SwyxIt! Audio Device Plugin SDK Sample README

(PD 11/2011)

This is a working example for SwyxIt! 2011 R2 Audio Device Plugin SDK to show you, how Audio Device Plugins can be created using the Managed Audio Device Plugin SDK.

Prerequisites to run the sample:

- Visual Studio 2010
- SwyxIt! 2011 R2

After extracting the ZIP file to a folder on your local hard disk, open the solution file and build the Class Library. You should end up with a file called "IpPbxAudioDevicePluginSample.dll" in your output folder.

After that, you should register the assembly to the system:

1.)

Open a Visual Studio 2010 Command Prompt with Administrator rights.

2.)

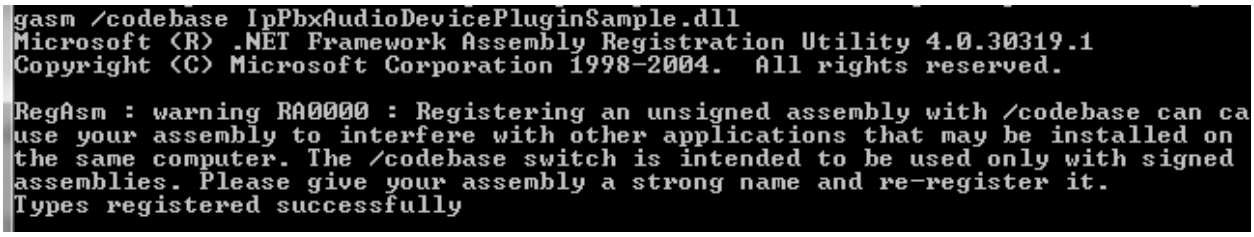
Change the current directory to the folder path of IpPbxAudioDevicePluginSample.dll (the sample solution output folder).

3.)

Run the "regasm" command to register the types in that assembly to the system:

```
regasm /codebase IpPbxAudioDevicePluginSample.dll
```

You should see a message like "Types registered successfully.":



(You can ignore the warning regarding "registering an unsigned assembly".)

4.)

Open the Windows Registry Editor (regedit.exe).

5.)

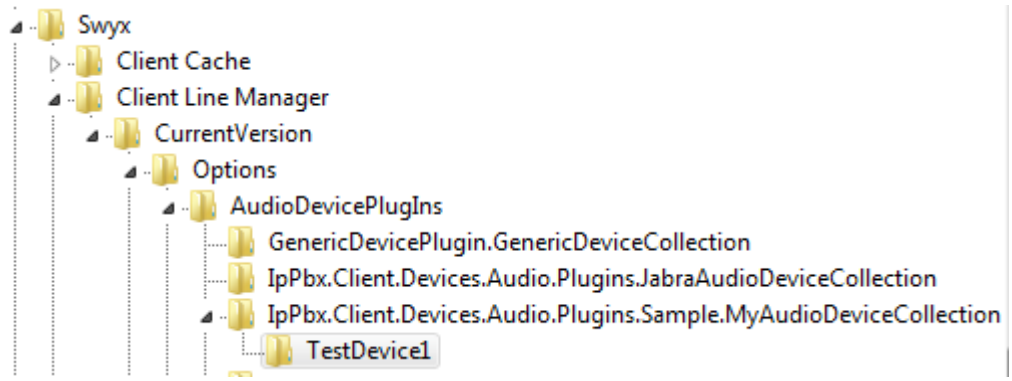
Navigate to "HKEY_LOCAL_MACHINE\SOFTWARE\[Wow6432Node]\Swyx\Client Line Manager\CurrentVersion\Options\AudioDevicePlugIns".

6.)

Add a new sub key named
“IpPbx.Client.Devices.Audio.Plugins.Sample.MyAudioDeviceCollection”.

7.)

In the previously created key, create a new sub key named “TestDevice1” (Hint: This label will be shown in the SwyxIt! UI, so you can choose another name if you want).

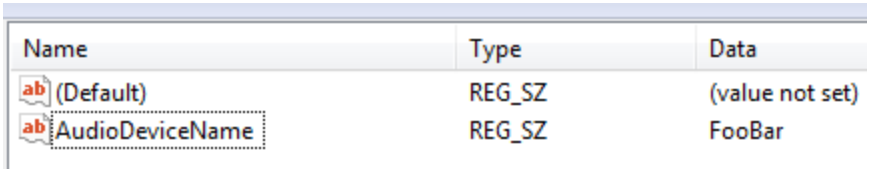


8.)

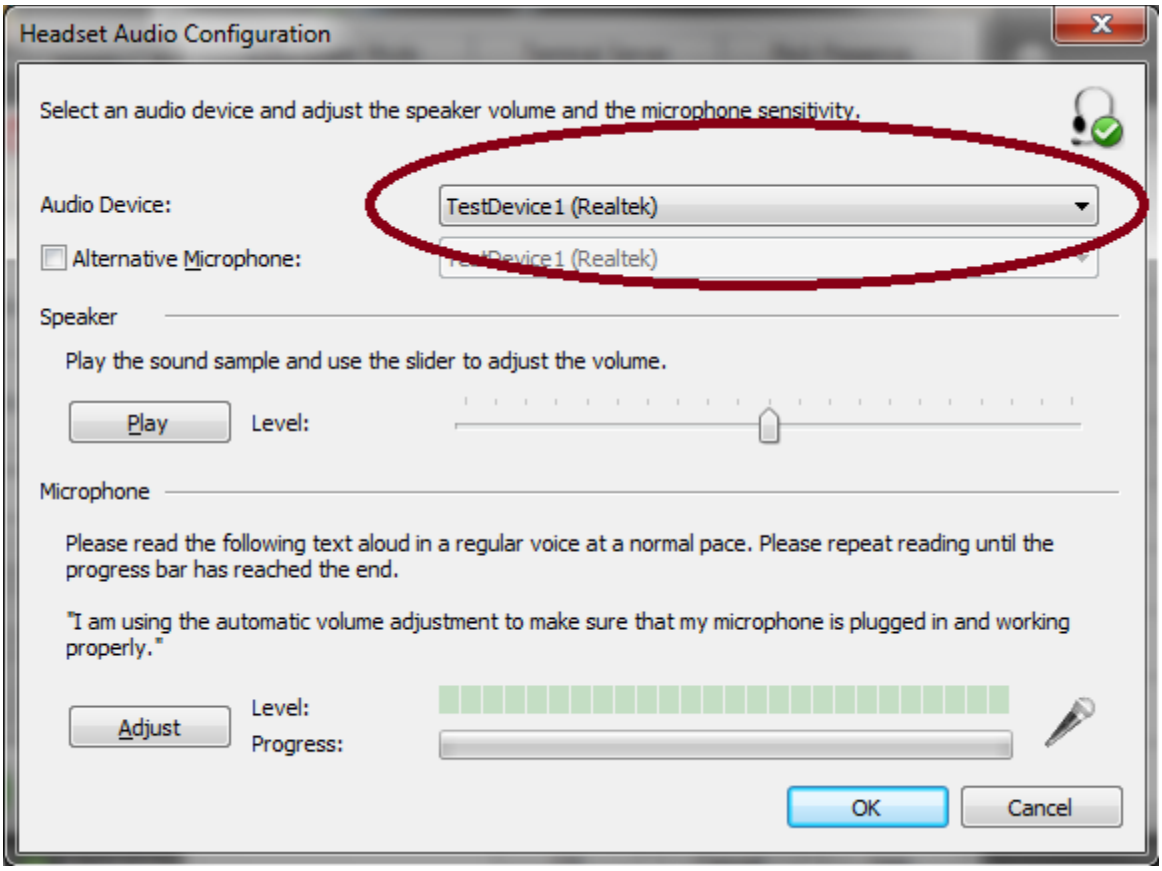
Since the demo devices used by that sample plugin need valid Sound channel IDs to operate (so you can hear that it works), you need to tell them which device to use:
In the previously created “TestDevice1” key, create a new String value named “AudioDeviceName” which should contain a part of a friendly name of one of your local audio devices.

Example:
If there is an audio device named “FooBar High Definition Audio” in the Windows Mixer settings, you can just write “FooBar” in that string value and the sample plugin will use a render and a speaker channel of the first devices with a friendly name which contains “FooBar”.

Hint:
You can leave the “AudioDeviceName” string value empty if you want. In that case you can’t use audio channels but the plugin will work anyway.



9.)
Restart Client Line Manager and SwyxIt! – the sample plugin should be visible in SwyxIt! UI – just have a look at: Settings -> Local Settings… -> Audio Mode. Double click on “Headset” entry in the list box. Your device should be available in the combobox:



Additional Information:
To debug your plugin you must attach to CLMgr.exe. Make sure to enable managed mode debugging in Visual Studio Debugger settings.