



Connectivity documentation

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10 Writing ConnMan plugins

11 The plugin documentation in ConnMan was improved and submitted upstream.
12 The documentation about writing plugins can be found on ConnMan sources in
13 the following files: *doc/plugin-api.txt*, *src/device.c* and *src/network.c*. Example
14 plugins are *plugins/bluetooth.c* *plugins/wifi.c*, *plugins/ofono.c*, among others.

15 Customs ConnMan Session policies

16 The documentation to create Session policies files for specifics users and/or
17 groups can be found in ConnMan sources *doc/session-policy-format.txt*. The
18 policies files shall be placed in `STORAGEDIR/session_policy_local` directory, where
19 `STORAGEDIR` by default points to `/var/lib/connman`. ConnMan can recognize
20 changes to this directory during runtime and update Session policies accordingly.

21 Management of ConnMan Sessions

22 ConnMan provides a extensive API to manage the creation, configuration and
23 removal of a session, *doc/manager-api.txt* details how to create and destroy a Ses-
24 sion through the `CreateSession()` and `DestroySession()` methods. *doc/session-*
25 *api.txt* details how to use a Session. Through this API an application can ask
26 ConnMan to `Connect/Disconnect` a Session or change its settings. The Settings
27 can also be changed by writing policies files as described in the previous topic.

28 The application requesting a Session needs to implement a Notification API to
29 receive updates in the Session settings, such as when a Session becomes online.
30 This is done via the `Update()` method.

31 See also *doc/session-overview.txt*.

32 The difference between using the Session API and the policy files in
33 `/var/lib/connman` is that policy files can set policies to many sessions at the
34 same time, based on user/group ID or SELINUX rules while Session API only
35 changes one session at a time.

36 **WiFi radio start up behavior on ConnMan**

37 At the very first run ConnMan has the WiFi radio disabled by default, however
38 sometimes it is important to have the radio enabled even in the first ConnMan
39 run. To achieve this behavior ConnMan can be configured to enable the radio
40 on it first run.

41 The file `STORAGEDIR/settings`, where `STORAGEDIR` by default points to
42 `/var/lib/connman`, shall be edited, or even created, to have the following con-
43 tent:

```
44 [WiFi]  
45  
46 Enable=true
```

47 This configuration will tell ConnMan at start up to enable the WiFi radio.

48 **Supporting new data modems in oFono**

49 oFono has a great support for most of the modems out there in the market,
50 however some new modem may not work out-of-the-box, in this case we need to
51 fix oFono to recognize and handle the new modem properly. There are a couple
52 of different causes why a modem does not work with oFono. In this section we
53 will detail them and show how oFono can be fixed.

- 54 • Modem match failure: if the udevng plugin in oFono fails to match the
55 new modem its code needs to be fixed to recognize the new modem. This
56 kind of failure can be recognized by looking at the debug output of the
57 udevng plugin (debug output is enabled when running ofonod with the
58 ‘-d’ option). If udevng doesn’t say anything about the new modem then
59 it needs proper code to handle it. You can find an example on how to edit
60 `plugins/udevng.c` to support a new modem in [oFono git](https://github.com/01org/ofono)¹. The oFono git
61 history has many examples of patches to add support to new modems in
62 `plugins/udevng.c`
- 63 • Some other modems does not implement the specifications properly and
64 thus oFono needs to implement ‘quirks’ to have these modems working
65 properly. Many examples of fixes can be found on oFono git:

66 – [https://git.kernel.org/cgit/network/ofono/ofono.git/commit/?id=
67 d1ac1ba3d474e56593ac3207d335a4de3d1f4a1d](https://git.kernel.org/cgit/network/ofono/ofono.git/commit/?id=d1ac1ba3d474e56593ac3207d335a4de3d1f4a1d)

68 – [https://git.kernel.org/cgit/network/ofono/ofono.git/commit/?id=
69 535ff69deddda292c7047620dc11336dfb480a0d](https://git.kernel.org/cgit/network/ofono/ofono.git/commit/?id=535ff69deddda292c7047620dc11336dfb480a0d)

70 It is difficult to foresee the problems that can happen when trying a new modem
71 due to the extensive number of commands and specifications oFono implements.

¹[https://git.kernel.org/cgit/network/ofono/ofono.git/commit/?id=
4cabdedafdc241706e342720a20bdfc3828dfadf](https://git.kernel.org/cgit/network/ofono/ofono.git/commit/?id=4cabdedafdc241706e342720a20bdfc3828dfadf)

72 Asking the [oFono community](https://ofono.org/community)² could be very helpful to solve any issue with a
73 new modem.

74 Writing new Telepathy Connection Managers

75 New connection managers are implemented as separated component and have
76 their own process. Telepathy defines the [D-Bus interfaces](http://telepathy.freedesktop.org/spec/)³ that each Connection
77 Manager (CM) needs to implement. This is known as the Telepathy Specifica-
78 tion.

79 The Connection Managers need to expose a bus name in D-Bus that begins
80 with *org.freedesktop.Telepathy.ConnectionManager*, for example, the telepathy-
81 gabble CM, has the *org.freedesktop.Telepathy.ConnectionManager.gabble* bus
82 name to provide its XMPP protocol interfaces.

83 A client that wants to talk to the available Connection Managers in the D-Bus
84 Session bus needs to call D-Bus *ListActivatableNames* method and search for
85 names with the returned prefix.

86 The most important Interfaces that a Connection Manager needs to implement
87 are *ConnectionManager*, *Connection* and *Channel*. The *ConnectionManager*
88 handles creation and destruction of *Connection* object. A *Connection* object
89 represents a connected protocol session, such as a XMPP session. Within a
90 *Connection* many *Channel* objects can be created; they are used for communi-
91 cation between the application and the server providing the protocol service.
92 A *Channel* can represent many different types of communications such as files
93 transfers, incoming and outgoing messages, contact search, etc.

94 Another important concept is the [Handle](http://telepathy.freedesktop.org/doc/book/sect.basics.handles.html)⁴. It is basically a numeric ID to
95 represent various protocol resources, such as contacts, chatrooms, contact lists
96 and user-defined groups.

97 The [Telepathy Developer's Manual](http://telepathy.freedesktop.org/doc/book/)⁵ details how to use the Telepathy API and
98 thus gives many suggestions of how those should be implemented by a new
99 Connection Manager.

100 Studying the code of existing Connection Managers is informative when imple-
101 menting a new one. Two good examples are [telepathy-gabble](http://cgit.freedesktop.org/telepathy/telepathy-gabble/)⁶ for the XMPP
102 protocol or [telepathy-rakia](http://cgit.freedesktop.org/telepathy/telepathy-rakia/)⁷ for the SIP implementation.

103 Those Connection Managers use [Telepathy-GLib](http://cgit.freedesktop.org/telepathy/telepathy-glib/)⁸ as a framework to implement
104 the Telepathy Specification. The Telepathy-GLib repository has [a few exam-](#)

²<https://ofono.org/community>

³<http://telepathy.freedesktop.org/spec/>

⁴<http://telepathy.freedesktop.org/doc/book/sect.basics.handles.html>

⁵<http://telepathy.freedesktop.org/doc/book/>

⁶<http://cgit.freedesktop.org/telepathy/telepathy-gabble/>

⁷<http://cgit.freedesktop.org/telepathy/telepathy-rakia/>

⁸<http://cgit.freedesktop.org/telepathy/telepathy-glib/>

105 [ples](#)⁹ of its usage.

106 It is strongly recommend to use Telepathy-GLib when implementing any new
107 connection manager. The Telepathy-GLib service-side API is only available in
108 C, but can also be access from other languages that can embed C, such as C++.
109 This library is [fully documented](#)¹⁰.

110 Looking inside the telepathy-rakia code

111 To start, a small design document can be found at *docs/design.txt* in telepathy-
112 rakia sources. However, some parts of it are outdated.

113 Source files

- 114 • *src/telepathy-rakia.c*: this is the starting point of telepathy-rakia as it
115 instantiates its *ConnectionManager*.
- 116 • *src/sip-connection-manager.[ch]*: defines the *ConnectionManagerClass*
117 and requests the creation of a *Protocol* of type *TpBaseProtocol*.
- 118 • *src/protocol.[ch]*: defines the *RakiaProtocolClass* which creates the *Tp-*
119 *BaseProtocol* object. The protocol is responsible for starting new *Connec-*
120 *tions*. The request arrives via D-Bus and arrives here through Telepathy-
121 GLib.
- 122 • *src/sip-connection.c*: defines the *RakiaConnectionClass* which inherits
123 from *RakiaBaseConnectionClass*. The latter inherits from *TpBaseCon-*
124 *nectionClass*.
- 125 • *src/sip-connection-helpers.[ch]*: helper routines used by *RakiaConnection*
- 126 • *src/sip-connection-private.h*: private structures for *RakiaConnection*
- 127 • *src/write-mgr-file.c*: utility to produce manager files
- 128 • *rakia/base-connection.[ch]*: base class for *RakiaConnectionClass*. It imple-
129 ments its parent, *RakiaBaseConnectionClass*
- 130 • *rakia/base-connection-sofia.[ch]*: Implements a callback to handle events
131 from the SIP stack.
- 132 • *rakia/text-manager.[ch]*: defines *RakiaTextManagerClass*, to manage the
133 *RakiaTextChannel*.
- 134 • *rakia/text-channel.[ch]*: defines *RakiaTextChannelClass*. This is a Telepa-
135 thy *Channel*.
- 136 • *rakia/media-manager.[ch]*: defines *RakiaMediaManagerClass*. Handles
137 the *RakiaSipSession*.

⁹<http://git.freedesktop.org/telepathy/telepathy-glib/tree/examples/README>

¹⁰<http://telepathy.freedesktop.org/doc/telepathy-glib/>

- 138 • *rakia/sip-session.[ch]*: defines *RakiaSipSessionClass*; it relates directly to
139 the definition of *Session* in the SIP specification.
- 140 • *rakia/call-channel.[ch]*: defines *RakiaCallChannelClass*. The object is cre-
141 ated when an incoming calls arrives or an outgoing call is placed. A
142 *RakiaCallChannel* belongs to one *RakiaSipSession*.
- 143 • *rakia/sip-media.[ch]*: defines *RakiaSipMediaClass*. It is created immedi-
144 ately after a *RakiaCallChannel* is created. Can represent audio or video
145 content.
- 146 • *rakia/call-content.[ch]*: defines *RakiaCallContentClass*. The object is cre-
147 ated for each new medium added. It relates directly to the *Content* defini-
148 tion in the Telepathy specification. It could be an audio or video *Content*,
149 it is matched one-to-one with a *RakiaSipMedia* object.
- 150 • *rakia/call-stream.[ch]*: defines the *RakiaCallStreamClass*. It could be an
151 audio or video object. The object is created by *RakiaCallContent*.
- 152 • *rakia/codec-param-formats.[ch]*: helper to setting codecs parameters.
- 153 • *rakia/connection-aliasing.[ch]*: defines function for aliasing *Connections*.
- 154 • *rakia/debug.[ch]*: debug helpers
- 155 • *rakia/event-target.[ch]*: helper to listen for events for a NUA handle (see
156 NUA definition in sofia-sip documentation).
- 157 • *rakia/handles.[ch]*: helpers for *Handles*.
- 158 • *rakia/sofia-decls.h*: some extra declaration
- 159 • *rakia/util.[ch]*: utility functions.

160 sofia-sip

161 [sofia-sip](http://sofia-sip.sourceforge.net/)¹¹ is a User-Agent library that implements the SIP protocol as described
162 in IETF RFC 3261. It can be used for VoIP, IM, and many other real-time and
163 person-to-person communication services. telepathy-rakia makes use of sofia-sip
164 to implement SIP support into telepathy. sofia-sip has [good documentation](#)¹²
165 on all concepts, events and APIs.

166 Connection Manager and creating connections

167 *src/telepathy-rakia.c* is the starting point of this Telepathy SIP service. Its
168 *main()* function does some of the initial setup, including D-Bus and *Logging* and
169 calls Telepathy-Glib's *tp_run_connection_manager()* method. The callback
170 passed to this method gets called and constructs a new Telepathy *Connection-*
171 *Manager GObject*. The Connection Manager Factory is at *src/sip-connection-*
172 *manager.c*.

¹¹<http://sofia-sip.sourceforge.net/>

¹²<http://sofia-sip.sourceforge.net/refdocs/nua/>

173 Once the Connection Manager Object construction is finalized, the creation of a
174 SIP Protocol Object is triggered inside *rakia_connection_manager_constructed()*
175 by calling *rakia_protocol_new()*. This function is defined in *src/protocol.c*.
176 It creates a Protocol Object and adds the necessary infrastructure that a
177 Connection Manager needs to manage the Protocol. In the Class Factory it
178 is possible to see which methods are defined by this Class by looking at the
179 *TpBaseProtocolClass* *base_class* var:

```
180 base_class->get_parameters = get_parameters;  
181 base_class->new_connection = new_connection;  
182 base_class->normalize_contact = normalize_contact;  
183 base_class->identify_account = identify_account;  
184 base_class->get_interfaces = get_interfaces;  
185 base_class->get_connection_details = get_connection_details;  
186 base_class->dup_authentication_types = dup_authentication_types;
```

187 Documentation on each method of this class can be found in the Telepathy-
188 GLib documentation for [TpBaseConnectionManager](#)¹³ and [TpBaseProtocol](#)¹⁴.
189 The *Protocol* is bound to *ConnectionManager* through the method
190 *tp_base_connection_manager_add_protocol()*.

191 The *new_connection()* method defined there is used to create a new Telepathy
192 *Connection* when the *NewConnection()* method on *org.freedesktop.Telepathy.ConnectionManager.rakia*
193 is called.

194 The Telepathy *Connection* object is of type *RakiaConnection*, which inherits
195 from *RakiaBaseConnection*, which in turn inherits from *TpBaseConnection*. The
196 methods used by *RakiaConnection* can be seen at the *RakiaConnectionClass*
197 and *RakiaBaseConnectionClass* initializations. They are defined at *src/sip-*
198 *connection.c* for the *RakiaBaseConnecionClass*:

```
199 sip_class->create_handle = rakia_connection_create_nua_handle;  
200 sip_class->add_auth_handler =  
201 rakia_connection_add_auth_handler;
```

202 and for the *TpBaseConnectionClass*:

```
203 base_class->create_handle_repos = rakia_create_handle_repos;  
204 base_class->get_unique_connection_name = rakia_connection_unique_name;  
205 base_class->create_channel_managers = rakia_connection_create_channel_managers;  
206 base_class->create_channel_factories = NULL;  
207 base_class->disconnected = rakia_connection_disconnected;  
208 base_class->start_connecting = rakia_connection_start_connecting;  
209 base_class->shut_down = rakia_connection_shut_down;  
210 base_class->interfaces_always_present =  
211 interfaces_always_present;
```

¹³<http://telepathy.freedesktop.org/doc/telepathy-glib/TpBaseConnectionManager.html>

¹⁴<http://telepathy.freedesktop.org/doc/telepathy-glib/telepathy-glib-base-protocol.html>

212 During the *TpBaseConnection* object construction the `create_channel_managers`
213 method is called. A *Channel* is an entity provided by a *Connection* to allow the
214 communication between the local *ConnectionManager* and the remote server
215 providing the service. A *Channel* can represent an incoming or outgoing IM
216 message, a file transfer, a video call, etc. Many *Channels* can exist at a given
217 time.

218 Channels and Calls

219 telepathy-rakia has two types of *Channels*: *Text* and *Call*. For *TextChan-*
220 *nels* a *RakiaTextManager* objects is created. It inherits from *TpChannelMan-*
221 *ager*. *TpChannelManager* is a generic type used by all types of *Channels*.
222 See `rakia/text-manager.c` for the *RakiaTextManagerClass* definitions. When
223 constructed, in `rakia_text_manager_constructed()`, the object sets the `con-`
224 `nection_status_changed_cb` callback to get notified about *Connection* status
225 changes. If the *Connection* status changes to *Connected*, the callback is acti-
226 vated and the code sets yet another callback, `rakia_nua_i_message_cb`. This
227 callback is connected to `nua-event` from `sofia-sip`. This callback is responsible
228 for managing an incoming message request from the remote server.

229 The callback then handles the message it receives through the *Connection* using
230 the `sofia-sip` library. At the end of the function the following code can be found:

```
231 channel = rakia_text_manager_lookup_channel (fac, handle);  
232 if (!channel)  
233     channel = rakia_text_manager_new_channel (fac, handle, handle, NULL);  
234 rakia_text_channel_receive (channel, sip, handle, text, len);
```

235 The *RakiaTextManager* tries to figure if an existing *Channel* for this message
236 already exists, or if a new one needs to be created. Once the channel is
237 found or created, *RakiaTextManager* is notified of the received message through
238 `rakia_text_channel_receive()` which creates a *TpMessage* to wrap the received
239 message.

240 A similar process happens with the similar *RakiaMediaManager* which handles
241 SIP *Sessions* and *Call Channels*. The callback registered by *RakiaMediaMan-*
242 *ager* is `rakia_nua_i_invite_cb()`, in `rakia/media-manager.c`, it then can get
243 notified of incoming invites to create a SIP *Session*. Once the callback is acti-
244 vated, which means when an incoming request to create a SIP *Session* arrives,
245 a new *RakiaSipSession* is created. Outgoing requests to create a SIP session
246 *RakiaSipSession* are initiated on the telepathy-rakia side through the exposed
247 D-Bus interface. The request comes from the *TpChannelManager* object and is
248 created by `rakia_media_manager_requestotron()` in the end of its call chain:

```
249 static void  
250 channel_manager_iface_init (gpointer g_iface, gpointer iface_data)  
251 {  
252     TpChannelManagerInterface *iface = g_iface;
```



```

253     iface->foreach_channel = rakia_media_manager_foreach_channel;
254     iface->type_foreach_channel_class = rakia_media_manager_type_foreach_channel_class;
255     iface->request_channel = rakia_media_manager_request_channel;
256     iface->create_channel = rakia_media_manager_create_channel;
257     iface->ensure_channel = rakia_media_manager_ensure_channel;
258 }

```

259 Here in *channel_manager_iface_init()*, telepathy-rakia sets which method it
260 wants to be called when the [D-Bus methods](#)¹⁵ exposed by Telepathy-GLib are
261 called. These functions handle *Channel* creation; however, they must first create
262 a SIP *Session* before creating the *Channel* itself. The *RakiaSipSession* object
263 will handle the *Channels* between the remote server and telepathy-rakia.

264 In the incoming path besides of creating a new SIP session the *rakia_nua_i_invite_cb*
265 callback also sets a new callback *incoming_call_cb*, that as its name says gets
266 called when a new call arrives.

267 *CallChannels*, implemented as *RakiaCallChannel* in telepathy-rakia, are then
268 created once this callback is activated or, for outgoing call channels requests,
269 just after the *RakiaSipSession* is created. See the calls to *new_call_channel()*
270 inside *rakia/media-manager.c* for more details.

271 If *RakiaCallChannel* constructed was requested by the local user up to two
272 new media streams would be created and added to it; the media can be
273 audio or video. The media streams, known as a *RakiaSipMedia* object, is
274 either created by the *CallChannel* constructed method if [InitialAudio](#)¹⁶ or
275 [InitialVideo](#)¹⁷ is passed or by a later call to *AddContent()* on the D-Bus
276 interface *org.freedesktop.Telepathy.Channel.Type.Call1*.

277 The creation of a *Content* object adds a “m=” line in the SDP in the SIP
278 message body. Refer to the RFC 3261 specification.

279 The last important concept is a *CallStream*, implemented here as *RakiaCall-*
280 *Stream*. A *CallStream* represents either a video or an audio stream to one specific
281 remote participant, and is created through *rakia_call_content_add_stream()*
282 every time a new *Content* object is created. In telepathy-rakia each *Content*
283 object only has only one *Stream* because only one-to-one calls are supported .

284 Writing new Folks backends

285 The [Folks documentation](#)¹⁸ on backends is fairly extensive and can help quite
286 a lot when writing a new backend. Each backend should provide a subclass of
287 [Folks.Backend](#)¹⁹.

¹⁵http://telepathy.freedesktop.org/spec/Connection_Interface_Requests.html

¹⁶http://telepathy.freedesktop.org/spec/Channel_Type_Call.html#Property:InitialAudio

¹⁷http://telepathy.freedesktop.org/spec/Channel_Type_Call.html#Property:InitialVideo

¹⁸<https://wiki.gnome.org/Folks>

¹⁹<http://telepathy.freedesktop.org/doc/folks/vala/Folks.Backend.html>

288 The same documentation can be found in the sources in the file *folks/backend.vala*.
289 The evolution-data-server (EDS) backend will be used as example here due it
290 is extensive documentation. The EDS subclass for *Folks.Backend* is defined in
291 *backend/eds/eds-backend.vala* in the sources.

292 A backend also needs to implement the [Folks.Persona](#)²⁰ and [Folks.PersonaStore](#)²¹
293 subclasses. For EDS those are [Edsf.Persona](#)²² and [Edsf.PersonaStore](#)²³, which
294 can also be seen in the sources in *backends/eds/lib/edsf-persona.vala* and
295 *backends/eds/lib/edsf-persona-store.vala*, respectively.

296 *Persona* is the representation of a single contact in a given backend, they are
297 stored by a *PersonaStore*. One backend may have many *PersonaStores* if they
298 happen to have different sources of contacts. For instance, each EDS address
299 book would have an associated *PersonaStore* to it. *Personas* from different
300 *Backends* that represent the same physical person are aggregated together by
301 Folks core as a [Individual](#)²⁴.

302 The Telepathy backend also serves as a good example. As the EDS backend, it
303 is well-implemented and documented.

²⁰<http://telepathy.freedesktop.org/doc/folks/vala/Folks.Persona.html>

²¹<http://telepathy.freedesktop.org/doc/folks/vala/Folks.PersonaStore.html>

²²<http://telepathy.freedesktop.org/doc/folks-eds/vala/Edsf.Persona.html>

²³<http://telepathy.freedesktop.org/doc/folks-eds/vala/Edsf.PersonaStore.html>

²⁴<http://telepathy.freedesktop.org/doc/folks/vala/Folks.Individual.html>