

Brekeke PBX

Version 2.1

Plug-in Developer's Guide for Processing Recorded Audio Files

Brekeke Software, Inc.

Version

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1. Introduction

This plug-in interface provides ways to process the audio files created by the call recording or voicemail features of Brekeke PBX. This plug-in is available from the version 2.1 of Brekeke PBX. You need to use Java programming language to create your own plug-in.

2. Requirement

Creating a plug-in requires:

- JDK 1.4 or later
- Brekeke PBX v2.1 or later

3. Steps to Create a Plug-in

1. Add the ondopbx.jar file to your classpath:

<Brekeke PBX install_dir>/webapps/pbx/WEB-INF/lib/ondopbx.jar

2. Create a JAVA class and implement the interface:

com.brekeke.pbx.media.plugin.RecordingPlugin.

4. Interface RecordingPlugin

Package name: com.brekeke.pbx.media.plugin

boolean **eventRecorded**(String user , Properties uprop, File file, Properties prop, int type)

This method is called when recording finishes and an audio file is created. An instance of the class will be created every time a message file is created.

Parameters:

user	User	
uprop	Properties related to the user	
file	File created	
prop	Properties of the file	
type	Type	
	TYPE_VOICEMAIL(0)	Voicemail
	TYPE_CONVERSATION_RECORDING(1)	Recorded call

Return:

To delete the file, return false. To save the file, return true.

5. Sample

The following is a sample program which will upload the recorded calls to a FTP server. Nothing will be performed when voicemails are created.

(Please refer to other resources regarding the detailed codes for FTP)

```
package yourpackage;

import java.io.*;
import java.util.*;

import com.brekeke.pbx.media.plugin.RecordingPlugin;

public class YourRecordingPlugin implements RecordingPlugin {

    public boolean eventRecorded(String user, Properties userProp, File file,
        Properties prop, int type) {

        if( type == TYPE_CONVERSATION_RECORDING ){
            SampleFTPUploader.uploadToFtpServer( file );
            return false;
        }else{

            return true;
        }
    }
}
```

6. How to Install

6.1 Put your class into a classpath

Place your compiled class file in exact directory structure of package name under the directory:

<Brekeke PBX install_directory> /webapps/pbx/WEB-INF/classes

For example:

class name = YourClass, package name = com.yourdomain

Place "YourClass.class" under the directory:

<Brekeke PBX install_directory> /webapps/pbx/WEB-INF/classes/com/yourdomain

or compress your class file into a jar file and place the jar file into

<Brekeke PBX install directory>/webapps/pbx/WEB-INF/lib

6.2 Set your class name in the property file

1. Use your class for all PBX users

From Brekeke PBX Admintool > Option > Advanced, add the below property

com.brekeke.pbx.Setting.RECORDING_PLUGIN

Example:

com.brekeke.pbx.Setting.RECORDING_PLUGIN = yourpackage.YourRecordingPlugin

2. Use your class for a specific user

Open the file

<Brekeke PBX install directory>/webapps/pbx/WEB-INF/work/pbx/users/***/user.properties

using some text editor. Set the property media.recording.plugin with your class name including the package name. Save the file. In this case, restarting Brekeke PBX is not necessary.

Example:

media.recording.plugin = yourpackage.YourRecordingPlugin