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Thread: [iOS detect incoming call?](#)

aetherbit - February 23, 2017, 6:34 am

I am using CXCallObserver in Swift 3 to detect an incoming call.

Problem is, it only works when the app is in the foreground. How do I make it work when the app is in the background?

This is for legit reasons, so if anyone knows of a way even if it uses other background states, such as location or fetch, please let me know and I will find a way to include that into the application.

Code var callObserver = CXCallObserver()

```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:
[UIApplicationLaunchOptionsKey: Any]?) -> Bool {
```

```
    callObserver.setDelegate(self, queue: nil)
}
```

```
Code func callObserver(_ callObserver: CXCallObserver, callChanged call: CXCall) {
```

```
    if call.hasConnected {
        print("Call Connect -> \(call.uuid)")
    }
```

```
    if call.isOutgoing {
        print("Call outGoing \(call.uuid)")
    }
```

```
    if call.hasEnded {
        print("Call hasEnded \(call.uuid)")
    }
```

```
    if call.isOnHold {
        print("Call onHold \(call.uuid)")
    }
}
```

REDRIFLE - February 28, 2017, 8:09 pm

External call notifications are reported to CXProvider, so make sure to use that (or maybe you just didn't include that part in your post?).

In general, events propagate through different scopes, so if you handle it at the wrong scope it might cause the kind of problems you are having.

aetherbit - March 1, 2017, 4:44 am

I was not using CXProvider. I will take a look, thank you.

aetherbit - March 16, 2017, 2:45 pm

I see that CXProvider is only for VOIP, whereas I am using normal Telephony.

