SipCLI - Command Line SIP User Agent

SipCLI is a command line SIP (Session Initiation Protocol) user agent runs under Windows (XP, Vista, 7/8, 2003/2008/2012 Server) which enables making SIP (Based on RFC 3261) based calls. You can use SipCLI for:

- Test phone numbers (Penetration test for a SIP network). You can use Visual Basic Scripts to run SipCLI recursively.
- Broadcast your recorded audio or text message to SIP/PSTN users. Most of network monitoring system supports invoking external executables for event notification.

```
C:\televan\eigetDoirgelia

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Easge : sipeli Entination_Hamber -[alpi@[cillolw]

-u : Secreme
-p : Factored
-n : Sigeler Mane (Calling Line IB)
-d : S
```

SipCLI - Console

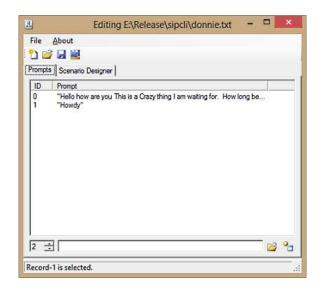
Major Features

- Simple, easy to use.
- You can set source IP interface, SIP port, SIP proxy/port, SIP username and password.
- You can play built-in or a user specified wave file to remote SIP endpoints (G.711 A-Law and Mu-Law only; other codecs not supported for playout).
- SipCLI can collect user defined number of digits from dialed endpoints.
- SipCLI can also read a text message specified with -t option. SipCLI uses Microsoft's TTS engine to produce auido from the text.
- SipCLI supports ENUM (RFC 3761).
- SipCLI supports automated tasks defined in scenario scripts.
- You can transfer a successful call to another SIP endpoint (Predictive Dialling).

 SipCLI can send text messages (SIP MESSAGE). This feature is supported only in commercial edition.

SipCli supports automated tasks defined in scenario scripts. You can execute scenarios defined in scenario files. Scenario files are text files consists of following sections and parameters. There are two sections in scenario files; [Prompts] and [Actions]. [Prompts] sections defines prompts can be used by Play action. A prompts can be a recorded audio file in wave format or a text can be synthesized by TTS engine. Every prompt must have a numeric Id associated with it. You must specify full path of wave file and wave files for the prompts must be in 16 bits, 8 KHz, mono format If wave file cannot be found or cannot be encoded by SipCli, the wave file will not be imported to the scenario.

```
[Prompts]
0=C:\sipcli\Welcome.wav
1=C:\sipcli\Info-1.wav
'TTS Text
2="This is a test call"
```

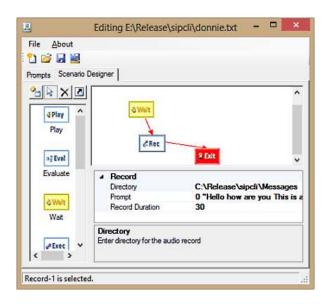


Scenario Editor / Prompts Tab

Scenario Editor

You can create your own scenario using SipCli Scenario Editor (SEditor.exe). Before creating your scenario you must define audio prompts to be

used in your scenario. Prompt and Action definitions for the scenario are stored in text files.



Scenario Editor / Scenarios Tab

System Requirements

SipCLI requires Microsoft .NET Framework 4.0 installed with the latest patches. Pentium class CPU with 2048 MBytes of RAM is ideal for most configurations.

Supported SIP RFCs

- RFC 2617 HTTP Authentication: Basic and Digest Access Authentication
- RFC 2782 A DNS RR for specifying the location of services (DNS SRV)
- RFC 2976 SIP INFO Method
- RFC 3261 SIP: Session Initiation Protocol
- RFC 3262 Reliability of Provisional Responses in the Session Initiation Protocol (SIP)
- RFC 3265 Session Initiation Protocol (SIP)-Specific Event Notification
- **RFC 3515** The Session Initiation Protocol (SIP) Refer Method
- RFC 3550 RTP: A Transport Protocol for Real-Time Applications
- RFC 3551 RTP Profile for Audio and Video Conferences with Minimal Control
- **RFC 3891** The Session Initiation Protocol (SIP) "Replaces" Header
- **RFC 3892** The Session Initiation Protocol (SIP) Referred-By Mechanism

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