

💡 SCCP OffHook – phone notifies CUCM the handset is lifted; CUCM responds with dial tone (StartTone) and prepares to collect digits

💡 CUCM controls the physical ringer – RingOff on answer/cancel, InsideRing for internal calls, OutsideRing for external; distinctive ring identifies call source

Frame 3 | 2019-05-04T14:10:08.258845Z

Frame 4 | 2019-05-04T14:10:08.258845Z

Frame 5 | 2019-05-04T14:10:08.258845Z

💡 CUCM pushes call state to phone – OffHook/Proceed/RingOut/Connected/OnHook; phone updates display and soft keys accordingly

Frame 7 | 2019-05-04T14:10:08.258845Z

Frame 8 | 2019-05-04T14:10:08.258845Z

Frame 9 | 2019-05-04T14:10:08.258845Z

💡 CUCM tells phone to play a tone – InsideDialTone (ready for digits), AlertingTone (ringback), BusyTone, ReorderTone (fast busy = route failure)

Frame 11 | 2019-05-04T14:10:10.542843Z

Frame 12 | 2019-05-04T14:10:10.546842Z

Frame 13 | 2019-05-04T14:10:10.546842Z

Frame 14 | 2019-05-04T14:10:11.054846Z

Frame 15 | 2019-05-04T14:10:11.250845Z

Frame 16 | 2019-05-04T14:10:11.678841Z

💡 Phone sends collected digits to CUCM – CUCM matches against dial plan (route patterns, translation patterns) to determine call routing

💡 CUCM pushes call state to phone – OffHook/Proceed/RingOut/Connected/OnHook; phone updates display and soft keys accordingly

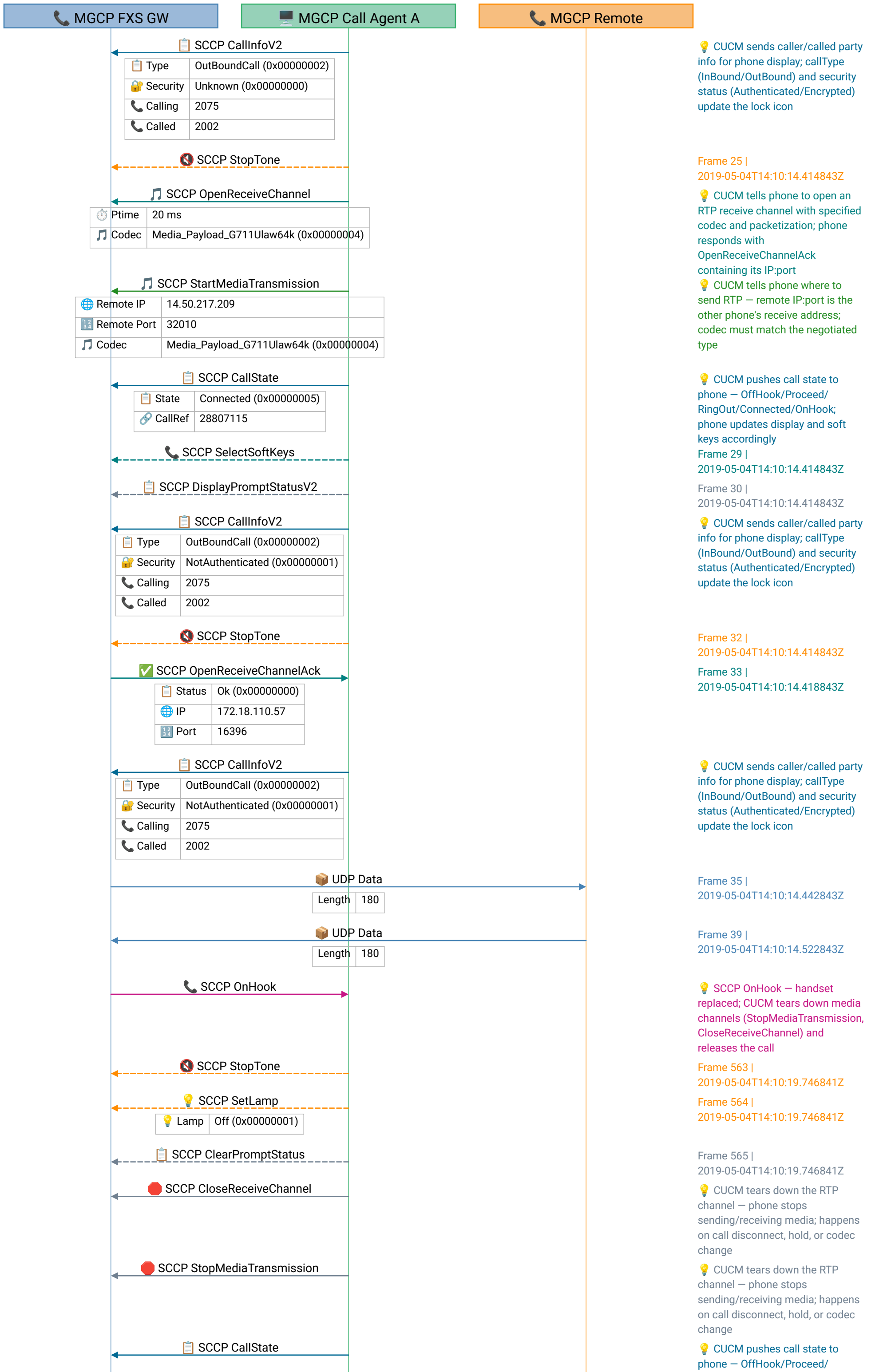
💡 CUCM sends caller/called party info for phone display; callType (InBound/OutBound) and security status (Authenticated/Encrypted) update the lock icon

💡 CUCM tells phone to play a tone – InsideDialTone (ready for digits), AlertingTone (ringback), BusyTone, ReorderTone (fast busy = route failure)

💡 CUCM pushes call state to phone – OffHook/Proceed/RingOut/Connected/OnHook; phone updates display and soft keys accordingly

Frame 22 | 2019-05-04T14:10:11.85484Z

Frame 23 | 2019-05-04T14:10:11.85484Z



💡 CUCM sends caller/called party info for phone display; callType (InBound/OutBound) and security status (Authenticated/Encrypted) update the lock icon

Frame 25 | 2019-05-04T14:10:14.414843Z

💡 CUCM tells phone to open an RTP receive channel with specified codec and packetization; phone responds with OpenReceiveChannelAck containing its IP:port
 💡 CUCM tells phone where to send RTP – remote IP:port is the other phone's receive address; codec must match the negotiated type

💡 CUCM pushes call state to phone – OffHook/Proceed/RingOut/Connected/OnHook; phone updates display and soft keys accordingly

Frame 29 | 2019-05-04T14:10:14.414843Z

Frame 30 | 2019-05-04T14:10:14.414843Z

💡 CUCM sends caller/called party info for phone display; callType (InBound/OutBound) and security status (Authenticated/Encrypted) update the lock icon

Frame 32 | 2019-05-04T14:10:14.414843Z

Frame 33 | 2019-05-04T14:10:14.418843Z

💡 CUCM sends caller/called party info for phone display; callType (InBound/OutBound) and security status (Authenticated/Encrypted) update the lock icon

Frame 35 | 2019-05-04T14:10:14.442843Z

Frame 39 | 2019-05-04T14:10:14.522843Z

💡 **SCCP OnHook** – handset replaced; CUCM tears down media channels (StopMediaTransmission, CloseReceiveChannel) and releases the call

Frame 563 | 2019-05-04T14:10:19.746841Z

Frame 564 | 2019-05-04T14:10:19.746841Z

Frame 565 | 2019-05-04T14:10:19.746841Z

💡 CUCM tears down the RTP channel – phone stops sending/receiving media; happens on call disconnect, hold, or codec change

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💡 CUCM pushes call state to phone – OffHook/Proceed/

