listener is unregistered, otherwise, an appropriate error code

5.20.1.7 class telux::audio::IAudioDevice

Represents an audio device. Used in conjunction with GetDevicesResponseCb.

Public member functions

- virtual DeviceType getType ()=0
- virtual DeviceDirection getDirection ()=0
- virtual ~IAudioDevice ()

5.20.1.7.1 Constructors and Destructors

5.20.1.7.1.1 virtual telux::audio::IAudioDevice::~IAudioDevice ( ) [virtual]

Destructor of the IAudioDevice.

5.20.1.7.2 Member Function Documentation

5.20.1.7.2.1 virtual DeviceType telux::audio::IAudioDevice::getType ( ) [pure virtual]

Gets the type of the audio device.

Returns

Type of the audio device

5.20.1.7.2.2 virtual DeviceDirection telux::audio::IAudioDevice::getDirection ( ) [pure virtual]

Gets the direction of the audio device.

Returns

Direction of the audio device

5.20.2 Enumeration Type Documentation

5.20.2.1 enum telux::audio::DeviceType

Represents an audio device. Each device is mapped to its corresponding platform specific audio device type. Below table provides default mapping of devices on a QTI's reference platform.

Telsdk device type	Direction	Mapped HAL device
DEVICE_TYPE_NONE	N/A	AUDIO_DEVICE_NONE
DEVICE_TYPE_SPEAKER	RX	AUDIO_DEVICE_OUT_SPEAKER
DEVICE_TYPE_SPEAKER_2	RX	AUDIO_DEVICE_OUT_EARPIECE
DEVICE_TYPE_SPEAKER_3	RX	AUDIO_DEVICE_OUT_WIRED_HEADSET
DEVICE_TYPE_MIC	TX	AUDIO_DEVICE_IN_BACK_MIC
DEVICE_TYPE_MIC_2	TX	AUDIO_DEVICE_IN_BUILTIN_MIC
DEVICE_TYPE_MIC_3	TX	AUDIO_DEVICE_IN_WIRED_HEADSET

Enumerator

DEVICE_TYPE_NONE Default device (invalid)
DEVICE_TYPE_SPEAKER Sink device as per above mapping
DEVICE_TYPE_SPEAKER_2 Sink device as per above mapping
DEVICE_TYPE_SPEAKER_3 Sink device as per above mapping
DEVICE_TYPE_MIC Source device as per above mapping
DEVICE_TYPE_MIC_2 Source device as per above mapping
DEVICE_TYPE_MIC_3 Source device as per above mapping

5.20.2.2 enum telux::audio::DeviceDirection

Defines the direction of an audio device.

Enumerator

NONE Default direction (invalid)
RX Audio will go out of the device, for example through a speaker (sink)
TX Audio will come into the device, for example through a mic (source)

5.20.2.3 enum telux::audio::StreamType

Defines the type of the audio stream and the type's purpose.

Enumerator

NONE Default type (invalid)
VOICE_CALL Used for audio over a cellular network
PLAY Used for playing audio, for example playing music and notifications
CAPTURE Used for capturing audio, for example recording sound using a mic
LOOPBACK Used for generating audio from a DeviceDirection::RX device, which is intended to be captured back by a DeviceDirection::TX device
TONE_GENERATOR Used for single tone and DTMF tone generation

5.20.2.4 enum telux::audio::StreamDirection

Defines the direction of an audio stream.

Enumerator

NONE Default direction (invalid)
RX Specifies that the audio data will flow towards a sink device
TX Specifies that the audio data originates from a source device

5.20.2.5 enum telux::audio::AmrwbpFrameFormat

Defines the properties of the audio data for compressed playback and transcoding.

Enumerator

UNKNOWN Default format (invalid)
TRANSPORT_INTERFACE_FORMAT Unsupported
FILE_STORAGE_FORMAT Specifies that the audio content from AMR∗ format file has been parsed and only actual audio content is sent for playback

5.21 Telematics_audio_stream

5.21.1 Data Structure Documentation

5.21.1.1 struct telux::audio::ChannelVolume

Defines the volume levels for a given audio channel.

Data fields

Type	Field	Description
ChannelType	channelType	ChannelType to which the volume level is associated
float	vol	Volume level – minimum 0.0 and maximum 1.0

5.21.1.2 struct telux::audio::StreamVolume

Defines the volume levels for the audio device.

Data fields

Type	Field	Description
vector< ChannelVolume >	volume	List of the volume levels per channel, specified by ChannelVolume
Stream-Direction	dir	StreamDirection associated with the device

5.21.1.3 struct telux::audio::StreamMute

Specifies the mute state of the audio device.

Data fields

Type	Field	Description
bool	enable	True if the device is muted, False if the device is unmuted
Stream-Direction	dir	StreamDirection associated with the device

5.21.1.4 struct telux::audio::DtmfTone

Defines the characteristics of the DTMF tone.

Data fields

Type	Field	Description
DtmfLowFreq	lowFreq	Lower frequency associated with the DTMF tone
DtmfHighFreq	highFreq	Higher frequency associated with the DTMF tone
Stream-Direction	direction	StreamDirection associated with the stream

5.21.1.5 class telux::audio::IVoiceListener

Listener for a DTMF tone detected event on a StreamType::VOICE_CALL stream.

Public member functions

- virtual void onDtmfToneDetection (DtmfTone dtmfTone)
- virtual ~IVoiceListener ()

5.21.1.5.1 Constructors and Destructors

5.21.1.5.1.1 virtual telux::audio::IVoiceListener::~IVoiceListener ( ) [virtual]

Destructor of the IVoiceListener.

5.21.1.5.2 Member Function Documentation

5.21.1.5.2.1 virtual void telux::audio::IVoiceListener::onDtmfToneDetection (DtmfTone *dtmfTone*) [virtual]

Called when a DTMF tone is detected on a StreamType::VOICE_CALL stream. Used in conjuction with IAudioVoiceStream::registerListener().

Parameters

in	*dtmfTone*	Contains details of the tone detected

5.21.1.6 class telux::audio::IPlayListener

Listener for events on a playback stream.

Public member functions

- virtual void onReadyForWrite ()
- virtual void onPlayStopped ()
- virtual ~IPlayListener ()

5.21.1.6.1 Constructors and Destructors

5.21.1.6.1.1 virtual telux::audio::IPlayListener::~IPlayListener ( ) [virtual]

Destructor of IPlayListener.

5.21.1.6.2 Member Function Documentation

5.21.1.6.2.1 virtual void telux::audio::IPlayListener::onReadyForWrite ( ) [virtual]

Called when the audio pipeline is ready to accept the next buffer to play during compressed playback.

5.21.1.6.2.2 virtual void telux::audio::IPlayListener::onPlayStopped ( ) [virtual]

Called when the compressed playback has stopped.

5.21.1.7 class telux::audio::IAudioBuffer

Represents the buffer containing the audio data for playback when used with the StreamType::PLAY stream. Represents the audio data received when used with the StreamType::CAPTURE stream.

Public member functions

- virtual size_t getMinSize ()=0
- virtual size_t getMaxSize ()=0
- virtual uint8_t * getRawBuffer ()=0
- virtual uint32_t getDataSize ()=0
- virtual void setDataSize (uint32_t size)=0
- virtual telux::common::Status reset ()=0
- virtual ~IAudioBuffer ()

5.21.1.7.1 Constructors and Destructors

5.21.1.7.1.1 virtual telux::audio::IAudioBuffer::~IAudioBuffer ( ) [virtual]

Destructor of the IAudioBuffer.

5.21.1.7.2 Member Function Documentation

5.21.1.7.2.1 virtual size_t telux::audio::IAudioBuffer::getMinSize ( ) [pure virtual]

For the StreamType::PLAY stream, specifies the minimum number of bytes that must be sent for playback. For the StreamType::CAPTURE stream, specifies the minimum number of bytes that can be read.

Returns

Minimum size (in bytes)

5.21.1.7.2.2 virtual size_t telux::audio::IAudioBuffer::getMaxSize ( ) [pure virtual]

For the StreamType::PLAY stream, specifies the maximum number of bytes that can be sent for playback. For the StreamType::CAPTURE stream, specifies the maximum number of bytes that can be read.

Returns

Maximum size (in bytes)

5.21.1.7.2.3 virtual uint8_t* telux::audio::IAudioBuffer::getRawBuffer ( ) [pure virtual]

Gives the managed raw buffer. It is freed when IAudioBuffer is destructed. For the StreamType::PLAY stream, the actual audio samples should be copied into this raw buffer for playback. For the StreamType::CAPTURE stream, the actual audio contents are obtained from this buffer.

Returns

Managed raw buffer

5.21.1.7.2.4 virtual uint32_t telux::audio::IAudioBuffer::getDataSize ( ) [pure virtual]

For the StreamType::CAPTURE stream, specifies how many bytes were read. Not used for the StreamType::PLAY stream.

Returns

Size of the valid data bytes in the raw buffer

5.21.1.7.2.5 virtual void telux::audio::IAudioBuffer::setDataSize (uint32_t *size*) [pure virtual]

For the StreamType::PLAY stream, specifies how many bytes should be played. Not used for the StreamType::CAPTURE stream.

Returns

Size of the valid data bytes in the raw buffer

5.21.1.7.2.6 virtual telux::common::Status telux::audio::IAudioBuffer::reset ( ) [pure virtual]

Clears the contents of the managed raw buffer.

Returns

telux::common::Status::SUCCESS if the buffer is cleared successfully, otherwise, an appropriate error code

5.21.1.8 class telux::audio::IStreamBuffer

Implements the IAudioBuffer interface to give contexual meaning to its methods based on the StreamType type associated with the stream, with which this buffer will be used.

Public member functions

- virtual ~IStreamBuffer ()

5.21.1.8.1 Constructors and Destructors

5.21.1.8.1.1 virtual telux::audio::IStreamBuffer::~IStreamBuffer ( ) [virtual]

Destructor of the IStreamBuffer.

5.21.1.9 class telux::audio::IAudioStream

Base class for all audio stream types. Contains the common properties and methods.

Public member functions

- virtual StreamType getType ()=0
- virtual telux::common::Status setDevice (std::vector< DeviceType > devices, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status getDevice (GetStreamDeviceResponseCb callback=nullptr)=0
- virtual telux::common::Status setVolume (StreamVolume volume, telux::common::ResponseCallback callback=nullptr)=0

- virtual telux::common::Status getVolume (StreamDirection dir, GetStreamVolumeResponseCb callback=nullptr)=0
- virtual telux::common::Status setMute (StreamMute mute, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status getMute (StreamDirection dir, GetStreamMuteResponseCb callback=nullptr)=0
- virtual ~IAudioStream ()

5.21.1.9.1 Constructors and Destructors

5.21.1.9.1.1 virtual telux::audio::IAudioStream::~IAudioStream ( ) [virtual]

Destructor of the IAudioStream.

5.21.1.9.2 Member Function Documentation

5.21.1.9.2.1 virtual StreamType telux::audio::IAudioStream::getType ( ) [pure virtual]

Gets the StreamType associated with the stream.

Returns

Type of the stream

5.21.1.9.2.2 virtual telux::common::Status telux::audio::IAudioStream::setDevice (std::vector< DeviceType > *devices*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Associates the given audio device with the stream.

Applicable for StreamType::VOICE_CALL, StreamType::PLAY, and StreamType::CAPTURE only.

For StreamType::VOICE_CALL, the stream must be started using IAudioVoiceStream::startAudio() to make the device effective.

Parameters

in	*devices*	List of the audio devices to use with the stream
in	*callback*	Invoked to confirm if the device is associated

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.9.2.3 virtual telux::common::Status telux::audio::IAudioStream::getDevice (GetStreamDeviceResponseCb *callback* = `nullptr`) [pure virtual]

Gets the list of the audio devices associated with the stream.

Applicable for StreamType::VOICE_CALL, StreamType::PLAY, and StreamType::CAPTURE only.

in	*callback*	Invoked to pass the associated device

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.9.2.4 virtual telux::common::Status telux::audio::IAudioStream::setVolume (StreamVolume *volume*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Sets the volume level of the audio device.

For StreamType::VOICE_CALL, direction must be StreamDirection::RX and the stream must be started using IAudioVoiceStream::startAudio() before setting the volume.

Applicable for StreamType::VOICE_CALL, StreamType::PLAY, and StreamType::CAPTURE only.

Parameters

in	*volume*	Specifies the volume level and the stream's direction
in	*callback*	Invoked to confirm if the volume level is set

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.9.2.5 virtual telux::common::Status telux::audio::IAudioStream::getVolume (StreamDirection *dir*, GetStreamVolumeResponseCb *callback* = `nullptr`) [pure virtual]

Gets the current volume level of the audio device.

For StreamType::VOICE_CALL, direction must be StreamDirection::RX and the stream must be started using IAudioVoiceStream::startAudio() before reading the volume.

Applicable for StreamType::VOICE_CALL, StreamType::PLAY, and StreamType::CAPTURE only.

Parameters

in	*dir*	Direction of the stream associated with the device
in	*callback*	Invoked to pass the volume read

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.9.2.6 virtual telux::common::Status telux::audio::IAudioStream::setMute (StreamMute *mute*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Mute or unmute the stream as specified by the StreamMute provided.

Applicable for StreamType::VOICE_CALL, StreamType::PLAY, and StreamType::CAPTURE only.

For StreamType::VOICE_CALL, the stream must be started using IAudioVoiceStream::startAudio() before setting the mute state.

For StreamType::PLAY and StreamType::CAPTURE, direction of the stream is ignored (all channels will be muted/unmuted).

Parameters

in	*mute*	Defines the stream is to be muted or unmuted
in	*callback*	Invoked to confirm if the stream is muted/unmuted

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.9.2.7 virtual telux::common::Status telux::audio::IAudioStream::getMute (StreamDirection *dir*, GetStreamMuteResponseCb *callback* = `nullptr`) [pure virtual]

Gets the current mute state of the audio stream.

Applicable for StreamType::VOICE_CALL, StreamType::PLAY, and StreamType::CAPTURE only.

For StreamType::VOICE_CALL, the stream must be started using IAudioVoiceStream::startAudio() before reading the mute state.

Parameters

in	*dir*	Direction of the stream
in	*callback*	Invoked to pass the mute state

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.10 class telux::audio::IAudioVoiceStream

Represents the stream created with the StreamType::VOICE_CALL type. Provides methods to establish a voice call on a cellular network, and play and detect DTMF tones.

Public member functions

- virtual telux::common::Status startAudio (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status stopAudio (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status playDtmfTone (DtmfTone dtmfTone, uint16_t duration, uint16_t gain, telux::common::ResponseCallback callback=nullptr)=0

- virtual telux::common::Status stopDtmfTone (StreamDirection direction, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IVoiceListener > listener, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status deRegisterListener (std::weak_ptr< IVoiceListener > listener)=0
- virtual ~IAudioVoiceStream ()

5.21.1.10.1 Constructors and Destructors

5.21.1.10.1.1 virtual telux::audio::IAudioVoiceStream::~IAudioVoiceStream ( ) [virtual]

Destructor of the IAudioVoiceStream.

5.21.1.10.2 Member Function Documentation

5.21.1.10.2.1 virtual telux::common::Status telux::audio::IAudioVoiceStream::startAudio (telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Starts a voice call stream.

Parameters

in	*callback*	Optional, invoked to confirm if the stream has started

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.10.2.2 virtual telux::common::Status telux::audio::IAudioVoiceStream::stopAudio (telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Stops a voice call stream.

Parameters

in	*callback*	Optional, invoked to confirm if the stream has stopped

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.10.2.3 virtual telux::common::Status telux::audio::IAudioVoiceStream::playDtmfTone (DtmfTone *dtmfTone*, uint16_t *duration*, uint16_t *gain*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Generates a DTMF tone on a local device (on RX path) associated with the active voice call stream.

in	*dtmfTone*	Specifies the tone's properties
in	*duration*	Duration (in milliseconds) for which the tone is played. Set it to INFINITE_TONE_DURATION to play indefinitely
in	*gain*	Volume level of the tone, valid value range is 0 to 4000
in	*callback*	Optional, invoked to confirm if the tone play has started

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.10.2.4 virtual telux::common::Status telux::audio::IAudioVoiceStream::stopDtmfTone (StreamDirection *direction,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

If IAudioVoiceStream::playDtmfTone() was called with the duration set to INFINITE_DTMF_DURATION, then this method stops playing the DTMF tone.

Parameters

in	*direction*	Direction of the stream
in	*callback*	Optional, invoked to confirm if the tone play has stopped

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.10.2.5 virtual telux::common::Status telux::audio::IAudioVoiceStream::registerListener (std::weak_ptr< IVoiceListener > *listener,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Registers the given listener to get notified whenever a DTMF tone is detected on a voice call stream. Used in conjunction with IVoiceListener::onDtmfToneDetection().

Parameters

in	*listener*	Receives the DTMF tone detected event
in	*callback*	Invoked to confirm if the registration is successful

Returns

telux::common::Status::SUCCESS if the listener is registered, otherwise, an appropriate error code

5.21.1.10.2.6 virtual telux::common::Status telux::audio::IAudioVoiceStream::deRegisterListener (std::weak_ptr< IVoiceListener > *listener*) [pure virtual]

Unregisters the given listener registered with IAudioVoiceStream::registerListener().

in	*listener*	Listener to unregister

Returns

telux::common::Status::SUCCESS if the listener is unregistered, otherwise, an appropriate error code

5.21.1.11 class telux::audio::IAudioPlayStream

Represents the stream created with the StreamType::PLAY type. Provides the methods to play the audio.

Public member functions

- virtual std::shared_ptr < IStreamBuffer > getStreamBuffer ()=0
- virtual telux::common::Status write (std::shared_ptr< IStreamBuffer > buffer, WriteResponseCb callback=nullptr)=0
- virtual telux::common::Status stopAudio (StopType stopType, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< IPlayListener > listener)=0
- virtual telux::common::Status deRegisterListener (std::weak_ptr< IPlayListener > listener)=0
- virtual ~IAudioPlayStream ()

5.21.1.11.1 Constructors and Destructors

5.21.1.11.1.1 virtual telux::audio::IAudioPlayStream::~IAudioPlayStream ( ) [virtual]

Destructor of the IAudioPlayStream.

5.21.1.11.2 Member Function Documentation

5.21.1.11.2.1 virtual std::shared_ptr<IStreamBuffer> telux::audio::IAudioPlayStream::getStreamBuffer ( ) [pure virtual]

Gets an audio buffer containing the audio samples to play.

Returns

IStreamBuffer instance or nullptr if memory allocation fails

5.21.1.11.2.2 virtual telux::common::Status telux::audio::IAudioPlayStream::write (std::shared_ptr< IStreamBuffer > *buffer,* WriteResponseCb *callback* = `nullptr`) [pure virtual]

Sends the audio data for playback. First write starts the playback operation.

For uncompressed playback (for example, AudioFormat::PCM_16BIT_SIGNED), the next buffer can be sent the moment telux::common::ErrorCode::SUCCESS is received by WriteResponseCb.

For compressed playback (for example, AudioFormat::AMR∗), the next buffer should be sent only after both; (a) telux::common::ErrorCode::SUCCESS is received by WriteResponseCb (indicating that the current buffer has been pushed in the pipeline for playback) and (b) IPlayListener::onReadyForWrite() has been invoked (indicating that the pipeline can accommodate the next buffer).

in	*buffer*	Contains the audio data to play
in	*callback*	Optional, invoked to confirm if the data is played successfully

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.11.2.3 virtual telux::common::Status telux::audio::IAudioPlayStream::stopAudio (StopType *stopType*, telux::common::ResponseCallback *callback* = `nullptr`) `[pure virtual]`

Finishes the ongoing compressed playback in a way specified by the StopType provided.

Parameters

in	*callback*	Invoked to confirm if the playback has finished
in	*stopType*	Defines how to finish playback

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.11.2.4 virtual telux::common::Status telux::audio::IAudioPlayStream::registerListener (std::weak_ptr< IPlayListener > *listener*) `[pure virtual]`

Registers the given listener to receive events; (a) pipeline is ready to accept the next buffer for compressed playback (b) compressed playback has stopped. Events are received by the listener implementing the IPlayListener interface.

Parameters

in	*listener*	Receives the playstream events

Returns

telux::common::Status::SUCCESS if the listener is registered, otherwise, an appropriate error code

5.21.1.11.2.5 virtual telux::common::Status telux::audio::IAudioPlayStream::deRegisterListener (std::weak_ptr< IPlayListener > *listener*) `[pure virtual]`

Unregisters the given listener registered with IAudioPlayStream::registerListener().

Parameters

in	*listener*	Listener to unregister

Returns

telux::common::Status::SUCCESS if the listener is unregistered, otherwise, an appropriate error code

5.21.1.12 class telux::audio::IAudioCaptureStream

Represents the stream created with the StreamType::CAPTURE type. Provides the methods to read the captured audio.

Public member functions

- virtual std::shared_ptr < IStreamBuffer > getStreamBuffer ()=0
- virtual telux::common::Status read (std::shared_ptr< IStreamBuffer > buffer, uint32_t bytesToRead, ReadResponseCb callback=nullptr)=0
- virtual ~IAudioCaptureStream ()

5.21.1.12.1 Constructors and Destructors

5.21.1.12.1.1 virtual telux::audio::IAudioCaptureStream::~IAudioCaptureStream ( ) [virtual]

Destructor of the IAudioCaptureStream.

5.21.1.12.2 Member Function Documentation

5.21.1.12.2.1 virtual std::shared_ptr<IStreamBuffer> telux::audio::IAudioCaptureStream::getStreamBuffer ( ) [pure virtual]

Gets an audio buffer that will contain the audio data read.

Returns

IStreamBuffer instance or nullptr if memory allocation fails

5.21.1.12.2.2 virtual telux::common::Status telux::audio::IAudioCaptureStream::read (std::shared_ptr< IStreamBuffer > *buffer*, uint32_t *bytesToRead*, ReadResponseCb *callback = nullptr*) [pure virtual]

Read the audio data from the source device associated with this stream. Data captured will be received by the ReadResponseCb callback.

First read call starts the capture operation.

Parameters

in	*buffer*	Buffer in which data should be read
in	*bytesToRead*	Length of the data (in bytes) to read
in	*callback*	Receives the captured data

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.13 class telux::audio::IAudioLoopbackStream

Represents the stream created with the StreamType::LOOPBACK type. Provides the methods to start and stop the audio loopback operation.

Public member functions

- virtual telux::common::Status startLoopback (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status stopLoopback (telux::common::ResponseCallback callback=nullptr)=0
- virtual ~IAudioLoopbackStream ()

5.21.1.13.1 Constructors and Destructors

5.21.1.13.1.1 virtual telux::audio::IAudioLoopbackStream::~IAudioLoopbackStream ( ) [virtual]

Destructor of the IAudioLoopbackStream.

5.21.1.13.2 Member Function Documentation

5.21.1.13.2.1 virtual telux::common::Status telux::audio::IAudioLoopbackStream::startLoopback (telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Starts looping back the audio between the source and sink devices associated with this stream. Supported source and sink devices for loopback are DeviceType::DEVICE_TYPE_MIC and DeviceType::DEVICE_TYPE_SPEAKER only.

Parameters

in	*callback*	Invoked to confirm if the loopback has started

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.13.2.2 virtual telux::common::Status telux::audio::IAudioLoopbackStream::stopLoopback (telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Stops looping back the audio between the source and sink devices associated with this stream.

Parameters

in	*callback*	Optional, invoked to confirm if the loopback has stopped

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.14 class telux::audio::IAudioToneGeneratorStream

Represents the stream created with the StreamType::TONE_GENERATOR type. Provides the methods to play an audio tone.

Public member functions

- virtual telux::common::Status playTone (std::vector< uint16_t > freq, uint16_t duration, uint16_t gain, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status stopTone (telux::common::ResponseCallback callback=nullptr)=0
- virtual ~IAudioToneGeneratorStream ()

5.21.1.14.1 Constructors and Destructors

5.21.1.14.1.1 virtual telux::audio::IAudioToneGeneratorStream::~IAudioToneGeneratorStream ( ) [virtual]

Destructor of the IAudioToneGeneratorStream.

5.21.1.14.2 Member Function Documentation

5.21.1.14.2.1 virtual telux::common::Status telux::audio::IAudioToneGeneratorStream::playTone (std::vector< uint16_t > *freq*, uint16_t *duration*, uint16_t *gain*, telux::common::ResponseCallback *callback* = *nullptr*) [pure virtual]

Plays an audio tone with the given parameters.

Parameters

in	*freq*	Frequency of the tone. For single tone, freq[0] should be provided. For dual tone, both freq[0] and freq[1] should be provided.
in	*duration*	Duration (in milliseconds) for which the tone is played. Set it to INFINITE_TONE_DURATION to play indefinitely
in	*gain*	Defines the volume level of the tone, valid value range is 0 to 4000
in	*callback*	Optional, invoked to confirm if the tone play started

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.1.14.2.2 virtual telux::common::Status telux::audio::IAudioToneGeneratorStream::stopTone (telux::common::ResponseCallback *callback* = *nullptr*) [pure virtual]

If the IAudioToneGeneratorStream::playTone() was called with the INFINITE_TONE_DURATION duration, then this method stops playing the tone.

Parameters

in	*callback*	Optional, invoked to confirm if the tone play has stopped

Returns

Status telux::common::Status::SUCCESS if the request is initiated successfully, otherwise, an appropriate error code

5.21.2 Enumeration Type Documentation

5.21.2.1 enum telux::audio::Direction

Used for an in-call audio usecase. Represents the direction of the audio data flow.

Enumerator

RX Defines that playback should occur on a voice downlink path (cellular network to a device)
TX Defines that playback should occur on voice uplink path (device to a cellular network)

5.21.2.2 enum telux::audio::ChannelType

Adds positional perspective to the audio data in a given audio frame. For example, in a 2-speaker audio system, ChannelType::LEFT may represent audio played on speaker-1 while ChannelType::RIGHT represents audio played on speaker-2.

Enumerator

LEFT Specifies the left channel
RIGHT Specifies the right channel

5.21.2.3 enum telux::audio::AudioFormat

Specifies how audio data is represented (for example, endianness and number of bits) for storage or exchanging among various audio software and hardware layers.

Enumerator

UNKNOWN Default format (invalid)
PCM_16BIT_SIGNED PCM signed 16 bits
AMRNB Adaptive multirate narrow band format
AMRWB Adaptive multirate wide band format
AMRWB_PLUS Extended adaptive multirate wide band format

5.21.2.4 enum telux::audio::DtmfLowFreq

When generating a DTMF tone, defines the value of the low frequency component.

Enumerator

FREQ_697 697 Hz
FREQ_770 770 Hz
FREQ_852 852 Hz
FREQ_941 941 Hz

5.21.2.5 enum telux::audio::DtmfHighFreq

When generating a DTMF tone, defines the value of the high frequency component.

Enumerator

FREQ_1209 1209 Hz
FREQ_1336 1336 Hz
FREQ_1477 1477 Hz

FREQ_1633 1633 Hz

5.21.2.6 enum telux::audio::StopType

Defines the behavior for how a compressed audio format playback should be finished.

Enumerator

FORCE_STOP Stop playing immediately and discard all pending audio samples
STOP_AFTER_PLAY Stop playing after all samples in the pipeline have been played

5.22 Telematics_audio_transcoder

5.22.1 Data Structure Documentation

5.22.1.1 class telux::audio::ITranscodeListener

Listener for events during transcoding.

Public member functions

- virtual void onReadyForWrite ()
- virtual ~ITranscodeListener ()

5.22.1.1.1 Constructors and Destructors

5.22.1.1.1.1 virtual telux::audio::ITranscodeListener::~ITranscodeListener ( ) [virtual]

Destructor of ITranscodeListener.

5.22.1.1.2 Member Function Documentation

5.22.1.1.2.1 virtual void telux::audio::ITranscodeListener::onReadyForWrite ( ) [virtual]

Called when the audio pipeline is ready to accept the next buffer containing data to transcode.

5.22.1.2 class telux::audio::ITranscoder

Provides the methods for transcoding the compressed audio data.

Public member functions

- virtual std::shared_ptr
  < IAudioBuffer > getWriteBuffer ()=0
- virtual std::shared_ptr
  < IAudioBuffer > getReadBuffer ()=0
- virtual telux::common::Status write (std::shared_ptr< IAudioBuffer > buffer, uint32_t isLastBuffer, TranscoderWriteResponseCb callback=nullptr)=0
- virtual telux::common::Status tearDown (telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status read (std::shared_ptr< IAudioBuffer > buffer, uint32_t bytesToRead, TranscoderReadResponseCb callback=nullptr)=0
- virtual telux::common::Status registerListener (std::weak_ptr< ITranscodeListener > listener)=0
- virtual telux::common::Status deRegisterListener (std::weak_ptr< ITranscodeListener > listener)=0
- virtual ~ITranscoder ()

5.22.1.2.1 Constructors and Destructors

5.22.1.2.1.1 virtual telux::audio::ITranscoder::~ITranscoder ( ) [virtual]

Destructor of the ITranscoder.

5.22.1.2.2 Member Function Documentation

5.22.1.2.2.1 virtual std::shared_ptr<IAudioBuffer> telux::audio::ITranscoder::getWriteBuffer ( ) [pure virtual]

Gets a buffer for sending the data for transcoding.

Returns

IAudioBuffer instance representing the buffer or nullptr if allocation failed

5.22.1.2.2.2 virtual std::shared_ptr<IAudioBuffer> telux::audio::ITranscoder::getReadBuffer ( ) [pure virtual]

Gets a buffer that will contain the transcoded data.

Returns

IAudioBuffer instance representing the buffer or nullptr if allocation failed

5.22.1.2.2.3 virtual telux::common::Status telux::audio::ITranscoder::write (std::shared_ptr< IAudioBuffer > *buffer*, uint32_t *isLastBuffer*, TranscoderWriteResponseCb *callback = nullptr*) [pure virtual]

Sends the compressed data for transcoding. First write starts the transcoding operation.

Internally, a pipeline is maintained for the data to transcode. The application should send the next data for transcoding only when the pipeline can accomodate more data. This readiness is indicated by calling the ITranscodeListener::onReadyForWrite() method.

Parameters

in	*buffer*	Contains the data to transcode
in	*isLastBuffer*	Marks that this is the last chunk of the data to transcode
in	*callback*	Optional, invoked to pass the status of pushing the data in the pipeline

Returns

telux::common::Status::SUCCESS if the data is sent, otherwise, an appropriate error code

5.22.1.2.2.4 virtual telux::common::Status telux::audio::ITranscoder::tearDown (telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Destroys the ITranscoder instance created with IAudioManager::createTranscoder(). This must be called after the transcoding is finished.

Parameters

in	*callback*	Optional, invoked to pass the result of the destruction

Returns

telux::common::Status::SUCCESS if the teardown was initiated, otherwise, an appropriate error code

5.22.1.2.2.5 virtual telux::common::Status telux::audio::ITranscoder::read (std::shared_ptr< IAudioBuffer > *buffer,* uint32_t *bytesToRead,* TranscoderReadResponseCb *callback = nullptr*) [pure virtual]

Initiates a read request to fetch the transcoded data. Transcoded data will be by the TranscoderReadResponseCb callback.

Parameters

in	*buffer*	Buffer that will contain the transcoded data
in	*bytesToRead*	Length of the data to fetch
in	*callback*	Optional, invoked to pass the transcoded data

Returns

telux::common::Status::SUCCESS if the request is sent, otherwise, an appropriate error code

5.22.1.2.2.6 virtual telux::common::Status telux::audio::ITranscoder::registerListener (std::weak_ptr< ITranscodeListener > *listener*) [pure virtual]

Registers the given listener to know 'when the pipeline is ready to accept the next buffer' for transcoding. Event is received by the ITranscodeListener::onReadyForWrite() method.

Parameters

in	*listener*	Receives the events during transcoding

Returns

telux::common::Status::SUCCESS if the listener is registered, otherwise, an appropriate error code

5.22.1.2.2.7 virtual telux::common::Status telux::audio::ITranscoder::deRegisterListener (std::weak_ptr< ITranscodeListener > *listener*) [pure virtual]

Unregisters the given listener registered with ITranscoder::registerListener().

Parameters

in	*listener*	Listener to unregister

Returns

telux::common::Status::SUCCESS if the listener is unregistered, otherwise, an appropriate error code

5.23 Telematics_net

5.23.1 Data Structure Documentation

5.23.1.1 class telux::data::net::IFirewallManager

FirewallManager is a primary interface that filters and controls the network traffic on a pre-configured set of rules.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status setFirewall (bool enable, bool allowPackets, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestFirewallStatus (FirewallStatusCb callback)=0
- virtual telux::common::Status addFirewallEntry (std::shared_ptr< IFirewallEntry > entry, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestFirewallEntry (FirewallEntriesCb callback)=0
- virtual telux::common::Status removeFirewallEntry (const std::shared_ptr< IFirewallEntry > &entry, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status addDmz (const std::string ipAddr, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status removeDmz (const std::string ipAddr, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestDmzEntries (DmzEntriesCb dmzCb)=0
- virtual telux::data::OperationType getOperationType ()=0
- virtual ~IFirewallManager ()

5.23.1.1.1 Constructors and Destructors

5.23.1.1.1.1 virtual telux::data::net::IFirewallManager::~IFirewallManager ( ) [virtual]

Destructor for IFirewallManager

5.23.1.1.2 Member Function Documentation

5.23.1.1.2.1 virtual bool telux::data::net::IFirewallManager::isSubsystemReady ( ) [pure virtual]

Checks if the data subsystem is ready.

Returns

True if Firewall Manager is ready for service, otherwise returns false.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.2 virtual std::future<bool> telux::data::net::IFirewallManager::onSubsystemReady ( ) [pure virtual]

Wait for data subsystem to be ready.

Returns

A future that caller can wait on to be notified when firewall manager is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.3 virtual telux::common::Status telux::data::net::IFirewallManager::setFirewall (bool *enable,* bool *allowPackets,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Sets firewall configuration to enable or disable and update configuration to drop or accept the packets matching the rules.

Parameters

in	*enable*	Indicates whether the firewall is enabled
in	*allowPackets*	Indicates whether to accept or drop packets matching the rules
in	*callback*	optional callback to get the response setFirewall

Returns

Status of setFirewall i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.4 virtual telux::common::Status telux::data::net::IFirewallManager::requestFirewallStatus (FirewallStatusCb *callback*) [pure virtual]

Request status of firewall

Parameters

in	*callback*	callback to get the response of requestFirewallStatus

Returns

Status of requestFirewallStatus i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.5 virtual telux::common::Status telux::data::net::IFirewallManager::addFirewallEntry (std::shared_ptr< IFirewallEntry > *entry,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Adds the firewall rule

Parameters

in	*entry*	Firewall entry based on protocol type
in	*callback*	optional callback to get the response addFirewallEntry

Returns

Status of addFirewallEntry i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.6 virtual telux::common::Status telux::data::net::IFirewallManager::requestFirewallEntry (FirewallEntriesCb *callback*) [pure virtual]

Request Firewall rules

Parameters

in	*callback*	callback to get the response requestFirewallEntry

Returns

Status of requestFirewallEntry i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.7 virtual telux::common::Status telux::data::net::IFirewallManager::removeFirewallEntry (const std::shared_ptr< IFirewallEntry > & *entry,* telux::common::ResponseCallback *callback = nullptr*) [pure virtual]

Remove firewall entry

Parameters

in	*entry*	Firewall entry to be removed, get the available entries from requestFirewallEntry() API
in	*callback*	callback to get the response removeFirewallEntry

Returns

Status of removeFirewallEntry i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.8 virtual telux::common::Status telux::data::net::IFirewallManager::addDmz (const std::string *ipAddr*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Adds demilitarized zone (DMZ) IP address

Parameters

in	*ipAddr*	IP address to add
in	*callback*	optional callback to get the response addDmz

Returns

Status of addDmz i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.9 virtual telux::common::Status telux::data::net::IFirewallManager::removeDmz (const std::string *ipAddr*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Removes demilitarized zone (DMZ) IP address

Parameters

in	*ipAddr*	IP address to remove
in	*callback*	optional callback to get the response removeDmz

Returns

Status of removeDmz i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.10 virtual telux::common::Status telux::data::net::IFirewallManager::requestDmzEntries (DmzEntriesCb *dmzCb*) [pure virtual]

Request DMZ entries that was previously set using addDmz API

Parameters

in	*dmzCb*	callback to get the response requestDmzEntries

Returns

Status of requestDmzEntries i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.1.2.11 virtual telux::data::OperationType telux::data::net::IFirewallManager::getOperationType ( ) [pure virtual]

Get the associated operation type for this instance.

Returns

OperationType of getOperationType i.e. LOCAL or REMOTE.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.2 class telux::data::net::IFirewallEntry

Firewall entry class is used for configuring firewall rules.

Public member functions

- virtual std::shared_ptr < IIpFilter > getIProtocolFilter ()=0
- virtual telux::data::Direction getDirection ()=0
- virtual telux::data::IpFamilyType getIpFamilyType ()=0
- virtual ~IFirewallEntry ()

5.23.1.2.1 Constructors and Destructors

5.23.1.2.1.1 virtual telux::data::net::IFirewallEntry::~IFirewallEntry ( ) [virtual]

Destructor for IFirewallEntry

5.23.1.2.2 Member Function Documentation

5.23.1.2.2.1 virtual std::shared_ptr<IIpFilter> telux::data::net::IFirewallEntry::getIProtocolFilter ( ) [pure virtual]

Get IProtocol filter type

Returns

telux::data::IIpFilter.

5.23.1.2.2.2 virtual telux::data::Direction telux::data::net::IFirewallEntry::getDirection ( ) [pure virtual]

Get firewall direction

Returns

telux::data::Direction.

5.23.1.2.2.3 virtual telux::data::IpFamilyType telux::data::net::IFirewallEntry::getIpFamilyType ( ) [pure virtual]

Get Ip FamilyType

Returns

telux::data::IpFamilyType.

5.23.1.3 struct telux::data::net::NatConfig

Structure represents Network Address Translation (NAT) configuration

Data fields

Type	Field	Description
string	addr	Private IP address
uint16_t	port	Private port
uint16_t	globalPort	Global port
IpProtocol	proto	IP protocol telux::net::IpProtocol

5.23.1.4 class telux::data::net::INatManager

NatManager is a primary interface for configuring static network address translation(SNAT) and DMZ (demilitarized zone)

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status addStaticNatEntry (const NatConfig &snatConfig, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status removeStaticNatEntry (const NatConfig &snatConfig, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status requestStaticNatEntries (StaticNatEntriesCb snatEntriesCb)=0
- virtual telux::data::OperationType getOperationType ()=0
- virtual ~INatManager ()

5.23.1.4.1 Constructors and Destructors

5.23.1.4.1.1 virtual telux::data::net::INatManager::~INatManager ( ) [virtual]

Destructor for INatManager

5.23.1.4.2 Member Function Documentation

5.23.1.4.2.1 virtual bool telux::data::net::INatManager::isSubsystemReady ( ) [pure virtual]

Checks if the NAT manager subsystem is ready.

Returns

True if NAT Manager is ready for service, otherwise returns false.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.4.2.2 virtual std::future<bool> telux::data::net::INatManager::onSubsystemReady ( ) [pure virtual]

Wait for NAT manager subsystem to be ready.

Returns

A future that caller can wait on to be notified when NAT manager is ready.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.4.2.3 virtual telux::common::Status telux::data::net::INatManager::addStaticNatEntry (const NatConfig & *snatConfig,* telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Adds a static Network Address Translation (NAT) entry in the NAT table, these entries are persistent across object, connection and reboot lifetimes. To remove an entry it needs a explicit call to removeStaticNatEntry() API, it supports both IPv4 and IPv6

Parameters

in	*snatConfig*	snatConfiguration telux::net::NatConfig
in	*callback*	optional callback to get the response addStaticNatEntry

Returns

Status of addStaticNatEntry i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.4.2.4 virtual telux::common::Status telux::data::net::INatManager::removeStaticNatEntry (const NatConfig & *snatConfig,* telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Removes a static Network Address Translation (NAT) entry in the NAT table, it supports both IPv4 and IPv6

Parameters

in	*snatConfig*	snatConfiguration telux::net::NatConfig
in	*callback*	optional callback to get the response removeStaticNatEntry

Returns

Status of removeStaticNatEntry i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.4.2.5 virtual telux::common::Status telux::data::net::INatManager::requestStaticNatEntries (StaticNatEntriesCb *snatEntriesCb*) [pure virtual]

Request list of static nat entries available in the NAT table

Parameters

in	*snatEntriesCb*	Asynchronous callback to get the list of static Network Address Translation (NAT) entries

Returns

Status of requestStaticNatEntries i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.4.2.6 virtual telux::data::OperationType telux::data::net::INatManager::getOperationType ( ) [pure virtual]

Get the associated operation type for this instance.

Returns

OperationType of getOperationType i.e. LOCAL or REMOTE.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

5.23.1.5 class telux::data::net::IVlanManager

VlanManager is a primary interface for configuring VLAN (Virtual Local Area Network). it provide APIs for create, query, remove VLAN interfaces and associate or disassociate with profile IDs.

Public member functions

- virtual bool isSubsystemReady ()=0
- virtual std::future< bool > onSubsystemReady ()=0
- virtual telux::common::Status createVlan (const VlanConfig &vlanConfig, CreateVlanCb callback=nullptr)=0
- virtual telux::common::Status removeVlan (int16_t vlanId, InterfaceType ifaceType, telux::common::ResponseCallback callback=nullptr)=0
- virtual telux::common::Status queryVlanInfo (QueryVlanResponseCb callback)=0
- virtual telux::common::Status bindWithProfile (int profileId, int vlanId, telux::common::ResponseCallback callback)=0
- virtual telux::common::Status unbindFromProfile (int profileId, int vlanId, telux::common::ResponseCallback callback)=0
- virtual telux::common::Status queryVlanMappingList (VlanMappingResponseCb callback)=0
- virtual telux::data::OperationType getOperationType ()=0
- virtual ~IVlanManager ()

5.23.1.5.1 Constructors and Destructors

5.23.1.5.1.1 virtual telux::data::net::IVlanManager::~IVlanManager ( ) [virtual]

Destructor for IVlanManager

5.23.1.5.2 Member Function Documentation

5.23.1.5.2.1 virtual bool telux::data::net::IVlanManager::isSubsystemReady ( ) [pure virtual]

Checks if the data subsystem is ready.

Returns

True if VLAN Manager is ready for service, otherwise returns false.

5.23.1.5.2.2 virtual std::future<bool> telux::data::net::IVlanManager::onSubsystemReady ( ) [pure virtual]

Wait for data subsystem to be ready.

Returns

A future that caller can wait on to be notified when VLAN manager is ready.

5.23.1.5.2.3 virtual telux::common::Status telux::data::net::IVlanManager::createVlan (const VlanConfig & *vlanConfig*, CreateVlanCb *callback* = `nullptr`) [pure virtual]

Create a VLAN associated with multiple interfaces

Note

if interface configured as VLAN for the first time, it may trigger auto reboot.

Parameters

in	*vlanConfig*	vlan configuration
out	*callback*	optional callback to get the response createVlan

Returns

Immediate status of createVlan() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.23.1.5.2.4 virtual telux::common::Status telux::data::net::IVlanManager::removeVlan (int16_t *vlanId*, InterfaceType *ifaceType*, telux::common::ResponseCallback *callback* = `nullptr`) [pure virtual]

Remove VLAN configuration

Note

This will delete all clients associated with interface

Parameters

in	*vlanId*	VLAN ID
in	*ifaceType*	telux::net::InterfaceType
out	*callback*	optional callback to get the response removeVlan

Returns

Immediate status of removeVlan() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.23.1.5.2.5 virtual telux::common::Status telux::data::net::IVlanManager::queryVlanInfo (QueryVlanResponseCb *callback*) [pure virtual]

Query information about all the VLANs in the system

Parameters

out	*callback*	Response callback with list of configured VLANs

Returns

Immediate status of queryVlanInfo() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.23.1.5.2.6 virtual telux::common::Status telux::data::net::IVlanManager::bindWithProfile (int *profileId,* int *vlanId,* telux::common::ResponseCallback *callback*) [pure virtual]

Bind a Vlan with a particular profile ID. When a WWAN network interface is brought up using IDataConnectionManager::startDataCall on that profile ID, that interface will be accessible from this Vlan

Parameters

in	*profileId*	profile id for vlan association
in	*vlanId*	sets vlan id
out	*callback*	callback to get the response of associateWithProfileId API

Returns

Immediate status of associateWithProfileId() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.23.1.5.2.7 virtual telux::common::Status telux::data::net::IVlanManager::unbindFromProfile (int *profileId,* int *vlanId,* telux::common::ResponseCallback *callback*) [pure virtual]

Unbind VLAN id with given profile id

Parameters

in	*profileId*	profile id for vlan association
in	*vlanId*	vlan id
in	*callback*	callback to get the response of associateWithProfileId API

Returns

Immediate status of disassociateFromProfileId() request sent i.e. success or suitable status code

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.23.1.5.2.8 virtual telux::common::Status telux::data::net::IVlanManager::queryVlanMappingList (VlanMappingResponseCb *callback*) [pure virtual]

Query VLAN mapping list with associated profile id and vlan id

Parameters

in	*callback*	callback to get the response of queryVlanMappingList API

Returns

Immediate status of queryVlanMappingList() request sent i.e. success or suitable status code

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

5.23.1.5.2.9 virtual telux::data::OperationType telux::data::net::IVlanManager::getOperationType ( ) [pure virtual]

Get the associated operation type for this instance.

Returns

OperationType of getOperationType i.e. LOCAL or REMOTE.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6 Namespace Documentation

6.1 telux Namespace Reference

Namespaces

- namespace audio
- namespace common
- namespace config
- namespace cv2x
- namespace data
- namespace loc
- namespace power
- namespace rsp
- namespace tel
- namespace therm

6.2 telux::audio Namespace Reference

Data Structures

- struct FormatParams
- struct AmrwbpParams
- struct StreamConfig
- struct FormatInfo
- struct ChannelVolume
- struct StreamVolume
- struct StreamMute
- struct DtmfTone
- class AudioFactory
- class IVoiceListener
- class IPlayListener
- class ITranscodeListener

- class IAudioListener
- class IAudioBuffer
- class IStreamBuffer
- class IAudioManager
- class IAudioDevice
- class IAudioStream
- class IAudioVoiceStream
- class IAudioPlayStream
- class IAudioCaptureStream
- class IAudioLoopbackStream
- class IAudioToneGeneratorStream
- class ITranscoder

6.2.1 Typedef Documentation

6.2.1.1 using telux::audio::GetDevicesResponseCb = typedef std::function<void(std::vector< std::shared_ptr<IAudioDevice>> devices, telux::common::ErrorCode error)>

Invoked to pass the list of the supported audio devices. Used in conjunction with IAudioManager::getDevices().

Parameters

in	*devices*	List of the IAudioDevice devices
in	*error*	telux::common::ErrorCode::SUCCESS if the list is fetched successfully, otherwise, an appropriate error code

6.2.1.2 using telux::audio::GetStreamTypesResponseCb = typedef std::function<void(std::vector<StreamType> streamTypes, telux::common::ErrorCode error)>

Invoked to pass the list of the supported audio stream types. Used in conjunction with IAudioManager::getStreamTypes().

Parameters

in	*streamTypes*	List of the StreamType types
in	*error*	telux::common::ErrorCode::SUCCESS if the list is fetched successfully, otherwise, an appropriate error code

6.2.1.3 using telux::audio::CreateStreamResponseCb = typedef std::function<void(std::shared_ptr<IAudioStream> &stream, telux::common::ErrorCode error)>

Invoked to pass the instance of the audio stream created. Used in conjunction with IAudioManager::createStream().

Passed stream should be type casted before using it, according to the StreamType::* type that was requested while creating it.

For StreamType::VOICE_CALL type cast to IAudioManager::IAudioVoiceStream. For StreamType::CAPTURE type cast to IAudioManager::IAudioCaptureStream. For StreamType::PLAY cast to IAudioManager::IAudioPlayStream. For StreamType::LOOPBACK cast to IAudioManager::IAudioLoopbackStream. For StreamType::TONE_GENERATOR cast to IAudioManager::IAudioToneGeneratorStream.

Parameters

in	*stream*	Audio stream created or nullptr if creation failed
in	*error*	telux::common::ErrorCode::SUCCESS if the stream is created successfully, otherwise, an appropriate error code

6.2.1.4 using telux::audio::CreateTranscoderResponseCb = typedef std::function<void(std::shared_ptr<ITranscoder> &transcoder, telux::common::ErrorCode error)>

Invoked to pass the instance of the ITranscoder created. Used in conjunction with IAudioManager::createTranscoder().

Parameters

in	*transcoder*	ITranscoder instance or nullptr if transcoder can't be setup
in	*error*	telux::common::ErrorCode::SUCCESS if the transcoder is set up successfully, otherwise, an appropriate error code

6.2.1.5 using telux::audio::DeleteStreamResponseCb = typedef std::function<void(telux::common::ErrorCode error)>

Invoked to confirm if the stream is deleted or not. Used in conjunction with IAudioManager::deleteStream().

Parameters

in	*error*	telux::common::ErrorCode::SUCCESS if the stream is deleted, otherwise, an appropriate error code

6.2.1.6 using telux::audio::GetStreamDeviceResponseCb = typedef std::function<void(std::vector<DeviceType> devices, telux::common::ErrorCode error)>

Invoked to pass the list of the audio devices associated with the stream. Used in conjunction with IAudioStream::getDevice().

in	*devices*	List of the devices
in	*error*	telux::common::ErrorCode::SUCCESS if the device list is is sent successfully, otherwise, an appropriate error code

6.2.1.7 using telux::audio::GetStreamVolumeResponseCb = typedef std::function<void(StreamVolume volume, telux::common::ErrorCode error)>

Invoked to pass the current volume level of the audio device. Used in conjunction with IAudioStream::getVolume().

Parameters

in	*volume*	Details of the volume
in	*error*	telux::common::ErrorCode::SUCCESS if the volume level is read successfully, otherwise, an appropriate error code

6.2.1.8 using telux::audio::GetStreamMuteResponseCb = typedef std::function<void(StreamMute mute, telux::common::ErrorCode error)>

Invoked to pass the current mute state of the stream. Used in conjunction with IAudioStream::getMute().

Parameters

in	*mute*	Details about the mute state
in	*error*	telux::common::ErrorCode::SUCCESS if the mute state is read successfully, otherwise, an appropriate error code

6.2.1.9 using telux::audio::WriteResponseCb = typedef std::function<void(std::shared_ptr<IStreamBuffer> buffer, uint32_t bytesWritten, telux::common::ErrorCode error)>

Used in conjunction with IAudioPlayStream::write(). Invoked to pass the audio data length (in bytes) played from the given buffer.

Application can clear the contents of the buffer by calling IAudioBuffer::reset() before reusing it for the subsequent write operation.

Parameters

in	*buffer*	Buffer passed in the call to IAudioPlayStream::write()
in	*error*	telux::common::ErrorCode::SUCCESS if the playback was successful, otherwise, an appropriate error code

6.2.1.10 using telux::audio::ReadResponseCb = typedef std::function<void(std::shared_ptr<IStreamBuffer> buffer, telux::common::ErrorCode error)>

Used in conjunction with IAudioCaptureStream::read(). Invoked to pass the captured audio samples. The IAudioBuffer::getDataSize() gives the length of the data (in bytes).

After the samples have been processed by the application, it can clear the contents of the buffer by calling IAudioBuffer::reset().

in	*buffer*	Buffer passed in the call to IAudioCaptureStream::read()
in	*error*	telux::common::ErrorCode::SUCCESS if the capture was successful, otherwise, an appropriate error code

6.2.1.11 using telux::audio::TranscoderReadResponseCb = typedef std-::function<void(std::shared_ptr<IAudioBuffer> buffer, uint32_t isLastBuffer, telux::common::ErrorCode error)>

Called to pass the transcoded audio data. Used with ITranscoder:read().

Parameters

in	*buffer*	Contains the transcoded data with IAudioBuffer::getDataSize() giving the actual number of data bytes in this buffer. Should be cleared using IAudioBuffer::reset() before reusing it for sending the next compressed data for transcoding.
in	*isLastBuffer*	Indicates that this is the last chunk of the transcoded data
in	*error*	telux::common::ErrorCode::SUCCESS if the transcoding was successful, an appropriate error code otherwise

6.2.1.12 using telux::audio::TranscoderWriteResponseCb = typedef std-::function<void(std::shared_ptr<IAudioBuffer> buffer, uint32_t bytesWritten, telux::common::ErrorCode error)>

Called when the compressed data has been sent for transcoding. Used with ITranscoder:write().

Parameters

in	*buffer*	Buffer that is passed to ITranscoder::write(). To reuse it for sending the next compressed data for transcoding, clear it using IAudioBuffer::reset().
in	*bytesWritten*	Number of data bytes sent for transcoding
in	*error*	telux::common::ErrorCode::SUCCESS if the data was sent successfully, an appropriate error code otherwise

6.2.2 Variable Documentation

6.2.2.1 const uint16_t telux::audio::INFINITE_DTMF_DURATION = 0xFFFF

Specifies that the DTMF tone should be played indefinitely

6.2.2.2 const uint16_t telux::audio::INFINITE_TONE_DURATION = 0xFFFF

Specifies that the audio tone should be played indefinitely

6.3 telux::common Namespace Reference

Data Structures

- class ICommandCallback
- class ICommandResponseCallback

General command response callback for most of the requests, client needs to implement this interface to get single shot response. More...

- class IServiceStatusListener
- struct SdkVersion
- class Version

  Provides version of SDK. More...

6.3.1 Typedef Documentation

6.3.1.1 using telux::common::ResponseCallback = typedef std::function<void(telux::common::ErrorCode errorCode)>

General response callback for most of the requests, client needs to implement this function to get the asynchronous response.

The methods in callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*errorCode*	ErrorCode

6.3.2 Enumeration Type Documentation

6.3.2.1 enum telux::common::ServiceStatus

Service status.

Enumerator

SERVICE_UNAVAILABLE
SERVICE_AVAILABLE
SERVICE_FAILED

6.4 telux::config Namespace Reference

Data Structures

- class ConfigFactory

  ConfigFactory allows creation of config related classes. More...

- struct ConfigInfo
- class IModemConfigListener

  Listener class for getting notifications related to configuration change detection. The client needs to implement these methods as briefly as possible and avoid blocking calls in it. The methods in this class can be invoked from multiple different threads. Client needs to make sure that the implementation is thread-safe. More...

- class IModemConfigManager

  IModemConfigManager provides interface to list config files present in modem's storage. load a new config file in modem, activate a config file, get active config file information, deactivate a config file, delete config

file from the modem's storage, get and set mode of config auto selection, register and deregister listener for config update in modem. The config files are also referred to as MBNs. More...

6.5 telux::cv2x Namespace Reference

Data Structures

- class Cv2xFactory

  Cv2xFactory is the factory that creates the Cv2x Radio. More...

- class ICv2xRadio
- class ICv2xRadioListener

  Listeners for Cv2xRadio must implement this interface. More...

- class ICv2xListener

  Cv2x Radio Manager listeners implement this interface.

- class ICv2xRadioManager

  Cv2xRadioManager manages instances of Cv2xRadio. More...

- struct Cv2xStatus
- struct Cv2xPoolStatus
- struct Cv2xStatusEx
- struct TxPoolIdInfo
- struct EventFlowInfo
- struct SpsFlowInfo
- struct Cv2xRadioCapabilities
- struct MacDetails
- struct SpsSchedulingInfo
- struct TrustedUEInfo
- struct TrustedUEInfoList
- struct IPv6Address
- struct DataSessionSettings
- class ICv2xRxSubscription
- class ICv2xTxFlow

6.5.1 Typedef Documentation

6.5.1.1 using telux::cv2x::CreateRxSubscriptionCallback = typedef std::function<void (std::shared_ptr<ICv2xRxSubscription> rxSub, telux::common::ErrorCode error)>

This function is called as a response to createRxSubscription.

in	*rxSub*	- Rx Subscription
in	*error*	- Indicates whether socket creation succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.2 using telux::cv2x::CreateTxSpsFlowCallback = typedef std::function<void (std::shared_ptr<ICv2xTxFlow> txSpsFlow, std::shared_ptr<ICv2xTxFlow> txEventFlow, telux::common::ErrorCode spsError, telux::common::ErrorCode eventError)>

This function is called as a response to createTxSpsFlow

Parameters

in	*spsFlow*	- Sps flow
in	*eventFlow*	- Optional event flow. Will be nullptr if event flow was not specified in the request
in	*error*	- Indicates whether Tx SPS flow creation succeeded • SUCCESS • GENERIC_FAILURE
in	*error*	- Indicates whether optional Tx Event flow creation succeeded • SUCCESS

6.5.1.3 using telux::cv2x::CreateTxEventFlowCallback = typedef std::function<void (std::shared_ptr<ICv2xTxFlow> txEventFlow, telux::common::ErrorCode error)>

This function is called with the response to createTxEventFlow

Parameters

in	*txEventFlow*	- Event flow
in	*error*	- Indicates whether Tx event flow creation succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.4 using telux::cv2x::CloseTxFlowCallback = typedef std::function<void (std::shared_ptr<ICv2xTxFlow> txFlow, telux::common::ErrorCode error)>

This function is called with the response to closeTxFlow.

Parameters

in	*txFlow*	- Closed tx flow
in	*error*	- Indicates whether close operation succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.5 using telux::cv2x::CloseRxSubscriptionCallback = typedef std::function<void (std::shared_ptr<ICv2xRxSubscription> rxSub, telux::common::ErrorCode error)>

This function is called with the response to closeRxSubscription.

Parameters

in	*rxSub*	- Closed rx subscription
in	*error*	- Indicates whether Rx subscription close succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.6 using telux::cv2x::ChangeSpsFlowInfoCallback = typedef std::function<void (std::shared_ptr<ICv2xTxFlow> txFlow, telux::common::ErrorCode error)>

This function is called with the response to changeSpsFlowInfo.

Parameters

in	*txFlow*	- Sps flow that requested reservation change
in	*error*	- SUCCESS if Tx reservation change succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.7 using telux::cv2x::RequestSpsFlowInfoCallback = typedef std::function<void (std::shared_ptr<ICv2xTxFlow> txFlow, const SpsFlowInfo & spsInfo, telux::common::ErrorCode error)>

This function is called with the response to requestSpsFlowInfo.

Parameters

in	*txFlow*	- SPS flow that requested info
in	*spsInfo*	- SPS flow reservation info
in	*error*	- SUCCESS if Tx reservation change succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.8 using telux::cv2x::ChangeEventFlowInfoCallback = typedef std::function<void (std::shared_ptr<ICv2xTxFlow> txFlow, telux::common::ErrorCode error)>

This function is called with the response to changeEventFlowInfo.

Parameters

in	*txFlow*	- Event flow that requested reservation change
in	*error*	- SUCCESS if Tx parameter change succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.9 using telux::cv2x::RequestCapabilitiesCallback = typedef std::function<void(const Cv2xRadioCapabilities & capabilities, telux::common::ErrorCode error)>

This function is called with the response to requestCapabilities.

Parameters

in	*capabilities*	- Capability info
in	*error*	- SUCCESS if capabilities request succeeded • SUCCESS • GENERIC_FAILURE

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

6.5.1.10 using telux::cv2x::RequestDataSessionSettingsCallback = typedef std::function<void (const DataSessionSettings & settings, telux::common::ErrorCode error)>

This function is called with the response to requestDataSessionSettings.

Parameters

in	*settings*	- Data session settings
in	*error*	- SUCCESS if data session settings request succeeded • SUCCESS • GENERIC_FAILURE

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.5.1.11 using telux::cv2x::UpdateTrustedUEListCallback = typedef std::function<void(telux::common::ErrorCode error)>

This function is called with the response to updateTrustedUEList.

Parameters

in	*error*	- SUCCESS if update succeeded • INVALID_ARGUMENTS if trustedUEs or maliciousIds length greater than maximum value • SUCCESS • GENERIC_FAILURE • INVALID_ARGUMENTS

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.5.1.12 using telux::cv2x::UpdateSrcL2InfoCallback = typedef std::function<void (telux::common::ErrorCode error)>

This function is called with the response to updateSrcL2Info.

Parameters

in	*error*	- SUCCESS if Tx reservation change succeeded • SUCCESS • GENERIC_FAILURE

6.5.1.13 using telux::cv2x::StartCv2xCallback = typedef std::function<void (telux::common::ErrorCode error)>

This function is called as a response to startCv2x

Parameters

in	*error*	- SUCCESS if Cv2x mode successfully started • SUCCESS • GENERIC_FAILURE

6.5.1.14 using telux::cv2x::StopCv2xCallback = typedef std::function<void (telux::common::ErrorCode error)>

This function is called as a response to stopCv2x

Parameters

in	*error*	- SUCCESS if Cv2x mode successfully stopped • SUCCESS • GENERIC_FAILURE

6.5.1.15 using telux::cv2x::RequestCv2xStatusCallback = typedef std::function<void (Cv2xStatus status, telux::common::ErrorCode error)>

This function is called as a response to requestCv2xStatus

Parameters

in	*status*	- Cv2x status
in	*error*	- SUCCESS if Cv2x status was successully retrieved • SUCCESS • GENERIC_FAILURE

Deprecated use RequestCv2xStatusCallbackEx

6.5.1.16 using telux::cv2x::RequestCv2xStatusCallbackEx = typedef std::function<void (Cv2xStatusEx status, telux::common::ErrorCode error)>

This function is called as a response to requestCv2xStatus

Parameters

in	*status*	- Cv2x status
in	*error*	- SUCCESS if Cv2x status was successully retrieved • SUCCESS • GENERIC_FAILURE

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

6.5.1.17 using telux::cv2x::UpdateConfigurationCallback = typedef std::function<void (telux::common::ErrorCode error)>

This function is called with the response to updateConfiguration

Parameters

in	*error*	- SUCCESS if configuration was updated successfully • SUCCESS • GENERIC_FAILURE

6.6 telux::data Namespace Reference

Namespaces

- namespace net

Data Structures

- class IDataConnectionManager

  IDataConnectionManager is a primary interface for cellular connectivity This interface provides APIs for start and stop data call connections, get data call information and listener for monitoring data calls. More...

- class IDataCall

  Represents single established data call on the device. More...

- class IDataConnectionListener
- struct DataRestrictMode
- struct PortInfo
- struct ProfileParams
- struct DataCallStats
- struct IpAddrInfo
- struct DataCallEndReason
- struct VlanConfig
- class DataFactory

  DataFactory is the central factory to create all data classes. More...

- class IDataFilterListener

  Listener class for listening to filtering mode notifications, like Data filtering mode change. Client need to implement these methods. The methods in listener can be invoked from multiple threads. So the client needs to make sure that the implementation is thread-safe. More...

- class IDataFilterManager

  IDataFilterManager class provides interface to enable/disable the data restrict filters and register for data restrict filter. The filtering can be done at any time. One such use case is to do it when we want the AP to suspend so that we are not waking up the AP due to spurious incoming messages. Also to make sure the DataRestrict mode is enabled. More...

- class DataProfile

  DataProfile class represents single data profile on the modem. More...

- class IDataProfileListener

  Listener class for getting profile change notification. More...

- class IDataProfileManager
- class IDataCreateProfileCallback
- class IDataProfileListCallback

  Interface for getting list of DataProfile using callback. Client needs to implement this interface to get single

shot responses for commands like get profile list and query profile. More...

- class IDataProfileCallback
- struct IPv4Info
- struct IPv6Info
- struct UdpInfo
- struct TcpInfo
- struct IcmpInfo
- struct EspInfo
- class IIpFilter

  A IP filter class to add specific filters like what data will be allowed from the modem to the application processor. Only data packets that match the filter will be sent to the apps processor. Also used to configure Firewall rules.

- class IUdpFilter

  This class represents a IP Filter for the UDP, get the new instance from telux::data::DataFactory.

- class ITcpFilter

  This class represents a IP Filter for the TCP, get the new instance from telux::data::DataFactory.

- class IIcmpFilter

  This class represents a IP Filter for the ICMP, get the new instance from telux::data::DataFactory.

- class IEspFilter

  This class represents a IP Filter for the ESP, get the new instance from telux::data::DataFactory.

- union DataCallEndReason.__unnamed__

6.6.1 Data Structure Documentation

6.6.1.1 struct telux::data::IPv4Info

IPv4 header info

Data fields

Type	Field	Description
string	srcAddr	address of the device that sends the packet.
string	srcSubnetMask	
string	destAddr	address of receiving end
string	destSubnet-Mask	
TypeOfService	value	level of throughput, reliability, and delay
TypeOfService	mask	
IpProtocol	nextProtoId	Protocol ID (i.e TCP, UDP or ICMP)

6.6.1.2 struct telux::data::IPv6Info

IPv6 header info

Data fields

Type	Field	Description
string	srcAddr	address of the device that sends the packet.
string	destAddr	address of receiving end
IpProtocol	nextProtoId	Protocol ID (i.e TCP, UDP or ICMP)
TrafficClass	val	indicates the class or priority of the IPv6 packet, enables the ability to track specific traffic flows at the network layer.
TrafficClass	mask	
FlowLabel	flowLabel	Indicates that this packet belongs to a specific sequence of packets between a source and destination, requiring special handling by intermediate IPv6 routers.
uint8_t	natEnabled	

6.6.1.3 struct telux::data::UdpInfo

UDP header info

Data fields

Type	Field	Description
PortInfo	src	Source port and range
PortInfo	dest	Destination port and range

6.6.1.4 struct telux::data::TcpInfo

TCP header info

Data fields

Type	Field	Description
PortInfo	src	Source port and range
PortInfo	dest	Destination port and range

6.6.1.5 struct telux::data::IcmpInfo

Internet Control Message Protocol (ICMP)

Data fields

Type	Field	Description
uint8_t	type	ICMP message type - RFC2780
uint8_t	code	ICMP message code - RFC2780

6.6.1.6 struct telux::data::EspInfo

Encapsulating Security Payload

Data fields

Type	Field	Description
uint32_t	spi	Security Parameters Index

6.6.2 Typedef Documentation

6.6.2.1 using telux::data::DataCallResponseCb = typedef std::function<void(const std::shared_ptr<IDataCall> &dataCall, telux::common::ErrorCode error)>

This function is called with the response to startDataCall / stopDataCall API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*dataCall*	Pointer to IDataCall
in	*error*	Return code for whether the operation succeeded or failed

6.6.2.2 using telux::data::StatisticsResponseCb = typedef std::function<void(const DataCallStats dataStats, telux::common::ErrorCode error)>

This function is called with the response to requestDataCallStatistics API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*dataStats*	Data Call statistics
in	*error*	Return code for whether the operation succeeded or failed

6.6.2.3 using telux::data::DataCallListResponseCb = typedef std::function<void(const std::vector<std::shared_ptr<IDataCall>> &dataCallList, telux::common::ErrorCode error)>

This function is called with the response to requestDataCallList API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*dataCall*	vector of of IDataCall list
in	*error*	Return code for whether the operation succeeded or failed

6.6.2.4 using telux::data::DataRestrictModeCb = typedef std::function<void(DataRestrictMode mode, telux::common::ErrorCode error)>

This function is called in the response to requestDataRestrictMode().

in	*mode*	Return current data restrict mode.
in	*error*	Return code which indicates whether the operation succeeded or not. ErrorCode.

6.6.2.5 using telux::data::TypeOfService = typedef uint8_t

6.6.2.6 using telux::data::TrafficClass = typedef uint8_t

6.6.2.7 using telux::data::FlowLabel = typedef uint32_t

6.7 telux::data::net Namespace Reference

Data Structures

- class IFirewallManager

  FirewallManager is a primary interface that filters and controls the network traffic on a pre-configured set of rules. More...

- class IFirewallEntry

  Firewall entry class is used for configuring firewall rules. More...

- struct NatConfig

- class INatManager

  NatManager is a primary interface for configuring static network address translation(SNAT) and DMZ (demilitarized zone) More...

- class IVlanManager

  VlanManager is a primary interface for configuring VLAN (Virtual Local Area Network). it provide APIs for create, query, remove VLAN interfaces and associate or disassociate with profile IDs. More...

6.7.1 Typedef Documentation

6.7.1.1 using telux::data::net::FirewallStatusCb = typedef std::function<void(bool enable, bool allowPackets, telux::common::ErrorCode error)>

This function is called as a response to requestFirewallStatus()

Parameters

in	*enable*	Indicates whether the firewall is enabled
in	*allowPackets*	Indicates whether to accept or drop packets matching the rules
in	*error*	- Return code which indicates whether the operation succeeded or not. telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.7.1.2 using telux::data::net::FirewallEntriesCb = typedef std::function<void(std::vector<std::shared_ptr<IFirewallEntry>> entries, telux::common::ErrorCode error)>

This function is called as a response to requestFirewallEntry()

in	*entries*	list of firewall entries
in	*error*	- Return code which indicates whether the operation succeeded or not. telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.7.1.3 using telux::data::net::DmzEntriesCb = typedef std::function<void(std::vector<std::string> dmzEntries, telux::common::ErrorCode error)>

This function is called as a response to requestDmzEntries()

Parameters

in	*dmzEntries*	list of dmz entries
in	*error*	Return code which indicates whether the operation succeeded or not. telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.7.1.4 using telux::data::net::StaticNatEntriesCb = typedef std::function<void(const std::vector<NatConfig> &snatEntries, telux::common::ErrorCode error)>

This function is called as a response to requestStaticNatEntries()

Parameters

in	*snatEntries*	list of static Network Address Translation (NAT)
in	*error*	Return code which indicates whether the operation succeeded or not telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.7.1.5 using telux::data::net::CreateVlanCb = typedef std::function<void(bool isAccelerated, telux::common::ErrorCode error)>

This function is called as a response to createVlan()

in	*isAccelerated*	Offload status returned by server
in	*error*	Return code which indicates whether the operation succeeded or not telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.7.1.6 using telux::data::net::QueryVlanResponseCb = typedef std::function<void(const std::vector<VlanConfig> &configs, telux::common::ErrorCode error)>

This function is called as a response to queryVlanInfo()

Parameters

in	*configs*	List of VLAN configs
in	*error*	Return code which indicates whether the operation succeeded or not telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.7.1.7 using telux::data::net::VlanMappingResponseCb = typedef std::function<void(const std::list<std::pair<int, int>> &mapping, telux::common::ErrorCode error)>

This function is called as a response to queryVlanMappingList()

Parameters

in	*mapping*	List of profile Id and Vlan id map Key is Profile Id and value is VLAN id
in	*error*	Return code which indicates whether the operation succeeded or not telux::common::ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.8 telux::loc Namespace Reference

Data Structures

- class ILocationConfigurator

  ILocationConfigurator allows for the enablement/disablement of the time uncertainty. It also allows to set the threshold and the required power level for the configureCTunc API. More...

- struct GnssKinematicsData

- struct TimeInfo
- struct GlonassTimeInfo
- union SystemTimeInfo
- struct SystemTime
- struct GnssMeasurementInfo
- struct GnssData
- struct LeapSecondChangeInfo
- struct LeapSecondInfo
- struct LocationSystemInfo
- class IGpsTime

  IGpsTime provides interface to get current GPS week and elapsed time in current GPS week. More...

- class ISensorDataUsage

  Specifies the sensors used for calculating the fixes and the type of measurements which were aided by sensor data. More...

- class ILocationInfo

  ILocationInfo provides interface to get basic position related information like latitude, longitude, altitude, timestamp and other information like time stamp, session status,. More...

- class ILocationInfoBase

  ILocationInfoBase provides interface to get basic position related information like latitude, longitude, altitude, timestamp. More...

- class ILocationInfoEx

  ILocationInfoEx provides interface to get richer position related information like latitude, longitude, altitude and other information like time stamp, session status, dop, reliabilities, uncertainities etc. More...

- class ISVInfo

  ISVInfo provides interface to retrieve information about Satellite Vehicles, their position and health status. More...

- class IGnssSVInfo

  IGnssSVInfo provides interface to retrieve the list of SV info available and whether altitude is assumed or calculated. More...

- class IGnssSignalInfo

  IGnssSignalInfo provides interface to retrieve GNSS data information like jammer metrics and automatic gain control for satellite signal type. More...

- class LocationFactory

  LocationFactory allows creation of location manager. More...

- class ILocationListener

  Listener class for getting location updates and satellite vehicle information. More...

- class ILocationSystemInfoListener

- class ILocationManager

  ILocationManager provides interface to register and remove listeners. It also allows to set and get configuration/ criteria for position reports. The new APIs(registerListenerEx, deRegisterListenerEx, startDetailedReports, startBasicReports) and old/deprecated APIs(registerListener, removeListener, setPositionReportTimeout, setHorizontalAccuracyLevel, setMinIntervalForReports) should not be used interchangebly, either the new APIs should be used or the old APIs should be used. More...

6.9 telux::power Namespace Reference

Data Structures

- class PowerFactory

  PowerFactory allows creation of TCU-activity manager instance. More...

- class ITcuActivityListener

  Listener class for getting notifications related to TCU-activity state and also the updates related to TCU-activity service status. The client needs to implement these methods as briefly as possible and avoid blocking calls in it. The methods in this class can be invoked from multiple different threads. Client needs to make sure that the implementation is thread-safe. More...

- class ITcuActivityManager

  ITcuActivityManager provides interface to register and de-register listeners (to get TCU-activity state updates). And also API to initiate TCU-activity state transition. More...

6.10 telux::rsp Namespace Reference

Data Structures

- struct CustomHeader
- class IHttpTransactionListener

  The interface listens for indication to perform HTTP request and send back the response for HTTP request to modem. More...

- class IHttpTransactionManager

  IHttpTransactionManager is the interface to service HTTP related requests from the modem, for Sim profile update related operations. More...

- class SimProfile

  SimProfile class represents single eUICC profile on the card. More...

- class SimProfileFactory

  SimProfileFactory is the central factory to create all eUICC manager class instances. More...

- class ISimProfileListener

  The interface listens for profile download indication and keep track of download and install progress of profile. More...

- class ISimProfileManager

  ISimProfileManager is a primary interface for remote eUICCs (eSIMs or embedded SIMs) provisioning.This interface provides APIs to add, delete, set profile on the eUICC. More...

6.10.1 Typedef Documentation

6.10.1.1 using telux::rsp::ProfileListResponseCb = typedef std::function<void(const std::vector<std::shared_ptr<SimProfile>> &profiles, telux::common::ErrorCode error)>

This function is called with the response to requestProfileList API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*info*	Profiles information SimProfile.
in	*error*	Return code which indicates whether the operation succeeded or not. ErrorCode.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.11 telux::tel Namespace Reference

Data Structures

- class ICall

  ICall represents a call in progress. An ICall cannot be directly created by the client, rather it is returned as a result of instantiating a call or from the PhoneListener when receiving an incoming call. More...

- class ICallListener

  A listener class for monitoring changes in call, including call state change and ECall state change. Override the methods for the state that you wish to receive updates for. More...

- class ICallManager

  Call Manager is the primary interface for call related operations Allows to conference calls, swap calls, make normal voice call and emergency call, send and update MSD pdu. More...

- class IMakeCallCallback

  Interface for Make Call callback object. Client needs to implement this interface to get single shot responses for commands like make call. More...

- class ICardApp

  Represents a single card application. More...

- struct IccResult

- class ICardManager

- class ICard

  ICard represents currently inserted UICC or eUICC. More...

- class ICardChannelCallback

- class ICardCommandCallback

- class ICardListener
- class GsmCellIdentity
- class CdmaCellIdentity
- class LteCellIdentity
- class WcdmaCellIdentity
- class TdscdmaCellIdentity
- class CellInfo
- class GsmCellInfo
- class CdmaCellInfo
- class LteCellInfo
- class WcdmaCellInfo
- class TdscdmaCellInfo
- struct ECallMsdOptionals
- struct ECallMsdControlBits
- struct ECallVehicleIdentificationNumber
- struct ECallVehiclePropulsionStorageType
- struct ECallVehicleLocation
- struct ECallVehicleLocationDelta
- struct ECallOptionalPdu
- struct ECallMsdData
- struct ECallModeInfo
- struct PreferredNetworkInfo
- struct OperatorStatus
- class INetworkSelectionManager

  Network Selection Manager class provides the interface to get and set network selection mode, preferred network list and scan available networks. More...

- class OperatorInfo
- class INetworkSelectionListener

  Listener class for getting network selection mode change notification. More...

- class IPhone

  This class allows getting system information and registering for system events. Each Phone instance is associated with a single SIM. So on a dual SIM device you would have 2 Phone instances. More...

- class ISignalStrengthCallback

  Interface for Signal strength callback object. Client needs to implement this interface to get single shot responses for commands like get signal strength. More...

- class IVoiceServiceStateCallback

  Interface for voice service state callback object. Client needs to implement this interface to get single shot responses for commands like request voice radio technology. More...

- struct SimRatCapability
- struct CellularCapabilityInfo
- class PhoneFactory

  PhoneFactory is the central factory to create all Telephony SDK Classes and services. More...

- class IPhoneListener

  A listener class for monitoring changes in specific telephony states on the device, including service state and signal strength. Override the methods for the state that you wish to receive updates for. More...

- class IPhoneManager

  Phone Manager creates one or more phones based on SIM slot count, it allows clients to register for notification of system events. Clients should check if the subsystem is ready before invoking any of the APIs. More...

- class ICellularCapabilityCallback
- class IOperatingModeCallback
- class IRemoteSimListener

  A listener class for getting remote SIM notifications. More...

- class IRemoteSimManager

  IRemoteSimManager provides APIs for remote SIM related operations. This allows a device to use a SIM card on another device for its WWAN modem functionality. The SIM provider service is the endpoint that interfaces with the SIM card (e.g. over bluetooth) and sends/receives data to the other endpoint, the modem. The modem sends requests to the SIM provider service to interact with the SIM card (e.g. power up, transmit APDU, etc.), and is notified of events (e.g. card errors, resets, etc.). This API is used by the SIM provider endpoint to provide a SIM card to the modem. More...

- struct CardReaderStatus
- class ISapCardManager

  ISapCardManager provide APIs for SAP related operations. More...

- class IAtrResponseCallback
- class ISapCardCommandCallback
- class ICardReaderCallback
- class IServingSystemManager

  Serving System Manager class provides the API to request and set service domain preference and RAT preference. More...

- class IServingSystemListener

  Listener class for getting radio access technology mode preference change notification. More...

- class SignalStrength
- class LteSignalStrengthInfo

- class GsmSignalStrengthInfo
- class CdmaSignalStrengthInfo
- class WcdmaSignalStrengthInfo
- class TdscdmaSignalStrengthInfo
- struct MessageAttributes

  Contains structure of message attributes like encoding type, number of segments, characters left in last segment. More...

- class SmsMessage

  A Short Message Service message. More...

- class ISmsManager

  SMS Manager class is the primary interface to send and receive SMS messages. It allows to send an SMS in several formats and sizes. More...

- class ISmsListener

  A listener class for monitoring incoming SMS. Override the methods for the state that you wish to receive updates for. More...

- class ISmscAddressCallback
- class ISubscription

  Subscription returns information about network operator subscription details pertaining to a SIM card. More...

- class ISubscriptionListener

  A listener class for receiving device subscription information. The methods in listener can be invoked from multiple different threads. The implementation should be thread safe. More...

- class ISubscriptionManager
- class VoiceServiceInfo

6.11.1 Typedef Documentation

6.11.1.1 using telux::tel::MakeCallCallback = typedef std::function<void(telux-::common::ErrorCode error, std::shared_ptr<ICall> call)>

This function is called with the response to make normal call and emergency call.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

out	*error*	ErrorCode
out	*call*	Pointer to Call object or nullptr in case of failure

6.11.1.2 using telux::tel::PinOperationResponseCb = typedef std::function<void(int retryCount, telux::common::ErrorCode error)>

This function is called with the response to pin operations like change pin password, unlock card and set card lock.

in	*retryCount*	No of retry attempts left
in	*error*	Return code for whether the operation succeeded or failed

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

6.11.1.3 using telux::tel::QueryFdnLockResponseCb = typedef std::function<void(bool isAvailable, bool isEnabled, telux::common::ErrorCode error)>

This function is called with the response to queryFdnLockState API.

Parameters

in	*isAvailable*	Determine FDN lock state availability
in	*isEnabled*	Determine FDN lock state i.e enable or disable
in	*error*	Return code for whether the operation succeeded or failed

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

6.11.1.4 using telux::tel::QueryPin1LockResponseCb = typedef std::function<void(bool state, telux::common::ErrorCode error)>

This function is called with the response to queryPin1LockState API.

Parameters

in	*state*	Determine state whether enabled or disabled
in	*error*	Return code for whether the operation succeeded or failed

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

6.11.1.5 using telux::tel::EidResponseCallback = typedef std::function<void(const std::string &eid, telux::common::ErrorCode error)>

This function is called with the response to requestEid API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*eid*	eUICC identifier.
in	*error*	Return code which indicates whether the operation succeeded or not. ErrorCode

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.11.1.6 using telux::tel::RatMask = typedef std::bitset<16>

16 bit mask that denotes which of the radio access technologies defined in RatType enum are used for preferred networks.

6.11.1.7 using telux::tel::SelectionModeResponseCallback = typedef std::function<void(NetworkSelectionMode mode, telux::common::ErrorCode error)>

This function is called with the response to requestNetworkSelectionMode API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*mode*	NetworkSelectionMode
in	*error*	Return code which indicates whether the operation succeeded or not ErrorCode

6.11.1.8 using telux::tel::PreferredNetworksCallback = typedef std::function<void(std::vector<PreferredNetworkInfo> info, std::vector<PreferredNetworkInfo> staticInfo, telux::common::ErrorCode error)>

This function is called with the response to requestPreferredNetworks API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*info*	3GPP preferred networks list i.e PLMN list.
in	*staticInfo*	Static 3GPP preferred networks list i.e OPLMN list.
in	*error*	Return code which indicates whether the operation succeeded or not. ErrorCode

6.11.1.9 using telux::tel::NetworkScanCallback = typedef std::function<void(std::vector<OperatorInfo> operatorInfos, telux::common::ErrorCode error)>

This function is called with the response to performNetworkScan API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*operatorInfos*	Operators info with details of network operator name, MCC, MNC and status.
in	*error*	Return code which indicates whether the operation succeeded or not. ErrorCode

6.11.1.10 using telux::tel::VoiceRadioTechResponseCb = typedef std::function<void(telux::tel::RadioTechnology radioTech, telux::common::ErrorCode error)>

This function is called with the response to requestVoiceRadioTechnology API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*radioTech*	Pointer to radio technology
in	*error*	Return code for whether the operation succeeded or failed • telux::common::ErrorCode::SUCCESS • telux::common::ErrorCode::RADIO_NOT_AVAILABLE • telux::common::ErrorCode::GENERIC_FAILURE

Deprecated Use IVoiceServiceStateCallback instead

6.11.1.11 using telux::tel::CellInfoCallback = typedef std::function<void(std::vector<std::shared_ptr<CellInfo>> cellInfoList, telux::common::ErrorCode error)>

This function is called with the response to requestCellInfo API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

out	*cellInfoList*	vector of shared pointers to cell info object
out	*error*	Return code for whether the operation succeeded or failed

6.11.1.12 using telux::tel::ECallGetOperatingModeCallback = typedef std::function<void(ECallMode eCallMode, telux::common::ErrorCode error)>

This function is called with the response to requestECallOperatingMode API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

out	*eCallMode*	ECallMode
out	*error*	Return code for whether the operation succeeded or failed

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

6.11.1.13 using telux::tel::RATCapabilitiesMask = typedef std::bitset<16>

6.11.1.14 using telux::tel::VoiceServiceTechnologiesMask = typedef std::bitset<16>

6.11.1.15 using telux::tel::SapStateResponseCallback = typedef std::function<void(SapState sapState, telux::common::ErrorCode error)>

This function is called with the response to requestSapState API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*sapState*	SapState of SIM access profile (SAP) connection
in	*error*	Return code for whether the operation succeeded or failed

6.11.1.16 using telux::tel::RatPreference = typedef std::bitset<16>

16 bit mask that denotes which of the radio access technology mode preference defined in RatPrefType enum are used to set or get RAT preference.

6.11.1.17 using telux::tel::RatPreferenceCallback = typedef std::function<void(RatPreference preference, telux::common::ErrorCode error)>

This function is called with the response to requestRatPreference API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*preference*	RatPreference
in	*error*	Return code which indicates whether the operation succeeded or not ErrorCode

6.11.1.18 using telux::tel::ServiceDomainPreferenceCallback = typedef std::function<void(ServiceDomainPreference preference, telux::common::ErrorCode error)>

This function is called with the response to requestServiceDomainPreference API.

The callback can be invoked from multiple different threads. The implementation should be thread safe.

Parameters

in	*preference*	ServiceDomainPreference
in	*error*	Return code which indicates whether the operation succeeded or not ErrorCode

6.12 telux::therm Namespace Reference

Data Structures

- class ThermalFactory

  ThermalFactory allows creation of thermal manager. More...

- struct BoundCoolingDevice
- class IThermalManager

IThermalManager provides interface to get thermal zone and cooling device information. More...

- class ITripPoint

  ITripPoint provides interface to get trip point type, trip point temperature and hysteresis value for that trip point. More...

- class IThermalZone

  IThermalZone provides interface to get type of the sensor, the current temperature reading, trip points and the cooling devices binded etc. More...

- class ICoolingDevice

  ICoolingDevice provides interface to get type of the cooling device, the maximum throttle state and the currently requested throttle state of the cooling device. More...

- class IThermalShutdownListener

  Listener class for getting notifications when automatic thermal shutdown mode is enabled/ disabled or will be enabled imminently. The client needs to implement these methods as briefly as possible and avoid blocking calls in it. The methods in this class can be invoked from multiple different threads. Client needs to make sure that the implementation is thread-safe. More...

- class IThermalShutdownManager

  IThermalShutdownManager class provides interface to enable/disable automatic thermal shutdown. Additionally it facilitates to register for notifications when the automatic shutdown mode changes. More...

7 Data Structure Documentation

7.1 telux::cv2x::ICv2xListener Class Reference

Cv2x Radio Manager listeners implement this interface.

Public member functions

- virtual void onStatusChanged (Cv2xStatus status)
- virtual void onStatusChanged (Cv2xStatusEx status)
- virtual ~ICv2xListener ()

Cv2x Radio Manager listeners implement this interface.

7.1.1 Constructors and Destructors

7.1.1.1 virtual telux::cv2x::ICv2xListener::~ICv2xListener ( ) [virtual]

Destructor for ICv2xListener

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

7.1.2 Member Function Documentation

7.1.2.1 virtual void telux::cv2x::ICv2xListener::onStatusChanged (Cv2xStatus *status*) [virtual]

Called when the status of the CV2X radio has changed.

Parameters

in	*status*	- CV2X radio status.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

Deprecated use onStatusChanged(Cv2xStatusEx status)

7.1.2.2 virtual void telux::cv2x::ICv2xListener::onStatusChanged (Cv2xStatusEx *status*) [virtual]

Called when the status of the CV2X radio has changed.

in	*status*	- CV2X radio status.

Note

Eval: This is a new API and is being evaluated.It is subject to change and could break backwards compatibility.

7.2 telux::data::IEspFilter Class Reference

This class represents a IP Filter for the ESP, get the new instance from telux::data::DataFactory.

Public member functions

- virtual EspInfo getEspInfo ()=0
- virtual telux::common::Status setEspInfo (const EspInfo &espInfo)=0
- virtual ~IEspFilter ()

This class represents a IP Filter for the ESP, get the new instance from telux::data::DataFactory.

7.2.1 Constructors and Destructors

7.2.1.1 virtual telux::data::IEspFilter::~IEspFilter ( ) [virtual]

Destructor for IEspFilter

7.2.2 Member Function Documentation

7.2.2.1 virtual EspInfo telux::data::IEspFilter::getEspInfo ( ) [pure virtual]

Get the ESP header info

Returns

telux::data::EspInfo

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.2.2.2 virtual telux::common::Status telux::data::IEspFilter::setEspInfo (const EspInfo & *espInfo*) [pure virtual]

sets the ICMP header info

Parameters

in	*espInfo*	EspInfo structure telux::data::EspInfo

Returns

Immediate status of setEspInfo() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.3 telux::data::IIcmpFilter Class Reference

This class represents a IP Filter for the ICMP, get the new instance from telux::data::DataFactory.

Public member functions

- virtual IcmpInfo getIcmpInfo ()=0
- virtual telux::common::Status setIcmpInfo (const IcmpInfo &icmpInfo)=0
- virtual ~IIcmpFilter ()

This class represents a IP Filter for the ICMP, get the new instance from telux::data::DataFactory.

7.3.1 Constructors and Destructors

7.3.1.1 virtual telux::data::IIcmpFilter::~IIcmpFilter ( ) [virtual]

Destructor for IIcmpFilter

7.3.2 Member Function Documentation

7.3.2.1 virtual IcmpInfo telux::data::IIcmpFilter::getIcmpInfo ( ) [pure virtual]

Get the ICMP header info

Returns

telux::data::IcmpInfo

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.3.2.2 virtual telux::common::Status telux::data::IIcmpFilter::setIcmpInfo (const IcmpInfo & *icmpInfo*) [pure virtual]

sets the ICMP header info

Parameters

in	*icmpInfo*	TcpInfo structure telux::data::IcmpInfo

Returns

Immediate status of setIcmpInfo() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.4 telux::data::IIpFilter Class Reference

A IP filter class to add specific filters like what data will be allowed from the modem to the application processor. Only data packets that match the filter will be sent to the apps processor. Also used to configure Firewall rules.

Public member functions

- virtual IPv4Info getIPv4Info ()=0
- virtual telux::common::Status setIPv4Info (const IPv4Info &ipv4Info)=0
- virtual IPv6Info getIPv6Info ()=0
- virtual telux::common::Status setIPv6Info (const IPv6Info &ipv6Info)=0
- virtual IpProtocol getIpProtocol ()=0
- virtual ~IIpFilter ()

A IP filter class to add specific filters like what data will be allowed from the modem to the application processor. Only data packets that match the filter will be sent to the apps processor. Also used to configure Firewall rules.

7.4.1 Constructors and Destructors

7.4.1.1 virtual telux::data::IIpFilter::~IIpFilter ( ) [virtual]

Destructor for IIpFilter

7.4.2 Member Function Documentation

7.4.2.1 virtual IPv4Info telux::data::IIpFilter::getIPv4Info ( ) [pure virtual]

Get the IPv4 header info

Returns

telux::data::IPv4Info

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.4.2.2 virtual telux::common::Status telux::data::IIpFilter::setIPv4Info (const IPv4Info & *ipv4Info*) [pure virtual]

sets the IPv4 header info

Parameters

in	*ipv4Info*	IPv4 structure telux::data::IPv4Info

Returns

Immediate status of setIPv4Info() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.4.2.3 virtual IPv6Info telux::data::IIpFilter::getIPv6Info ( ) [pure virtual]

Get the IPv6 header info

Returns

telux::data::IPv6Info

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.4.2.4 virtual telux::common::Status telux::data::IIpFilter::setIPv6Info (const IPv6Info & *ipv6Info*) [pure virtual]

sets the IPv6 header info

Parameters

in	*ipv6Info*	IPv6 structure telux::data::IPv6Info

Returns

Immediate status of setIPv6Info() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.4.2.5 virtual IpProtocol telux::data::IIpFilter::getIpProtocol ( ) [pure virtual]

Get the IpProtocol Number

Returns

telux::data::IpProtocol

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.5 telux::common::IServiceStatusListener Class Reference

Public member functions

- virtual void onServiceStatusChange (ServiceStatus status)
- virtual ~IServiceStatusListener ()

7.5.1 Constructors and Destructors

7.5.1.1 virtual telux::common::IServiceStatusListener::~IServiceStatusListener ( ) [virtual]

7.5.2 Member Function Documentation

7.5.2.1 virtual void telux::common::IServiceStatusListener::onServiceStatusChange (ServiceStatus *status*) [virtual]

This function is called when service status changes.

Parameters

in	*status*	- ServiceStatus

7.6 telux::data::ITcpFilter Class Reference

This class represents a IP Filter for the TCP, get the new instance from telux::data::DataFactory.

Public member functions

- virtual TcpInfo getTcpInfo ()=0
- virtual telux::common::Status setTcpInfo (const TcpInfo &tcpInfo)=0
- virtual ~ITcpFilter ()

This class represents a IP Filter for the TCP, get the new instance from telux::data::DataFactory.

7.6.1 Constructors and Destructors

7.6.1.1 virtual telux::data::ITcpFilter::~ITcpFilter ( ) [virtual]

Destructor for ITcpFilter

7.6.2 Member Function Documentation

7.6.2.1 virtual TcpInfo telux::data::ITcpFilter::getTcpInfo ( ) [pure virtual]

Get the TCP header info

Returns

telux::data::TcpInfo

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.6.2.2 virtual telux::common::Status telux::data::ITcpFilter::setTcpInfo (const TcpInfo & *tcpInfo*) [pure virtual]

sets the TCP header info

Parameters

in	*tcpInfo*	TcpInfo structure telux::data::TcpInfo

Returns

Immediate status of setTcpInfo() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.7 telux::data::IUdpFilter Class Reference

This class represents a IP Filter for the UDP, get the new instance from telux::data::DataFactory.

Public member functions

- virtual UdpInfo getUdpInfo ()=0
- virtual telux::common::Status setUdpInfo (const UdpInfo &udpInfo)=0
- virtual ~IUdpFilter ()

This class represents a IP Filter for the UDP, get the new instance from telux::data::DataFactory.

7.7.1 Constructors and Destructors

7.7.1.1 virtual telux::data::IUdpFilter::~IUdpFilter ( ) [virtual]

Destructor for IUdpFilter

7.7.2 Member Function Documentation

7.7.2.1 virtual UdpInfo telux::data::IUdpFilter::getUdpInfo ( ) [pure virtual]

Get the UDP header info

Returns

telux::data::UdpInfo

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

7.7.2.2 virtual telux::common::Status telux::data::IUdpFilter::setUdpInfo (const UdpInfo & *udpInfo*) [pure virtual]

sets the UDP header info

in	*udpInfo*	UdpInfo structure telux::data::UdpInfo

Returns

Immediate status of setUdpInfo() request sent i.e. success or suitable status code.

Note

Eval: This is a new API and is being evaluated. It is subject to change and could break backwards compatibility.

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