

Suggested edits after the telechat on December 13, 2012.
Delta from the October 19 version of the spec:

- Move section 8.4 to its own top level section. Suggested: After Data, before Stats.
- In section 8.4, rename `AudioMediaStreamTrack` to `RTCDTMFSender`. Remove inheritance, and add `[NoInterface]`.

Add the following text:

A `RTCDTMFSender` is created by calling the `createDTMFSender()` method on a `PeerConnection`. This constructs an object that exposes the functions required to send DTMF.

Add to `RTCDTMFSender`:

```
readonly attribute MediaStreamTrack track; // copy of argument
attribute EventHandler ontonechange;
readonly attribute DOMString toneBuffer;
readonly attribute int duration;
```

The total declaration for `RTCDTMFSender` will now be:

```
[NoInterface]
interface RTCDTMFSender {
  readonly attribute boolean canInsertDTMF;
  void insertDTMF (DOMString tones, optional long duration,
    optional long interToneGap);
  readonly attribute MediaStreamTrack track; // copy of argument
  attribute EventHandler ontonechange;
  readonly attribute DOMString toneBuffer;
  readonly attribute long duration;
  readonly attribute long interToneGap;
};
```

Add text under 8.4.2 "InsertDTMF":

When `insertDTMF` is called, do the following:

1. If the associated `MediaStreamTrack` is not connected to the associated `PeerConnection`, return.
2. If `canInsertDTMF` is false, return.
3. Set the value of the `toneBuffer` attribute to the "tones" argument, the value of the `duration` attribute to the "duration" argument if specified, and the value of the `interToneGap` to the

“interToneGap argument, if specified.

4. If the tone playing task is not running, start it.

Return, but continue the following steps asynchronously.

The tone playing task does the following, repeatedly.

1. If the tone buffer is empty, fire a “tonechange” event at the object, with an empty string as its parameter, and stop.

2. Start playout of the tone corresponding to the first character in the tone buffer on the associated RTP media stream, using the appropriate codec.

3. Fire a "tonechange" event at the object, with an event parameter consisting of the first character of the tone buffer.

4. Remove the first character of the tone buffer.

5. Wait for the number of milliseconds specified by the value of the duration parameter.

6. Stop playout of the tone.

7. Wait for the value of the required inter-tone gap.

6. Start from 1.

- In section 4.3.2, add the function

```
RTCDTMFSender createDTMFSender(MediaStreamTrack track);
```

- In section 4.3.2.2, add the paragraph

```
createDTMFSender
```

The createDTMFSender() creates an RTCDTMFSender that references the given MediaStreamTrack. The MediaStreamTrack MUST be an element of a MediaStream that's currently in the PC's localStreams attribute; if not, throw an Illegal Argument Exception.

[NOTE - get correct name for exception before inserting]