Appendix — Not for client apps

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What the engine has besides the client API, so client developers know what to ignore and what to ask the Ringmaster owner for.

A. Engine-internal routes

These answer on the engine's host but are **not** part of the client API. They don't take the client app's key, and in production they are reachable only inside the voice box's network.

Route	Who calls it	What for
`POST /internal/calls/inbound` · `POST /internal/calls/{callId}/turn`	The voice worker	Asks the engine "what next?" on each step of a call (worker token)
`GET /internal/audio/tts/{hash}` · `GET /internal/audio/media/{id}` · `POST /internal/tts/claim` · `POST /internal/tts/{hash}`	The voice worker	Audio for calls; turning texts into speech
`POST /hooks/livekit`	LiveKit	Room and participant events (signed by LiveKit)
`POST /hooks/resume/{token}`	A business's own system	The callback of a Send request block in "wait for callback" mode; the token is single-use and in the URL the block sent (see Part 5, Send request)
`GET /media/{mediaId}/{hash}.mp3?t=…`	A browser	The signed `previewUrl` of an audio file (Part 2B); no key, expires
`/sim/*`	Developers, local only	The phone simulator; never enabled next to a real trunk
`/actuator/*`	Monitoring	Health and metrics

B. What the Ringmaster owner sets up

The owner runs `ringmaster-admin` on the voice box. A client app depends on these; ask the owner for them.

Client app

Command	Does
`client-app create --name <app> [--webhook-url <url>] [--can-call-url <url>] [--features inbound,callouts,otp,ai] [--rate-limit 50]`	Creates the client app; prints the **API key** and the **webhook secret** once
`client-app edit <app> [--webhook-url <url|none>] [--can-call-url <url|none>] [--features …] [--rate-limit n]`	Changes them; offers a test webhook after a URL change
`client-app features <app> --set inbound,callouts,otp,ai,numbers`	Sets the features (Part 1 §1.2)
`client-app rotate-webhook-secret <app>`	New webhook secret, shown once; signatures use it from that moment — switch at once (refused events are retried for 24 h)
`client-app test-webhook <app>`	Sends `test.ping` and shows the answer
`client-app list` · `client-app show <app>`	Status, features, rate limit, URLs
`client-app suspend <app> --reason <text> [--hard]` · `client-app resume <app>`	Suspended: API calls get `403 CLIENT_SUSPENDED` and call-outs pause. With `--hard`, incoming calls are refused too; without it, callers are still answered
`client-app export <app> --out <file.zip>` · `client-app remove <app>` · `client-app purge <app>`	Leaving: export everything, remove (grace period), then delete for good

API keys

Command	Does
`key rotate <app>`	A new key (shown once); the old one keeps working until revoked, so both can be used during the switch
`key revoke <app> <prefix>`	Stops a key at once
`key list <app>`	Keys by prefix, created, last used and from which IP

Numbers

Command	Does
`numbers register <e164> [--type REGULAR|TOLL_FREE]`	Adds a number the owner bought to the pool

Command	Does
`numbers allocate <e164> --client <app>`	Gives it to a client app (it shows as `ALLOCATED` in `GET /v1/numbers`)
`numbers unallocate <e164>`	Takes it back
`numbers trunk-setting [--ip <voice box IP>]`	What to set at the carrier so the number reaches the engine
`numbers list`	Every number, its status, client app and account

Audit

`audit log [--client <app>] [--since 7d]` — who changed what (owner and client app changes to numbers, apps, keys).

C. Versioning of this API

- Paths start with `/v1`. Within `v1`, the engine only **adds**: new endpoints, new optional request fields, new response fields, new enum values, new webhook types and new timeline events. Client apps must ignore fields and values they don't know.
- Anything that would break a client app (removing or renaming a field, changing a meaning) comes as `/v2`, with time to move.
- The script schema has its own `schemaVersion` (Part 2A, A2).

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