

Installation

About

This page describes FreeSWITCH™ numbering conventions, basic download instructions, and directions to useful installation pages.

Conventions

The FreeSWITCH™ numbering format is "version.release.maintenance".

Selecting a Version

The primary FreeSWITCH™ releases are:

- **Current Public Release 1.10**, created 5 August, 2019, is **recommended for production systems**. Sounds and prompts release is 1.0.52 as of 19 August, 2016.
- **Current Branch**, contains in-test fixes going into the **next maintenance level of the current public release**.
- **Development**, containing the latest fixes and features, intended as the **next release**.



A Note About Bugs and Issues

Bugs or issues with the current public release *must* be tested using the *latest* Development release to determine if the problem is already fixed. Issues must be tested using Development before opening bug reports for them to be considered. If the bug persists in Development, then file an issue on GitHub: <https://github.com/signalwire/freeswitch/issues>



Check Release Notes Before Upgrades

There are breaking changes between minor and major releases, so make sure to check the [Release Notes](#) before upgrading to avoid headaches.



If you're using FreeSWITCH™ version 1.8 which is tagged **End Of Life**, you should upgrade to 1.10 NOW.

Download Current Public Release

The latest maintenance level of the current public release of FreeSWITCH™ can be downloaded from [freeswitch-files](#) via a browser. For linux, it's easier to copy/paste the command line below. This single long line performs: 1- Determines the latest public release available. 2- Downloads the compressed source file. 3- Decompresses the file into a folder in the current directory. 4- Renames the folder to **freeswitch**. If you don't want the folder renamed, remove the last && to the end of the line.

```
FSfile=$(curl -s https://files.freeswitch.org/releases/freeswitch/ | grep -oE "freeswitch-[0-9]*\.[0-9]*\.[0-9]*\.-release\.tar\.bz2" | tail -n 1) && echo Downloading $FSfile && curl https://files.freeswitch.org/freeswitch-releases/$FSfile | tar -xj && mv ${FSfile/.tar.bz2//} freeswitch
```

Download Current Branch

Download the current branch using the -b argument followed by 'v' concatenated with the release number. The git command creates the **freeswitch** directory and downloads the FreeSWITCH™ source files, replace # with the release number.

```
git clone -b v1.# https://github.com/signalwire/freeswitch.git
```

Download Development

Download the latest development release using the "git clone" command below which creates the **freeswitch** directory and downloads the FreeSWITCH™ development source files.

```
git clone https://github.com/signalwire/freeswitch.git
```

SignalWire STACK



SignalWire STACK is a supported version of FreeSWITCH that comes with expert engineering services

SignalWire also offers Cloud Hosted resources including low-cost PSTN and SMS services for your FreeSWITCH Installation.

Using `mod_signalwire` in your FreeSWITCH server, and a SignalWire cloud account, you can connect to SignalWire to terminate SIP calls with no configuration.

Full details available by calling **877.742.2583** or by visiting freeswitch.com or signalwire.com



If you're new to FreeSWITCH™ consider purchasing the [Mastering FreeSWITCH™ book](http://www.linuxpromagazine.com/Issues/2009/106/TALK-SOFT) and be sure to read this introductory article: <http://www.linuxpromagazine.com/Issues/2009/106/TALK-SOFT>.

Installation Methods

Pre-Built Binaries

The easiest way to get FreeSWITCH™ is to install a pre-built package for your operating system, available for some [Linux](#) distributions and [Windows](#).

Debian 11 Package (FreeSWITCH 1.10)

[Debian](#) (preferred) The development team uses and builds against Debian. They recommend Debian because of its operationally stable, yet updated, kernel and wide library support.

Centos 7 Package (FreeSWITCH 1.10)

[CentOS 7](#) and [RHEL 7](#)

Windows

[Freeswitch Installer .msi](#)

The binary MSI installer is built for each release. You can also find [sound packages here](#).

Compiling Source Code

FreeSWITCH™ is available for source compilation on Unix, Linux, macOS, and Windows for the following reasons:

- Pre-built binaries are not available
- You want to see the entire process
- You want to build the Development version because you require the very latest features or patches, or wish to hack FreeSWITCH

Debian 11 Bullseye Source

FreeSWITCH™ 1.10 depends on a number of libraries included with Debian 11, which is the distribution of choice for FS core development team. Follow the instructions on the [Debian](#) page; refer to [Debian Post-Install Tasks](#) for finishing touches.

macOS

There is an [installer](#) and comprehensive [macOS](#) guide containing instructions for setting up FreeSwitch™ on a Mac with features such as autostart, emailing voicemails and log management.

OpenBSD

Special notes for building from source on OpenBSD.

Smartos

Recently updated installation guide for [SmartOS](#)

Windows

See Install From Source on [Windows Install](#) page.

Updating Binaries



Config Changes

In version 1.4 the names of a number of configuration settings were changed, so you can not simply use old config files on your new FreeSWITCH™ binaries.

Settings of the form sip*_media have become rtp*_media because they properly control RTP media streams, SIP has nothing to do with them.

For example, sip_secure_media is now called rtp_secure_media

Deprecated Instructions

Deprecated Compiling From Source Code

These deprecated instructions are FreeSWITCH you may compile from source code. FreeSWITCH™ is available for source compilation on Unix and Linux distributions as well as Windows.

Debian 7 Source

[Makefile](#) that builds FreeSWITCH™ including libraries and build dependencies.

CentOS 6 Source

[Makefile](#) that builds FreeSWITCH™ including libraries and build dependencies.

Unix Variants

- [DragonFlyBSD](#)
- [FreeBSD](#)
- [NetBSD](#)
- [OpenBSD](#)
- [Solaris](#)

Mac OS X

Instructions for non-supported OS X systems can be found at [Mac OS X Archive](#).

Windows

[Compile with Visual Studio](#).