T-Server Reference Guide

TPartyState

12/14/2025

TPartyState

Syntax

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

Values

- PtState_Initiated — A call has been initiated on behalf of a device, but that device has not been connected to the call yet.

- PtState_Queued — A call is queued on a given device, and the call awaits the availability of some service (for example, ACD queue distribution) or of some device (for example, a phone line).

- PtState_Alerting — A call is alerting on a device, indicating an incoming call (for example, the phone is ringing); or a call is in the process of being distributed to a destination (for example, is being processed by the telephony network).

- PtState_Busy — A call cannot reach the intended device, which is busy.

- PtState_Connected — A given device has a voice connection with other participants.

- PtState_CP_Detected — The originating device (a queue or route point) for a predictive dialing call is between the initiation of the call (EventDialing has been sent) and the moment when the call is either queued or released.

- PtState_Held — A device has temporarily suspended its connection to other call participants.

- PtState_Failed — A call originating on a given device has not succeeded (either the dialed number is wrong, or the switch was not able to allocate the trunk). This state is used instead of Busy when a destination party was never created for the call.

- PtState_NoListen — A party cannot hear other participants on the call.

- PtState_NoTalk — A party is muted, and other participants on the call do not hear that party.

- PtState_Bridged — A party is attached to the call with the "Bridged Call Appearance" feature.

- PtState_Audit — A party is attached to a call as "Service Observer" or "Service Assistant."

- PtState_SvcObserving — A party is attached to a call as "Service Observer" or "Service Assistant" and is muted such that other participants on the call do not hear that party.

- PtState_TreatmentReq — The switch is waiting for a treatment to be applied to the call.

- PtState_Treatment — A treatment has been applied while the call is located on a given device.

- PtState_Routing — The switch is waiting for routing instructions.

- PtStateMod_Dialing — A telephony object related to a party has completed a dialing sequence.

- PtStateMod_Uncertain — A telephony object related to a party is in an unknown state.