

Unity SIP .NET SDK

Simple and Secure SIP Messaging Using C# or VB.NET.

What is Unity SIP .NET SDK?



Unity SIP .NET SDK contains a powerful fully documented and supported Session Initiation Protocol (SIP) and Session Description Protocol (SDP) API written in C# along with samples. It is a fully managed code-base designed to run on either Mono or Microsoft .NET runtime .

Who would use Unity SIP .NET SDK?

Developers and software engineers who are working on an instant messaging or VoIP solution, adding mobility support to an existing solution, or just connecting to your customers wherever and whenever. Unity SIP .NET API will help them get quickly up and running with SIP,

simply and with minimum effort.

Why use Unity SIP .NET SDK?

- The package is intended to create multimedia and conferencing applications.
- The API abstracts away low-level SIP details and exposes service-level support to enable easy communication and collaboration development.
- The API supports sending and receiving of information, options, presence and session management SIP messages.
- Unity SIP .NET API Pro comes with Quick Start samples and worked examples in C# and VB to quickly and simply get you up and running with SIP.

How do Unity SIP .NET SDK Work?

Developers reference the class libraries via the installed **Konnetic.Sip.dll** in their development environment of choice (e.g. Visual Studio). They can then begin to create SIP-based applications and services using any .NET language, such as C# or VB.

How do I install Unity SIP .NET SDK?

To install:

- The install package provides the redistributable runtime, samples, documentation and licensing files. Application development using the Unity SIP .NET API is supported on Windows platforms.
- Download the **UnityXX.exe** file – either as a trial or purchased. This is an InstallShield installer.

- Launch the installer and follow the screens to accept EULA and to choose install location to save the files to your hard disk.
- Reference **Konnetic.Sip.dll** in your development environment from the installation directory on hard disk.

Notes:

- The installer does not install dependent frameworks such as the .NET framework from Microsoft.
- The entry which show up in Add Remove Programs after installation “Konnetic SIP”

To uninstall:

- Go to Control Panel\Programs and Features to remove the Unity SIP .NET API.
- Go to the entry “Konnetic SIP” and right click to get the option to uninstall. Click the uninstall option.
- It launches a page with “Remove” button. Follow the instructions on the screen to complete the un-installation.

Notes:

- Uninstall does not automatically uninstall the pre-requisites which it installed on user’s behalf as some other components may have taken the dependency on them.
- Users should not uninstall pre-requisites such as .NET Framework 2.0. If a pre-requisite is accidentally removed, it should be installed again.

What are the requirements to use Unity SIP .NET SDK?

Supported Runtime Environment

- Windows XP, Windows Vista, Windows 7, Windows CE, Windows Mobile, Linux, MacOS X and iPhone OSX
- .NET Framework 2.0, 3.0, 3.5, 4.0 or Mono 2.6-2.7

Operating requirements for the installation

- Windows XP, Windows Vista, Windows 7
- Microsoft .NET Framework 2.0 or greater.
- Up to 4 MB hard disk space if all associated components are installed.

How much does Unity SIP .NET SDK Cost?

The Unity SIP .NET API costs US\$200 for 1 developer license, reduced to \$160 for volume license deals. The licenses allow unlimited royalty-free distribution of the runtime.