

International Telecommunication Union

**ITU-T**

TELECOMMUNICATION  
STANDARDIZATION SECTOR  
OF ITU

**H.248.1**

(03/2013)

SERIES H: AUDIOVISUAL AND MULTIMEDIA SYSTEMS  
Infrastructure of audiovisual services – Communication  
procedures

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**Gateway control protocol: Version 3**

Recommendation ITU-T H.248.1



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# Recommendation ITU-T H.248.1

## Gateway control protocol: Version 3

### Summary

To achieve greater scalability, this Recommendation decomposes the ITU-T H.323 Gateway function defined in Recommendation ITU-T H.246 into functional subcomponents and specifies the protocols these components use to communicate. This allows implementations of ITU-T H.323 gateways to be highly scalable and encourages leverage of widely deployed Switched Circuit Network (SCN) capabilities such as SS7 switches. This also enables ITU-T H.323 gateways to be composed of components from multiple vendors distributed across multiple physical platforms. The purpose of this Recommendation is to add capabilities currently defined for ITU-T H.323 systems and is intended to provide new ways of performing operations already supported in ITU-T H.323.

This revision contains a number of clarifications on:

- Signal behaviour on new Streams;
- time based Statistics and their applicability to multi flow streams;
- the impact of the Mode property on Statistics;
- Event behaviour with respect to new Streams;
- ServiceChange version handling.

### History

Edition	Recommendation	Approval	Study Group
1.0	ITU-T H.248	2000-06-15	16
1.1	ITU-T H.248.1 v1.1	2002-03-29	16
2.0	ITU-T H.248.1 v2	2002-05-22	16
2.1	ITU-T H.248.1 v2 (2002) Cor. 1	2004-03-15	16
3.0	ITU-T H.248.1 v3	2005-09-13	16
3.1	ITU-T H.248.1 v3 (2005) Amd. 1	2008-05-02	16
3.2	ITU-T H.248.1 v3 (2005) Amd. 2	2009-12-14	16
4.0	ITU-T H.248.1 v3	2013-03-16	16

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The World Telecommunication Standardization Assembly (WTSA), which meets every four years, establishes the topics for study by the ITU-T study groups which, in turn, produce Recommendations on these topics.

The approval of ITU-T Recommendations is covered by the procedure laid down in WTSA Resolution 1.

In some areas of information technology which fall within ITU-T's purview, the necessary standards are prepared on a collaborative basis with ISO and IEC.

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In this Recommendation, the expression "Administration" is used for conciseness to indicate both a telecommunication administration and a recognized operating agency.

Compliance with this Recommendation is voluntary. However, the Recommendation may contain certain mandatory provisions (to ensure, e.g., interoperability or applicability) and compliance with the Recommendation is achieved when all of these mandatory provisions are met. The words "shall" or some other obligatory language such as "must" and the negative equivalents are used to express requirements. The use of such words does not suggest that compliance with the Recommendation is required of any party.

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As of the date of approval of this Recommendation, ITU had received notice of intellectual property, protected by patents, which may be required to implement this Recommendation. However, implementers are cautioned that this may not represent the latest information and are therefore strongly urged to consult the TSB patent database at <http://www.itu.int/ITU-T/ipr/>.

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# Recommendation ITU-T H.248.1

## Gateway control protocol: Version 3

### 1 Scope

This Recommendation defines the protocols used between elements of a physically decomposed multimedia gateway. There are no functional differences from a system view between a decomposed gateway, with distributed sub-components potentially on more than one physical device, and a monolithic gateway such as described in [ITU-T H.246]. This Recommendation does not define how gateways, multipoint control units or interactive voice response (IVR) units work. Instead it creates a general framework that is suitable for these applications.

Packet network interfaces may include IP, ATM or possibly others. The interfaces will support a variety of switched circuit network (SCN) signalling systems, including tone signalling, ISDN, ISUP, QSIG and GSM. National variants of these signalling systems will be supported where applicable.

Products claiming compliance with Version 1 of Recommendation ITU-T H.248.1 shall comply with all of the mandatory requirements of Recommendation ITU-T H.248.1 originally approved in 06/2000 and reissued in 03/2002.

Products claiming compliance with Version 2 of Recommendation ITU-T H.248.1 shall comply with all of the mandatory requirements of Recommendation ITU-T H.248.1 originally approved in 05/2002 and updated in 03/2004.

Products claiming compliance with this Recommendation shall comply with all of the mandatory requirements of Recommendation ITU-T H.248.1 approved in 03/2013.

Products shall indicate the version of the protocol in use by using ServiceChangeVersion as '1' to refer to Recommendation ITU-T H.248.1 (03/2002), '2' to refer to Recommendation ITU-T H.248.1 including its Corrigendum 1 (03/2004), and '3' to refer to Recommendation ITU-T H.248.1 (09/2005 and 03/2013).

### 2 References

The following ITU-T Recommendations and other references contain provisions which, through reference in this text, constitute provisions of this Recommendation. At the time of publication, the editions indicated were valid. All Recommendations and other references are subject to revision; users of this Recommendation are therefore encouraged to investigate the possibility of applying the most recent edition of the Recommendations and other references listed below. A list of the currently valid ITU-T Recommendations is regularly published. The reference to a document within this Recommendation does not give it, as a stand-alone document, the status of a Recommendation.

- |                 |   |
|-----------------|---|
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[IETF RFC 5615]	IETF RFC 5615 (2009), <i>H.248/MEGACO Registration Procedures</i> .

### 3 Definitions

#### 3.1 Terms defined elsewhere

None.

#### 3.2 Terms defined in this Recommendation

This Recommendation defines the following terms:

**3.2.1 access gateway:** A type of gateway that provides a user-network interface (UNI) such as ISDN.

**3.2.2 descriptor:** A syntactic element of the protocol that groups related properties. For instance, the properties of a media flow on the MG can be set by the MGC by including the appropriate descriptor in a command.

**3.2.3 media gateway (MG):** The media gateway converts media provided in one type of network to the format required in another type of network. For example, an MG could terminate bearer channels from a switched circuit network (e.g., DS0s) and media streams from a packet network (e.g., RTP streams in an IP network). This gateway may be capable of processing audio, video and ITU-T T.120 alone or in any combination, and will be capable of full duplex media translations. The MG may also play audio/video messages and perform other IVR functions, or may perform media conferencing.

**3.2.4 media gateway controller (MGC):** Controls the parts of the call state that pertain to connection control for media channels in an MG.

**3.2.5 multipoint control unit (MCU):** An entity that controls the setup and coordination of a multi-user conference that typically includes processing of audio, video and data.

**3.2.6 residential gateway:** A gateway that interworks an analogue line to a packet network. A residential gateway typically contains one or two analogue lines and is located at the customer premises.

**3.2.7 SCN FAS signalling gateway:** This function contains the SCN signalling interface that terminates SS7, ISDN or other signalling links where the call control channel and bearer channels are collocated in the same physical span.

**3.2.8 SCN NFAS signalling gateway:** This function contains the SCN signalling interface that terminates SS7 or other signalling links where the call control channels are separated from bearer channels.

**3.2.9 stream:** Bidirectional media or control flow received/sent by a media gateway as part of a call or conference.

**3.2.10 stream endpoint (SEP):** Relates to a stream associated to a Termination. A SEP is identified by the tuple of *StreamID* and *TerminationID* values.

**3.2.11 stream endpoint pair (SEPP):** Two associated stream endpoints (SEP) of two Terminations within the same Context. The two SEPs share thus the same *StreamID* value. There is always a point-to-point topology for stream endpoint pair configurations (e.g., there is no further associated SEP on a third Termination, etc.).

**3.2.12 trunk:** A communication channel between two switching systems such as a DS0 on a T1 or E1 line.

**3.2.13 trunking gateway:** A gateway between SCN network and packet network that typically terminates a large number of digital circuits.

#### 4 Abbreviations and acronyms

This Recommendation uses the following abbreviations and acronyms:

AAD	Average Acknowledgement Delay
AAL	ATM Adaptation Layer
ABNF	Augmented Backus-Naur Format
ADEV	Average Deviation
ALC	Automatic Level Control
ALF	Application Level Framing
AH	Authentication Header
ATM	Asynchronous Transfer Mode
BER	Basic Encoding Rules
C	Context
CAS	Channel Associated Signalling
DLSR	Delay since last SR
DNS	Domain Name System
DTMF	Dual Tone Multi-Frequency
ESP	Encapsulating Security Payload
FAS	Facility Associated Signalling
GSM	Global System for Mobile communications
GW	Gateway
IANA	Internet Assigned Numbers Authority (superseded by ICANN)
ICANN	Internet Corporation for Assigned Names and Numbers
ICV	Integrity Check Value
IEPS	International Emergency Preference Scheme

IKE	Internet Key Exchange
IP	Internet Protocol
IS	In-Service
ISUP	ISDN User Part
IVR	Interactive Voice Response
LD	Local Descriptor
LSR	Last SR timestamp
MG	Media Gateway
MGC	Media Gateway Controller
MID	Message Identifier
MTP3	Message Transfer Part 3
MTU	Maximum Transmission Unit
MWD	Maximum Waiting Delay
NDA	Non Disclosure Agreement
NFAS	Non-Facility Associated Signalling
OoS	Out-of-Service
PRI	Primary Rate Interface
PSTN	Public Switched Telephone Network
QoS	Quality of Service
RD	Remote Descriptor
RR	Receiver Report
RSA	Rivest, Shamir and Adleman algorithm
RTCP	RTP Control Protocol
RTP	Real-time Transport Protocol
RTPD	Round-Trip Propagation Delay
Rx	Receive
SC	ServiceChange
SCN	Switched Circuit Network
SCTP	Stream Control Transmission Protocol
SDP	Session Description Protocol
SEP	Stream End Point
SEPP	Stream End Point Pair
SG	Signalling Gateway
SR	Sender Report
SS7	Signalling System No. 7
T, Term	Termination
TCP	Transmission Control Protocol

Tx	Transmit
UDP	User Datagram Protocol
VBD	Voice Band Data
VMG	Virtual Media Gateway

## 5 Conventions

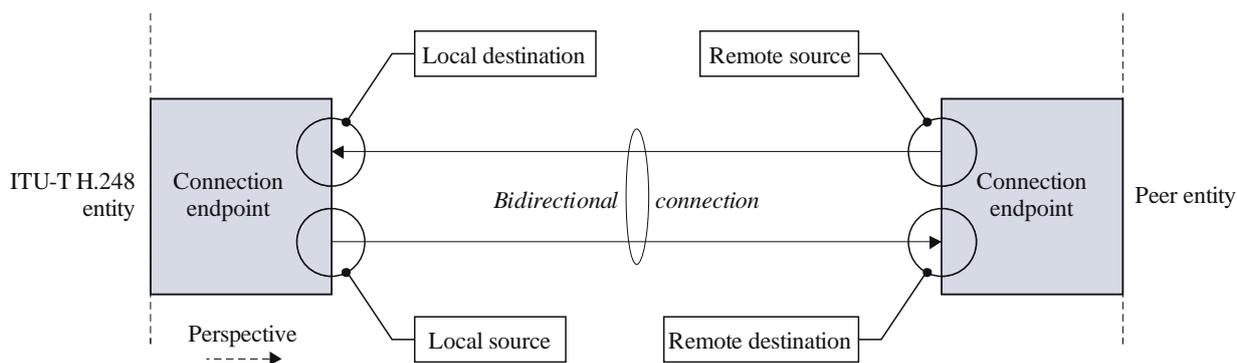
### 5.1 Key words to indicate requirement levels

In this Recommendation, "shall" refers to a mandatory requirement, while "should" refers to a suggested but optional feature or procedure. The term "may" refers to an optional course of action without expressing a preference.

### 5.2 Connection endpoint naming conventions

#### 5.2.1 Generic concept

There are basically four connection endpoints (concerning sources and sinks of traffic) in case of a bidirectional connection. ITU-T H.248 uses a specific terminology for naming these endpoints from the perspective of an ITU-T H.248 entity. Figure 1 provides a conceptual overview. The naming scheme is generic because it is technology-independent.



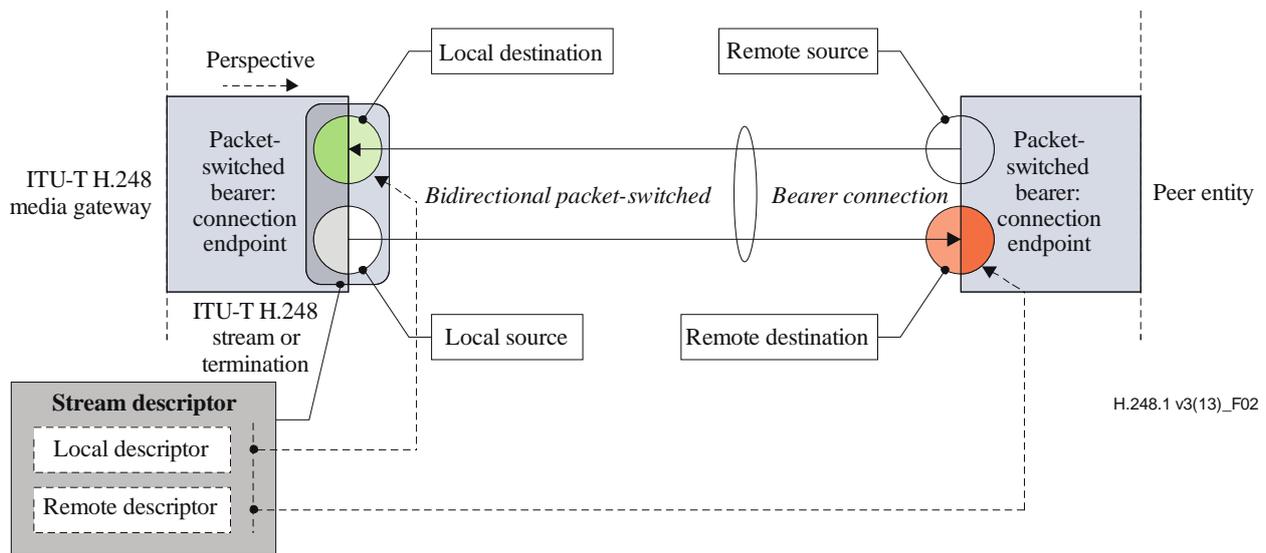
H.248.1 v3(13)\_F01

**Figure 1 – Connection endpoint naming conventions – Generic concept**

The geographical locations of the endpoints are termed as 'local' (also known as 'near-end') and as 'remote' (also known as 'far-end'). The traffic directions are termed as 'source' (also known as 'egress', 'outgoing', 'outbound', 'transmit', or 'Tx') and as 'destination' (also known as 'ingress', 'incoming', 'inbound', 'receive', or 'Rx').

#### 5.2.2 Scope of Local and Remote Descriptors

The Local and Remote Descriptors are defined in clause 7.1.8. Both descriptors have different connection endpoints in scope (see Figure 2). The Local Descriptor (LD) is related to the "local destination" endpoint, the Remote Descriptor (RD) is related to the "remote destination" endpoint. The media gateway is primarily responsible for the resources and configuration of the "local source" endpoint (NOTE – There are a few protocol elements which allow the MGC to control certain endpoint aspects). The "remote source" endpoint is completely out of scope of ITU-T H.248 entities.



H.248.1 v3(13)\_F02

**Figure 2 – Connection endpoint naming conventions – Scope of Local and Remote Descriptors**

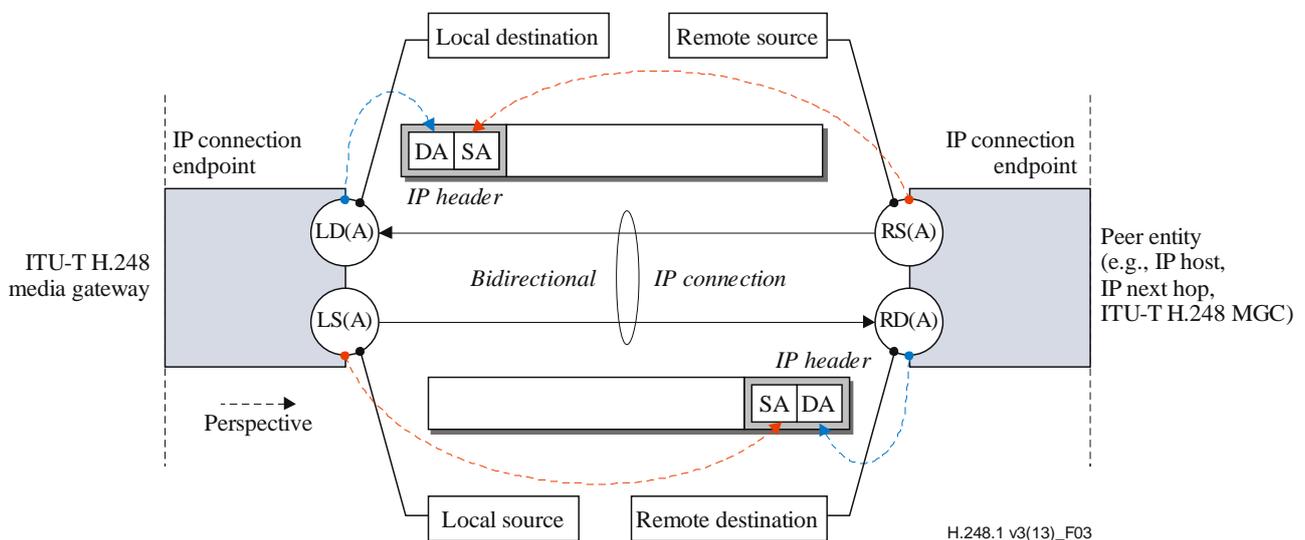
Figure 2 underlines that just the traffic sink endpoints of ITU-T H.248 streams are controlled via the Local and Remote Descriptors.

### 5.2.3 Concrete "connection" types

An example shall illustrate the application of the naming conventions for a specific combination of a bearer technology and protocol layer.

#### 5.2.3.1 Example "IP connection"

Figure 3 shows an IP connection, e.g., behind an ITU-T H.248 IP stream or termination, or below an IP-based ITU-T H.248 control association.



H.248.1 v3(13)\_F03

- |                       |                        |
|-----------------------|------------------------|
| LD local destination  | DA destination address |
| LS local source       | SA source address      |
| RD remote destination | ○ L3 address           |
| RS remote source      |                        |

**Figure 3 – Connection endpoint naming conventions – IP connection**

The two local or remote connection endpoints may be assigned to the same or different IP interfaces. They are then so called symmetrical or asymmetrical (connection) addresses.

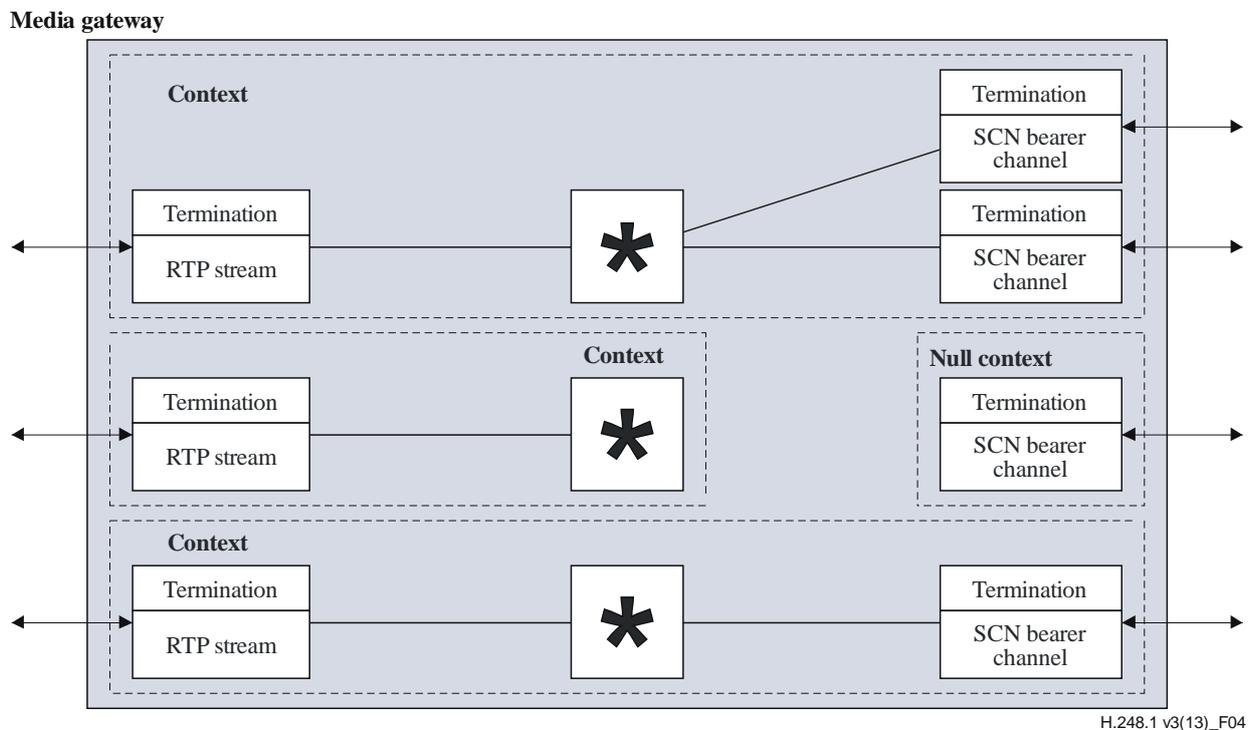
## 6 Connection model

The connection model for the protocol describes the logical entities, or objects, within the Media Gateway that can be controlled by the Media Gateway Controller. The main abstractions used in the connection model are terminations and contexts.

A *termination* sources and/or sinks one or more streams. In a multimedia conference, a termination can be multimedia and sources or sinks multiple media streams. The media stream parameters, as well as bearer parameters are encapsulated within the termination.

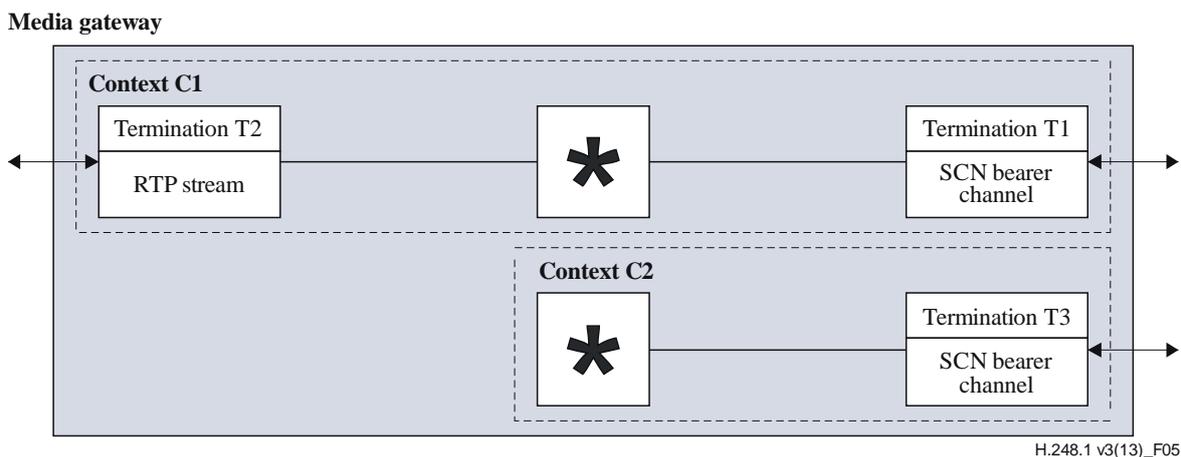
A *context* is an association between a collection of terminations. There is a special type of context, the *NULL* Context, which contains all terminations that are not present in any other context and therefore not associated to any other termination. For instance, in a decomposed access gateway, all idle lines are represented by terminations in the NULL Context.

Following is a graphical depiction of these concepts. The diagram of Figure 4 gives several examples and is not meant to be an all-inclusive illustration. The asterisk box in each of the contexts represents the logical association of terminations implied by the context.



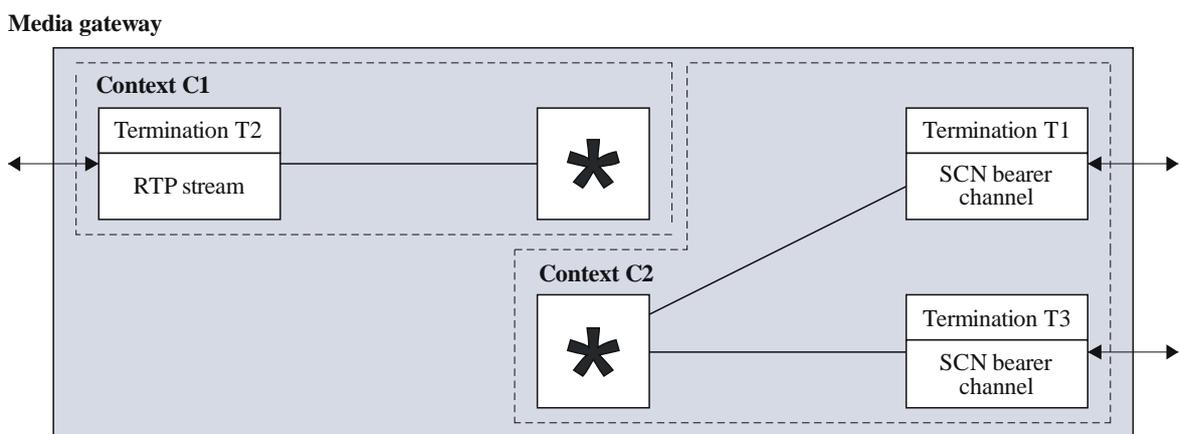
**Figure 4 – Example of ITU-T H.248.1 connection model**

The example in Figure 5 shows an example of one way to accomplish a call-waiting scenario in a decomposed access gateway, illustrating the relocation of a termination between contexts. Terminations T1 and T2 belong to Context C1 in a two-way audio call. A second audio call is waiting for T1 from Termination T3. T3 is alone in Context C2. T1 accepts the call from T3, placing T2 on hold. This action results in T1 moving into Context C2, as shown in Figure 6.



H.248.1 v3(13)\_F05

Figure 5 – Example call waiting scenario/alerting applied to T1



H.248.1 v3(13)\_F06

Figure 6 – Example call waiting scenario/answer by T1

## 6.1 Contexts

A context is an association between a number of terminations. The context describes the topology (who hears/sees whom) and the media mixing and/or switching parameters if more than two terminations are involved in the association.

There is a special context called the *NULL* Context. It contains terminations that are not present in any other context and therefore not associated to any other termination. Terminations in the *NULL* Context can have their parameters examined or modified, and may have events detected on them.

In general, an Add Command is used to add terminations to contexts. If the MGC does not specify an existing context to which the termination is to be added, the MG creates a new context. A termination may be removed from a context with a Subtract Command, and a termination may be moved from one context to another with a Move Command. A termination shall exist in only one context at a time.

The maximum number of terminations in a context is an MG property. Media gateways that offer only point-to-point connectivity might allow at most two terminations per context. Media gateways that support multipoint conferences might allow three or more terminations per context.

### 6.1.1 Context attributes and descriptors

The attributes of contexts are:

- ContextID.
- The Topology Descriptor (who hears/sees whom).  
The topology of a context describes the flow of media between the terminations within a context. In contrast, the Mode Property of a termination ("SendOnly"/"RecvOnly"/...) describes the flow of the media at the egress/ingress of the media gateway.
- The priority indicator is used for a context in order to provide the MG with information about a certain precedence handling for a context. The MGC can also use the priority indicator to control autonomously the traffic precedence in the MG in a smooth way in certain situations (e.g., restart), when a lot of contexts must be handled simultaneously. Priority 0 is the lowest priority and a priority of 15 is the highest priority.
- An indicator for an emergency call is also provided to allow a preference handling in the MG.
- An indicator for an IEPS call is provided to allow the features and techniques of e.g., [ITU-T E.106] and [ITU-T E.107] to be achieved. See [b-ITU-T H-Sup.9] for more information.
- A ContextAttribute Descriptor that enables extra context attributes to be defined by using the packages extension mechanism (see clause 7.1.19).

In general, if a context attribute is completely omitted from an ITU-T H.248 action, the attribute of the corresponding context retains its prior value.

### 6.1.2 Creating, deleting and modifying contexts

The protocol can be used to (implicitly) create contexts and modify the parameter values of existing contexts. The protocol has commands to add terminations to contexts, subtract them from contexts, and to move terminations between contexts. Contexts are deleted implicitly when the last remaining termination is subtracted or moved out.

## 6.2 Terminations

A termination is a logical entity on an MG that sources and/or sinks media and/or control streams. A termination is described by a number of characterizing properties, which are grouped in a set of descriptors that are included in commands. Terminations have unique identities (TerminationIDs), assigned by the MG at the time of their creation.

Terminations representing physical entities have a semi-permanent existence. For example, a termination representing a TDM channel might exist for as long as it is provisioned in the gateway. Terminations representing ephemeral information flows, such as RTP flows, would usually exist only for the duration of their use.

Ephemeral terminations are created by means of an Add Command. They are destroyed by means of a Subtract Command. In contrast, when a physical termination is Added to or Subtracted from a context, it is taken from or to the NULL Context, respectively.

Terminations may have signals applied to them (see clause 7.1.11). Terminations may be programmed to detect events, the occurrence of which can trigger notification messages to the MGC, or action by the MG. Statistics may be accumulated on a termination. Statistics are reported to the MGC upon request (by means of the AuditValue Command, see clause 7.2.5) and when the termination ceases to exist or is returned to the NULL Context due to a Subtract Command.

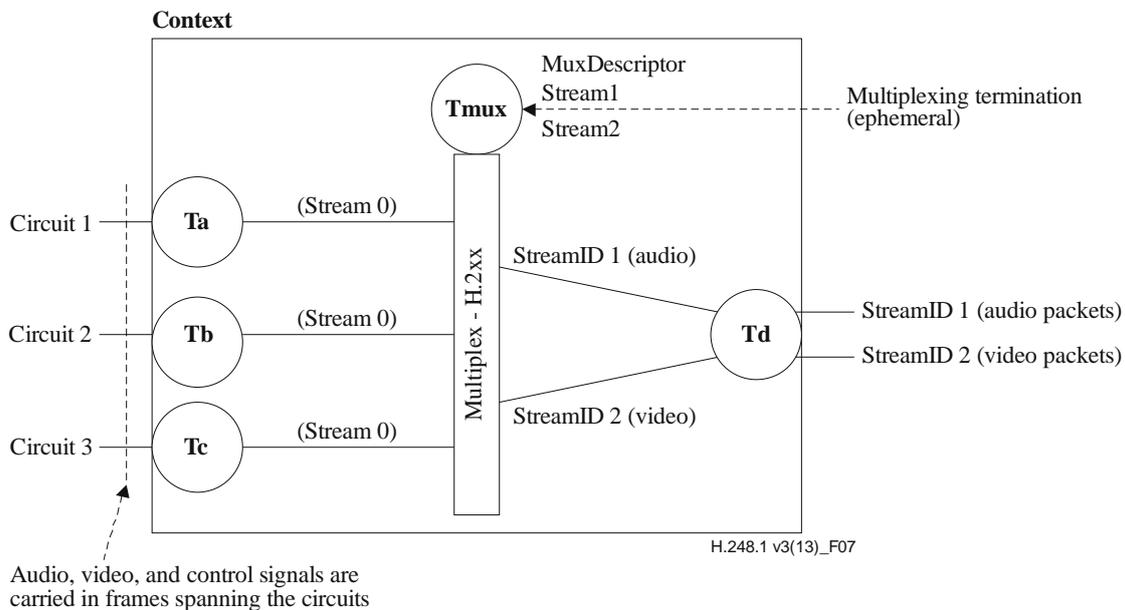
Multimedia gateways may process multiplexed media streams. For example, [b-ITU-T H.221] describes a frame structure for multiple media streams multiplexed on a number of digital 64 kbit/s

channels. Such a case is handled in the connection model in the following way. For every bearer channel that carries part of the multiplexed streams, there is a physical or ephemeral "bearer termination". The bearer terminations that source/sink the digital channels are connected to a separate termination called the "multiplexing termination". The multiplexing termination is an ephemeral termination representing a frame-oriented session. The Multiplex Descriptor for this termination describes the multiplex used (e.g., [b-ITU-T H.221] for an [b-ITU-T H.320] session) and indicates the order in which the contained digital channels are assembled into a frame.

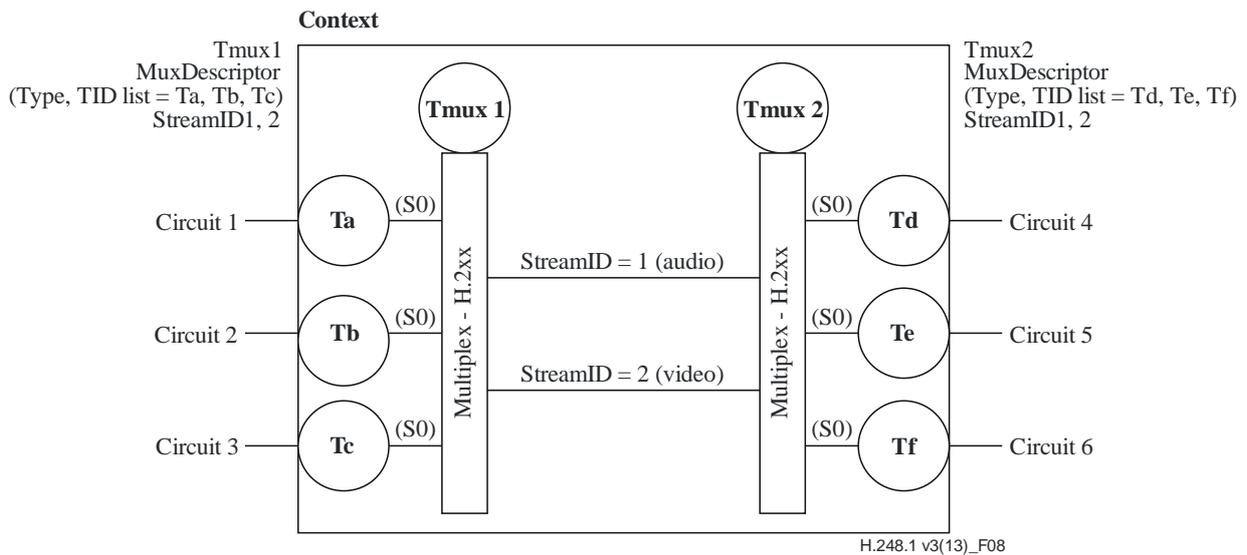
Multiplexing terminations may be cascades (e.g., [b-ITU-T H.226] multiplex of digital channels feeding into a [b-ITU-T H.223] multiplex supporting an [b-ITU-T H.324] session).

The individual media streams carried in the session are described by Stream Descriptors on the multiplexing termination. These media streams can be associated with streams sourced/sunk by terminations in the context other than the bearer terminations supporting the multiplexing termination. Each bearer termination supports only a single data stream. These data streams do not appear explicitly as streams on the multiplexing termination and they are hidden from the rest of the context.

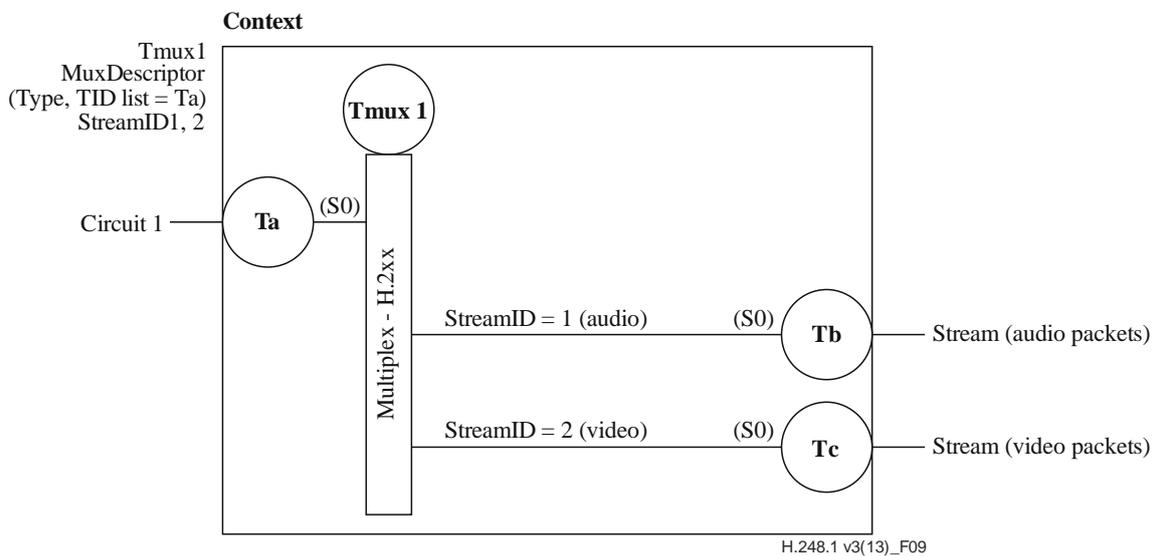
Figures 7, 8, and 9 illustrate typical applications of the multiplexing termination and Multiplex Descriptor.



**Figure 7 – Multiplexed termination scenario – Circuit-to-packet**



**Figure 8 – Multiplexed termination scenario – Circuit-to-circuit**



**Figure 9 – Multiplexed termination scenario – Single-to-multiple terminations**

Unlike the multiplexing terminations described in the previous paragraph the multiplexed bearer termination, which represent multiplexed bearers such as ATM AAL Type 2 bearers, carry no media streams. They are present strictly for the purpose of modeling the creation and destruction of the actual bearer. When a new multiplexed bearer is to be created, an ephemeral termination is created in a context established for this purpose. When the termination is subtracted, the multiplexed bearer is destroyed.

### 6.2.1 Termination dynamics

The protocol can be used to create new terminations and to modify property values of existing terminations. These modifications include the possibility of adding or removing events and/or signals. The termination properties, and events and signals are described in the ensuing subclauses. An MGC can only release/modify terminations and the resources that the termination represents which are in the NULL Context or which have been previously seized via, e.g., the Add Command.

### 6.2.2 TerminationIDs

Terminations are referenced by a TerminationID, which is an arbitrary schema chosen by the MG.

TerminationIDs of physical terminations are provisioned in the Media Gateway. The TerminationIDs may be chosen to have structure. For instance, a TerminationID may consist of trunk group and a trunk within the group.

A wildcarding mechanism using two types of wildcards can be used with TerminationIDs. The two wildcards are ALL and CHOOSE. The former is used to address multiple terminations at once, while the latter is used to indicate to a media gateway that it must select a termination satisfying the partially specified TerminationID. This allows, for instance, that an MGC instructs an MG to choose a circuit within a trunk group.

TerminationIDs can also be specified in a list. The use of TerminationIDList is recommended for cases where a hierarchical TerminationID structure is not possible and it is not desired to send individual commands for each TerminationID. Both Root and non-Root TerminationIDs should not be contained in a single TerminationIDList.

### 6.2.3 Packages

Different types of gateways may implement terminations that have widely differing characteristics. Variations in terminations are accommodated in the protocol by allowing terminations to have optional properties, events, signals and statistics implemented by MGs.

In order to achieve MG/MGC interoperability, such options are grouped into packages, and typically a termination realizes a set of such packages. More information on definition of packages can be found in clause 12. An MGC can audit a termination to determine which packages it realizes.

Properties, events, signals and statistics defined in packages, as well as parameters to them, are referenced by identifiers (IDs). Identifiers are scoped. For each package, PropertyIDs, EventIDs, SignalIDs, StatisticIDs and ParameterIDs have unique name spaces and the same identifier may be used in each of them. Two PropertyIDs in different packages may also have the same identifier, etc.

To support a particular package the MG must recognize all properties, signals, events and statistics defined in the package. It must also support all signal and event parameters. If the functionality behind these properties, signals, events and statistics is not implemented, the MG shall not return a syntax error or unknown ID error for any of these elements but should return error 501 "Not implemented".

The MG may support a subset of the values listed in a package for a particular property or parameter. If an unsupported value is specified by the MGC, the MG shall return error 501 "Not implemented".

When packages are extended, the properties, events, signals and statistics defined in the base package can be referred to using either the extended package name or the base package name. For example, if Package A defines Event e1, and Package B extends Package A, then B/e1 is an event for a termination implementing Package B. By definition, the MG must also implement the base package, but it is optional to publish the base package as an allowed interface. If it does publish A, then A would be reported on the Packages Descriptor in AuditValue as well as B, and Event A/e1 would be available on a termination. If the MG does not publish A, then only B/e1 would be available. If published through AuditValue, A/e1 and B/e1 are the same event.

For improved interoperability and backward compatibility, an MG may publish all packages supported by its terminations, including base packages from which extended packages are derived. An exception to this is in cases where the base packages are expressly defined as "Designed to be extended only".

In the case that the MG publishes the base PackageIDs in response to a Packages Descriptor Audit, it will also respond to a wildcarded PackageID Audit with the PackageID of the ITU-T H.248 Package Element where the element was originally defined.

In the case that the MG publishes only the extended PackageID in response to a Packages Descriptor Audit, the MG will respond to a wildcarded PackageID Audit using the extended ITU-T H.248 PackageIDs.

NOTE – Whilst a Subtract request does not explicitly request an AuditValue.req of Statistics with a wildcarded PackageID, it is implicit in the command. Similarly, an audit of a complete descriptor is equivalent to an audit with a wildcarded PackageID. Thus, the procedure described above will be used in both cases.

#### **6.2.4 Termination properties and descriptors**

Terminations have properties. The properties have unique PropertyIDs. Most properties have default values, which are explicitly defined in this protocol specification or in a package (see clause 12) or set by provisioning. If not provisioned otherwise, the properties in all descriptors except TerminationState and LocalControl default to empty/"no value" when a termination is first created or returned to the NULL Context. When a termination is first created or returned to the NULL Context, this state represents an "idle" line, trunk or other entity. The default contents of the two exceptions are described in clauses 7.1.5 and 7.1.7.

The provisioning of a property value in the MG will override any default value, be it supplied in this protocol specification or in a package. Therefore, if it is essential for the MGC to have full control over the property values of a termination, it should supply explicit values when adding the termination to a context. Alternatively, for a physical termination the MGC can determine any provisioned property values by auditing the termination while it is in the NULL Context.

There are a number of common properties for terminations and properties specific to media streams. The common properties are also called the TerminationState properties. For each media stream, there are local properties and properties of the received and transmitted flows.

Properties not included in the base protocol are defined in packages. These properties are referred to by a name consisting of the package name and a PropertyID. Most properties have default values described in the package description. Properties may be read-only or read/write. The possible values of a property may be audited, as can their current values. For properties that are read/write, the MGC can set their values. A property may be declared as "global" which has a single value shared by all terminations realizing the package. Related properties are grouped into descriptors for convenience.

When a termination is added to a context, the value of its read/write properties can be set by including the appropriate descriptors as parameters to the Add Command. Similarly, a property of a termination in a context may have its value changed by the Modify Command. Properties may also have their values changed when a termination is moved from one context to another as a result of a Move Command. In some cases, descriptors are returned as output from a command.

Setting properties on different terminations in the same context implicitly instructs the MG to perform certain functions. For example: if a [b-ITU-T G.711] codec is set on Termination A and a [b-ITU-T G.729] codec is set on Termination B, then the MG will activate a transcoding function as soon as a media flow is enabled between the two terminations (i.e., by setting the Mode Property to a state other than "Inactive" at each termination).

NOTE – To avoid unnecessary activation of MG resources, the MGC should set the Mode Property to "Inactive" for a given termination and stream until the properties to be used for that stream have been determined.

In general, if a descriptor is completely omitted from one of the aforementioned commands, the properties in that descriptor retain their prior values for the termination(s) upon which the command acts. On the other hand, if some read/write properties are omitted from a descriptor in a command (i.e., the descriptor is only partially specified), those properties will be reset to their default values for the termination(s) upon which the command acts, unless the package specifies other behaviour. For more details, see clause 7.1 dealing with the individual descriptors.

The above behaviour applies equally to signals and events and their respective parameters. The provisioning of Events Descriptors would include the RequestID to use and any parameters of the included events. Any provisioning in the MG with respect to Events Descriptors should be duplicated in the MGC to avoid error responses to Notify Commands from the MG.

The following table lists all of the possible descriptors and their use. Not all descriptors are legal as input or output parameters to every command.

<b>Descriptor name</b>	<b>Description</b>
Modem	Identifies modem type and properties when applicable. (Note)
Mux	Describes multiplex type for multimedia terminations (e.g., [b-ITU-T H.221], [b-ITU-T H.223], [ITU-T H.225.0]) and terminations forming the input mux.
Media	A list of media stream specifications (see clause 7.1.4).
TerminationState	Properties of a termination (which can be defined in packages) that are not stream specific.
Stream	A list of Remote/Local/LocalControl Descriptors for a single stream.
Local	Contains properties that specify the media flows that the MG receives from the remote entity.
Remote	Contains properties that specify the media flows that the MG sends to the remote entity.
LocalControl	Contains properties (which can be defined in packages) that are of interest between the MG and the MGC.
Events	Describes events to be detected by the MG and what to do when an event is detected.
EventBuffer	Describes events to be detected by the MG when event buffering is active.
Signals	Describes signals (see clause 7.1.11) applied to terminations.
Audit	In Audit commands, identifies which information is desired.
Packages	In AuditValue, returns a list of packages realized by the termination.
DigitMap	Defines patterns against which sequences of a specified set of events are to be matched so they can be reported as a group rather than singly.
ServiceChange	In ServiceChange, what, why ServiceChange occurred, etc.
ObservedEvents	In Notify or AuditValue, report of events observed.
Statistics	In Subtract and Audit, report of statistics kept on a termination or stream.
Topology	Specifies flow directions between terminations in a context.
ContextAttribute	Contains properties (which can be defined in packages) that affect the context as a whole.
Error	Contains an Error Code and optionally error text; it may occur in command replies and in Notify requests.
NOTE – Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).	

### 6.2.5 Root Termination

Occasionally, a command must refer to the gateway as an entity in itself, rather than a termination within it. A special TerminationID, "Root" is reserved for this purpose. Packages may be defined on Root. Root thus may have properties, events, signals and statistics. Accordingly, the Root TerminationID may appear in:

- a Modify Command – to change a property, send a signal or set an event;
- a Notify Command – to report an event;
- an AuditValue Command – to examine the values of properties and statistics implemented on Root;
- an AuditCapability Command – to determine what properties of Root are implemented;
- a ServiceChange – to declare the entire gateway in or out of service.

Any other use of the Root TerminationID is an error. Error Code 410 ("Incorrect identifier") shall be returned in these cases.

### 6.3 Wildcarding principles

This clause specifies the behaviour for wildcarding ContextIDs and TerminationIDs that shall be applied to all commands. In processing these commands two forms of wildcarding must be considered:

- 1) Context wildcarding;
- 2) Termination wildcarding.

For the purposes of the wildcarding procedures, a TerminationIDList consisting of more than one TerminationID is considered a wildcarded TerminationID. When executing a transaction that contains wildcarded contexts and optionally wildcarded terminations, all commands in the transaction are executed in order for a particular instance of ContextID before moving to a subsequent ContextID instance. In the case that there are multiple commands in a transaction, only when the TerminationID (wildcarded or specific) specified in the first command matches a specific instance of a ContextID are subsequent commands in the transaction executed. If a TerminationID (wildcarded or specific) of the subsequent command(s) in that transaction does not match the specific ContextID instance, then Error Code 431 ("No TerminationID matched a wildcard") is returned and processing of subsequent instances of the wildcard ContextID are stopped unless the command that generated the error is marked optional.

The execution of particular wildcard combinations is discussed below.

#### 6.3.1 ContextID specific with TerminationID wildcarded

In the case where the ContextID is specific, when ALL is used in the TerminationID of a command, the effect is identical to repeating the command with each of the matching TerminationIDs. The use of ALL does not address the Root termination. Since each of these commands may generate a response, the size of the entire response may be large. Thus, if the wildcard matches more than one TerminationID in the context, all possible matches are attempted, with results reported for each one. If none of the terminations referenced by the wildcarded TerminationID are in the specific context, then Error Code 431 ("No TerminationID matched a wildcard") is returned. No errors are returned for individual terminations specified by the wildcarded TerminationID that are not in the specified context.

For example: Assume that a gateway has four terminations: t1/1, t1/2, t2/1 and t2/2. Assume that Context 1 has t1/1 and t2/1 in it and that Context 2 has t1/2 and t2/2 in it.

The command:

```
Context=1{Command=t1/*{Descriptor/s}}
```

returns:

```
Context=1{Command=t1/1{Descriptor/s}}
```

### 6.3.2 ContextID wildcarded (ALL) with TerminationID specific

In the case where the ContextID is wildcarded (i.e., ContextID = ALL) and the TerminationID is fully specified, the effect is identical to a command specifying the non-NULL context that contains the specified termination. Thus, a search must be made to find the context and only one instance of the command is executed. No errors are reported for contexts that do not contain the specified termination. If the termination is not contained in any (non-NULL) context, then Error Code 435 ("TerminationID is not in specified context") is returned, though Error Code 431 ("No TerminationID matched a wildcard") may be returned in order to maintain backward compatibility. If there are no contexts other than NULL in existence, Error Code 411 ("The transaction refers to an unknown ContextID") is returned. Use of this form of action rather than one specifying the ContextID is discouraged but may be useful, for example in correcting conflicting state between MG and MGC.

For example: Taking the above gateway configuration, the command:

```
Context=*{Command=t1/1{Descriptor/s}}
```

returns:

```
Context=1{Command=t1/1{Descriptor/s}}
```

### 6.3.3 ContextID wildcarded (ALL) with TerminationID wildcarded

In the case where the ContextID is wildcarded (i.e., ContextID = ALL) and the TerminationID is wildcarded, the effect is identical to repeating the command with each of the TerminationIDs matching the wildcard for each non-NULL context that contains one or more of those matching TerminationIDs. Thus if the wildcard matches more than one TerminationID in the specific instance of the wildcarded ContextID, all possible matches are attempted, with results reported for each one. No errors are reported for contexts that do not contain a termination matching the wildcarded TerminationID. No errors are returned for individual terminations specified in the wildcarded TerminationID that are not in a specific instance of the wildcarded ContextID. If there are no matches to the wildcarded ContextID and TerminationID, then Error Code 431 ("No TerminationID matched a wildcard") is returned.

For example: Taking the above gateway configuration, the command:

```
Context=*{Command=t1/*{Descriptor/s}}
```

returns:

```
Context=1{Command=t1/1{Descriptor/s}}
```

```
Context=2 {Command=t1/2{Descriptor/s}}
```

In the case that multiple commands are contained in a wildcarded TerminationID and/or wildcarded ContextID request, then if the first command does not match the first ContextID and TerminationID instance, then the subsequent command in the request will not be executed for that instance.

### 6.3.4 Wildcarded responses

If individual responses are not required, a wildcard response may be requested. In such a case, a single response is generated, which contains the UNION of all of the individual responses which otherwise would have been generated, with duplicate values suppressed. For instance, given Termination Ta with Properties p1=a, p2=b and Termination Tb with Properties p2=c, p3=d, a UNION response would consist of a wildcarded TerminationID and the sequence of Properties

p1=a, p2=b,c and p3=d. Wildcard responses may be particularly useful in the Audit commands. If a wildcard UNION response is used in conjunction with a wildcarded context, then a single response is sent with the UNION of all the individual terminations referenced by the TerminationID. The response would contain Context=ALL, a wildcarded TerminationID and the sequence of properties.

If an error occurs during the execution of a wildcarded request that specifies a wildcarded response, special handling is required to provide useful information about the error(s) while still maintaining a modest sized response. When a wildcarded response is requested, all instances (as specified above) of the command shall be executed even if one or more result in errors, but later commands in the transaction will not be executed (unless optional was specified). Multiple command responses shall be returned for the command that encountered the error. The first command response shall be the normal wildcard response containing the UNION of responses for those commands that succeeded. If none of them succeeded, the UNION shall be empty. Additional command responses for each TerminationID that failed shall be returned with the appropriate Error Descriptor.

For example, the command:

```
Context={Command=t1/{Descriptor/s}}
```

Response to an error:

```
Context={Command=t1/{Union response descriptors},  
Command=t1/3{Error=errorcode}}
```

The encoding of the wildcarding mechanism is detailed in Annexes A and B.

## 7 Commands

The protocol provides commands for manipulating the logical entities of the protocol connection model, contexts and terminations. Commands provide control at the finest level of granularity supported by the protocol. For example, commands exist to add terminations to a context, modify terminations, subtract terminations from a context, and audit properties of contexts or terminations. Commands provide for complete control of the properties of contexts and terminations. This includes specifying which events a termination is to report, which signals/actions are to be applied to a termination and specifying the topology of a context (who hears/sees whom).

Most commands are for the specific use of the Media Gateway Controller as command initiator in controlling Media Gateways as command responders. The exceptions are the Notify and ServiceChange Commands: Notify is sent from Media Gateway to Media Gateway Controller, and ServiceChange may be sent by either entity. Below is an overview of the commands; they are explained in more detail in clause 7.2.

- 1) Add: The Add Command adds a termination to a context. The Add Command on the first termination in a context is used to create a context.
- 2) Modify: The Modify Command modifies the properties, events and signals of a termination.
- 3) Subtract: The Subtract Command disconnects a termination from its context and returns statistics on the termination's participation in the context. The Subtract Command on the last termination in a context deletes the context.
- 4) Move: The Move Command atomically moves a termination to another context.
- 5) AuditValue: The AuditValue Command returns the current state of properties, events, signals and statistics of terminations.
- 6) AuditCapability: The AuditCapability Command returns all the possible values for termination properties, events and signals allowed by the Media Gateway.
- 7) Notify: The Notify Command allows the Media Gateway to inform the Media Gateway Controller of the occurrence of events in the Media Gateway.

- 8) **ServiceChange:** The ServiceChange Command allows the Media Gateway to notify the Media Gateway Controller that a termination or group of terminations is about to be taken out of service or has just been returned to service. ServiceChange is also used by the MG to announce its availability to an MGC (registration), and to notify the MGC of impending or completed restart of the MG. The MGC may announce a handover to the MG by sending it a ServiceChange Command. The MGC may also use ServiceChange to instruct the MG to take a termination or group of terminations in or out of service.

These commands are detailed in clauses 7.2.1 through 7.2.8.

## 7.1 Descriptors

The parameters to a command are termed descriptors. A descriptor consists of a name and a list of items. Some items may have values. Many commands share common descriptors. This subclause enumerates these descriptors. Descriptors may be returned as output from a command. Descriptors shall be returned in the order that they were received. In any such return of descriptor contents, an empty descriptor is represented by its name unaccompanied by any list. Parameters and parameter usage specific to a given command type are described in the subclause that describes the command.

### 7.1.1 Specifying parameters

Command parameters are structured into a number of descriptors. In general, the text format of descriptors is `DescriptorName=<someID>{parm=value, parm=value...}`.

Parameters may be fully specified, overspecified or underspecified:

- 1) Fully specified parameters have a single, unambiguous value that the command initiator is instructing the command responder to use for the specified parameter.
- 2) Underspecified parameters, using the CHOOSE value, allow the command responder to choose any value it can support.
- 3) Overspecified parameters have a list of potential values. The list order specifies the command initiator's order of preference of selection. The command responder chooses one value from the offered list and returns that value to the command initiator.

If a required descriptor other than the Audit Descriptor is unspecified (i.e., entirely absent) from a command, the previous values set in that descriptor for that termination, if any, are retained. In commands other than Subtract, a missing Audit Descriptor is equivalent to an empty Audit Descriptor. The behaviour of the MG with respect to unspecified parameters within a descriptor varies with the descriptor concerned, as indicated in succeeding subclauses. Whenever a parameter is underspecified or overspecified, the descriptor containing the value chosen by the responder is included as output from the command.

Each command specifies the TerminationID the command operates on. This TerminationID may be "wildcarded". When the TerminationID of a command is wildcarded, the effect shall be as if the command was repeated with each of the TerminationIDs matched.

### 7.1.2 Modem Descriptor

The Modem Descriptor specifies the modem type and parameters, if any, required for use in, e.g., [b-ITU-T H.324] and text conversation. The descriptor includes the following modem types: ITU-T V.18, ITU-T V.22, ITU-T V.22 *bis*, ITU-T V.32, ITU-T V.32 *bis*, ITU-T V.34, ITU-T V.90, ITU-T V.91, Synchronous ISDN, and allows for extensions. By default, no Modem Descriptor is present in a termination.

Use of the Modem Descriptor is deprecated in Recommendation ITU-T H.248.1 Version 2 (05/2002) and subsequent versions. This means that the Modem Descriptor shall not be included as part of transmitted content and, if received, shall either be ignored or processed at the option of the

implementation. Modem type is to be specified as an attribute of data streams in the Local Descriptor and the Remote Descriptor.

### 7.1.3 Multiplex Descriptor

In multimedia calls, a number of media streams are carried on a (possibly different) number of bearers. The Multiplex Descriptor associates the media and the bearers. The descriptor includes the multiplex type:

- H.221;
- H.223;
- H.226;
- V.76;
- $N \times 64K$ ;
- possible extensions,

and a set of TerminationIDs representing the multiplexed bearers, in order. For example:

```
Mux = H.221{MyT3/1/2, MyT3/2/13, MyT3/3/6, MyT3/21/22}
```

The  $N \times 64K$  multiplex type implements the  $N \times 64K$  service (e.g., as defined by [ITU-T Q.931] Information Transfer Rate or [ITU-T Q.763] Transmission Medium Requirement). On the context side, it supports a single stream of wideband data. When a bearer termination is added implicitly to a context as a result of the creation of an  $N \times 64K$  multiplexing termination, the Stream Descriptor for the bearer termination shall take on the same values as the Stream Descriptor defined for the multiplex termination, except that the bearer termination bandwidth shall be 64 kbit/s.

### 7.1.4 Media Descriptor

The Media Descriptor specifies the parameters for all the media streams. These parameters are structured into two descriptors: a TerminationState Descriptor, which specifies the properties of a termination that are not stream dependent, and one or more Stream Descriptors each of which describes a single media stream.

A stream is identified by a StreamID. The StreamID shall be in the range of 1 to 65535. The StreamID is used to link the streams in a context that belong together. Multiple streams exiting a termination shall be synchronized with each other. Within the Stream Descriptor, there are up to four subsidiary descriptors: LocalControl, Local, Remote and Statistics. The relationship between these descriptors is thus:

```
Media Descriptor
  TerminationState Descriptor
  Stream Descriptor
    LocalControl Descriptor
    Local Descriptor
    Remote Descriptor
    Statistics Descriptor
```

As a convenience, the LocalControl, Local, Remote or Statistics Descriptors may be included in the Media Descriptor without an enclosing Stream Descriptor. In this case, the StreamID is assumed to be one.

### 7.1.5 TerminationState Descriptor

The TerminationState Descriptor contains the ServiceStates Property, the EventBufferControl Property and properties of a termination (defined in packages) that are not stream specific.

The ServiceStates Property describes the overall state of the termination (not stream specific). A termination can be in one of the following states: "Test", "OutOfService", or "InService". The "Test" state indicates that the termination is being tested. The state "OutOfService" indicates that the termination cannot be used for traffic. The state "InService" indicates that a termination can be used or is being used for normal traffic. "InService" is the default state.

Values assigned to properties may be simple values (integer/string/enumeration) or may be underspecified, where more than one value is supplied and the MG may make a choice:

- Alternative values: multiple values in a list, one of which must be selected;
- Ranges: minimum and maximum values, a value between min and max must be selected, boundary values included;
- Greater Than/Less Than: value must be greater/less than specified value;
- CHOOSE Wildcard: the MG chooses from the allowed values for the property.

The EventBufferControl Property specifies whether events are buffered following detection of an event in the Events Descriptor, or processed immediately. See 7.1.9 for details.

### 7.1.5.1 TerminationState properties

#### 7.1.5.1.1 ServiceStates

<b>Property name:</b>	ServiceStates
<b>Description:</b>	The value of this property indicates the current service state of the termination.
<b>Type:</b>	Enumeration
<b>Possible values:</b>	InService: The termination is in-service and functioning normally. OutOfService: The termination is out-of-service and not available for traffic. Test: The termination is undergoing testing.
<b>Default:</b>	InService
<b>Defined in:</b>	TerminationState
<b>Characteristics:</b>	Read/Write

#### 7.1.5.1.2 EventBufferControl

<b>Property name:</b>	EventBufferControl
<b>Description:</b>	Specifies whether events are buffered following detection of an event in the Events Descriptor, or processed immediately. See clause 7.1.9.
<b>Type:</b>	Enumeration
<b>Possible values:</b>	LockStep: Events are buffered and processed per clause 7.1.9. OFF: Events are processed immediately.
<b>Default:</b>	OFF
<b>Defined in:</b>	TerminationState
<b>Characteristics:</b>	Read/Write

### **7.1.6 Stream Descriptor**

A Stream Descriptor specifies the parameters of a single bidirectional stream. These parameters are structured into three descriptors: one that contains termination properties specific to a stream and one each for local and remote flows. The Stream Descriptor includes a StreamID which identifies the stream. Streams are created by specifying a new StreamID on one of the terminations in a context. A stream is deleted by setting empty Local and Remote Descriptors for the stream with ReserveGroup and ReserveValue in LocalControl set to "False" on all terminations in the context that previously supported that stream.

StreamIDs are of local significance between MGC and MG and they are assigned by the MGC. Within a context, StreamID is a means by which to indicate which media flows are interconnected: streams with the same StreamID are connected.

If a termination is moved from one context to another, the effect on the context to which the termination is moved is the same as in the case that a new termination were added with the same StreamIDs as the moved termination.

### **7.1.7 LocalControl Descriptor**

#### **a) Overview**

The LocalControl Descriptor contains the Mode Property, the ReserveGroup and ReserveValue Properties and properties of a termination (defined in packages) that are stream specific, and are of interest between the MG and the MGC. Values of properties may be specified as in clause 7.1.1.

#### **b) Mode Property (for directionality control)**

The allowed values for the Mode Property are "SendOnly", "RecvOnly", "SendRecv", "Inactive" and "LoopBack". "SendOnly", "RecvOnly" and "LoopBack" are with respect to the exterior of the context, so that, for example, a stream set to mode = "SendOnly" does not pass received media into the context. When a stream is set to "LoopBack" on a termination, media received (Local Descriptor) on the termination will be looped back to the sending side (Remote Descriptor) of the termination and no media is passed between that termination and other terminations in the context. The looped back media shall be sent according to the Remote Descriptor. The default value for the Mode Property is "Inactive". Signals and events are not affected by the Mode Property. Statistics may or may not be affected by the Mode property depending on the semantic of the statistic. For example: if the Mode was set to "SendOnly" and the Octet Received Statistic was set, then the statistic would not be affected. If the Octet Sent Statistic was set, then it would be affected by the mode. The LocalControl Mode Property takes precedence over any mode specified in the Local and Remote Descriptors. However, duplication and use of mode information in the SDP should be avoided. Due to the default of LocalControl Mode Property being "Inactive", if mode information was added to the Local and Remote Descriptor SDP and the LocalControl Mode was not explicitly sent, the effective mode would still be inactive.

#### **c) Reserve Properties (for resource handling control)**

The boolean-valued Reserve Properties, ReserveValue and ReserveGroup, of a termination indicate what the MG is expected to do when it receives a Local and/or Remote Descriptor.

If the value of a Reserve Property is "True", the MG shall reserve resources for all alternatives specified in the Local and/or Remote Descriptors for which it currently has resources available. It shall respond with the alternatives for which it reserves resources. If it cannot support any of the alternatives, it shall respond with a reply to the MGC that contains empty Local and/or Remote Descriptors. If media begins to flow while more than a single alternative is reserved, media packets may be sent or received on any of the alternatives and must be processed, although only a single alternative may be active at any given time.

If the value of a Reserve Property is False, the MG shall choose one of the alternatives specified in the Local Descriptor (if present) and one of the alternatives specified in the Remote Descriptor (if present). If the MG has not yet reserved resources to support the selected alternative, it shall reserve the resources. If, on the other hand, it already reserved resources for the termination addressed (because of a prior exchange with ReserveValue and/or ReserveGroup equal to "True"), it shall release any excess resources it reserved previously. Finally, the MG shall send a reply to the MGC containing the alternatives for the Local and/or Remote Descriptor that it selected. If the MG does not have sufficient resources to support any of the alternatives specified, it shall respond with Error Code 510 ("Insufficient resources").

The default value of ReserveValue and ReserveGroup is "False". More information on the use of the two Reserve Properties is provided in clause 7.1.8.

#### d) Descriptor usage

A new setting of the LocalControl Descriptor completely replaces the previous setting of that descriptor in the MG. Thus, to retain information from the previous setting, the MGC must include that information in the new setting. If the MGC wishes to delete some information from the existing descriptor, it merely resends the descriptor (in a Modify Command) with the unwanted information stripped out.

NOTE – The Mode Property is also known as "StreamMode" in the encoding definitions in Annexes A and B. These terms are interchangeable within ITU-T H.248.

### 7.1.7.1 LocalControl Properties

#### 7.1.7.1.1 StreamMode

<b>Property name:</b>	StreamMode
<b>Description:</b>	The value of this property indicates the current service state of the termination.
<b>Type:</b>	Enumeration
<b>Possible values:</b>	Inactive: The termination does not pass any media for the stream. SendOnly: The termination passes media for the stream from the interior to the exterior of the context. RecvOnly: The termination passes media for the stream from the exterior to the interior of the context. SendRecv: The termination passes media for the stream both into and out of the context. LoopBack: The termination loops received media for the stream back to the sender.
	NOTE – The term "media" underlines that the StreamMode settings only affect the "media flow" component(s) of the ITU-T H.248 Stream, but not potential "control flow" component(s) (like, e.g., in case of an ITU-T H.248 Stream, carrying a RTP session with an RTP media flow and RTCP control component). It may be noted that the separation of media and control components is consistent with the SDP understanding of "media streams", see [b-IETF RFC 4566].
<b>Default:</b>	Inactive
<b>Defined in:</b>	LocalControl
<b>Characteristics:</b>	Read/Write

### 7.1.7.1.2 ReserveGroup

<b>Property name:</b>	ReserveGroup
<b>Description:</b>	Specifies whether the MG should reserve the resources to support a single media group or as many media groups as it can, as they are defined in the Local and Remote Descriptors. See clause 7.1.8.  NOTE – The term "media group" designates the content of the ASN.1 production "PropertyGroup" (see Annex A) in the binary encoding, or an individual SDP session description in the text encoding.
<b>Type:</b>	Boolean
<b>Possible values:</b>	True: The MG is to reserve all possible media groups indicated in the Local and Remote Descriptors.  False: The MG is to reserve a single media group from each of the Local and the Remote Descriptors according to the policies described in clause 7.1.8.
<b>Default:</b>	False
<b>Defined in:</b>	LocalControl
<b>Characteristics:</b>	Read/Write

### 7.1.7.1.3 ReserveValue

<b>Property name:</b>	ReserveValue
<b>Description:</b>	Specifies whether the MG should reserve the resources to support a single set of property values (e.g., a single codec and its associated attributes) or as many such sets as it can, as they are defined in the Local and Remote Descriptors. See clause 7.1.8.
<b>Type:</b>	Boolean
<b>Possible values:</b>	True: The MG is to reserve resources to serve as many as possible of the sets of property values indicated in the selected media group (if ReserveGroup is False) or in each media group (if ReserveGroup is True) in the Local and Remote Descriptors.  False: The MG is to reserve a single set of property values from those indicated in the selected media group (if ReserveGroup is False) or in each media group (if ReserveGroup is True) in the Local and Remote Descriptors.

NOTE – A single set of property values may consist of a single media type (e.g., audio or video) related media format complemented by a list of supplementary media formats. Supplementary media formats are for example:

- Comfort noise ([b-IETF RFC 3389]),
- RTP Payload for DTMF digits, telephony tones and telephony signals ([b-IETF RFC 4733]),
- Voiceband data (VBD) services (according to [b-ITU-T V.152]),
- or other auxiliary media (e.g., inband signalling) associated to the main media flow.

**Default:** False  
**Defined in:** LocalControl  
**Characteristics:** Read/Write

## 7.1.8 Local and Remote Descriptors

### 7.1.8.1 Syntax for Local Descriptors and Remote Descriptors

The MGC uses Local and Remote Descriptors to reserve and commit MG resources for media decoding and encoding for the given stream(s) and termination to which they apply. The MG includes these descriptors in its response to indicate what it is actually prepared to support. The MG shall include additional properties and their values in its response if these properties are mandatory yet not present in the requests made by the MGC (e.g., by specifying detailed video encoding parameters where the MGC only specified the payload type).

To avoid ambiguity when requesting the MG to reserve and commit resources, the MGC should supply as much information as needed when using underspecification (i.e., CHOOSE) so that the MG can make an unambiguous selection. For example when using CHOOSE without specifying the required application type (e.g., "media name" in case of SDP encoding), further information may be needed (e.g., attribute lines in case of SDP encoding).

Local refers to the media received by the MG and Remote refers to the media sent by the MG.

#### 7.1.8.1.1 Specific syntax for ITU-T H.248 text encoding

##### 7.1.8.1.1.1 Rules

When text encoding the protocol, the descriptors consist of session descriptions as defined in SDP ([IETF RFC 2327]). In session descriptions sent from the MG to the MGC, the SDP must comply with [IETF RFC 2327]. In session descriptions sent from the MGC to the MG, the following exceptions to the syntax of [IETF RFC 2327] are allowed:

- the "s = ", "t = " and "o = " lines are optional;
- the use of CHOOSE is allowed in place of a single parameter value; and
- the use of alternatives is allowed in place of a single parameter value.

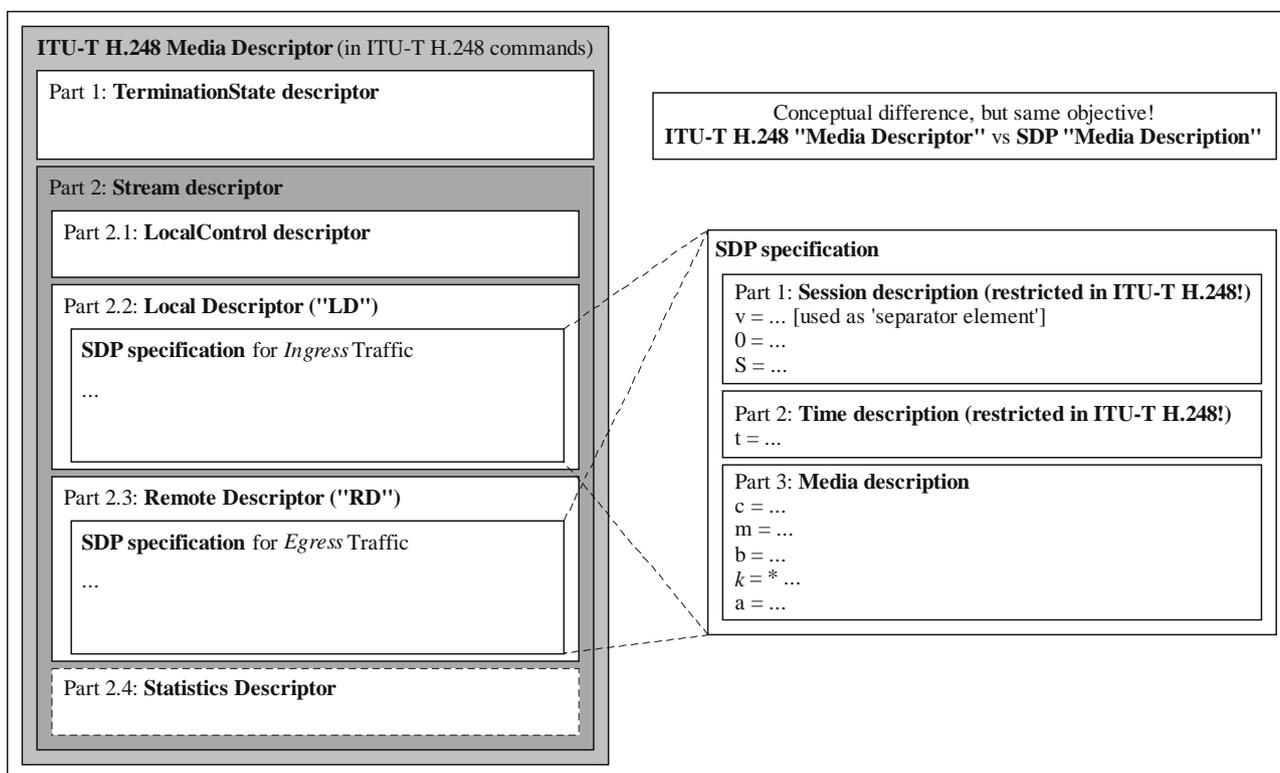
A Stream Descriptor specifies a single bidirectional media stream, a session description consists of a session-level section followed by a media-level section and so a single session description must not include more than one media description ("m = " line). A session description should not contain duplicate SDP lines on session-level and media-level. If duplication occurs the media level line takes precedence.

A Stream Descriptor may contain additional session descriptions as alternatives. Each media stream for a termination must appear in distinct Stream Descriptors. When multiple session descriptions are provided in one descriptor, the "v = " lines are required as delimiters; otherwise they are optional in session descriptions sent to the MG. Implementations shall accept session descriptions that are fully conformant to [IETF RFC 2327] according to the above restrictions.

If an MG does not understand the SDP provided, rather than ignoring that piece of SDP, an appropriate error response shall be provided.

### 7.1.8.1.1.2 Summary – ITU-T H.248 usage of SDP

Figure 10 provides an overview of the structure of the ITU-T H.248 Media Descriptor. SDP is used, within the ITU-T H.248 Stream Descriptor, in the Local Descriptor (LD) and in the Remote Descriptor (RD). There are thus separate SDP specifications for ingress traffic (provided by the ITU-T H.248 LD) and egress traffic (provided by the ITU-T H.248 RD). The (SDP) media description within that SDP block is reflected in the LD and RD and determines the ITU-T H.248 media gateway behaviour.



NOTE – An ITU-T H.248 profile description (see sections 6.15 and 6.16 in Appendix III) may also provide information regarding the support of SDP lines.

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**Figure 10 – Overview Structure of ITU-T H.248 Media Descriptor (ITU-T H.248 "Media Descriptor" vs SDP "Media Description")**

### 7.1.8.1.2 Specific syntax for ITU-T H.248 binary encoding

When binary encoding the protocol, the descriptor consists of groups of properties (tag-value pairs) as specified in Annex C. Each such group may contain the parameters of a session description.

### **7.1.8.2 Semantics for Local Descriptor and Remote Descriptor**

Below, the semantics of the Local and Remote Descriptors are specified in detail. The specification consists of two parts. The first part specifies the interpretation of the contents of the descriptor. The second part specifies the actions the MG must take upon receiving the Local and Remote Descriptors. The actions to be taken by the MG depend on the values of the ReserveValue and ReserveGroup Properties of the LocalControl Descriptor.

#### **7.1.8.2.1 Specification depth of Local Descriptor/Remote Descriptor content**

Either the Local or the Remote Descriptor or both may be:

- unspecified (i.e., absent);
- empty;
- underspecified through use of CHOOSE in a property value;
- fully specified; or
- overspecified through presentation of multiple groups of properties and possibly multiple property values in one or more of these groups.

#### **7.1.8.2.2 Interpretation of Local Descriptor/Remote Descriptor by the MG**

Where the descriptors have been passed from the MGC to the MG, they are interpreted according to the rules given in clause 7.1.1, with the following additional comments for clarification:

- a) An unspecified Local or Remote Descriptor is considered to be a missing mandatory parameter. It requires the MG to use whatever was last specified for that descriptor. It is possible that there was no previously specified value, in which case the descriptor concerned is ignored in further processing of the command.
- b) An empty Local (Remote) Descriptor in a message from the MGC signifies a request to release any resources reserved for the media flow received (sent).
- c) If multiple groups of properties are present in a Local or Remote Descriptor or multiple values within a group, the order of preference is descending.
- d) Underspecified or overspecified properties within a group of properties sent by the MGC are requests for the MG to choose one or more values which it can support for each of those properties. In case of an overspecified property, the list of values is in descending order of preference.

#### **7.1.8.2.3 Resource reservation rules for ReserveValue and ReserveGroup properties**

Subject to the above rules, subsequent action depends on the values of the ReserveValue and ReserveGroup Properties in LocalControl.

##### **7.1.8.2.3.1 ReserveValue = "False" AND ReserveGroup = "True"**

If ReserveGroup is "True", the MG reserves the resources required to support as many as possible of the requested property group alternatives that it can currently support.

##### **7.1.8.2.3.2 ReserveValue = "True" AND ReserveGroup = "False"**

If ReserveValue is "True", the MG reserves the resources required to support as many as possible of the requested property value alternatives that it can currently support.

NOTE – If a Local or Remote Descriptor contains multiple groups of properties, and ReserveGroup is "True", then the MG is requested to reserve resources so that it can decode or encode the media stream according to any of the alternatives. For instance, if the Local Descriptor contains two groups of properties, one specifying packetized ITU-T G.711 A-law audio and the other ITU-T G.723.1 audio, the MG reserves resources so that it can decode one audio stream encoded in either ITU-T G.711 A-law format or ITU-T G.723.1 format. The MG does not have to reserve resources to decode two audio streams

simultaneously, one encoded in ITU-T G.711 A-law and one in ITU-T G.723.1. The intention for the use of ReserveValue is analogous.

#### **7.1.8.2.3.3 ReserveValue = "True" OR ReserveGroup = "True"**

If ReserveGroup is "True" or ReserveValue is "True", then the following rules apply:

- If the MG has insufficient resources to support all alternatives requested by the MGC, and the MGC requested resources in both Local and Remote, the MG should reserve resources to support at least one alternative each within Local and Remote.
- If the MG has insufficient resources to support at least one alternative within a Local (Remote) Descriptor received from the MGC, it shall return an empty Local (Remote) in response.
- In its response to the MGC, when the MGC included Local and Remote Descriptors, the MG shall include Local and Remote Descriptors for all groups of properties and property values it reserved resources for. If the MG is incapable of supporting at least one of the alternatives within the Local (Remote) Descriptor received from the MGC, it shall return an empty Local (Remote) Descriptor.
- If the Mode Property of the LocalControl Descriptor is "RecvOnly", "SendRecv", or "LoopBack", the MG must be prepared to receive media encoded according to any of the alternatives included in its response to the MGC.

#### **7.1.8.2.3.4 ReserveValue = "False" AND ReserveGroup = "False"**

If ReserveGroup is "False" and ReserveValue is "False", then the MG should apply the following rules to resolve Local and Remote to a single alternative each:

- The MG chooses the first alternative in Local for which it is able to support at least one alternative in Remote.
- If the MG is unable to support at least one Local and one Remote alternative, it returns Error Code 510 ("Insufficient resources").
- The MG returns its selected alternative in each of Local and Remote.

NOTE – The above rules allow the MG to prioritize the selection of the same codec in both the Local and Remote Descriptors; however, it also permits the MG to choose different codecs in each descriptor.

A new setting of a Local or Remote Descriptor completely replaces the previous setting of that descriptor in the MG. Thus, to retain information from the previous setting, the MGC must include that information in the new setting. If the MGC wishes to delete some information from the existing descriptor, it merely resends the descriptor (in a Modify Command) with the unwanted information stripped out.

### **7.1.9 Events Descriptor**

#### **7.1.9.1 Introduction to events**

The Events Descriptor parameter contains a RequestID and a list of events that the Media Gateway is requested to detect and report. The RequestID is used to correlate the request with the notifications that it may trigger. Requested events include, for example, fax tones, continuity test results, and on-hook and off-hook transitions. The RequestID is omitted if the Events Descriptor is empty (i.e., no events are specified).

#### **7.1.9.2 Specification, parameterization and identification of events**

Each event in the descriptor contains the event name, an optional StreamID, an optional KeepActive flag, an optional NotifyBehaviour flag, an optional ResetEventsDescriptor flag and optional parameters. The event name consists of a PackageID (where the event is defined) and an EventID. The ALL wildcard may be used for the EventID, indicating that all events from the specified

package have to be detected. The default StreamID is 0, indicating that the event to be detected is not related to a particular media stream. Where an MGC has previously requested a Termination-level Event (i.e., default) and the MGC subsequently creates an additional stream, in order for the existing event/s to be applied to the new stream the MGC should also apply the event/s via an EventsDescriptor on the new stream.

Events can have parameters. This allows a single event description to have some variation in meaning without creating large numbers of individual events. Further event parameters are defined in the package.

If a DigitMap completion event is present or implied in the Events Descriptor, the EventDM Parameter is used to carry either the name or the value of the associated DigitMap. See clause 7.1.14 for further details.

### **7.1.9.3 Reporting of detected events**

When an event is processed against the contents of an active Events Descriptor and found to be present in that descriptor ("recognized"), the default action of the MG is to send a Notify Command to the MGC. Notification may be deferred if the event is absorbed into the current dial string of an active DigitMap (see clause 7.1.14). The sending of a Notify Command may be influenced by the NotifyBehaviour flag. Moreover, event recognition may cause currently active signals to stop, or may cause the current Events and/or Signals Descriptor to be replaced, as described at the end of this subclause. Unless the Events Descriptor is replaced by another Events Descriptor, it remains active after an event has been recognized.

### **7.1.9.4 Buffering (and deferred reporting) of detected events**

#### **7.1.9.4.1 Event buffer concept**

If the value of the EventBufferControl Property equals "LockStep", following detection of such an event, normal handling of events is suspended. Any event which is subsequently detected and occurs in the EventBuffer Descriptor is added to the end of the EventBuffer (a FIFO queue), along with the time that it was detected. The MG shall wait for a new Events Descriptor to be loaded. A new Events Descriptor can be loaded either as the result of receiving a command with a new Events Descriptor, or by activating an embedded Events Descriptor.

If EventBufferControl equals "Off", the MG continues processing based on the active Events Descriptor.

In the case of an embedded Events Descriptor being activated, the MG continues event processing based on the newly activated Events Descriptor.

NOTE – For purposes of EventBuffer handling, activation of an embedded Events Descriptor is equivalent to receipt of a new Events Descriptor.

#### **7.1.9.4.2 Event buffer control**

When the MG receives a command with a new Events Descriptor, one or more events may have been buffered in the EventBuffer in the MG. The value of EventBufferControl, then determines how the MG treats such buffered events.

##### *Case 1*

If EventBufferControl equals "LockStep" and the MG receives a new Events Descriptor, it will check the FIFO EventBuffer and take the following actions:

- 1) If the EventBuffer is empty, the MG waits for detection of events based on the new Events Descriptor.

- 2) If the EventBuffer is non-empty, the MG processes the FIFO queue starting with the first event:
  - a) If the event in the queue is in the events listed in the new Events Descriptor, the MG acts on the event and removes the event from the EventBuffer. The time stamp of the Notify shall be the time the event was actually detected. The MG then waits for a new Events Descriptor. While waiting for a new Events Descriptor, any events detected that appear in the EventBuffer Descriptor will be placed in the EventBuffer. When a new Events Descriptor is received, the event processing will repeat from step 1).
  - b) If the event is not in the new Events Descriptor, the MG shall discard the event and repeat from step 1).

#### *Case 2*

If EventBufferControl equals "Off" and the MG receives a new Events Descriptor, it processes new events with the new Events Descriptor.

If the MG receives a command instructing it to set the value of EventBufferControl to "Off", all events in the EventBuffer shall be discarded.

The MG may report several events in a single transaction as long as this does not unnecessarily delay the reporting of individual events.

For procedures regarding transmitting the Notify Command, refer to the appropriate annex or ITU-T H.248.x Recommendation for specific transport considerations.

The default value of EventBufferControl is "Off".

NOTE – Since the EventBufferControl Property is in the TerminationState Descriptor, the MG might receive a command that changes the EventBufferControl Property and does not include an Events Descriptor.

#### **7.1.9.5 Interaction between events and signals**

Normally, recognition of an event shall cause any active signals to stop. When KeepActive is specified in the event, the MG shall not interrupt any signals active on the termination on which the event is detected.

#### **7.1.9.6 Shaping the events reporting traffic**

The NotifyBehaviour flag may be used to indicate that the Notify Command is:

- sent immediately (NotifyImmediate: this is the default);
- never sent (NeverNotify);
- or regulated (i.e., sent or suppressed) according to the MGC load (RegulatedNotify).

See clause E.15 for more details on the use of NotifyBehaviour. When used with DigitMaps the notify behaviour occurs when the active DigitMap is completed. The Regulated Notify may have an alternate regulated embedded Events or Signals Descriptor associated with it. If a notification is regulated (i.e., suppressed), then this alternate regulated embedded descriptor shall be activated. If the Notify is not regulated, then the original embedded descriptor is triggered. If NotifyImmediate or NeverNotify is set, then any original embedded descriptor is triggered on detection of the event.

#### **7.1.9.7 Resetting events**

The result of encountering the ResetEventsDescriptor flag set against an event depends on whether or not the Events Descriptor containing the event is an embedded Events Descriptor. In the case of an embedded Events Descriptor the ResetEventsDescriptor flag causes the Events Descriptor for that termination to be reset to its state prior to when the embedded descriptor was activated (i.e., the last Events Descriptor explicitly set by a Modify Command or, if there has been no Modify Command since the termination was last reset by being put into the NULL Context, the

MG-provisioned Events Descriptor). In the case of a non-embedded Events Descriptor the ResetEventsDescriptor flag causes the active Events Descriptor for that termination to be reset by re-activating any DigitMap completion event(s) that have been matched and deactivated.

The ResetEventsDescriptor flag shall be set on physical terminations only. The ResetEventsDescriptor flag shall be acted on when the termination is in the NULL Context. If the ResetEventsDescriptor flag is encountered when the termination is out of the NULL Context, then it shall have no effect.

#### **7.1.9.8 Hierarchical events and signals: embedded Events/Signals Descriptors**

An event can include an embedded Signals Descriptor and/or an embedded Events Descriptor which, if present, replaces the current Signals/Events Descriptor when the event is recognized. It is possible, for example, to specify that the dial-tone signal be generated when an off-hook event is recognized, or that the dial-tone signal be stopped when a digit is recognized. A media gateway controller shall not send Events Descriptors with an event both marked KeepActive and containing an embedded Signals Descriptor.

Only one level of embedding is permitted. An embedded Events Descriptor shall not contain another embedded Events Descriptor; an embedded Events Descriptor may contain an embedded Signals Descriptor.

#### **7.1.9.9 Consecutive Events Descriptors**

An Events Descriptor received by a media gateway replaces any previous Events Descriptor. Event notification in process shall complete, and events detected after the command containing the new Events Descriptor executes, shall be processed according to the new Events Descriptor.

An empty Events Descriptor disables all event recognition and reporting. An empty EventBuffer Descriptor clears the EventBuffer and disables all event accumulation in "LockStep" mode: the only events reported will be those occurring while an Events Descriptor is active. If an empty Events Descriptor is activated while the termination is operating in "LockStep" mode, the EventBuffer is immediately cleared.

#### **7.1.10 EventBuffer Descriptor**

The EventBuffer Descriptor contains a list of events, with their parameters if any, that the MG is requested to detect and buffer when EventBufferControl equals LockStep (see clause 7.1.9).

#### **7.1.11 Signals Descriptor**

##### **7.1.11.1 Introduction to Signals**

Signals are MG-generated media such as tones and announcements as well as bearer-related signals such as hookswitch. More complex signals may include a sequence of such simple signals interspersed with and conditioned upon the receipt and analysis of media or bearer-related signals. Examples include echoing of received data as in the Basic Continuity Package (clause E.10). Signals may also request preparation of media content for future signals.

##### **7.1.11.2 Overview of Signals Descriptor**

A Signals Descriptor is a parameter that contains the set of signals that the Media Gateway is asked to apply to a termination. A Signals Descriptor contains a number of signals and/or sequential signal lists. A Signals Descriptor may contain zero signals and sequential signal lists. Support of sequential signal lists is optional.

### 7.1.11.3 Specification and identification of signals

Signals are defined in packages. Signals shall be named with a PackageID (in which the signal is defined) and a SignalID. No wildcard shall be used in the SignalID. Signals that occur in a Signals Descriptor have an optional StreamID parameter (default is 0, to indicate that the signal is not related to a particular media stream), an optional signal type (see below), an optional duration and possibly parameters defined in the package that defines the signal. This allows a single signal to have some variation in meaning, obviating the need to create large numbers of individual signals.

### 7.1.11.4 Stream-level signals

In case the MGC does not specify the StreamID parameter (or sets the StreamID parameter value explicitly to 0) the Signals Descriptor shall be applied to all streams (including any existing Streams and any new Stream defined by the command containing the Signals Descriptor).

Therefore, where an MGC has previously requested that a Signals Descriptor be applied to all streams in a termination and the MGC subsequently creates an additional stream, in order for the existing signals to be applied to the new stream, the MGC shall also apply the Signals Descriptor to the new stream.

### 7.1.11.5 Indication of signal completion

The optional NotifyCompletion Parameter allows an MGC to indicate that it wishes to be notified when the signal finishes playout. The possible cases are that the signal timed out (or otherwise completed on its own), that it was interrupted by an event, that it completed a cycle/iteration of the signal, that it was halted when a Signals Descriptor was replaced, or that it stopped or never started for other reasons. If the NotifyCompletion Parameter is not included in a Signals Descriptor, notification is generated only if the signal stopped or was never started for other reasons. For reporting to occur, the Signal Completion Event (see clause E.1.2) must be enabled in the currently active Events Descriptor. The optional parameter "RequestID" may be associated with a particular instance of a SignalID where multiple signals of the same SignalID are requested. This allows the MGC to distinguish between different Signal Completion ObservedEvents for that particular instance of a signal. The RequestID parameter shall not be included if the NotifyCompletion Parameter is not present.

### 7.1.11.6 Duration of Signals

The duration is an integer value that is expressed in hundredths of a second.

### 7.1.11.7 Types of Signals

There are three types of signals:

- OnOff (OO): the signal lasts until it is turned off either with an empty Signals Descriptor or with a replacement Signals Descriptor that removes the signal from the descriptor;
- TimeOut (TO): the signal lasts until it is turned off (as above) or a specific period of time elapses. The signal will remain in the Signals Descriptor until removed;
- Brief (BR): the signal will stop on its own unless a new Signals Descriptor is applied that causes it to stop; no timeout value is needed. The signal shall remain in the Signals Descriptor unless removed. Due to the brief nature of the signals, even if the new Signals Descriptor is empty or excludes the signal, the signal is not guaranteed to be stopped (or changes done by start cannot be undone) as it may have already completed playout.

If a signal of default type other than TO has its type overridden to type TO in the Signals Descriptor, the duration parameter must be present.

If the signal type is specified in a Signals Descriptor, it overrides the default signal type (see clause 12.1.4). It is not possible to change the semantics of a signal by overriding the signal type. If duration is specified for an on/off signal, it shall be ignored.

### **7.1.11.8 List of signals**

A sequential signal list consists of a SignalListID and a sequence of signals to be played sequentially. Only the trailing element of the sequence of signals in a sequential signal list may be an on/off signal. The duration of a sequential signal list is the sum of the durations of the signals it contains plus the sum of the intersignal delay timings specified as parameters to the signals.

If an intersignal delay is specified for a signal that is not in a sequential signal list or is the last element in a sequential signal list, it shall be ignored and the signal shall be determined to have completed at the termination of the signal, prior to the application of the intersignal delay timing. The duration of a signal in a SignalList with an intersignal delay includes the intersignal delay timing.

Multiple signals and sequential signal lists in the same Signals Descriptor shall be played simultaneously.

### **7.1.11.9 Directionality of signals**

Signals have directionality, which is identified by the direction parameter in the base syntax or by package defined direction parameters. The direction parameter can be used to indicate the direction that the tone is to be sent. External indicates that the tone is sent from the MG to an external point. Internal indicates that the tone is played into the Context to the other terminations. Bothway indicates both internal and external behaviour.

Signals are defined as proceeding from the termination towards the exterior of the context unless otherwise specified. If the signal direction is specified in a Signals Descriptor, it overrides the default signal direction. For those signals which have a direction parameter, the base protocol direction parameter takes precedence over any package-defined direction parameter when both are specified. If the MGC specifies a direction for a signal with which the MG cannot comply, the MG shall return Error Code 501 ("Not implemented"). When the same signal is applied to multiple terminations within one transaction, the MG should consider using the same resource to generate these signals.

### **7.1.11.10 Stop of signal generation**

Production of a signal on a termination is stopped by application of a new Signals Descriptor, or detection of an event on the termination (see clause 7.1.9).

### **7.1.11.11 Consecutive Signals Descriptor**

A new Signals Descriptor replaces any existing Signals Descriptor. Any already started and not yet stopped signals applied to the termination not in the replacement descriptor (which may be empty) shall be stopped irrespective of the signal type, and new signals are applied, except as follows. Signals present in the replacement descriptor and containing the KeepActive flag shall be continued if they are currently playing and have not already completed. If a replacement Signals Descriptor contains a signal that is not currently playing and contains the KeepActive flag, that signal shall be ignored. If the replacement descriptor contains a sequential signal list with the same identifier as the existing descriptor, then:

- the signal type and sequence of signals in the sequential signal list in the replacement descriptor shall be ignored; and
- the playing of the signals in the sequential signal list in the existing descriptor shall not be interrupted.

### 7.1.12 Audit Descriptor

The Audit Descriptor specifies what information is to be audited. The Audit Descriptor specifies the list of descriptors and/or individual properties to be returned. Audit may be used in any command to force the return of any descriptor containing the current values of its properties, events, signals and statistics even if that descriptor was not present in the command, or had no underspecified parameters. Possible items in the Audit Descriptor are:

Modem (Deprecated, see clause 7.1.2)	
Mux	
Events	
Media	
Signals	
ObservedEvents	
DigitMap	
Statistics	
Packages	
EventBuffer	
Individual Audit Items:	
Media Properties	DigitMaps
Events	Statistics
EventBuffer	Packages
Signals, SignalLists	ContextAttribute

The Audit Descriptor may be empty, in which case, no descriptors are returned. This is useful in the Subtract Command to inhibit return of statistics, especially when using wildcard.

### 7.1.13 ServiceChange Descriptor

The ServiceChange Descriptor contains the following parameters:

- ServiceChangeMethod;
- ServiceChangeReason;
- ServiceChangeAddress;
- ServiceChangeDelay;
- ServiceChangeProfile;
- ServiceChangeVersion;
- ServiceChangeMGCID;
- TimeStamp;
- Extension;
- ServiceChangeInfo;
- ServiceChangeIncompleteFlag.

See clause 7.2.8.

## 7.1.14 DigitMap Descriptor

### 7.1.14.1 DigitMap definition, creation, modification and deletion

A DigitMap is a dialling plan resident in the Media Gateway used for detecting and reporting digit events received on a termination. The DigitMap Descriptor contains a DigitMap name and the DigitMap to be assigned. A DigitMap may be preloaded into the MG by management action and referenced by name in an Events Descriptor, may be defined dynamically and subsequently referenced by name, or the actual digitmap itself may be specified in the Events Descriptor. It is permissible for a DigitMap completion event within an Events Descriptor to refer by name to a DigitMap which is defined by a DigitMap Descriptor within the same command, regardless of the transmitted order of the respective descriptors.

DigitMaps defined in a DigitMap Descriptor can occur in any of the standard termination manipulation commands of the protocol. A DigitMap, once defined, can be used on all terminations specified by the (possibly wildcarded) TerminationID in such a command. DigitMaps defined on the Root Termination are global and can be used on every termination in the MG, provided that a DigitMap with the same name has not been defined on the given termination. When a DigitMap is defined dynamically in a DigitMap Descriptor:

- A new DigitMap is created by specifying a name that is not yet defined. The value shall be present.
- A DigitMap value is updated by supplying a new value for a name that is already defined. Terminations presently using the DigitMap shall continue to use the old definition; subsequent Events Descriptors specifying the name, including any Events Descriptor in the command containing the DigitMap Descriptor, shall use the new one.
- A DigitMap is deleted by supplying an empty value for a name that is already defined. Terminations presently using the DigitMap shall continue to use the old definition.

### 7.1.14.2 DigitMap timers

The collection of digits according to a DigitMap may be protected by three timers, viz. a start timer (T), short timer (S) and long timer (L).

- 1) The start timer (T) is used prior to any digits being available for processing against the DigitMap. If the start timer is overridden with the value set to zero ( $T = 0$ ), then the start timer shall be disabled. This implies that the MG will wait indefinitely for digits.
- 2) If the Media Gateway can determine that at least one more digit is needed for a digit string to match any of the allowed patterns in the DigitMap, then the interdigit timer value should be set to a long (L) duration (e.g., 16 seconds).
- 3) If the digit string has matched one of the patterns in a DigitMap, but it is possible that more digits could be received which would cause a match with a different pattern, then instead of reporting the match immediately, the MG must apply the short timer (S) and wait for more digits.

The timers are configurable parameters to a DigitMap. Default values of these timers should be provisioned on the MG, but can be overridden by values specified within the DigitMap.

### 7.1.14.3 DigitMap syntax

The formal syntax of the DigitMap is described by the DigitMap rule in the formal syntax description of the protocol (see Annexes A and B). A DigitMap, according to this syntax, is defined either by a string or by a list of strings. Each string in the list is an alternative event sequence, specified either as a sequence of DigitMap symbols or as a regular expression of DigitMap symbols. These DigitMap symbols, the digits "0" through "9" and letters "A" through a maximum value depending on the signalling system concerned, but never exceeding "K", correspond to specified events within a package which has been designated in the Events Descriptor on the termination to

which the DigitMap is being applied. (The mapping between events and DigitMap symbols is defined in the documentation for packages associated with channel-associated signalling systems such as DTMF, MF, or R2. Digits "0" through "9" must be mapped to the corresponding digit events within the signalling system concerned. Letters should be allocated in logical fashion, facilitating the use of range notation for alternative events.)

The letter "x" is used as a wildcard, designating any event corresponding to symbols in the range "0"-"9". The string may also contain explicit ranges and, more generally, explicit sets of symbols, designating alternative events any one of which satisfies that position of the DigitMap. Finally, the dot symbol "." stands for zero or more repetitions of the event selector (event, range of events, set of alternative events, or wildcard) that precedes it. As a consequence of the third timing rule above, inter-event timing while matching a terminal dot symbol uses the short timer by default.

In addition to these event symbols, the string may contain "S" and "L" inter-event timing specifiers and the "Z" duration modifier. "S" and "L" respectively indicate that the MG should use the short (S) timer or the long (L) timer for subsequent events, overriding the timing rules described above. If an explicit timing specifier is in effect in one alternative event sequence, but none is given in any other candidate alternative, the timer value set by the explicit timing specifier must be used. If all sequences with explicit timing controls are dropped from the candidate set, timing reverts to the default rules given above. If used inside a range notation, the S and L specifiers shall be ignored. Finally, if conflicting timing specifiers are in effect in different alternative sequences, the long timer shall be used.

A "Z" designates a long duration event: placed in front of the symbol(s) designating the event(s) which satisfy a given digit position, it indicates that that position is satisfied only if the duration of the event exceeds the long-duration threshold. The value of this threshold is assumed to be provisioned in the MG, but, like the T, L, and S timers, can be overridden by specification within the DigitMap. If the Z specifier is not followed by a digit (0-9 or A-K), then the MG shall reject the digitmap as invalid procedure. When used in a range notation, the Z specifier applies solely to the immediately following digit. When used immediately prior to a range, the Z modifier applies to all digits in the range (thereby requiring a match in the range to be long duration).

#### **7.1.14.4 DigitMap completion event**

A DigitMap is active while the Events Descriptor which invoked it is active and it has not completed. A DigitMap completes when:

- a timer has expired; or
- an alternative event sequence has been matched and no other alternative event sequence in the DigitMap could be matched through detection of an additional event (unambiguous match); or
- an event has been detected such that a match to a complete alternative event sequence of the DigitMap will be impossible no matter what additional events are received.

Upon completion, a DigitMap completion event, as defined in the package providing the events being mapped into the DigitMap, shall be generated. At that point, the DigitMap is deactivated. Subsequent events in the package are processed as follows:

- If EventBufferControl is "LockStep", subsequent digit events are processed in the same way as any other events;
- If EventBufferControl is "OFF", if the active Events Descriptor did not change, and if individual digit events are not enabled within that descriptor, then digit buffering will be initiated. Buffering will continue until the buffering time specified in the original DigitMap completion event has expired or until the active Events Descriptor is replaced.

The digit buffer shall take the logical form of a dial string which includes the digit characters as represented in the DigitMap, possibly preceded by 'Z'. The threshold value of tone duration used to identify long events shall be the same as that used with the most recently completed DigitMap.

Buffering time defaults to zero (no buffering) unless explicitly set otherwise within the DigitMap completion event. If buffering ceases due to buffering timer expiry, the contents of the digit buffer are discarded.

If buffering was stopped by a new Events Descriptor and that Events Descriptor contains a new DigitMap completion event from the same package as the previous one, any buffered digits are processed against the DigitMap as described below. Buffered digits not consumed by the new DigitMap are handled as if they had been observed after that map completed.

If, instead, the new Events Descriptor enables the reporting of individual digit events, the entire set of buffered digits shall immediately be processed, the applicable events reported, and the buffer cleared.

Finally, if the new Events Descriptor enables neither a DigitMap completion event nor the reporting of individual digit events from the package concerned, the buffer contents are discarded and buffering is terminated.

#### **7.1.14.5 DigitMap procedures**

Pending completion, successive events shall be processed according to the following rules:

- 1) The "current dial string", an internal variable, is initially empty. The set of candidate alternative event sequences includes all of the alternatives specified in the DigitMap.
- 2) At each step, if buffered digits are available, the oldest one (with possible accompanying long duration (Z) qualifier) is removed from the buffer and processing moves to the next step as if the digit event had just been observed. Otherwise a timer is set to wait for the next event, based either on the default timing rules given above, or on explicit timing specified in one or more alternative event sequences. If the timer expires and a member of the candidate set of alternatives is fully satisfied, a timeout completion with full match is reported. If the timer expires and part or none of any candidate alternative is satisfied, a timeout completion with partial match is reported. In either case, if the DigitMap completion event allows for detailed timeout reporting, the reported dial string will end with 'L', 'S', or 'T' as appropriate.
- 3) If an event is detected before the timer expires, it is mapped to a digit string symbol and provisionally added to the end of the current dial string. The duration of the event (long or not long) is noted if, and only if, this is relevant in the current symbol position (because at least one of the candidate alternative event sequences includes the "Z" modifier at this position in the sequence).
- 4) The current dial string is compared to the candidate alternative event sequences. If, and only if, a sequence expecting a long-duration event at this position is matched (i.e., the event had long duration and met the specification for this position), then any alternative event sequences not specifying a long duration event at this position are discarded, and the current dial string is modified by inserting a "Z" in front of the symbol representing the latest event. Any sequence expecting a long-duration event at this position, but not matching the observed event, is discarded from the candidate set. If alternative event sequences not specifying a long duration event in the given position remain in the candidate set after application of the above rules, the observed event duration is treated as irrelevant in assessing matches to them.

- 5) If exactly one candidate remains and it has been fully matched, a completion event is generated indicating an unambiguous match. If no candidates remain, the latest event is removed from the current dial string and a completion event is generated indicating full match if one of the candidates from the previous step was fully satisfied before the latest event was detected or partial match otherwise. The event removed from the current dial string will then be reported as a separate event, buffered, or discarded according to the rules described in the previous clause. This statement is qualified as follows:
- a) The DigitMap completion event may specify that the removed event be reported as a parameter of the completion event. This occurs independently of subsequent processing of the digit event.
  - b) The DigitMap completion event may specify that the extra digit should be discarded. In this case, it is discarded immediately. Any buffering or other processing applies only to subsequent events.
- 6) If no completion event is reported out of step 5), processing returns to step 2).

#### **7.1.14.6 DigitMap activation**

A DigitMap is activated whenever a new Events Descriptor is applied to the termination or embedded Events Descriptor is activated, and that Events Descriptor contains a DigitMap completion event. The DigitMap completion event contains an EventDM field in the requested actions field. Each new activation of a DigitMap begins at step 1 of the above procedure, with a clear current dial string. Any previous contents of the current dial string from an earlier activation are lost.

A DigitMap completion event that does not contain an EventDM field in its requested actions field is considered an error. Upon receipt of such an event in an Events Descriptor, an MG shall respond with an error response, including Error Code 457 ("Missing parameter in signal or event").

#### **7.1.14.7 Interaction of DigitMap and event processing**

While the DigitMap is activated, detection is enabled for all events defined in the package containing the specified DigitMap completion event. Normal event behaviour (e.g., stopping of signals unless the digit completion event has the KeepActive flag enabled) continues to apply for each such event detected, except that:

- the events in the package containing the specified DigitMap completion event other than the completion event itself are not individually notified and have no side-effects unless separately enabled; and
- an event that triggers a partial match completion event is not recognized and therefore has no side effects until reprocessed following the recognition of the DigitMap completion event. Similarly buffered digit events are not recognized and have no side effects until processed.

#### **7.1.14.8 Wildcards**

Note that if a package contains a DigitMap completion event, then an event specification consisting of the PackageID with a wildcarded EventID will activate a DigitMap; to that end, the event specification must include an EventDM field according to clause 7.1.14.6. If the package also contains the digit events themselves, this form of event specification will cause the individual events to be reported to the MGC as they are detected.

### 7.1.14.9 Example

As an example, consider the following dial plan:

0	Local operator
00	Long-distance operator
xxxx	Local extension number (starts with 1-7)
8xxxxxxx	Local number
#xxxxxxx	Off-site extension
*xx	Star services
91xxxxxxxxxxx	Long-distance number
9011 + up to 15 digits	International number

If the DTMF detection package described in clause E.6 is used to collect the dialled digits, then the dialling plan shown above results in the following DigitMap:

```
(0 | 00 | [1-7]xxx | 8xxxxxxx | Fxxxxxxx | Exx | 91xxxxxxxxxxx | 9011x.)
```

### 7.1.15 Statistics Descriptor

The Statistics Descriptor provides information describing the status and usage of a termination during its existence (ephemeral) or while it is outside the NULL context (physical). Statistics may be at a termination level or associated with a particular Stream Descriptor. By default, statistics occur at a termination level. If a stream is unable to support a statistic, Error Code 460 ("Unable to set statistic on stream") shall be returned. There is a set of standard statistics kept for each termination where appropriate (number of octets sent and received for example). By default, the particular statistics that are reported for a given termination are determined by the Packages realized by the termination. It is also possible, using the descriptor, to indicate what statistics are to be collected. The setting of a Statistics Descriptor overrides a previously set Statistics Descriptor. Thus, to maintain already set statistics, these shall be included in the new Statistics Descriptor and the statistic values shall not be reset. Statistics that have been removed from a Statistics Descriptor shall maintain their values until the termination is subtracted. However, if the particular statistic is reactivated by a subsequent Statistics Descriptor, the value shall be reset. An MGC may reactivate all statistics on a termination/stream by issuing a Statistics Descriptor with a single statistic with the PackageID and StatisticID wildcarded with "ALL". To reactivate all statistics in a given package on a termination/stream, a Statistics Descriptor with a single statistic with the PackageID specified and the StatisticID wildcarded with "ALL" is issued. The receipt of an empty descriptor means that no statistics shall be collected for the specified termination.

By default, unless an empty Statistics Descriptor had earlier been used to indicate that no statistics are to be collected, termination and stream level statistics are reported when the termination ceases to exist or is returned to the NULL context due to a Subtract command. This default behaviour can also be overridden by including an empty Audit Descriptor in the Subtract Command. If a stream is removed according to clause 7.1.6, by default stream level statistics are not reported. An audit of the Statistics Descriptor in the stream must be performed before the stream is removed to collect the statistics. Statistics may also be returned from the AuditValue Command, or any Add/Move/Modify Command using the Audit Descriptor.

Statistics are cumulative; reporting statistics does not reset them. The value of a Statistic at a termination level is the result of a meaningful superior function (like, for instance, sum or average) of the values as if it had been placed on all the streams in the termination. Such a superior function is dependent on the particular statistic type. Unless specified otherwise in the package that defines a particular statistic, the default behaviour is a sum of the values. Statistics are reset when a termination ceases to exist or is returned to the NULL Context due to a Subtract Command.

For terminations not in the NULL Context, the MGC may send a Modify Command with a Statistics Descriptor to disable one or more statistics followed by a second Modify Command including a Statistics Descriptor to re-enable those statistics. As explained above, this has the effect of resetting the included statistics. By bundling the two commands together into the same action or transaction, the MGC can minimize the time during which statistics are not collected by the MG. An audit of the Statistics Descriptor via the Audit Descriptor in the Modify Command or a separate AuditValue Command must be performed before the included statistics are reactivated to collect their values.

#### **7.1.16 Packages Descriptor**

Used only with the AuditValue command, the Packages Descriptor returns a list of packages realized by the termination.

#### **7.1.17 ObservedEvents Descriptor**

ObservedEvents is supplied with the Notify Command to inform the MGC of which event(s) were detected. Used with the AuditValue Command, the ObservedEvents Descriptor returns events in the event buffer which have not been notified. ObservedEvents contains the RequestID of the Events Descriptor that triggered the notification, the event(s) detected, optionally the detection time(s) and any parameters of the observed event. Detection times are reported with a precision of hundredths of a second.

The ObservedEvents Descriptor may contain the StreamID associated with the detected Event. If the MGC has set the Event on a termination level, the MG may or may not report the StreamID depending on the semantic of the event. If the MGC has set the Event on a particular stream then this StreamID shall be returned.

#### **7.1.18 Topology Descriptor**

##### **7.1.18.1 General**

A Topology Descriptor is used to specify flow directions between terminations in a context. Contrary to the descriptors in previous clauses, the Topology Descriptor applies to a context instead of a termination. The default topology of a context is that each termination's transmission is received by all other terminations. When a Termination is added to a Context, its default Topology is "bothway" to the other Terminations in the Context. If another Topology is required this shall be indicated in any updated Topology Descriptor. The Topology Descriptor is optional to implement. An MG that does not support Topology Descriptors, but receives a command containing one, returns Error Code 444 ("Unsupported or unknown descriptor"), and optionally includes a string containing the name of the unsupported descriptor ("Topology") in the error text in the Error Descriptor.

The Topology Descriptor occurs before the commands in an action. It is possible to have an action containing only a Topology Descriptor, provided that the context to which the action applies already exists.

##### **7.1.18.2 Structure (syntax) of the Topology Descriptor**

A Topology Descriptor consists of a sequence of associated terminations of the form (*T1*, *T2*, *association*[,*StreamID*]). *T1* and *T2* specify terminations within the context, possibly using the ALL or CHOOSE wildcard. If the optional StreamID field is used, the association applies only to the particular stream between *T1* and *T2* labelled by the StreamID. If the StreamID field is omitted, the topology applies to all streams in the termination.

### 7.1.18.3 Descriptor element "association"

The *association* specifies how media flows between these two terminations as follows:

- (*T1*, *T2*, Isolate) means that the terminations matching *T2* do not receive media from the terminations matching *T1*, nor vice versa.
- (*T1*, *T2*, Oneway) means that the terminations that match *T2* receive media from the terminations matching *T1*, but not vice versa. In this case, use of the ALL wildcard such that there are terminations that match either *T1* or *T2* *but not both* is allowed.
- (*T1*, *T2*, OnewayExternal) means the terminations that match *T2*, receive media sent externally by terminations matching *T1*, but not vice versa. In this case, use of the ALL wildcard for *T1* is not allowed.
- (*T1*, *T2*, OnewayBoth) means the terminations that match *T2*, receive media sent and received externally by terminations matching *T1*, but not vice versa. In this case, use of the ALL wildcard for *T1* and/or *T2* is not allowed.
- (*T1*, *T2*, Bothway) means that the terminations matching *T2* receive media from the terminations matching *T1*, and vice versa. In this case it is allowed to use wildcards such that there are terminations that match both *T1* and *T2*. However, if there is a termination that matches both, no loopback is introduced.

### 7.1.18.4 Wildcarding of TerminationID elements

#### 7.1.18.4.1 Wildcard CHOOSE

CHOOSE wildcards may be used in *T1* and *T2* as well, under the following restrictions:

- the action (see clause 8) of which the Topology Descriptor is part contains an Add Command in which a CHOOSE wildcard is used;
- if a CHOOSE wildcard occurs in *T1* or *T2*, then a partial name (underspecified Termination ID) shall not be specified.

The CHOOSE wildcard in a Topology Descriptor matches the TerminationID that the MG assigns in the first Add Command that uses a CHOOSE wildcard in the same action. An existing termination that matches *T1* or *T2* in the context to which a termination is added is connected to the newly added termination as specified by the Topology Descriptor. If a termination is not mentioned within a Topology Descriptor, any topology associated with it remains unchanged. If, however, a new termination is added into a context, its association with the other terminations within the context defaults to Bothway, unless a Topology Descriptor is given to change this (e.g., if *T3* is added to a context with *T1* and *T2* with topology (*T3*, *T1*, Oneway) it will be connected bothway to *T2*).

#### 7.1.18.4.2 Wildcard ALL

ALL wildcard may be used in *T1* or *T2* as well, under the following restrictions:

- "all" excludes the other termination in the Topology Descriptor (this semantic is in line with clause 6.2.2).

ALL wildcard may not be used for both *T1* and *T2* in a single descriptor with a one-way association.

#### 7.1.18.4.3 Combination of Wildcard ALL and CHOOSE in a single Topology Descriptor

ALL wildcard may be used in *T1* and CHOOSE wildcard may be used in *T2*, or vice versa. The chosen termination is then excluded from the "all" set of the remaining terminations.

### 7.1.18.5 Topologies on Stream-level

If the topology is applied to one particular stream ( $T1$ ,  $T2$ , association, StreamID), the topology of other streams between the terminations does not change.

A Topology Descriptor shall not include a combination of associations between two terminations ( $T_i$ ,  $T_j$ ) with and without the optional StreamID field, to avoid undefined behaviour. For example ( $T1$ ,  $T2$ , Bothway) and ( $T1$ ,  $T2$ , Isolate, S1) shall not appear in the same descriptor. Upon receipt of such a Topology Descriptor, an MG shall respond with an error response, including Error Code 421 ("Unknown action or illegal combination of actions").

### 7.1.18.6 Association types

#### 7.1.18.6.1 "Oneway"

A oneway connection must be implemented in such a way that the other terminations in the context are not aware of the change in topology.

### 7.1.18.7 Example topologies

Figure 11, the table following it and Figure 12 following it show some examples of the effect of including Topology Descriptors in actions. In these examples it is assumed that the Topology Descriptors are applied in sequence. Figures 13 and 14 are stand-alone examples showing the specific effects of the OnewayExternal and OnewayBoth topology settings.

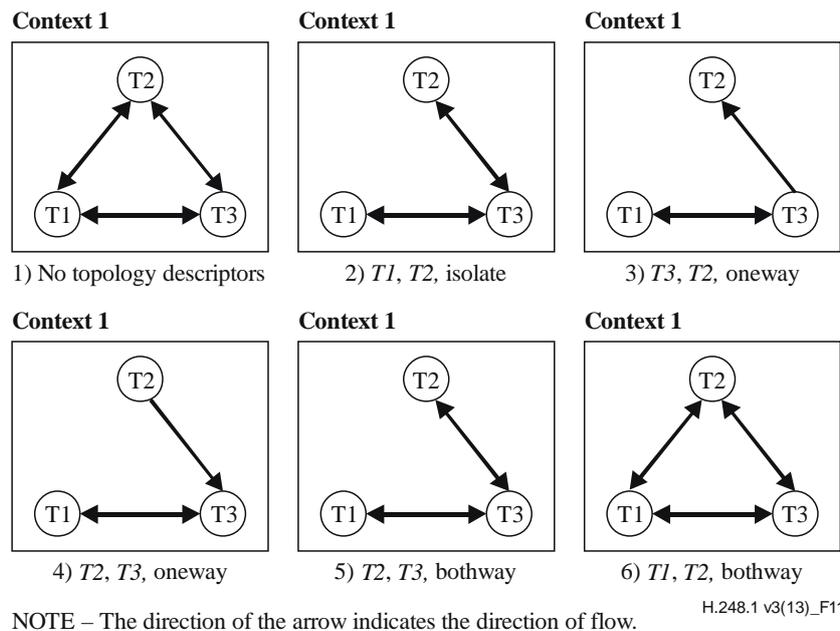
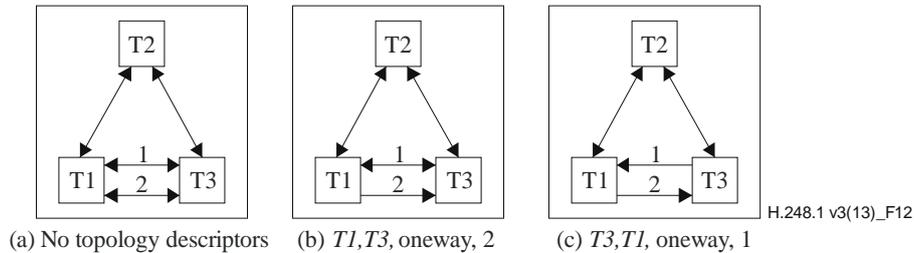


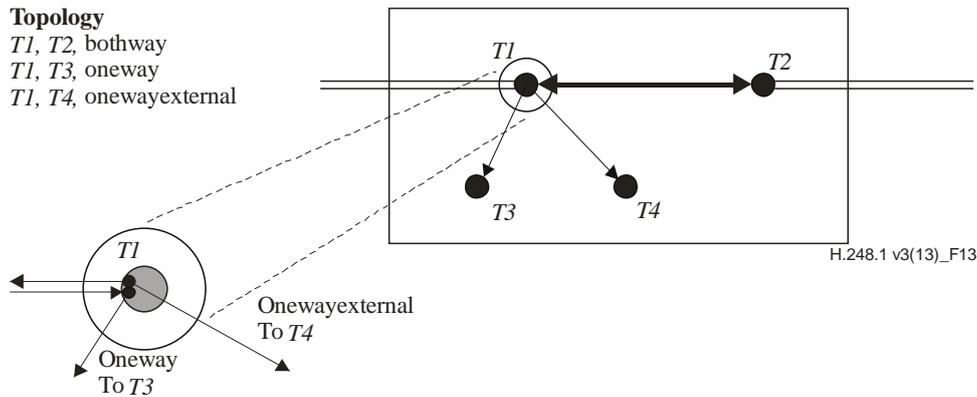
Figure 11 – Example topologies

Topology	Description
1	No Topology Descriptors When no Topology Descriptors are included, all terminations have a bothway connection to all other terminations.
2	$T1$ , $T2$ Isolate Removes the connection between $T1$ and $T2$ . $T3$ has a bothway connection with both $T1$ and $T2$ . $T1$ and $T2$ have bothway connections to $T3$ .
3	$T3$ , $T2$ Oneway An oneway connection from $T3$ to $T2$ (i.e., $T2$ receives media flow from $T3$ ). A bothway connection between $T1$ and $T3$ .

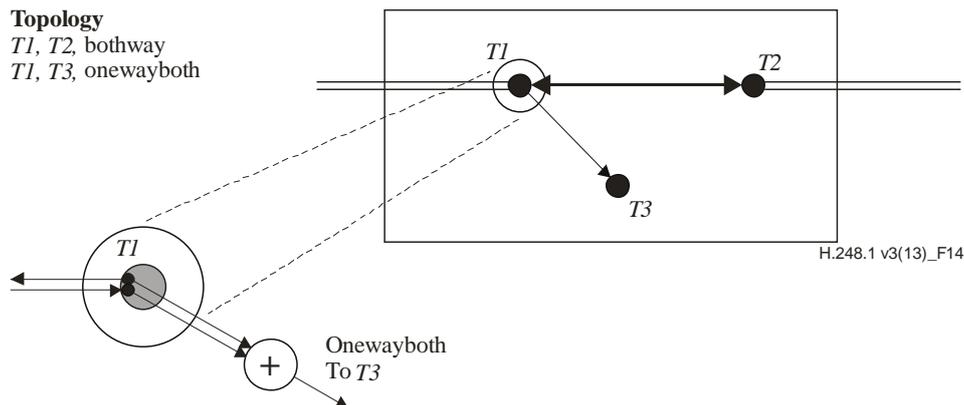
Topology	Description
4	<i>T2, T3 Oneway</i> An oneway connection between <i>T2</i> to <i>T3</i> . <i>T1</i> and <i>T3</i> remain bothway connected
5	<i>T2, T3 Bothway</i> <i>T2</i> is bothway connected to <i>T3</i> . This results in the same as Topology 2.
6	<i>T1, T2 Bothway (T2, T3 Bothway and T1, T3 Bothway may be implied or explicit)</i> . All terminations have a bothway connection to all other terminations.



**Figure 12 – Example topology at stream level**



**Figure 13 – OnewayExternal contrasted with Oneway topology**



**Figure 14 – Operation of OnewayBoth topology**

### 7.1.19 ContextAttribute Descriptor

A ContextAttribute Descriptor is used to specify properties (defined in packages) that apply to the context as a whole and is applied on a context rather than a termination. Termination properties are not valid in the ContextAttribute Descriptor. The ContextAttribute Descriptor occurs before the commands in an action. It is possible to have an action containing only a ContextAttribute

Descriptor, provided that the indicated context already exists. Values of context properties may be underspecified as in clause 7.1.1.

A new setting of the ContextAttribute Descriptor completely replaces the previous setting of that descriptor in the MG. Thus to retain information from the previous setting the MGC must include that information in the new setting. If the MGC wishes to delete some information from the existing descriptor, it merely resends the descriptor with the unwanted information stripped out. The inclusion of a ContextAudit or a ContextAttribute Descriptor in an action that contains only an AuditValue or AuditCapability Command does not constitute a new setting.

The ContextIDList parameter is used to provide a compact list of ContextIDs. To request the use of the ContextIDList parameter in a reply, the ContextIDList parameter should be included in the corresponding request.

### **7.1.20 Error Descriptor**

If a responder encounters an error when processing a transaction request, it must include an Error Descriptor in its response. A Notify request may contain an Error Descriptor as well.

An Error Descriptor consists of an IANA-registered error code, optionally accompanied by an error text. [ITU-T H.248.8] contains a list of valid error codes and error descriptions.

An Error Descriptor shall be specified at the "deepest level" that is semantically appropriate for the error being described and that is possible given any parsing problems with the original request. An Error Descriptor may refer to a syntactic construct other than where it appears. For example, Error Descriptor 422 ("Syntax Error in Action"), could appear within a command even though it refers to the larger construct, the action, and not the particular command within which it appears.

If the error being described can be determined to be at a descriptor level, the Error Descriptor may be returned at the descriptor level. If this is the case, the Error Descriptor should be returned where the descriptor that generated an error would have been inserted in the response.

## **7.2 Command application programming interface**

Following is an Application Programming Interface (API) describing the commands of the protocol. This API is shown to illustrate the commands and their parameters and is not intended to specify implementation (e.g., via use of blocking function calls). It describes the input parameters in parentheses after the command name and the return values in front of the command. This is only for descriptive purposes; the actual command syntax and encoding are specified in later subclauses. The order of parameters to commands is not fixed. Descriptors may appear as parameters to commands in any order. The descriptors shall be processed in the order in which they appear.

Any reply to a command may contain an Error Descriptor; the API does not specifically show this.

All parameters enclosed by square brackets ([. . .]) are considered optional.

### **7.2.1 Add**

The Add Command adds a termination to a context.

TerminationIDList

[,MediaDescriptor]

[,ModemDescriptor] (\*)

[,MuxDescriptor]

[,EventsDescriptor]

[,SignalsDescriptor]

[,DigitMapDescriptor]

[,ObservedEventsDescriptor]

```

[,EventBufferDescriptor]
[,StatisticsDescriptor]
[,PackagesDescriptor]
    Add( TerminationIDList
        [, MediaDescriptor]
        [, ModemDescriptor] (*)
        [, MuxDescriptor]
        [, EventsDescriptor]
        [, EventBufferDescriptor]
        [, SignalsDescriptor]
        [, DigitMapDescriptor]
        [, AuditDescriptor]
        [, StatisticsDescriptor]
    )

```

(\*) Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).

The TerminationIDList specifies one or more terminations to be added to the context. The termination(s) is either created, or taken from the NULL Context. If a CHOOSE wildcard is used in the TerminationID, the selected TerminationID will be returned. ALL wildcards may be used in an Add, but such usage would be unusual. If the wildcard matches more than one TerminationID, all possible matches are attempted, with results reported for each one. The order of attempts when multiple TerminationIDs match is not specified.

The optional Media Descriptor describes all media streams.

The optional Mux Descriptor specifies a multiplexer if applicable. For convenience, if a Multiplex Descriptor is present in an Add Command and lists any terminations that are not currently in the context, such terminations are added to the context as if individual Add Commands listing the terminations were invoked. If an error occurs on such an implied Add, error 471 ("Implied Add for Multiplex failure") shall be returned and further processing of the command shall cease.

The Events Descriptor parameter is optional. If present, it provides the list of events that should be detected on the termination.

The EventBuffer Descriptor parameter is optional. If present, it provides the list of events that the MG is requested to detect and buffer when EventBufferControl equals LockStep.

The Signals Descriptor parameter is optional. If present, it provides the list of signals that should be applied to the termination.

The DigitMap Descriptor parameter is optional. If present, it defines a DigitMap definition that may be used in an Events Descriptor.

The Audit Descriptor is optional. If present, the command will return the values of any descriptors/properties/signals/events/statistics specified in the Audit Descriptor.

The Statistics Descriptor is optional. If present, it provides the statistics which the MGC wishes to be collected for the termination or stream. Each time the statistic is set, the statistic value is reset.

All descriptors that can be modified could be returned by MG if a parameter was underspecified or overspecified. The ObservedEvents, Statistics, Packages and EventBuffer Descriptors are returned only if requested in the Audit Descriptor.

Add shall not be used on a termination with a ServiceStates of "OutOfService".

### 7.2.2 Modify

The Modify Command modifies the properties of a termination.

TerminationIDList

[,MediaDescriptor]

[,ModemDescriptor] (\*)

[,MuxDescriptor]

[,EventsDescriptor]

[,SignalsDescriptor]

[,DigitMapDescriptor]

[,ObservedEventsDescriptor]

[,EventBufferDescriptor]

[,StatisticsDescriptor]

[,PackagesDescriptor]

Modify( TerminationIDList

    [, MediaDescriptor]

    [, ModemDescriptor] (\*)

    [, MuxDescriptor]

    [, EventsDescriptor]

    [, EventBufferDescriptor]

    [, SignalsDescriptor]

    [, DigitMapDescriptor]

    [, AuditDescriptor]

    [, StatisticsDescriptor]

)

(\*) Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).

The TerminationIDList specifies the terminations to be modified. The TerminationID may be specific if a single termination in the context is to be modified. Use of wildcards in the TerminationID may be appropriate for some operations. If the wildcard matches more than one TerminationID, all possible matches are attempted, with results reported for each one. The order of attempts when multiple TerminationIDs match is not specified. The CHOOSE TerminationID is an error, as the Modify command may only be used on existing terminations.

For convenience, if a Multiplex Descriptor is present in a Modify command, then:

- if the new Multiplex Descriptor lists any terminations that are not currently in the context, such terminations are added to the context as if individual Add Commands listing the terminations were invoked;
- if any terminations listed previously in the Multiplex Descriptor are no longer present in the new Multiplex Descriptor, they are subtracted from the context as if individual Subtract commands listing the terminations were invoked.

The remaining parameters to Modify are the same as those to Add. Possible return values are the same as those to Add.

### 7.2.3 Subtract

The Subtract Command disconnects a termination from its context and returns statistics on the termination's participation in the context.

TerminationIDList

[,MediaDescriptor]

[,ModemDescriptor] (\*)

[,MuxDescriptor]

[,EventsDescriptor]

[,SignalsDescriptor]

[,DigitMapDescriptor]

[,ObservedEventsDescriptor]

[,EventBufferDescriptor]

[,StatisticsDescriptor]

[,PackagesDescriptor]

Subtract(TerminationIDList

[, AuditDescriptor]

)

(\*) Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).

TerminationIDList in the input parameters represents the termination(s) that is being subtracted. The TerminationID may be specific or may be a wildcard value indicating that all (or a set of related) terminations in the context of the Subtract Command are to be subtracted. If the wildcard matches more than one TerminationID, all possible matches are attempted, with results reported for each one. The order of attempts when multiple TerminationIDs match is not specified.

The use of CHOOSE in the TerminationID is an error, as the Subtract command may only be used on existing terminations.

ALL may be used as the ContextID as well as the TerminationID in a Subtract, which would have the effect of deleting all contexts, deleting all ephemeral terminations, and returning all physical terminations to NULL Context. Subtract of a termination from the NULL Context is not allowed.

For convenience, if a multiplexing termination is the object of a Subtract command, then any bearer terminations listed in its Multiplex Descriptor are subtracted from the context as if individual Subtract commands listing the terminations were invoked.

By default unless overridden, the Statistics Descriptor on both the termination and stream levels is returned to report information collected on the termination or terminations specified in the command. The information reported applies to the termination's or terminations' existence in the context from which it or they are being subtracted.

The Audit Descriptor is optional. If present, the command will return only those items specified in the Audit Descriptor, which may be empty. If the Audit Descriptor is omitted, the Statistics Descriptor is returned, by default. Possible return values are the same as those to Add.

When a provisioned termination is Subtracted from a context, its descriptor values shall revert to:

- the default value, if specified for the descriptor and not overridden by provisioning;
- otherwise, the provisioned value.

#### 7.2.4 Move

The Move Command moves a termination to another context from its current context in one atomic operation. The Move Command is the only command that refers to a termination in a context different from that to which the command is applied. The Move Command shall not be used to move terminations to or from the NULL Context.

TerminationIDList

[,MediaDescriptor]

[,ModemDescriptor] (\*)

[,MuxDescriptor]

[,EventsDescriptor]

[,SignalsDescriptor]

[,DigitMapDescriptor]

[,ObservedEventsDescriptor]

[,EventBufferDescriptor]

[,StatisticsDescriptor]

[,PackagesDescriptor]

Move( TerminationIDList

    [, MediaDescriptor]

    [, ModemDescriptor] (\*)

    [, MuxDescriptor]

    [, EventsDescriptor]

    [, EventBufferDescriptor]

    [, SignalsDescriptor]

    [, DigitMapDescriptor]

    [, AuditDescriptor]

    [, StatisticsDescriptor]

)

(\*) Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).

The TerminationIDList specifies the termination(s) to be moved. TerminationIDs may be wildcarded, but CHOOSE shall not be used. If the wildcard matches more than one TerminationID, all possible matches are attempted, with results reported for each one. The order of attempts when multiple TerminationIDs match is not specified. The context to which the termination is moved is indicated by the target ContextID in the action. If the last remaining termination is moved out of a context, the context is deleted.

The Move Command does not affect the properties/signals/events/statistics of the termination on which it operates, except those properties explicitly modified by descriptors included in the Move Command. As such unless the Signals Descriptor is modified the playout of signals continues. The Audit Descriptor with a Statistics Descriptor, for example, would return statistics on the termination just prior to the Move. Possible descriptors returned from Move are the same as for Add.

For convenience, if a multiplexing termination is the object of a Move Command, then any bearer terminations listed in its Multiplex Descriptor are also moved as if individual Move Commands listing the terminations were invoked.

Move shall not be used on a termination with a ServiceStates of "OutOfService".

### 7.2.5 AuditValue

The AuditValue Command returns the current values of properties, events, signals and statistics associated with terminations. An AuditValue may request the contents of a descriptor or of a single property, event, signal or statistic. AuditValue may be useful for maintaining termination synchronization between the MGC and MG. An AuditValue may request that the returned values be filtered based on specified selection criteria.

TerminationIDList

[,MediaDescriptor]

[,ModemDescriptor] (\*)

[,MuxDescriptor]

[,EventsDescriptor]

[,SignalsDescriptor]

[,DigitMapDescriptor]

[,ObservedEventsDescriptor]

[,EventBufferDescriptor]

[,StatisticsDescriptor]

[,PackagesDescriptor]

```
    AuditValue(TerminationIDList,  
              AuditDescriptor  
              )
```

(\*) Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).

TerminationIDList specifies a sequence of TerminationIDs, which may be specific or wildcarded. If the wildcard matches more than one TerminationID, all possible matches are attempted, with results reported for each one. The order of attempts when multiple TerminationIDs match is not specified. If a wildcarded response is requested, only one command return is generated, with the contents containing the union of the values of all terminations matching the wildcard or list. This convention may reduce the volume of data required to audit a group of terminations. Use of CHOOSE is an error.

Descriptors or individual properties, signals, events and statistics can be audited. The returned values can be filtered based on specified selection criteria.

- An audit of a descriptor may be requested by identifying the desired descriptor in the Audit Descriptor with no further information.
- To audit an individual property in the Media Descriptor the relevant StreamID (optional), GroupID (optional) and PropertyID are included. The current value of the property is returned. GroupID is used in the case where the LocalControl Descriptor ReserveGroup flag is used. GroupID 1 corresponds to the first group (session description) reserved, GroupID 2 the next group, etc.
- To audit a signal, the relevant SignalListID and/or SignalID are provided. The StreamID and/or RequestID are optional. Only if the signal is active are the values of all the signal parameters returned including: the KeepActive indication, signal type, duration, signal completion indication and package defined properties.

- To audit an event, the relevant StreamID (optional), EventID, RequestID (optional) are provided. The values of all the event parameters are returned including: event actions and packaged defined parameters.
- To audit a termination level statistic, the identity of the statistic is provided. To audit a stream level statistic, the relevant StreamID (optional), GroupID (optional) and the StatisticID is included in the Media Descriptor. The current value of the statistic is returned. The statistic is not reset.
- To audit a package, the identity and version of the package is provided. All properties, signals, events and statistics defined in that particular package are returned with their current value.
- To filter the audit return values, selection criteria are included in the audit request. It is possible to include multiple selection criteria. When multiple criteria are included, either an AND or an OR logic operation may also be included to indicate how the selection criteria are to be interpreted. If no logic operation is included, an AND logic operation is assumed.

It is possible to audit multiple individual items in one request.

If a descriptor audit is requested, the appropriate descriptors, with the current values for the termination, are returned from AuditValue. Values appearing in multiple instances of a descriptor are defined to be alternate values supported, with each parameter in a descriptor considered independent.

ObservedEvents returns a list of events in the EventBuffer. If the ObservedEvents Descriptor is audited while a DigitMap is active, the returned ObservedEvents Descriptor also includes a DigitMap completion event that shows the current dial string but does not show a termination method.

EventBuffer returns the set of events and associated parameter values currently enabled in the EventBuffer Descriptor. Packages Descriptor returns a list of packages realized by the termination. DigitMap Descriptor returns the name or value of the current DigitMap for the termination. DigitMap requested in an AuditValue command with TerminationID ALL returns all DigitMaps in the gateway. Statistics returns the current values of all statistics being kept at the termination level. An audit of the Media Descriptor will return any stream level statistics. Specifying an empty Audit Descriptor results in only the TerminationID being returned. This may be useful to get a list of TerminationIDs when used with wildcarding. Annexes A and B provide a special syntax for presenting such a list in condensed form, such that the AuditValue command tag does not have to be repeated for each TerminationID.

AuditValue results depend on the context, viz. specific, NULL, or wildcarded. (Note that ContextID ALL does not include the NULL Context.) The TerminationID may be specific, or wildcarded.

The following are examples of what is returned in case the context and/or the termination is wildcarded and a wildcarded response has been specified.

Assume that the gateway has 4 terminations: t1/1, t1/2, t2/1 and t2/2. Assume that Terminations t1/\* have implemented Packages aaa and bbb and that Terminations t2/\* have implemented Packages ccc and ddd. Assume that Context 1 has t1/1 and t2/1 in it and that Context 2 has t1/2 and t2/2 in it.

The command:

```
Context=1{AuditValue=t1/1{Audit{Packages}}}
```

returns:

```
Context=1{AuditValue=t1/1{Packages{aaa,bbb}}}
```

The command:

```
Context=*{AuditValue=t2/*{Audit{Packages}}}
```

returns:

```
Context=1 { AuditValue=t2/1 { Packages { ccc,ddd } } },
Context=2 { AuditValue=t2/2 { Packages { ccc,ddd } } }
```

The command:

```
Context=* { W-AuditValue=t1/* { Audit { Packages } } }
```

returns:

```
Context=* { AuditValue=t1/* { Packages { aaa,bbb } } }
```

NOTE – A wildcard response may also be used for other commands such as Subtract.

In the instance of a wildcarded context with Root, the MGC can indicate that it wants a compact list of ContextIDs, rather than having each context broken out into separate action replies.

Assume that the gateway has 4 contexts: 1, 2, 3, 4, each containing two terminations (t1-t8). The following examples indicate how the MG would respond to the audit command:

The command:

```
Context=* { AuditValue=Root { Audit { } } }
```

returns:

```
Context=1 { AuditValue=Context { * } }, Context=2 { AuditValue=Context { * } },
Context=3 { AuditValue=Context { * } }, Context=4 { AuditValue=Context { * } }
```

Or

```
Context=1 { AuditValue=t1 { }, AuditValue=t2 { } }, Context=2 { AuditValue=t3 { }, AuditValue=t4 { } },
Context=3 { AuditValue=t5 { }, AuditValue=t6 { } }, Context=4 { AuditValue=t7 { }, AuditValue=t8 { } }
```

The command:

```
Context=* { ContextAttr { ContextList = { * } }, AuditValue=Root { Audit { } } }
```

returns:

```
Context=* { ContextAttr { ContextList = { 1,2,3,4 } }, AuditValue=Root }
```

The following illustrates other information that can be obtained with the AuditValue Command:

ContextID	TerminationID	Information obtained
Specific	Wildcard	Audit of matching terminations in a context
Specific	Specific	Audit of a single termination in a context
NULL	Root	Audit of Media Gateway state and events
NULL	Wildcard	Audit of all matching terminations in the NULL Context
NULL	Specific	Audit of a single termination outside of any context
ALL	Wildcard	Audit of all matching terminations not in NULL and the context to which they are associated
ALL	Root	List of all ContextIDs (the ContextID list may be returned either by using multiple action replies, each containing a ContextID from the list, or using the ContextIDList parameter. The method of response is determined by the presence of the ContextIDList parameter in the request.)
ALL	Specific	(Non-NULL) ContextID in which the termination currently exists

## 7.2.6 AuditCapability

The AuditCapability Command returns the possible values of properties, events, signals and statistics associated with terminations. An AuditCapability may be requested for the contents of a descriptor or for a single property, event, signal or statistic.

TerminationIDList

[,MediaDescriptor]

[,ModemDescriptor](\*)

[,MuxDescriptor]

[,EventsDescriptor]

[,SignalsDescriptor]

[,ObservedEventsDescriptor]

[,EventBufferDescriptor]

[,StatisticsDescriptor]

AuditCapability(TerminationIDList,  
AuditDescriptor)

(\*) Modem Descriptor has been deprecated in Recommendation ITU-T H.248.1 version 2 (05/2002).

Descriptors or individual properties, signals, events and statistics can be audited.

- An audit of an entire descriptor may be requested by identifying the desired descriptor in the Audit Descriptor with no further information.
- To audit an individual property in the Media Descriptor the relevant StreamID (optional) and PropertyID are included. A list of possible values of the property are returned.
- To audit a signal the relevant SignalListID and/or SignalID are provided. The StreamID and/or RequestID are optional. A list of possible values associated with each signal parameter is returned (including package defined properties). The KeepActive indication, signal type, duration and signal completion indication are not returned.
- To audit an event the relevant StreamID (optional), EventID, RequestID (optional) are provided. A list of possible values associated with each event parameter is returned (including event actions and package defined parameters).
- To audit a termination level statistic the identity of the statistic is provided. To audit a stream level statistic, the relevant StreamID (optional), GroupID (optional) and the StatisticID is included in the Media Descriptor. The possible values of the statistic are returned. The statistic is not reset.

If a descriptor audit is requested, the appropriate descriptors, with the possible values for the termination, are returned from AuditCapability. Descriptors may be repeated where there are multiple possible values.

If a wildcarded response is requested, only one command return is generated, with the contents containing the union of the values of all terminations in the list or matching the wildcard. This convention may reduce the volume of data required to audit a group of terminations.

If a property, signal, event or statistic is audited, the appropriate properties, signals, events and statistics with the capabilities of the termination, are returned from AuditCapability.

Interpretation of what capabilities are requested for various values of ContextID and TerminationID is the same as in AuditValue.

For property and parameter values of type string, character or octet string, the MG shall return an empty value. For the text encoding, strings and characters return an empty quotedString construct, while octet strings return NULL (0x00). This behaviour may be overridden by the package definition.

The Events Descriptor returns the list of possible events on the termination together with the list of all possible values for the Events Descriptor Parameters. EventBuffer Descriptor returns the same information as Events Descriptor. The Signals Descriptor returns the list of possible signals that could be applied to the termination, together with the list of all possible values for the signals' parameters. Statistics Descriptor returns the names of the statistics being kept on the termination. ObservedEvents Descriptor returns the names of active events on the termination. DigitMap and Packages are not legal in AuditCapability.

The following illustrates other information that can be obtained with the AuditCapability Command:

ContextID	TerminationID	Information obtained
Specific	Wildcard	Audit of matching terminations in a context
Specific	Specific	Audit of a single termination in a context
NULL	Root	Audit of MG state and events
NULL	Wildcard	Audit of all matching terminations in the NULL Context
NULL	Specific	Audit of a single termination outside of any context
ALL	Wildcard	Audit of all matching terminations not in NULL and the context to which they are associated
ALL	Root	Same as for AuditValue
ALL	Specific	Same as for AuditValue

### 7.2.7 Notify

The Notify Command allows the Media Gateway to notify the Media Gateway Controller of events occurring within the Media Gateway.

TerminationID

```
Notify(TerminationID,
      ObservedEventsDescriptor,
      [ErrorDescriptor])
```

The TerminationID specifies the termination issuing the Notify Command. The TerminationID shall be a fully qualified name.

The ObservedEvents Descriptor contains the RequestID and a list of events that the Media Gateway detected in the order that they were detected. Each event in the list is accompanied by parameters associated with the event and, optionally, an indication of the time that the event was detected. Procedures for sending Notify commands with RequestID equal to zero are for further study.

Notify Commands with RequestID not equal to zero shall occur only as the result of detection of an event specified by an Events Descriptor which is active on the termination concerned.

The RequestID returns the RequestID parameter of the Events Descriptor that triggered the Notify Command. It is used to correlate the notification with the request that triggered it. The events in the list must have been requested via the triggering Events Descriptor or embedded Events Descriptor unless the RequestID is zero (which is for further study).

The Error Descriptor may be sent in the Notify Command as a result of Error 518 ("Event buffer full").

### 7.2.8 ServiceChange

The ServiceChange Command allows the Media Gateway to notify the Media Gateway Controller that a termination, or group of terminations, is about to be taken out of service or has just been returned to service. The Media Gateway Controller may indicate that termination(s) shall be taken out of or returned to service. The Media Gateway may notify the MGC that the capability of a termination has changed. It also allows an MGC to hand over control of an MG to another MGC.

TerminationIDList,

[ServiceChangeDescriptor]

```
ServiceChange(TerminationIDList,  
ServiceChangeDescriptor  
)
```

The TerminationIDList specifies the termination(s) that are taken out of or returned to service. Wildcarding of termination names is permitted, with the exception that the CHOOSE mechanism shall not be used. Use of the "Root" TerminationID indicates a ServiceChange affecting the entire Media Gateway.

NOTE – The use of TerminationIDList is not valid in the initial ITU-T H.248.1 Version 1 ServiceChange Command.

#### 7.2.8.1 ServiceChange Descriptor contents

The ServiceChange Descriptor contains the following parameters as required:

- ServiceChangeMethod;
- ServiceChangeReason;
- ServiceChangeDelay;
- ServiceChangeAddress;
- ServiceChangeProfile;
- ServiceChangeVersion;
- ServiceChangeMgcID;
- TimeStamp;
- ExtensionParameter;
- ServiceChangeInfo;
- ServiceChangeIncompleteFlag.

##### 7.2.8.1.1 ServiceChangeMethod

The ServiceChangeMethod parameter specifies the type of ServiceChange that will or has occurred:

- 1) Graceful: indicates that the specified terminations will be taken out of service after the specified ServiceChangeDelay; established connections are not yet affected, but the Media Gateway Controller should refrain from establishing new connections and should attempt to gracefully tear down existing connections on the termination(s) affected by the ServiceChange Command. The MG should set the termination's ServiceStates Property at the expiry of ServiceChangeDelay or the removal of the termination from an active context (whichever is first), to "OutOfService".

- 2) Forced: indicates that the specified terminations were taken abruptly out of service and any established connections associated with them may be lost. For non-Root terminations, the MGC is responsible for cleaning up the context (if any) with which the failed termination is associated. At a minimum, the termination shall be subtracted from the context. The termination's ServiceStates Property should be "OutOfService". For the Root Termination, the MGC can assume that all connections are lost on the MG and thus can consider that all the terminations have been subtracted.
- 3) Restart: indicates that service will be restored on the specified terminations after expiration of the ServiceChangeDelay. The ServiceStates Property should be set to "InService" upon expiry of ServiceChangeDelay. Upon receipt of a ServiceChange Command on Root with ServiceChangeMethod Restart all terminations are assumed to be "InService". This includes physical and ephemeral terminations. Those terminations which are "OutOfService" may be reported by subsequent ServiceChange Commands with ServiceChangeMethod Forced.
- 4) Disconnected: always applied with the Root TerminationID, indicates that the MG lost communication with the MGC, but it was subsequently restored to the same MGC (possibly after trying other MGCs on a pre-provisioned list). Since MG state may have changed, the MGC may wish to use the Audit command to resynchronize its state with the MGs.
- 5) Handoff: sent from the MGC to the MG, this reason indicates that the MGC is going out of service and a new MGC association must be established. Sent from the MG to the MGC, this indicates that the MG is attempting to establish a new association in accordance with a Handoff received from the MGC with which it was previously associated.
- 6) Failover: sent from MG to MGC to indicate the primary MG is out of service and a secondary MG is taking over. This ServiceChange method is also sent from the MG to the MGC when the MG detects that MGC has failed.
- 7) Another value whose meaning is mutually understood between the MG and the MGC.

#### **7.2.8.1.2 ServiceChangeReason**

The ServiceChangeReason parameter specifies the reason why the ServiceChange has or will occur. It consists of an alphanumeric token (IANA registered) and, optionally, an explanatory string.

#### **7.2.8.1.3 ServiceChangeAddress and ServiceChangeMgcID**

The optional ServiceChangeAddress parameter specifies the address (e.g., IP port number for IP networks) to be used for subsequent communications. It can be specified in the input parameter descriptor or the returned result descriptor.

The optional ServiceChangeMgcID parameter is of type Message Identifier (MID, see clause 8.3), the parameter format represents thus either an address (IP version 4 or 6 domain address, or broadband MTP3 address) or a name (IP domain name or a generic device name). In both cases, it is the parameter used for an unambiguous identification of an MGC entity (i.e., a primary or secondary MGC).

NOTE 1 – There is the following difference between the name and address formats: the network address is routable, thus may be directly inserted as destination address in the signalling transport protocol data unit, whereas names require first a resolution into a routable address. The name-to-address resolution by the MG requires a local or remote DNS query request in case of the domain format, or a local mapping table in case of the device format.

ServiceChangeAddress and ServiceChangeMgcID parameters must not both be present in the ServiceChange Descriptor or the ServiceChangeResult Descriptor. The ServiceChangeAddress provides an address to be used within the context of the association currently being negotiated, while the ServiceChangeMgcID provides an alternate address (see Note 2) where the MG should seek to establish another association. MGCs and MGs must be able to cope with the

ServiceChangeAddress being either a full address or just a port number in the case of IP-based transports such as UDP, TCP or SCTP.

NOTE 2 – In case of a name format, a previous name-to-address resolution is implied (see Note 1 above).

#### **7.2.8.1.4 ServiceChangeDelay**

The optional ServiceChangeDelay parameter is expressed in seconds. If the delay is absent or set to zero, the delay value should be considered to be null. In the case of a "Graceful" ServiceChangeMethod, a null delay indicates that the Media Gateway Controller should wait for the natural removal of existing connections and should not establish new connections. For "Graceful" only, a null delay means the MG must not set ServiceStates "OutOfService" until the termination is in the NULL Context.

#### **7.2.8.1.5 ServiceChangeProfile**

The optional ServiceChangeProfile parameter specifies the Profile (if any) of the protocol supported. The ServiceChangeProfile includes the version of the profile supported. In the absence of this parameter, the value "NoProfile" is assumed.

#### **7.2.8.1.6 ServiceChangeVersion**

The optional ServiceChangeVersion parameter contains the protocol version and is used if protocol version negotiation occurs (see clause 11.3).

#### **7.2.8.1.7 TimeStamp**

The optional TimeStamp parameter specifies the actual time as kept by the sender. As such, it is not necessarily absolute time according to, for example, a local time zone: it merely establishes an arbitrary starting time against which all future timestamps transmitted by a sender during this association shall be compared. It can be used by the responder to determine how its notion of time differs from that of its correspondent. TimeStamp is sent with a precision of hundredths of a second.

#### **7.2.8.1.8 ExtensionParameter**

The optional Extension parameter may contain any value whose meaning is mutually understood by the MG and MGC. The value "X-SC" is reserved for the use of signalling ServiceChange parameters that have been added as a result of ITU-T H.248.1 version 3 (and subsequent versions). It is only used in the initial ITU-T H.248.1 version 1 coded ServiceChange Command from the MG to MGC when the ServiceChangeVersion is greater than or equal to 3. The structure of the value is defined by the following ABNF:

$$\text{X-SC} = 1 * (\text{NAME EQUAL parmValue} [\text{COMMA}])$$

The value is encoded using the String type (see clause 12.1.2). NOTE – When multiple NAME EQUAL parmValue constructs are used, the COMMA shall be used to separate them.

When adding new ServiceChange parameters it is recommended that a name/value be assigned if the parameter is to be sent in an initial ServiceChange. For example:

**Name:** Strings of up to 64 characters, containing no spaces, starting with an alphabetic character and consisting of alphanumeric characters and/or digits, and possibly including the special character underscore ("\_").

**Type:** As per clause 12.1.2 "Properties". When using the "String" type, the values shall be compliant to the SafeChar syntax (see clause B.2).

**Possible values:** As per clause 12.1.2 "Properties"

#### **7.2.8.1.9 ServiceChangeInfo**

The optional ServiceChangeInfo parameter may contain the package/property/signal/event/statistic of the reason that caused the ServiceChange.

#### **7.2.8.1.10 ServiceChangeIncompleteFlag**

This optional flag indicates that subsequent ServiceChange Commands will be sent from the MG to the MGC indicating the state of terminations. It is only used during MG registration or restart (ServiceChange on Root with ServiceChangeMethod Restart) when the MG wants to report the entire MG and termination state to the MGC. Upon reception of this flag, the MGC shall refrain from generating commands operating on terminations other than Root to the MG. After sending the ServiceChangeIncompleteFlag in the initial registration/restart command, the MG shall send it in all subsequent ServiceChange Commands until the MG has determined that it has reported the current state of the MG and its terminations. The flag shall then be removed from the last ServiceChange Command indicating the state of the MG or its terminations. Upon the reception of this ServiceChange without the ServiceChangeIncompleteFlag, the MGC may again generate commands to the MG. When this flag is sent in an initial ServiceChange (ITU-T H.248.1 Version 1) Command using the ServiceChange extension parameter "X-SC" the following is used:

**Name:** SIC

**Type:** Boolean

**Possible values:** ON: Flag included

NOTE – The value OFF is not required as subsequent commands will be ITU-T H.248.1 Version 3 encoded.

#### **7.2.8.1.11 ServiceChange Command and Response**

A ServiceChange Command specifying the "Root" for the TerminationID and ServiceChangeMethod equal to Restart is a registration command by which a Media Gateway announces its existence to the Media Gateway Controller. The Media Gateway may register by specifying the Root TerminationID and ServiceChangeMethod equal to Failover when the MG detects MGC failures. A message containing a ServiceChange Command specifying the Root TerminationID and ServiceChangeMethod equal to Restart or Failover shall not contain other commands as these commands should use the new ServiceChangeAddress and negotiated protocol version.

The Media Gateway is expected to be provisioned with the name of one primary and optionally some number of alternate Media Gateway Controllers.

Acknowledgement of the ServiceChange Command completes the registration process, except when the MGC has returned an alternative ServiceChangeMgcID as described below.

The MG may specify the transport ServiceChangeAddress to be used by the MGC for sending messages in the ServiceChangeAddress parameter in the input ServiceChange Descriptor. The MG may specify an address in the ServiceChangeAddress parameter of the ServiceChange request, and the MGC may also do so in the ServiceChange reply. In either case, the recipient must use the supplied address as the destination for all subsequent transaction requests within the association. At the same time, as indicated in clause 9, transaction replies and pending indications must be sent to the address from which the corresponding requests originated. This must be done even if it implies extra messaging because commands and responses cannot be packed together.

The TimeStamp parameter shall be sent with a registration command and its response.

At registration the MG may send the ServiceChangeIncompleteFlag if it has determined that the MG is in state "InService" but individual terminations may be in state "OutOfService". This is to prevent attempted seizure of out-of-service terminations. Subsequent ServiceChange Commands are used to report the "OutOfService" terminations.

The Media Gateway Controller may return a ServiceChangeMgcID parameter that describes the Media Gateway Controller that should preferably be contacted for further service by the Media Gateway. In this case, the Media Gateway shall reissue the ServiceChange Command to the new Media Gateway Controller. The MGC specified in a ServiceChangeMgcID, if provided, shall be

contacted before any further alternate MGCs. On a handoff message from MGC to MG, the ServiceChangeMgcID is the new MGC that will take over from the current MGC.

The return from ServiceChange is empty except when the Root TerminationID is used. In that case, it includes the following parameters as required:

- ServiceChangeAddress, if the responding MGC wishes to specify a new destination for messages from the MG for the remainder of the association;
  - ServiceChangeMgcID, if the responding MGC does not wish to sustain an association with the MG;
  - ServiceChangeProfile, if the responder wishes to negotiate the profile to be used for the association. The profile (name and version) is only returned in the reply in the case that the MGC cannot support the specified profiles in the ServiceChangeRequest. The returned reply shall indicate the profile and version supported or "NoProfile" if no profile is supported. Upon reception of a profile in the reply the MG may continue the relationship with the current MGC or contact secondary MGCs and establish a relationship with them. If the MGC returned a profile in the reply other than the one that was provided in the request the MG shall:
    - a) issue a new ServiceChange Command with an agreed profile to confirm to the MGC that the MG has agreed with the profile; or
    - b) consider the registration stage completed and await further commands from the MGC; the MGC will use the profile that it sent in the ServiceChange Reply; or
    - c) initiate a control association with a different MGC using its original profile.
- NOTE – In order to ensure both the MGC and MG are using the same profile, option a) is encouraged.
- ServiceChangeVersion, if the responder wishes to negotiate the version of the protocol to be used for the association.

ServiceChangeReasons are defined in [ITU-T H.248.8]. The list may be extended by an IANA registration as outlined in clause 14.3.

### **7.2.9 Manipulating and auditing context attributes**

The commands of the protocol as discussed in the preceding subclauses apply to terminations. This clause specifies how contexts are manipulated and audited.

An action may contain context manipulation and auditing instructions (see clause 8).

An action request sent to an MG may include a request to audit attributes of a context. There are two types of audit:

**Value Audit:** The MGC may audit a specific context to determine the current value of individual context properties. The MGC may determine the current values for all existing (non-NULL) contexts by specifying ContextID ALL in the Audit request. If context attributes are added, or have been modified by the same action as the Audit request, the value(s) returned shall be after the action has been applied. Context attributes can be used as selection criteria to filter the audit return values. It is possible to include multiple selection criteria. When multiple criteria are included, either an AND or an OR logic operation may also be included to indicate how the selection criteria are to be interpreted. If no logic operation is included, an AND logic operation is assumed.

**Capabilities Audit:** The MGC may audit a specific context to determine the possible values that individual context properties can assume. The MGC may determine the possible values for the entire MG by specifying ContextID ALL in the audit request.

The following illustrates information that can be obtained with a Context Audit:

<b>ContextID</b>	<b>TerminationID</b>	<b>AuditValue</b>	<b>AuditCapability</b>
Specific	Not Applicable	Context property's value in the specified context.	Context property's possible values in the specified context.
NULL	Not Applicable	Not Allowed	Not Allowed
ALL	Not Applicable	Current values for all existing (non-NULL) contexts by specifying ContextID ALL in the Audit request. A response for ContextID ALL is presented through an actionReply per context.	A response of ContextID ALL is returned with context property's possible values across the entire MG.

An action may also include a request to change the attributes of a context.

The context properties that may be included in an action reply are used to return information to an MGC. This can be information requested by an audit of context attributes or details of the effect of manipulation of a context.

If an MG receives an action that contains both a request to audit context attributes and a request to manipulate those attributes, the response shall include the values of the attributes after processing the manipulation request.

#### **7.2.10 Generic command syntax**

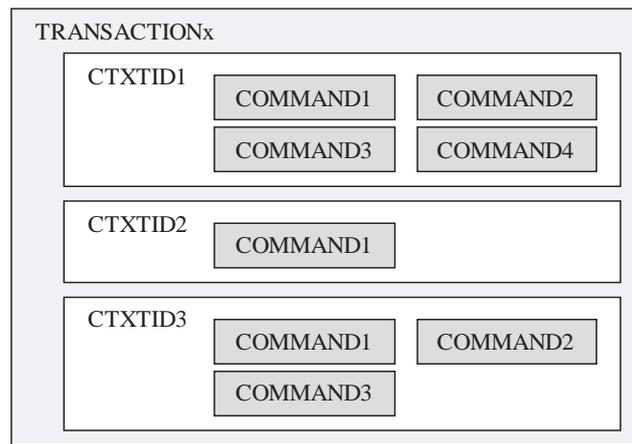
The protocol can be encoded in a binary format or in a text format. MGCs should support both encoding formats. MGs may support both formats.

The protocol syntax for the binary format of the protocol is defined in Annex A. Annex C specifies the encoding of the Local and Remote Descriptors for use with the binary format.

A complete ABNF of the text encoding of the protocol per [IETF RFC 2234] is given in Annex B. SDP is used as the encoding of the Local and Remote Descriptors for use with the text encoding as modified in clause 7.1.8.

## **8 Transactions**

Commands between the Media Gateway Controller and the Media Gateway are grouped into transactions, each of which is identified by a TransactionID. Transactions consist of one or more actions. An action consists of a non-empty series of commands, context property modifications, or context property audits that are limited to operating within a single context. Consequently, each action typically specifies a ContextID. However, there are two circumstances where a specific ContextID is not provided with an action. One is the case of modification of a termination outside of a context. The other is where the controller requests the gateway to create a new context. Figure 15 is a graphic representation of the transaction, action and command relationships.



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**Figure 15 – Transactions, actions and commands**

Transactions are presented as TransactionRequests. Corresponding responses to a TransactionRequest are received in a single reply, possibly preceded by a number of TransactionPending messages (see clause 8.2.3).

Transactions guarantee ordered command processing. That is, commands within a transaction are executed sequentially. Ordering of transactions is not guaranteed; transactions may be executed in any order, or simultaneously; however, TransactionReplies should be executed before TransactionRequests when both are contained in a message.

At the first failing command in a transaction, processing of the remaining commands in that transaction stops. If a command contains a wildcarded TerminationID, the command is attempted with each of the actual TerminationIDs matching the wildcard. A response within the TransactionReply is included for each matching TerminationID, even if one or more instances generated an error. If the MG cannot return a TerminationID in response to a wildcarded termination then the original wildcard TerminationID should be returned. If any TerminationID matching a wildcard results in an error when executed, any commands following the wildcarded command are not attempted.

Commands may be marked as "Optional" which can override this behaviour – if a command marked as Optional results in an error, subsequent commands in the transaction will be executed. If a command fails, the MG shall, as far as possible, restore the state that existed prior to the attempted execution of the command before continuing with command processing.

A TransactionReply includes the results for all of the commands in the corresponding TransactionRequest. The TransactionReply includes the return values for the commands that were executed successfully, and the command and Error Descriptor for any command that failed. Command replies are returned in the order in which they appeared in the corresponding TransactionRequest. TransactionPending is used to periodically notify the receiver that a transaction has not completed yet, but is actively being processed.

Applications should implement an application level timer per transaction. Expiration of the timer should cause a retransmission of the request. Receipt of a Reply should cancel the timer. Receipt of Pending should restart the timer.

## 8.1 Common parameters

### 8.1.1 Transaction identifiers

Transactions are identified by a TransactionID, which is assigned by sender and is unique within the scope of the sender. A response containing an Error Descriptor to indicate that the TransactionID is missing in a request shall use a TransactionID of zero in the corresponding TransactionReply.

### 8.1.2 Context identifiers

Contexts are identified by a ContextID, which is assigned by the Media Gateway and is unique within the scope of the Media Gateway. The Media Gateway Controller shall use the ContextID supplied by the Media Gateway in all subsequent transactions relating to that context. The protocol makes reference to a distinguished value that may be used by the Media Gateway Controller when referring to a termination that is currently not associated with a context, namely the *NULL* ContextID.

The CHOOSE wildcard is used to request that the Media Gateway create a new context.

The MGC may use the ALL wildcard to address all contexts on the MG. The NULL Context is not included when the ALL wildcard is used.

The MGC shall not use partially specified ContextIDs containing the CHOOSE or ALL wildcards.

## 8.2 Transaction application programming interface

Following is an Application Programming Interface (API) describing the transactions of the protocol. This API is shown to illustrate the transactions and their parameters and is not intended to specify implementation (e.g., via use of blocking function calls). It will describe the input parameters and return values expected to be used by the various transactions of the protocol from a very high level. Transaction syntax and encodings are specified in later subclauses.

### 8.2.1 TransactionRequest

The TransactionRequest is invoked by the sender. There is one transaction per request invocation. A request contains one or more actions, each of which specifies its target context.

```
TransactionRequest(TransactionID {  
    ContextID {Command ... Command},  
    ...  
    ContextID {Command ... Command}})
```

The TransactionID parameter must specify a value for later correlation with the TransactionReply or TransactionPending response from the receiver.

The ContextID parameter must specify a value to pertain to all commands that follow up to either the next specification of a ContextID parameter or the end of the TransactionRequest, whichever comes first.

The command parameter represents one of the commands mentioned in clause 7.2 ("Command application programming interface").

### 8.2.2 TransactionReply

The TransactionReply is invoked by the receiver. There is one reply invocation per transaction. A reply contains one or more actions, each of which must specify its target context and one or more Responses per context. A reply may be segmented into multiple messages. The TransactionReply is invoked by the responder when it has processed the TransactionRequest.

A TransactionRequest has been processed:

- when all actions in that TransactionRequest have been processed; or
- when an error is encountered in processing that TransactionRequest, except when the error is in an optional command.

If a message contains more TransactionRequests than the receiver can process, the receiver will return Error Descriptor 413 ("Number of transactions in message exceeds maximum").

A command has been processed when all descriptors in that command have been processed.

A Signals Descriptor is considered to have been processed when it has been established that the descriptor is syntactically valid, the requested signals are supported and they have been queued to be applied.

An Events Descriptor or EventBuffer Descriptor is considered to have been processed when it has been established that the descriptor is syntactically valid, the requested events can be observed, any embedded signals can be generated, any embedded events can be detected, and the MG has been brought into a state in which the events will be detected.

```
TransactionReply(TransactionID {  
    ContextID {Response ... Response},  
    ...  
    ContextID {Response ... Response}})
```

The TransactionID parameter must be the same as that of the corresponding TransactionRequest.

The ContextID parameter must specify a value to pertain to all Responses for the action. The ContextID may be specific, ALL or NULL.

Each of the Response parameters represents a return value as mentioned in clause 7.2 or an Error Descriptor if the command execution encountered an error. Commands after the point of failure are not processed and, therefore, Responses are not issued for them.

An exception to this occurs if a command has been marked as optional in the TransactionRequest. If the optional command generates an error, the transaction still continues to execute, so the Reply would, in this case, have Responses after an Error.

Clause 7.1.20 ("Error Descriptor") specifies the generation of Error Descriptors. The text below discusses several individual cases.

If the receiver encounters an error in processing a ContextID but can parse the ContextID, the requested action response will consist of the ContextID and a single Error Descriptor, 422 ("Syntax Error in Action"). If the receiver cannot parse the ContextID, it will return a TransactionReply consisting of the TransactionID and a single Error Descriptor, 422 (Syntax Error in Action).

If the receiver encounters an error such that it cannot determine a legal action, it will return a TransactionReply consisting of the TransactionID and a single Error Descriptor, 422 ("Syntax Error in Action"). If the end of an action cannot be reliably determined but one or more commands can be parsed, the receiver will process the commands and then send 422 ("Syntax Error in Action") as the last action for the transaction. If the receiver encounters an error such that it cannot determine a legal transaction, it will return a TransactionReply with a NULL TransactionID and a single Error Descriptor 403 ("Syntax Error in TransactionRequest").

If the end of a transaction cannot be reliably determined and one or more actions can be parsed, the receiver will process the actions and then return 403 ("Syntax Error in TransactionRequest") as the last action reply for the transaction. If no actions can be parsed, it will return 403 ("Syntax Error in TransactionRequest") as the only reply.

If the TerminationID cannot be reliably determined, it will send 442 ("Syntax Error in Command") as the action reply.

If the end of a command cannot be reliably determined, it will return 442 ("Syntax Error in Command") as the reply to the last action it can parse.

### 8.2.3 TransactionPending

The receiver invokes the TransactionPending. A TransactionPending indicates that the transaction is actively being processed, but has not been completed. It is used to prevent the sender from assuming the TransactionRequest was lost where the transaction will take some time to complete.

TransactionPending(TransactionID { } )

The TransactionID parameter must be the same as that of the corresponding TransactionRequest. A property of the Root Termination (normalMGExecutionTime) is settable by the MGC to indicate the interval within which the MGC expects a response to any transaction from the MG (exclusive of network delay). Another property (normalMGCExecutionTime) is settable by the MGC to indicate the interval within which the MG should expect a response to any transaction from the MGC (exclusive of network delay). MGProvisionalResponseTimerValue indicates the time within which the MGC should expect a Pending Response from the MG if a transaction cannot be completed (initially set to normalMGExecutionTime plus network delay, but may be lowered). MGCProvisionalResponseTimerValue has the corresponding meaning to the MG. Senders may receive more than one TransactionPending for a command. If a duplicate request is received when pending, the responder may send a duplicate pending immediately, or continue waiting for its timer to trigger another TransactionPending.

A property of the Root Termination (MGOriginatedPendingLimit) is settable by the MGC to indicate the number of TransactionPendings that can be received from the MG. When the value expressed by this property is exceeded, the MG shall stop the transaction processing and send back a TransactionReply, otherwise the MGC can assume the transaction to be in error.

Another property of the Root Termination (MGCOrientedPendingLimit) is settable by the MGC to indicate the number of TransactionPendings that can be received from the MGC. When the value expressed by this property is exceeded, the MGC shall stop the transaction processing and send back a TransactionReply otherwise the MG can assume the transaction to be in error.

The xxxOriginatedPendingLimit (MGOriginatedPendingLimit or MGCOrientedPendingLimit) may be exceeded either because of long command processing or due to an error (e.g., a command caused a loop). In both cases, the receiver of the original TransactionRequest will issue a TransactionReply with an Error Descriptor as a response parameter in correspondence with either the offending long command or the command that caused the error. Further commands in the transaction shall not be processed. Error 506 (Number of TransactionPendings Exceeded) shall be used.

NOTE – To prevent a situation where the xxxOriginatedPendingLimit (MGOriginatedPendingLimit or MGCOrientedPendingLimit) is exceeded due to an error and the receiver of the original TransactionRequest keeps sending TransactionPending, the receiver of the original TransactionRequest should implement a management protection mechanism in order to trigger the appropriate recovery actions. The sender of the original TransactionRequest may keep track of the number of received Pendings and initiate corrective actions.

## 8.3 Messages

Multiple transactions can be concatenated into a Message. Messages have a header, which includes the identity of the sender. The Message Identifier (MID) of a message is set to a provisioned name (e.g., domain address/domain name/device name) of the entity transmitting the message. Domain name is a suggested default. An ITU-T H.248.1 entity (MG/MGC) must consistently use the same MID in all messages it originates for the duration of control association with the peer (MGC/MG).

Every message contains a version number identifying the version of the protocol the message conforms to. Versions consist of one or two digits, beginning with version 1. The current version of the protocol is version 3.

The transactions in a message are treated independently. There is no order implied; there is no application or protocol acknowledgement of a message. A message is essentially a transport mechanism. For example, message X containing transaction requests A, B, and C may be responded to with message Y containing replies to A and C and message Z containing the reply to B. Likewise, message L containing request D and message M containing request E may be responded to with message N containing replies to both D and E.

## **9 Transport**

The transport mechanism for the protocol should allow the reliable transport of transactions between an MGC and MG. The transport shall remain independent of what particular commands are being sent, and shall be applicable to all application states. There are several transports defined for the protocol, which are defined in annexes to this Recommendation and other ITU-T H.248 Subseries Recommendations (e.g., [ITU-T H.248.4] and [ITU-T H.248.5]). Additional transports may be defined as additional Recommendations in the ITU-T H.248 subseries Recommendations. For transport of the protocol over IP, MGCs shall implement both TCP and UDP/ALF; an MG shall implement TCP or UDP/ALF or both.

The MG is provisioned with a name or address (such as a DNS name or IP address) of a primary and zero or more secondary MGCs (see clause 7.2.8) that is the address the MG uses to send messages to the MGC. If TCP or UDP is used as the protocol transport, and the port to which the initial ServiceChange request is to be sent is not otherwise known, that request should be sent to the default port number for the protocol. This port number is 2944 for text-encoded operation or 2945 for binary-encoded operation, for either UDP or TCP. The MGC receives the message containing the ServiceChange request from the MG and can determine the MG's address from it. As described in clause 7.2.8, either the MG or the MGC may supply an address in the ServiceChangeAddress parameter to which subsequent transaction requests must be addressed, but responses (including the response to the initial ServiceChange request) must always be sent back to the address which was the source of the corresponding request. For example, in IP networks, this is the source address in the IP header and the source port number in the TCP/UDP/SCTP header.

### **9.1 Ordering of commands**

This Recommendation does not mandate that the underlying transport protocol guarantees the sequencing of transactions sent to an entity. This property tends to maximize the timeliness of actions, but it has a few drawbacks. For example:

- Notify commands may be delayed and arrive at the MGC after the transmission of a new command changing the Events Descriptor.
- If a new command is transmitted before a previous one is acknowledged, there is no guarantee that prior command will be executed before the new one.

Media Gateway Controllers that want to guarantee consistent operation of the Media Gateway may use the following rules. These rules are with respect to commands that are in different transactions. Commands that are in the same transaction are executed in order (see clause 8).

- 1) When a Media Gateway handles several terminations, commands pertaining to the different terminations may be sent in parallel, for example following a model where each termination (or group of terminations) is controlled by its own process or its own thread.

- 2) On a termination, there should normally be, at most, one outstanding command (Add or Modify or Move), unless the outstanding commands are in the same transaction. However, a Subtract command may be issued at any time. In consequence, a Media Gateway may sometimes receive a Modify command that applies to a previously subtracted termination. Such commands should be ignored, and an error code should be returned.
- 3) For transports that do not guarantee in-sequence delivery of messages (i.e., UDP), there should normally be, on a given termination, at most one outstanding Notify command at any time.
- 4) In some cases, an implicitly, or explicitly, wildcarded Subtract Command that applies to a group of terminations may step in front of a pending Add Command. The Media Gateway Controller should individually delete all terminations for which an Add Command was pending at the time of the global Subtract Command. Also, new Add Commands for terminations named by the wildcarding (or implied in a Multiplex Descriptor) should not be sent until the wildcarded Subtract Command is acknowledged.
- 5) AuditValue and AuditCapability are not subject to any sequencing.
- 6) ServiceChange shall always be the first command sent by an MG as defined by the restart procedure. Any other command or response must be delivered after this ServiceChange Command.

These rules do not affect the command responder, which should always respond to commands.

## **9.2 Protection against restart avalanche**

In the event that a large number of Media Gateways are powered on simultaneously, and they were to all initiate a ServiceChange transaction, the Media Gateway Controller would very likely be swamped, leading to message losses and network congestion during the critical period of service restoration. In order to prevent such avalanches, the following behaviour is suggested:

- 1) When a Media Gateway is powered on, it should initiate a restart timer to a random value, uniformly distributed between zero and a maximum waiting delay (MWD). Care should be taken to avoid synchronicity of the random number generation between multiple Media Gateways that would use the same algorithm.
- 2) The Media Gateway should then wait for either the end of this timer or the detection of a local user activity, such as for example an off-hook transition on a residential Media Gateway.
- 3) When the timer elapses, or when an activity is detected, the Media Gateway should initiate the restart procedure.

The restart procedure simply requires the MG to guarantee that the first message that the Media Gateway Controller sees from this MG is a ServiceChange message informing the Media Gateway Controller about the restart.

NOTE – The value of MWD is a configuration parameter that depends on the type of the Media Gateway. The following reasoning may be used to determine the value of this delay on residential gateways.

Media Gateway Controllers are typically dimensioned to handle the peak hour traffic load, during which, on average, 10% of the lines will be busy, placing calls whose average duration is typically three minutes. The processing of a call typically involves five to six Media Gateway Controller transactions between each Media Gateway and the Media Gateway Controller. This simple calculation shows that the Media Gateway Controller is expected to handle five to six transactions for each termination, every 30 minutes on average, or, to put it otherwise, about one transaction per termination every five to six minutes on average. This suggests that a reasonable value of MWD for a residential gateway would be 10 to 12 minutes. In the absence of explicit configuration, residential gateways should adopt a value of 600 seconds for MWD.

The same reasoning suggests that the value of MWD should be much shorter for trunking gateways or for business gateways, because they handle a large number of terminations, and also because the usage rate of these terminations is much higher than 10% during the peak busy hour, a typical value being 60%. These terminations, during the peak hour, are thus expected to contribute about one transaction per minute to the Media Gateway Controller load. A reasonable algorithm is to make the value of MWD per "trunk" termination six times shorter than the MWD per residential gateway, and also inversely proportional to the number of terminations that are being restarted. For example, MWD should be set to 2.5 seconds for a gateway that handles a T1 line, or to 60 milliseconds for a gateway that handles a T3 line.

### **9.3 Protection against Notify avalanche**

If a circumstance arises at an MG where a substantial number of notifications accumulate, either because of transmission difficulties or because the MG recognized a number of events in a short time period, the MG should send the notifications in a restricted manner until the backlog is cleared.

## **10 Security considerations**

This clause covers security when using the protocol in an IP environment.

### **10.1 Protection of protocol connections**

A security mechanism is clearly needed to prevent unauthorized entities from using the protocol defined in this Recommendation for setting up unauthorized calls or interfering with authorized calls. The security mechanism for the protocol when transported over IP networks is IPSec ([IETF RFC 2401] to [b-IETF RFC 2411]).

The AH header [IETF RFC 2402] affords data origin authentication, connectionless integrity and optional anti-replay protection of messages passed between the MG and the MGC. The ESP header [IETF RFC 2406] provides confidentiality of messages, if desired. For instance, the ESP encryption service should be requested if the session descriptions are used to carry session keys, as defined in SDP.

Implementations of the protocol defined in this Recommendation employing the ESP header shall comply with section 5 of [IETF RFC 2406], which defines a minimum set of algorithms for integrity checking and encryption. Similarly, implementations employing the AH header shall comply with section 5 of [IETF RFC 2402], which defines a minimum set of algorithms for integrity checking using manual keys.

Implementations should use IKE [IETF RFC 2409] to permit more robust keying options. Implementations employing IKE should support authentication with RSA signatures and RSA public key encryption.

### **10.2 Interim AH scheme**

Implementation of IPSec requires that the AH or ESP header be inserted immediately after the IP header. This cannot be easily done at the application level. Therefore, this presents a deployment problem for the protocol defined in this Recommendation where the underlying network implementation does not support IPSec.

As an interim solution, an optional AH header is defined within the ITU-T H.248.1 protocol header. The header fields are exactly those of the SPI, SEQUENCE NUMBER and DATA fields as defined in [IETF RFC 2402]. The semantics of the header fields are the same as the "transport mode" of [IETF RFC 2402], except for the calculation of the Integrity Check Value (ICV). In IPSec, the ICV is calculated over the entire IP packet including the IP header. This prevents spoofing of the IP addresses. To retain the same functionality, the ICV calculation should be performed across all the transactions (concatenated) in the message prepended by a synthesized IP header consisting of a

32-bit source IP address, a 32-bit destination address and a 16-bit UDP destination port encoded as 20 hex digits. When the interim AH mechanism is employed when TCP is the transport Layer, the UDP Port above becomes the TCP port, and all other operations are the same.

Implementations of the ITU-T H.248.1 protocol shall implement IPsec where the underlying operating system and the transport network supports IPsec. Implementations of the protocol using IPv4 shall implement the interim AH scheme. However, this interim scheme shall not be used when the underlying network layer supports IPsec. IPv6 implementations are assumed to support IPsec and shall not use the interim AH scheme.

All implementations of the interim AH mechanism shall comply with section 5 of [IETF RFC 2402] which defines a minimum set of algorithms for integrity checking using manual keys.

The interim AH interim scheme does not provide protection against eavesdropping, thus forbidding third parties from monitoring the connections set up by a given termination. Also, it does not provide protection against replay attacks. These procedures do not necessarily protect against denial of service attacks by misbehaving MGs or misbehaving MGCs. However, they will provide an identification of these misbehaving entities, which should then be deprived of their authorization through maintenance procedures.

### **10.3 Protection of media connections**

The protocol allows the MGC to provide MGs with "session keys" that can be used to encrypt the audio messages, protecting against eavesdropping.

A specific problem of packet networks is "uncontrolled barge-in". This attack can be performed by directing media packets to the IP address and UDP port used by a connection. If no protection is implemented, the packets must be decompressed and the signals must be played on the "line side".

A basic protection against this attack is to only accept packets from known sources, checking for example that the IP source address and UDP source port match the values announced in the Remote Descriptor. This has two inconveniences: it slows down connection establishment and it can be fooled by source spoofing:

- To enable the address-based protection, the MGC must obtain the remote session description of the egress MG and pass it to the ingress MG. This requires at least one network round trip, and leaves us with a dilemma: allow the call to proceed without waiting for the round trip to complete and risk, for example, "clipping" a remote announcement, or wait for the full round trip and settle for slower call-set up procedures.
- Source spoofing is only effective if the attacker can obtain valid pairs of source destination addresses and ports, for example, by listening to a fraction of the traffic. To fight source spoofing, one could try to control all access points to the network. But this is in practice very hard to achieve.

An alternative to checking the source address is to encrypt and authenticate the packets, using a secret key that is conveyed during the call set-up procedure. This will not slow down the call set-up, and provides strong protection against address spoofing.

## **11 MG-MGC control interface**

The control association between MG and MGC is initiated at MG cold start, and announced by a ServiceChange message, but can be changed by subsequent events, such as failures or manual service events.

NOTE – While the protocol does not have an explicit mechanism to support multiple MGCs controlling a physical MG, it has been designed to support the multiple logical MGs (within a single physical MG) that can be associated with different MGCs.

## 11.1 Multiple Virtual MGs

A physical Media Gateway may be partitioned into one or more Virtual MGs (VMGs). A Virtual MG consists of a set of statically partitioned physical terminations and/or sets of ephemeral terminations. A physical termination is controlled by one MGC. The model does not require that other resources be statically allocated, just terminations. The mechanism for allocating terminations to Virtual MGs is a management method outside the scope of this Recommendation. Each of the Virtual MGs appears to the MGC as a complete MG client.

A physical MG may have only one network interface, which must be shared across Virtual MGs. In such a case, the packet/cell side termination is shared. It should be noted however, that in use, such interfaces require an ephemeral instance of the termination to be created per flow, and thus sharing the termination is straightforward. This mechanism does lead to a complication, namely that the MG must always know which of its controlling MGCs should be notified if an event occurs on the interface.

In normal operation, the Virtual MG will be instructed by the MGC to create network flows (if it is the originating side), or to expect flow requests (if it is the terminating side), and no confusion will arise. However, if an unexpected event occurs, the Virtual MG must know what to do with respect to the physical resources it is controlling.

If recovering from the event requires manipulation of a physical interface's state, only one MGC should do so. These issues are resolved by allowing any of the MGCs to create Events Descriptors to be notified of such events, but only one MGC can have read/write access to the physical interface properties; all other MGCs have read-only access. The management mechanism is used to designate which MGC has read/write capability, and is designated the Master MGC.

Each Virtual MG has its own Root Termination. In most cases, the values for the properties of the Root Termination are independently settable by each MGC. Where there can only be one value, the parameter is read-only to all but the Master MGC.

ServiceChange may only be applied to a termination or set of terminations partitioned to the Virtual MG or created (in the case of ephemeral terminations) by that Virtual MG.

## 11.2 Cold start

An MG is pre-provisioned by a management mechanism outside the scope of this Recommendation with a primary and (optionally) an ordered list of secondary MGCs. Upon a cold start of the MG, it will issue a ServiceChange Command with a "Restart" method, on the Root Termination to its primary MGC. If the MGC accepts the MG, it sends a TransactionReply not including a ServiceChangeMgcID parameter. If the MGC does not accept the MG's registration, it sends a TransactionReply, providing the address of an alternate MGC to be contacted by including a ServiceChangeMgcID parameter.

If the MG receives a TransactionReply that includes a ServiceChangeMgcID parameter, it sends a ServiceChange to the MGC specified in the ServiceChangeMgcID. It continues this process until it gets a controlling MGC to accept its registration, or it fails to get a reply. Upon failure to obtain a reply, either from the primary MGC, or a designated successor, the MG tries its pre-provisioned secondary MGCs, in order. If the MG is unable to establish a control relationship with any MGC, it shall wait a random amount of time as described in clause 9.2 and then start contacting its primary, and if necessary, its secondary MGCs again.

It is possible that the reply to a ServiceChange with Restart will be lost, and a command will be received by the MG prior to the receipt of the ServiceChange response. The MG shall issue Error Code 505 ("TransactionRequest Received before a ServiceChange Reply has been received").

### 11.3 Negotiation of protocol version

A ServiceChange Command from an MG that registers with an MGC shall contain the version number of the protocol supported by the MG in the ServiceChangeVersion parameter. Upon receiving such a message, if the MGC supports only a lower version, then the MGC shall send a ServiceChange Reply with the lower version in the ServiceChangeVersion parameter and, thereafter, all the messages between MG and MGC shall be encoded and conform to the lower version of the protocol. If the MG is unable to comply, and it has established a transport connection to the MGC, it should close that connection. In any event, it should reject all subsequent requests from the MGC with Error Code 406 ("Version Not Supported").

Regardless of the version placed in the ServiceChangeVersion parameter, the message containing the initial ServiceChange request and response shall be encoded as a version 1 message.

If the MGC only supports higher version(s) than the MG, it shall reject the association with Error Code 406 ("Version Not Supported").

If the MGC supports the version indicated by the MG, both the MGC and MG shall conform to that version in all subsequent messages after the ServiceChange Reply from the MGC. In this case it is optional for the MGC to return a version in the ServiceChange Reply. Any subsequent messaging that does not conform to the negotiated version shall be rejected with Error Code 406 ("Version Not Supported").

Protocol version negotiation may also occur at "Handoff" and "Failover" ServiceChanges.

For rules regarding protocol extension see clause 11.7.

### 11.4 Failure of an MG

If an MG fails, but is capable of sending a message to the MGC, it sends a ServiceChange with an appropriate method (Graceful or Forced) and specifies the Root TerminationID. When it returns to service, it sends a ServiceChange with a "Restart" ServiceChangeMethod.

Allowing the MGC to send duplicate messages to both MGs accommodates pairs of MGs that are capable of redundant failover of one of the MGs. Only the Working MG shall accept or reject transactions. Upon failover, the primary MG sends a ServiceChange Command with a "Failover" method and a "MG Impending Failure" reason. The MGC then uses the secondary MG as the active MG. When the error condition is repaired, the working MG can send a "ServiceChange" with a "Restart" ServiceChangeMethod.

NOTE – Redundant failover MGs require a reliable transport, because the protocol provides no means for a secondary MG running ALF to acknowledge messages sent from the MGC.

### 11.5 Failure of an MGC

If the MG detects a failure of its controlling MGC, it attempts to contact the next MGC on its pre-provisioned list. It starts its attempts at the beginning (primary MGC), unless that was the MGC that failed, in which case it starts at its first secondary MGC. It sends a ServiceChange message with a "Failover" method and a "MGC Impending Failure" reason. If the MG is unable to establish a control relationship with any MGC, it shall wait a random amount of time as described in clause 9.2 and then start again contacting its primary, and (if necessary) its secondary MGCs. When contacting its previously controlling MGC, the MG sends the ServiceChange message with "Disconnected" method.

In partial failure, or for manual maintenance reasons, an MGC may wish to direct its controlled MGs to use a different MGC. To do so, it sends a ServiceChange command to the MG with a "Handoff" method, and its designated replacement in ServiceChangeMgcID. If "Handoff" is supported, the MG shall send a ServiceChange message with a "Handoff" method and a "MGC directed change" reason to the designated MGC. If it fails to get a reply from the designated MGC,

the MG shall behave as if its MGC failed, and start contacting secondary MGCs as specified in the previous paragraph. If the MG is unable to establish a control relationship with any MGC, it shall wait a random amount of time as described in clause 9.2 and then start contacting its primary, and if necessary, its secondary MGCs again.

No recommendation is made on how the MGCs involved in the handoff maintain state information; this is considered to be out of scope of this Recommendation. The MGC and MG may take the following steps when handoff occurs. When the MGC initiates a handoff, the handover should be transparent to operations on the Media Gateway. Transactions can be executed in any order, and could be in progress when the ServiceChange is executed. Accordingly, commands in progress continue and replies to all commands from the original MGC must be sent to the transport address from which they were sent. If the service relationship with the sending MGC has ended, the replies should be discarded. The MG may receive outstanding transaction replies from the new MGC. No new messages shall be sent to the new MGC until the control association is established. Repeated transaction requests shall be directed to the new MGC. The MG shall maintain the state of all terminations and contexts.

It is possible that the MGC could be implemented in such a way that a failed MGC is replaced by a working MGC where the identity of the new MGC is the same as the failed one. In such a case, the ServiceChangeMgcID would be specified with the previous value and the MG shall behave as if the value was changed, and send a ServiceChange message, as above.

Pairs of MGCs that are capable of redundant failover can notify the controlled MGs of the failover by the above mechanism.

## **11.6 MGC-MG control association monitoring**

Monitoring the MGC-MG control association is essential for high availability networks. This may be realized by continuously checking the MGC-MG interconnection (link state). Many transports provide this functionality, so a mandatory protocol mechanism is unnecessary.

For those transports that do not provide link state monitoring, this functionality can be achieved in the ITU-T H.248 protocol by utilizing the existing messaging. In the absence of any ITU-T H.248 messaging, the MGC may use an AuditValue Command on Root with an empty Audit Descriptor to detect the loss of communications with the MG. The MG can detect the communications loss itself through the use of the Inactivity Timer Package [ITU-T H.248.14].

## **11.7 Compatibility**

### **11.7.1 Compatibility rules – forward and backward compatibility**

ITU-T H.248 through its versioning and package extension capabilities allows forward compatibility. As per [b-ITU-T Q.1400] clause 12.3, forward compatibility mechanisms are defined as a scheme to enable a version of a protocol to communicate effectively with and interwork with future versions of the protocol. That is, a version of a protocol should not restrict future protocols from providing extra capabilities.

When extending the ITU-T H.248 protocol backwards compatibility shall be maintained. As per [b-ITU-T Q.1400] clause 12.3 backward compatibility rules are defined as a scheme to ensure that nodes implementing future versions of the protocol will be able to send protocol messages of the previous version which will be understood and fully processed by the node supporting the previous version. That is, future versions of a protocol must allow earlier versions to operate with it and not reduce the earlier version's service level, i.e., a version 1 message with the version removed shall be able to be sent with a version 3 protocol with exactly the same meaning.

The ITU-T H.248 specific backward compatibility rules that should be followed when extending the protocol (including packages and profiles) with new versions, are as follows:

- 1) Existing protocol elements, i.e., procedures, parameters, descriptor, property, values, should not be changed unless a protocol error needs to be corrected or it becomes necessary to change the operation of the service that is being supported by the protocol.
- 2) The semantics of a command, a parameter, a descriptor, a property, or a value should not be changed.
- 3) Established rules for formatting and encoding messages and parameters should not be modified.
- 4) When information elements are found to be obsolete they can be marked as not used. However, the identifier for that information element will be marked as reserved. In that way it cannot be used in future versions.

### **11.7.2 Compatibility mechanism**

Protocol, package and profile versioning is integral part of the ITU-T H.248 architecture. The versioning of protocol elements together with the concept of the ITU-T H.248 control association permits effective compatibility mechanisms.

#### **11.7.2.1 Aspect of ITU-T H.248 control association**

Negotiated protocol capabilities are used for the lifetime of the ITU-T H.248 control association. An initial ServiceChange registration message is encoded as protocol version 1 (see clause 11.3); however, the final protocol version used is negotiated and may be subject of determination/negotiation of one or more profiles.

#### **11.7.2.2 Capability change or service change on existing ITU-T H.248 control associations**

A capability upgrade, leading to version negotiation procedures, may lead to a re-newing or re-establishment of the control association. This compatibility mechanism allows principally the replacement of version N protocol, package(s) and/or profile(s) by a lower or higher version N-K or N+M.

## **12 Package definition**

The primary mechanism for extension is by means of Packages. Packages define additional properties that may occur on terminations and contexts and events, signals and statistics that may occur on terminations.

Packages and their versions are not generally related to the version of the protocol being used. If packages defined outside ITU-T H.248.1 have a dependence upon the syntax or features of a particular version of the protocol, they must explicitly state the minimum version of the protocol upon which they are dependent.

Packages defined by IETF will appear in separate RFCs.

Packages defined by ITU-T may appear in the relevant Recommendations (e.g., as in the ITU-T H.248 subseries of Recommendations).

The package definition:

- 1) should be a public document or a standard forum document, which can be referenced as the document that describes the package following the guideline above, should be specified.
- 2) The document shall specify the version of the Package that it describes.
- 3) The document should be available on a public web server and should have a stable URL. The site should provide a mechanism to provide comments and appropriate responses should be returned.

## 12.1 Guidelines for defining packages

Packages define properties, events, signals, and statistics.

Packages may also define new error codes according to the guidelines given in clause 14.2. This is a matter of documentary convenience: the package documentation is submitted to IANA in support of the error code registration. If a package is modified, it is unnecessary to provide IANA with a new document reference in support of the error code unless the description of the error code itself is modified.

Names of all such defined constructs shall consist of the PackageID (which uniquely identifies the package) and the ID of the item (which uniquely identifies the item in that package). In the text encoding the two shall be separated by a forward slash ("/") character. Example: tonegen/playtone is the text encoding to refer to the play tone signal in the tone generation package.

A Package shall contain the following sections and keywords (indicated in bold). A template for defining packages is contained in Appendix II.

### 12.1.1 Package

Overall description of the package, specifying:

**Package name:** only descriptive

**Package ID:** is an identifier

**Description:** is a description of the package

**Version:** A new version of a package can only add additional properties, events, signals, statistics and new possible values for an existing parameter described in the original package. No deletions or modifications shall be allowed. A version is an integer in the range from 1 to 99.

**Designed to be extended (Optional):** **to be only** Yes  
This indicates that the package has been expressly designed to be extended by others, not to be directly referenced. For example, the package may not have any function on its own or be nonsensical on its own. The MG shall not publish this PackageID when reporting packages.

**Extends:** existing package Identifier and version.

A package may extend an existing package. The version of the original package must be specified. When a package extends another package it shall only add additional properties, events, signals, statistics and new possible values for an existing parameter described in the original package. An extended package shall not redefine or overload an identifier defined in the original package and packages it may have extended (multiple levels of extension). Hence, if package B version 1 extends package A version 1, version 2 of B will not be able to extend the A version 2 if A version 2 defines a name already in B version 1. If the package does not extend another package, it shall specify "none".

## 12.1.2 Properties

Properties defined by the package, specifying:

<b>Property name:</b>	only descriptive
<b>Property ID:</b>	is an identifier.
<b>Description:</b>	is a description of the function of the property
<b>Type:</b>	One of: Boolean String: UTF-8 string Octet String: A number of octets. See Annex A and clause B.3 for encoding Integer: 4-byte signed integer Unsigned Integer: 4-octet unsigned integer Double: 8-byte signed integer Character: Unicode UTF-8 encoding of a single letter; could be more than one octet. Enumeration: one of a list (NOTE) of possible unique values. Packages MUST define the text and binary encodings for each value in the enumeration. Sub-list: a list of several values from a list (NOTE). The type of sub-list shall also be specified. The type shall be chosen from the types specified in this section (with the exception of sub-list). For example, Type: sub-list of enumeration. The encoding of sub-lists is specified in clauses A.2 and B.2. NOTE – A Sub-list may contain a single list item. See clauses A.2 and B.2 for the encoding options.
<b>Possible values:</b>	A package must specify either a specific set of values or a description of how values are determined. A package must also specify a default value or the default behaviour when the value is omitted from its descriptor. For example, a package may specify that procedures related to the property are suspended when its value is omitted.
<b>Default:</b>	A default value (but not procedures) may be specified as provisionable.
<b>Defined in:</b>	The ITU-T H.248.1 descriptor in which the property is defined. LocalControl is for stream-dependent properties. TerminationState is for stream-independent properties. ContextAttribute is for properties that affect the context as a whole, i.e., mixing properties. These are expected to be the most common cases, but it is possible for properties to be defined in other descriptors. Context properties must be defined in the ContextAttribute Descriptor.

**Characteristics:** Read-Only or Read/Write, and (optionally), global:

Indicates whether a property is read-only, or read/write, and if it is global. If global is omitted, the property is not global. If a property is declared as global, the value of the property is shared by all terminations realizing the package. If a context property is declared as global, the property is shared by all contexts realizing the package.

### 12.1.3 Events

Events defined by the package, specifying:

**Event name:** only descriptive

**Event ID:** is an identifier

**Description:** a description of the function of the event

**EventsDescriptor parameters:** Parameters used by the MGC to configure the event, and found in the Events Descriptor. See clause 12.2. If there are no parameters for the Events Descriptor, then "none" shall be specified.

**ObservedEvents Descriptor parameters:** Parameters returned to the MGC in Notify requests and in replies to command requests from the MGC that audit ObservedEvents Descriptor, and found in the ObservedEvents Descriptor. See clause 12.2. If there are no parameters for the ObservedEvents Descriptor, then "none" shall be specified.

### 12.1.4 Signals

Signals defined by the package, specifying:

**Signal name:** only descriptive

**Signal ID:** is an identifier. SignalID is used in a Signals Descriptor

**Description:** a description of the function of the signal

**SignalType:** one of:

OO (OnOff)

TO (TimeOut)

BR (Brief)

NOTE – SignalType may be defined such that it is dependent on the value of one or more parameters. The package must specify a default signal type. If the default type is TO, the package must specify a default duration which may be provisioned. A default duration is meaningless for BR.

**Duration:** in hundredths of seconds

**Additional parameters:** see clause 12.2

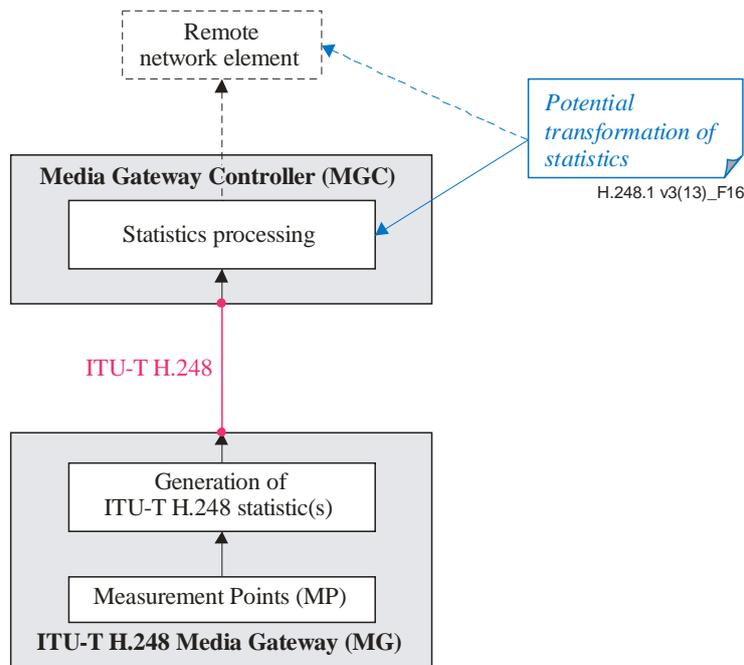
### 12.1.5 Statistics

Statistics defined by the package, specifying:

<b>Statistic name:</b>	only descriptive
<b>Statistic ID:</b>	is an identifier StatisticID is used in a Statistics Descriptor
<b>Description:</b>	a description of the statistic
<b>Type:</b>	One of: Boolean String: UTF-8 string Octet String: A number of octets. See Annex A and clause B.3 for encoding Integer: 4-byte signed integer Unsigned Integer: 4-octet unsigned integer Double: 8-byte signed integer Character: Unicode UTF-8 encoding of a single letter. Could be more than one octet. Enumeration: One of a list (NOTE) of possible unique values. Packages MUST define the text and binary encodings for each value in the enumeration. Sub-list: A list of several values from a list (NOTE). The type of sub-list shall also be specified. The type shall be chosen from the types specified in this section (with the exception of sub-list). For example, Type: sub-list of enumeration. The encoding of sub-lists is specified in Annex A and in clause B.2. NOTE – A Sub-list may contain a single list item. See clauses A.2 and B.2 for the encoding options.
<b>Possible values:</b>	A package must indicate the unit of measure, e.g., milliseconds, packets, either here or along with the type above, as well as indicating any restriction on the range.
<b>Level:</b>	Specify if the statistic can be kept at the termination level, Stream level or either.

#### 12.1.5.1 Aspects of statistics transformation

ITU-T H.248 statistics are generated by Media Gateways. Such statistics are either based on MG local measurements, that is, the MG is the measurement point, or the statistics are based on remote measurements from the MG perspective. The reported statistics by the MG could be transformed in some specific cases, e.g., by the served user of the statistics (see Figure 16).



**Figure 16 – Potential location of statistics transformation**

Transformation of statistics is applicable to certain categories of statistics (e.g., statistics related to traffic-volume and traffic-rate metrics), and then only in very specific scenarios. Typically, transformation rules are only applied when a set of conditions is fulfilled. These conditions are generally proscribed by the bearer technology, protocol stack and other service aspects related to the ITU-T H.248 stream or termination.

By defining statistics explicitly related to the layer or condition that is desired to be collected, post-collection transformation of statistics can be avoided.

### 12.1.6 Error codes

If the package does not define any error codes, this section may be omitted. Otherwise, it describes error codes defined by the package, specifying:

- Error Code #:** The error code number.
- Name:** Name of the error
- Definition:** A description of the error code.
- Error text in the Error Descriptor:** A description of what text to return in the Error Descriptor.
- Comment:** Any further comments on the use of the error code.

### 12.1.7 Procedures

Additional guidance on the use of the package.

## 12.2 Guidelines to defining parameters to events and signals

<b>Parameter name:</b>	only descriptive
<b>Parameter ID:</b>	is an identifier. The textual ParameterID of parameters to events and signals shall not start with "EPA" and "SPA", respectively. The textual ParameterID shall also not be "ST", "Stream", "SY", "SignalType", "DR", "Duration", "NC", "NotifyCompletion", "KA", "KeepActive", "EB", "Embed", "DM", "DigitMap", "SPADI", "SPADirection", "SPARQ" or "SPARquestID".
<b>Description:</b>	a description of the function of the parameter.
<b>Type:</b>	One of: Boolean String: UTF-8 octet string Octet String: A number of octets. See Annex A and clause B.3 for encoding Integer: 4-octet signed integer Unsigned Integer: 4-octet unsigned integer Double: 8-octet signed integer Character: Unicode UTF-8 encoding of a single letter. Could be more than one octet. Enumeration: one of a list of possible unique values. Packages MUST define the text and binary encodings for each value in the enumeration. Sub-list: a list of several values from a list (not supported for statistics). The type of sub-list shall also be specified. The type shall be chosen from the types specified in this section (with the exception of sub-list). For example, Type: sub-list of enumeration. The encoding of sub-lists is specified in Annex A and clause B.2.
<b>Optional:</b>	Yes/No Describes if the parameter may be omitted from the signal or event.
<b>Possible values:</b>	A package must specify either a specific set of values or a description of how values are determined. A package must also specify a default value or the default behaviour when the value is omitted from its descriptor. For example, a package may specify that procedures related to the parameter are suspended when its value is omitted.
<b>Default:</b>	A default value (but not procedures) may be specified as provisionable.

## 12.3 Identifiers

Identifiers in text encoding shall be strings of up to 64 characters, containing no spaces, starting with an alphabetic character and consisting of alphanumeric characters and/or digits, and possibly including the special character underscore ("\_").

Identifiers in binary encoding are 2 octets long.

Both text and binary values shall be specified for each identifier, including identifiers used as values in enumerated types.

## **12.4 Package registration**

A package can be registered with IANA for interoperability reasons. See clause 14 for IANA considerations.

## **13 Profile definition**

Profiles may be specified to further define how the ITU-T H.248.1 protocol is used and what functionality is supported by an MG. It only describes the capabilities of the MGC/MG ITU-T H.248 interface. The profile itself specifies what options associated with ITU-T H.248.1 have been used. For example: transport and packages used for an application.

Any profile definition shall not extend the ITU-T H.248.1 protocol by, e.g., adding new syntactical elements, revision of semantics, or additional procedures (like, e.g., cross-package level procedures) in a profile. Possible profile procedures are thus given only by possible core protocol level (1) and package level (2) procedures.

A profile is identified by a name (IANA registered) and a version. A name shall be a case-insensitive string up to 64 characters long. Version shall be 1 to 99.

The profile itself is a document that indicates the options for a particular application. There is no set format for this document. The only mandatory element is that there should be a section indicating the Profile Name and Version and a summary of the profile.

The two points below are the only mandatory sections of a profile:

- Profile Identification: The name and version of the profile that is sent in the ServiceChange Command.
- Summary: A description of what the profile is.

Appendix III contains a template for the definition of profiles. It should be used as the basis of a profile definition.

## **14 IANA ITU-T H.248 registrations**

Registrations for ITU-T H.248 Packages, Error Codes, ServiceChangeReasons and Profile are requested from the IANA. [IETF RFC 5615] documents the procedures from an Expert reviewer and an IANA considerations perspective. This clause and its subclauses provide an outline to requesters of the information required and the procedures for public and private registrations.

### **14.1 Package registration procedure**

Package requesters are encouraged to review their work against clause 12, "Package definition", and are encouraged to use the package definition template provided in Appendix II.

The process for registering a public Package is deemed to be "specification required" as per [IETF RFC 5226]. As such, once the initial checks occur, Package requesters for public packages under development shall send the package text to IANA. They are also encouraged to send the package to the ITU-T Question/Study Group responsible for the ITU-T H.248 sub-series of Recommendations (Question 3 of ITU-T Study Group 16 at the time of writing) for review. Updated contact information can be found in the latest version of the ITU-T H.248 Sub-series Implementors' Guide. This should occur as soon as practicable after the rough draft of the definition is completed and at least before the package is approved, in order to ensure the package is consistent with ITU-T H.248 methodologies and package design principles.

In order to register private Packages, a specification is not required but is encouraged.

Package requesters are encouraged to request registration as early as practicable in the design process, to reserve a binary ID. Binary IDs shall be published in the document defining the package.

Once the initial or final request for a Package registration is received by IANA, it will be forwarded to the Internet Engineering Steering Group (IESG) appointed Expert for review. During the review the input package and details will be compared to the Package template for completeness, as well as being compared against protocol syntax and procedures. It will be compared against existing work to see that it does not duplicate existing functionalities. It will be reviewed to see that any potential security issues are addressed. The Expert reviewer will then work towards a resolution of any issues with the Package requester. The IESG appointed Expert may complete the review in consultation with other ITU-T H.248 experts (i.e., Currently Question 3 of ITU-T Study Group 16 and via email to IETF Megaco email list). If the package is deemed suitable, the IESG appointed Expert shall issue a statement indicating approval, copied to IANA.

The IESG Expert reviewer will ensure the following considerations are met to register a package with IANA:

- 1) A unique string name, unique serial number and version number is registered for each package. The string name is used as the PackageID for text encoding. The serial number is used as the PackageID for binary encoding. Public packages **MUST** be given serial numbers in the range 0x0001 to 0x7fff. Private packages **MUST** be given serial numbers in the range 0x8000 to 0xffff. Serial number 0 is reserved. The unique string name and unique serial number **MAY** either be requested by the package requester or, if not requested, assigned by IANA.
- 2) The package requester shall provide a contact name, and an email and postal addresses for that contact. The contact information shall be updated by the defining organization, as necessary.
- 3) The public package requester shall provide a reference to a document that describes the package, which should be public:
  - a) The document shall specify the version of the package that it describes.
  - b) If the document is public, it should be located on a public web server and should have a stable URL. The site should provide a mechanism to provide comments, and appropriate responses should be returned.
  - c) If the document is not public, it must be made available for review by the IESG appointed Expert (without requiring a non disclosure agreement (NDA)) at the time of the application.

NOTE – The document does not have to be publicly available at the time of the registration request, however the document shall be provided and available for review by the IESG appointed Expert. Once approved by a standards body, the package should be publicly available, however the package may remain not public.

For private packages a contact email address for the package registration shall be provided.

- 4) Packages registered by other than recognized standards bodies shall have a minimum package name length of 8 characters.
- 5) Package names are allocated on a first come-first served basis if all other conditions are met.

Status – "In Progress (IP)" indicates that the package has not been fully reviewed and approved; therefore, it may contain errors or may not be consistent with ITU-T H.248 principles. "Final" indicates that the Package has been reviewed and approved and is stable. New packages shall be registered with a status of "IP". Once the Package has been finalized (i.e., approved according to the procedures of the Package Requester's Organization) they should contact IANA in order to update the status to "Final".

Once the IESG appointed Expert has determined that the registration is appropriate they will advise IANA to register the Package.

IANA will assign a serial number to each package meeting the conditions of registration (except for an update of an existing package, which retains the serial number of the package it is updating), in consecutive order of registration.

## **14.2 Error code registration procedure**

Error code requesters shall send a request to IANA to register the error code. Documentation addressing the considerations below shall be provided (i.e., Specification required as per [IETF RFC 5226]). IANA shall then forward the request to the IESG appointed Expert for review.

The following considerations shall be met to register an error code with IANA:

- 1) An error number and a one-line (80-character maximum) string are registered for each error.
- 2) A complete description of the conditions under which the error is detected shall be included in a publicly available document. The description shall be sufficiently clear to differentiate the error from all other existing error codes.
- 3) The document should be available on a public web server and should have a stable URL.
- 4) Error numbers registered by recognized standards bodies shall have 3- or 4-character error numbers.
- 5) Error numbers registered by all other organizations or individuals shall have 4-character error numbers.
- 6) Only the organization or individual that originally defined it (or their successors or assigns) can modify an error number definition.

If the modification leads to a change in the error code number, error code name or error string, the error code modifier shall send a request to IANA to register the update. This request shall be treated as a new error code request which will involve an Expert review.

Once the IESG appointed Expert has determined that the registration is appropriate they will advise IANA to register the error code.

## **14.3 ServiceChange reason registration procedures**

ServiceChange reason requesters shall send a request to IANA to register the ServiceChange reason. Documentation addressing the considerations below shall be provided (i.e., Specification required as per [IETF RFC 5226]). IANA shall then forward the request to the IESG appointed Expert for review.

The following considerations shall be met to register ServiceChange reason with IANA:

- 1) A one-phrase, 80-character maximum, unique reason code is registered for each reason.
- 2) A complete description of the conditions under which the reason is used shall be included in a publicly available document. The description shall be sufficiently clear to differentiate the reason from all other existing reasons.
- 3) The document should be available on a public web server and should have a stable URL.

Once the IESG appointed Expert has determined that the registration is appropriate they will advise IANA to register the ServiceChange reason.

#### **14.4 Profile registration procedures**

Profile name requesters shall send a request to IANA to register the profile name. Documentation addressing the considerations below shall be provided. IANA shall then forward the request to the IESG appointed Expert for review.

The following considerations shall be met to register a profile with IANA:

- 1) A unique string name and version number (version may be omitted when the profile name contains a wildcard) is registered for each profile.
- 2) A contact name, email and postal addresses for that contact shall be specified. The contact information shall be updated by the defining organization as necessary.
- 3) Profiles registered by other than recognized standards bodies shall have a minimum profile name length of 6 characters.
- 4) Profile names containing a wildcard "\*" on the end of their names shall be accepted if the first 6 characters are fully specified. It is assumed that the organization that was issued with the profile name will manage the namespace associated with the wildcard. IANA shall not issue other profiles names within "name\*" range.

All other profile names are first come-first served if all other conditions are met.

Once the IESG appointed Expert has determined that the registration is appropriate they will advise IANA to register the profile.

## Annex A

### Binary encoding of the protocol

(This annex forms an integral part of this Recommendation.)

This annex specifies the syntax of messages using the notation defined in [ITU-T X.680], *Information technology – Abstract Syntax Notation One (ASN.1): Specification of basic notation*. Messages shall be encoded for transmission by applying the basic encoding rules specified in [ITU-T X.690], *Information Technology – ASN.1 Encoding Rules: Specification of Basic Encoding Rules (BER), Canonical Encoding Rules (CER) and Distinguished Encoding Rules (DER)*.

#### A.1 Coding of wildcards

The use of wildcards ALL and CHOOSE is allowed in the protocol. This allows an MGC to partially specify TerminationIDs and to let the MG choose from the values that conform to the partial specification. TerminationIDs may encode a hierarchy of names. This hierarchy is provisioned. For instance, a TerminationID may consist of a trunk group, a trunk within the group and a circuit. Wildcarding must be possible at all levels. The following paragraphs explain how this is achieved.

The ASN.1 description uses octet strings of up to 8 octets in length for TerminationIDs. This means that TerminationIDs consist of at most 64 bits. A fully specified TerminationID may be preceded by a sequence of wildcarding fields. A wildcarding field is one octet in length. Bit 7 (the most significant bit) of this octet specifies what type of wildcarding is invoked: if the bit value equals 1, then the ALL wildcard is used; if the bit value is 0, then the CHOOSE wildcard is used. Bit 6 of the wildcarding field specifies whether the wildcarding pertains to one level in the hierarchical naming scheme (bit value 0) or to the level of the hierarchy specified in the wildcarding field plus all lower levels (bit value 1). Bits 0 through 5 of the wildcarding field specify the bit position in the TerminationID at which the wildcarding starts.

We illustrate this scheme with some examples. In these examples, the most significant bit in a string of bits appears on the left-hand side.

Assume that TerminationIDs are three octets long and that each octet represents a level in a hierarchical naming scheme. A valid TerminationID is:

00000001 00011110 01010101.

Addressing ALL names with prefix 00000001 00011110 is done as follows:

wildcarding field: 10000111

TerminationID: 00000001 00011110 xxxxxxxx.

The values of the bits labelled "x" is irrelevant and shall be ignored by the receiver.

Indicating to the receiver that it must choose a name with 00011110 as the second octet is done as follows:

wildcarding fields: 00010111 followed by 00000111

TerminationID: xxxxxxxx 00011110 xxxxxxxx.

The first wildcard field indicates a CHOOSE wildcard for the level in the naming hierarchy starting at bit 23, the highest level in our assumed naming scheme. The second wildcard field indicates a CHOOSE wildcard for the level in the naming hierarchy starting at bit 7, the lowest level in our assumed naming scheme.

Finally, a CHOOSE-wildcarded name with the highest level of the name equal to 00000001 is specified as follows:

wildcard field: 01001111

TerminationID: 0000001 xxxxxxxx xxxxxxxx.

Bit value 1 at bit position 6 of the first octet of the wildcard field indicates that the wildcarding pertains to the specified level in the naming hierarchy and all lower levels.

ContextIDs may also be wildcarded. In the case of ContextIDs, however, specifying partial names is not allowed. ContextID 0x0 shall be used to indicate the NULL Context, ContextID 0xFFFFFFFF shall be used to indicate a CHOOSE wildcard, and ContextID 0xFFFFFFFF shall be used to indicate an ALL wildcard.

TerminationID 0xFFFFFFFFFFFFFFFF shall be used to indicate the Root Termination.

## A.2 ASN.1 syntax specification

This clause contains the ASN.1 specification of the ITU-T H.248.1 protocol syntax.

NOTE 1 – In case a transport mechanism is used that employs application level framing, the definition of **Transaction** below changes. Refer to the annex or to the Recommendation of the ITU-T H.248.x subseries defining the transport mechanism for the definition that applies in that case.

NOTE 2 – This syntax specification does not enforce all restrictions on element inclusions and values. Some additional restrictions are stated in comments and other restrictions appear in the text of this Recommendation. These additional restrictions are part of the protocol even though not enforced by this Recommendation.

NOTE 3 – The ASN.1 module in this annex uses octet string types to encode values for property parameter, signal parameter and event parameter values and statistics. The actual types of these values vary and are specified in Annex C or the relevant package definition.

A value is first BER-encoded based on its type using the table below. The result of this BER-encoding is then encoded as an ASN.1 octet string, "double wrapping" the value. The format specified in Annex C or the package relates to BER encoding according to the following table:

Type Specified in Package	ASN.1 BER Type
String	IA5String or UTF8String (Note 4)
Integer (4-octet)	INTEGER
Double (8-octet signed int)	INTEGER (Note 3)
Character (UTF-8) (Note 1)	IA5String
Enumeration	ENUMERATED
Boolean	BOOLEAN
Unsigned Integer (Note 2)	INTEGER (Note 3)
Octet (String)	OCTET STRING
NOTE 1 – Can be more than one byte.	
NOTE 2 – Unsigned integer is referenced in Annex C.	
NOTE 3 – The BER encoding of INTEGER does not imply the use of 4 bytes.	
NOTE 4 – String should be encoded as IA5String when the contents are all ASCII characters, but as UTF8String if it contains any non-ASCII characters.	

See clause 8.7 of [ITU-T X.690], for the definition of the encoding of an octet string value.

```
MEDIA-GATEWAY-CONTROL {itu-t(0) recommendation(0) h(8) h248(248) modules(0)
media-gateway-control(0) version3(3)}
DEFINITIONS AUTOMATIC TAGS ::=
```

```

BEGIN
MegacoMessage      ::= SEQUENCE
{
    authHeader      AuthenticationHeader OPTIONAL,
    mess            Message
}

AuthenticationHeader ::= SEQUENCE
{
    secParmIndex    SecurityParmIndex,
    seqNum          SequenceNum,
    ad              AuthData
}

SecurityParmIndex  ::= OCTET STRING(SIZE(4))
SequenceNum        ::= OCTET STRING(SIZE(4))
AuthData           ::= OCTET STRING(SIZE(12..32))
Message            ::= SEQUENCE
{
    version          INTEGER(0..99),
    -- The version of the protocol defined here is equal to 3.
    mId             Mid, -- Name/address of message originator
    messageBody     CHOICE
    {
        messageError      ErrorDescriptor,
        transactions      SEQUENCE OF Transaction
    },
    ...
}

Mid                ::= CHOICE
{
    ip4Address      IP4Address,
    ip6Address      IP6Address,
    domainName      DomainName,
    deviceName      PathName,
    mtpAddress      OCTET STRING(SIZE(2..4)),
    -- Addressing structure of mtpAddress:
    --      25 - 15      0
    --      | PC      | NI |
    --      24 - 14 bits 2 bits
    -- NOTE - 14 bits are defined for international use.
    -- Two national options exist where the point code is 16 or 24 bits.
    -- To octet align the mtpAddress, the MSBs shall be encoded as 0s.
    ...
}

DomainName         ::= SEQUENCE
{
    name            IA5String,
    -- The name starts with an alphanumeric digit followed by a sequence
    -- of alphanumeric digits, hyphens and dots. No two dots shall occur
    -- consecutively.
    portNumber      INTEGER(0..65535) OPTIONAL
}

IP4Address         ::= SEQUENCE
{
    address         OCTET STRING(SIZE(4)),
    portNumber      INTEGER(0..65535) OPTIONAL
}

IP6Address         ::= SEQUENCE
{

```

```

    address                OCTET STRING (SIZE(16)),
    portNumber             INTEGER(0..65535) OPTIONAL
}

PathName                 ::= IA5String(SIZE (1..64))
-- See A.3

Transaction ::= CHOICE
{
    transactionRequest    TransactionRequest,
    transactionPending    TransactionPending,
    transactionReply      TransactionReply,
    transactionResponseAck TransactionResponseAck,
    -- use of response acks is dependent on underlying transport
    ...,
    segmentReply          SegmentReply
}

TransactionId            ::= INTEGER(0..4294967295) -- 32-bit unsigned integer

TransactionRequest ::= SEQUENCE
{
    transactionId          TransactionId,
    actions                SEQUENCE OF ActionRequest,
    ...
}

TransactionPending ::= SEQUENCE
{
    transactionId          TransactionId,
    ...
}

TransactionReply ::= SEQUENCE
{
    transactionId          TransactionId,
    immAckRequired        NULL OPTIONAL,
    transactionResult      CHOICE
    {
        transactionError    ErrorDescriptor,
        actionReplies        SEQUENCE OF ActionReply
    },
    ...,
    segmentNumber          SegmentNumber OPTIONAL,
    segmentationComplete   NULL OPTIONAL
}

SegmentReply ::= SEQUENCE
{
    transactionId          TransactionId,
    segmentNumber          SegmentNumber,
    segmentationComplete   NULL OPTIONAL,
    ...
}

SegmentNumber ::= INTEGER(0..65535)

TransactionResponseAck ::= SEQUENCE OF TransactionAck
TransactionAck ::= SEQUENCE
{
    firstAck              TransactionId,
    lastAck               TransactionId OPTIONAL
}

```

```

ErrorDescriptor      ::= SEQUENCE
{
    errorCode          ErrorCode,
    errorText          ErrorText OPTIONAL
}

ErrorCode            ::= INTEGER(0..65535)
-- See clause 14 for IANA considerations with respect to error codes

ErrorText            ::= IA5String

ContextID            ::= INTEGER(0..4294967295)
-- Context NULL Value: 0
-- Context CHOOSE Value: 4294967294 (0xFFFFFFFFE)
-- Context ALL Value: 4294967295 (0xFFFFFFFF)

ActionRequest        ::= SEQUENCE
{
    contextId          ContextID,
    contextRequest     ContextRequest OPTIONAL,
    contextAttrAuditReq ContextAttrAuditRequest OPTIONAL,
    commandRequests    SEQUENCE OF CommandRequest
}

ActionReply          ::= SEQUENCE
{
    contextId          ContextID,
    errorDescriptor    ErrorDescriptor OPTIONAL,
    contextReply       ContextRequest OPTIONAL,
    commandReply       SEQUENCE OF CommandReply
}

ContextRequest       ::= SEQUENCE
{
    priority           INTEGER(0..15) OPTIONAL,
    emergency          BOOLEAN OPTIONAL,
    topologyReq       SEQUENCE OF TopologyRequest OPTIONAL,
    ...,
    iepscallind       BOOLEAN OPTIONAL,
    contextProp       SEQUENCE OF PropertyParm OPTIONAL,
    contextList       SEQUENCE OF ContextID OPTIONAL
}
-- When returning a contextList, the contextId in the ActionReply construct will
-- return the contextId from the associated ActionRequest.

ContextAttrAuditRequest ::= SEQUENCE
{
    topology          NULL OPTIONAL,
    emergency         NULL OPTIONAL,
    priority          NULL OPTIONAL,
    ...,
    iepscallind       NULL OPTIONAL,
    contextPropAud    SEQUENCE OF IndAudPropertyParm OPTIONAL,
    selectpriority    INTEGER(0..15) OPTIONAL,
    -- to select given priority
    selectemergency   BOOLEAN OPTIONAL,
    -- to select if emergency set/not set (T/F)
    selectiepscalleind BOOLEAN OPTIONAL,
    -- to select if IEPS set/not set (T/F)
    selectLogic       SelectLogic OPTIONAL -- default is AND
}

SelectLogic          ::= CHOICE
{

```

```

    andAUDITSelect      NULL,      -- all filter conditions satisfied
    orAUDITSelect       NULL,      -- at least one filter condition satisfied
    ...
}

CommandRequest ::= SEQUENCE
{
    command              Command,
    optional              NULL OPTIONAL,
    wildcardReturn       NULL OPTIONAL,
    ...
}

Command ::= CHOICE
{
    addReq               AmmRequest,
    moveReq              AmmRequest,
    modReq               AmmRequest,
    -- Add, Move, Modify requests have the same parameters
    subtractReq         SubtractRequest,
    auditCapRequest     AuditRequest,
    auditValueRequest   AuditRequest,
    notifyReq           NotifyRequest,
    serviceChangeReq    ServiceChangeRequest,
    ...
}

CommandReply ::= CHOICE
{
    addReply             AmmsReply,
    moveReply            AmmsReply,
    modReply             AmmsReply,
    subtractReply        AmmsReply,
    -- Add, Move, Modify, Subtract replies have the same parameters
    auditCapReply        AuditReply,
    auditValueReply      AuditReply,
    notifyReply          NotifyReply,
    serviceChangeReply   ServiceChangeReply,
    ...
}

TopologyRequest ::= SEQUENCE
{
    terminationFrom      TerminationID,
    terminationTo        TerminationID,
    topologyDirection    ENUMERATED
    {
        bothway(0),
        isolate(1),
        oneway(2)
    },
    ...,
    streamID              StreamID OPTIONAL,
    topologyDirectionExtension  ENUMERATED {
        onewayexternal(0),
        onewayboth(1),
        ...
    } OPTIONAL
}
-- if present, topologyDirectionExtension takes precedence over
-- topologyDirection

AmmRequest ::= SEQUENCE
{
    terminationID        TerminationIDList,

```

```

    descriptors          SEQUENCE OF AmmDescriptor,
    -- At most one descriptor of each type (see AmmDescriptor)
    -- allowed in the sequence.
    ...
}

AmmDescriptor          ::= CHOICE
{
    mediaDescriptor      MediaDescriptor,
    modemDescriptor      ModemDescriptor,
    muxDescriptor        MuxDescriptor,
    eventsDescriptor     EventsDescriptor,
    eventBufferDescriptor EventBufferDescriptor,
    signalsDescriptor    SignalsDescriptor,
    digitMapDescriptor   DigitMapDescriptor,
    auditDescriptor      AuditDescriptor,
    ...,
    statisticsDescriptor StatisticsDescriptor
}

AmmsReply              ::= SEQUENCE
{
    terminationID        TerminationIDList,
    terminationAudit     TerminationAudit OPTIONAL,
    ...
}

SubtractRequest       ::= SEQUENCE
{
    terminationID        TerminationIDList,
    auditDescriptor      AuditDescriptor OPTIONAL,
    ...
}

AuditRequest          ::= SEQUENCE
{
    terminationID        TerminationID,
    auditDescriptor      AuditDescriptor,
    ...,
    terminationIDList    TerminationIDList OPTIONAL
}
-- terminationID shall contain the first termination in the
-- list when using the terminationIDList construct in AuditRequest

AuditReply            ::= CHOICE
{
    contextAuditResult   TerminationIDList,
    error                ErrorDescriptor,
    auditResult          AuditResult,
    ...,
    auditResultTermList  TermListAuditResult
}

AuditResult           ::= SEQUENCE
{
    terminationID        TerminationID,
    terminationAuditResult TerminationAudit
}

TermListAuditResult   ::= SEQUENCE
{
    terminationIDList    TerminationIDList,
    terminationAuditResult TerminationAudit,
    ...
}

```

```

TerminationAudit      ::= SEQUENCE OF AuditReturnParameter

AuditReturnParameter  ::= CHOICE
{
    errorDescriptor      ErrorDescriptor,
    mediaDescriptor      MediaDescriptor,
    modemDescriptor      ModemDescriptor,
    muxDescriptor        MuxDescriptor,
    eventsDescriptor     EventsDescriptor,
    eventBufferDescriptor EventBufferDescriptor,
    signalsDescriptor    SignalsDescriptor,
    digitMapDescriptor   DigitMapDescriptor,
    observedEventsDescriptor ObservedEventsDescriptor,
    statisticsDescriptor StatisticsDescriptor,
    packagesDescriptor   PackagesDescriptor,
    emptyDescriptors     AuditDescriptor,
    ...
}

AuditDescriptor       ::= SEQUENCE
{
    auditToken          BIT STRING
    {
        muxToken(0),
        modemToken(1),
        mediaToken(2),
        eventsToken(3),
        signalsToken(4),
        digitMapToken(5),
        statsToken(6),
        observedEventsToken(7),
        packagesToken(8),
        eventBufferToken(9)
    } OPTIONAL,
    ...,
    auditPropertyToken SEQUENCE OF IndAuditParameter OPTIONAL
}

IndAuditParameter    ::= CHOICE
{
    indaudmediaDescriptor IndAudMediaDescriptor,
    indaudeventsDescriptor IndAudEventsDescriptor,
    indaudeventBufferDescriptor IndAudEventBufferDescriptor,
    indaudsignalsDescriptor IndAudSignalsDescriptor,
    indauddigitMapDescriptor IndAudDigitMapDescriptor,
    indaudstatisticsDescriptor IndAudStatisticsDescriptor,
    indaudpackagesDescriptor IndAudPackagesDescriptor,
    ...
}

IndAudMediaDescriptor ::= SEQUENCE
{
    termStateDescr      IndAudTerminationStateDescriptor OPTIONAL,
    streams              CHOICE
    {
        oneStream        IndAudStreamParms,
        multiStream      SEQUENCE OF IndAudStreamDescriptor
    } OPTIONAL,
    ...
}

IndAudStreamDescriptor ::= SEQUENCE
{

```

```

    streamID          StreamID,
    streamParms       IndAudStreamParms
}

IndAudStreamParms ::= SEQUENCE
{
    localControlDescriptor  IndAudLocalControlDescriptor OPTIONAL,
    localDescriptor         IndAudLocalRemoteDescriptor OPTIONAL,
    remoteDescriptor        IndAudLocalRemoteDescriptor OPTIONAL,
    ...,
    statisticsDescriptor    IndAudStatisticsDescriptor OPTIONAL
}

IndAudLocalControlDescriptor ::= SEQUENCE
{
    streamMode           NULL OPTIONAL,
    reserveValue         NULL OPTIONAL,
    reserveGroup         NULL OPTIONAL,
    propertyParms        SEQUENCE OF IndAudPropertyParm OPTIONAL,
    ...,
    streamModeSel        StreamMode OPTIONAL
}
-- must not have both streamMode and streamModeSel
-- if both are present only streamModeSel shall be honoured

IndAudPropertyParm ::= SEQUENCE
{
    name                 PkgdName,
    ...,
    propertyParms        PropertyParm OPTIONAL
}
-- to select based on property values
-- AND/OR selection logic is specified at context level

IndAudLocalRemoteDescriptor ::= SEQUENCE
{
    propGroupID          INTEGER(0..65535) OPTIONAL,
    propGrps             IndAudPropertyGroup,
    ...
}

IndAudPropertyGroup ::= SEQUENCE OF IndAudPropertyParm

IndAudTerminationStateDescriptor ::= SEQUENCE
{
    propertyParms        SEQUENCE OF IndAudPropertyParm,
    eventBufferControl   NULL OPTIONAL,
    serviceState         NULL OPTIONAL,
    ...,
    serviceStateSel      ServiceState OPTIONAL
}
-- must not have both serviceState and serviceStateSel
-- if both are present only serviceStateSel shall be honoured

IndAudEventsDescriptor ::= SEQUENCE
{
    requestID            RequestID OPTIONAL,
    pkgdName             PkgdName,
    streamID             StreamID OPTIONAL,
    ...
}

IndAudEventBufferDescriptor ::= SEQUENCE

```

```

{
    eventName                PkgdName,
    streamID                  StreamID OPTIONAL,
    ...
}

IndAudSignalsDescriptor ::= CHOICE
{
    signal                    IndAudSignal,
    seqSigList                IndAudSeqSigList,
    ...
}

IndAudSeqSigList           ::= SEQUENCE
{
    id                        INTEGER(0..65535),
    signalList                IndAudSignal OPTIONAL
}

IndAudSignal               ::= SEQUENCE
{
    signalName                PkgdName,
    streamID                  StreamID OPTIONAL,
    ...,
    signalRequestID          RequestID OPTIONAL
}

IndAudDigitMapDescriptor  ::= SEQUENCE
{
    digitMapName              DigitMapName OPTIONAL
}

IndAudStatisticsDescriptor ::= SEQUENCE
{
    statName                  PkgdName
}

IndAudPackagesDescriptor  ::= SEQUENCE
{
    packageName                Name,
    packageVersion            INTEGER(0..99),
    ...
}

NotifyRequest              ::= SEQUENCE
{
    terminationID             TerminationIDList,
    observedEventsDescriptor  ObservedEventsDescriptor,
    errorDescriptor           ErrorDescriptor OPTIONAL,
    ...
}

NotifyReply                ::= SEQUENCE
{
    terminationID             TerminationIDList,
    errorDescriptor           ErrorDescriptor OPTIONAL,
    ...
}

ObservedEventsDescriptor  ::= SEQUENCE
{
    requestId                 RequestID,
    observedEventList         SEQUENCE OF ObservedEvent
}

ObservedEvent              ::= SEQUENCE

```

```

{
    eventName          EventName,
    streamID           StreamID OPTIONAL,
    eventParList       SEQUENCE OF EventParameter,
    timeNotation       TimeNotation OPTIONAL,
    ...
}

EventName             ::= PkgdName

EventParameter        ::= SEQUENCE
{
    eventParameterName Name,
    value               Value,
    -- For use of extraInfos see the comment related to PropertyParm
    extraInfo          CHOICE
    {
        relation        Relation,
        range           BOOLEAN,
        sublist         BOOLEAN
    } OPTIONAL,
    ...
}

ServiceChangeRequest ::= SEQUENCE
{
    terminationID      TerminationIDList,
    serviceChangeParms ServiceChangeParm,
    ...
}

ServiceChangeReply   ::= SEQUENCE
{
    terminationID      TerminationIDList,
    serviceChangeResult ServiceChangeResult,
    ...
}

-- For ServiceChangeResult, no parameters are mandatory. Hence the
-- distinction between ServiceChangeParm and ServiceChangeResParm.
ServiceChangeResult  ::= CHOICE
{
    errorDescriptor    ErrorDescriptor,
    serviceChangeResParms ServiceChangeResParm
}

WildcardField        ::= OCTET STRING(SIZE(1))

TerminationID        ::= SEQUENCE
{
    wildcard           SEQUENCE OF WildcardField,
    id                 OCTET STRING(SIZE(1..8)),
    ...
}

-- See A.1 for explanation of wildcarding mechanism.
-- TerminationID 0xFFFFFFFFFFFFFFFF indicates the Root Termination.

TerminationIDList    ::= SEQUENCE OF TerminationID

```

```

MediaDescriptor      ::= SEQUENCE
{
    termStateDescr   TerminationStateDescriptor OPTIONAL,
    streams          CHOICE
    {
        oneStream     StreamParms,
        multiStream   SEQUENCE OF StreamDescriptor
    } OPTIONAL,
    ...
}

StreamDescriptor    ::= SEQUENCE
{
    streamID         StreamID,
    streamParms     StreamParms
}

StreamParms        ::= SEQUENCE
{
    localControlDescriptor LocalControlDescriptor OPTIONAL,
    localDescriptor   LocalRemoteDescriptor OPTIONAL,
    remoteDescriptor  LocalRemoteDescriptor OPTIONAL,
    ...,
    statisticsDescriptor StatisticsDescriptor OPTIONAL
}

LocalControlDescriptor ::= SEQUENCE
{
    streamMode       StreamMode OPTIONAL,
    reserveValue     BOOLEAN OPTIONAL,
    reserveGroup     BOOLEAN OPTIONAL,
    propertyParms    SEQUENCE OF PropertyParm,
    ...
}

StreamMode         ::= ENUMERATED
{
    sendOnly(0),
    recvOnly(1),
    sendRecv(2),
    inactive(3),
    loopBack(4),
    ...
}

-- In PropertyParm, value is a SEQUENCE OF octet string. When sent
-- by an MGC the interpretation is as follows:
-- empty sequence means CHOOSE
-- one element sequence specifies value
-- If the sublist field is not selected, a longer sequence means
-- "choose one of the values" (i.e., value1 or value2 etc., from a
-- collection of values.
-- If the sublist field is selected,
-- a sequence with more than one element encodes the value of a
-- list-valued property (i.e., a collection of values, value1 and value2
-- and ...)
-- Note that when encoding a sub-list of length one, the sublist field
-- may be left unselected.
-- The relation field may only be selected if the value sequence
-- has length 1. It indicates that the MG has to choose a value
-- for the property. E.g., x > 3 (using the greaterThan
-- value for relation) instructs the MG to choose any value larger
-- than 3 for property x.

```

-- The range field may only be selected if the value sequence  
 -- has length 2. It indicates that the MG has to choose a value  
 -- in the range between the first octet in the value sequence and  
 -- the trailing octet in the value sequence, including the  
 -- boundary values.  
 -- When sent by the MG, only responses to an AuditCapability request  
 -- may contain multiple values, a range, or a relation field.

PropertyParm ::= SEQUENCE

```
{
  name          PkgdName,
  value         SEQUENCE OF OCTET STRING,
  extraInfo     CHOICE
  {
    relation    Relation,
    range       BOOLEAN,
    sublist     BOOLEAN
  } OPTIONAL,
  ...
}
```

Name ::= OCTET STRING(SIZE(2))

PkgdName ::= OCTET STRING(SIZE(4))

-- represents Package Name (2 octets) plus property, event,  
 -- signal names or StatisticsID. (2 octets)  
 -- To wildcard a package use 0xFFFF for first two octets, CHOOSE  
 -- is not allowed. To reference native property tag specified in  
 -- Annex C, use 0x0000 as first two octets.  
 -- To wildcard a PropertyID, EventID, SignalID, or StatisticsID, use  
 -- 0xFFFF for last two octets, CHOOSE is not allowed.  
 -- Wildcarding of Package Name is permitted only if PropertyID,  
 -- EventID, SignalID, or StatisticsID are also wildcarded.

Relation ::= ENUMERATED

```
{
  greaterThan(0),
  smallerThan(1),
  unequalTo(2),
  ...
}
```

LocalRemoteDescriptor ::= SEQUENCE

```
{
  propGrps     SEQUENCE OF PropertyGroup,
  ...
}
```

PropertyGroup ::= SEQUENCE OF PropertyParm

TerminationStateDescriptor ::= SEQUENCE

```
{
  propertyParms SEQUENCE OF PropertyParm,
  eventBufferControl EventBufferControl OPTIONAL,
  serviceState  ServiceState OPTIONAL,
  ...
}
```

EventBufferControl ::= ENUMERATED

```
{
  off(0),
  lockStep(1),
  ...
}
```

```

ServiceState          ::= ENUMERATED
{
    test(0),
    outOfSvc(1),
    inSvc(2),
    ...
}

MuxDescriptor        ::= SEQUENCE
{
    muxType            MuxType,
    termList           SEQUENCE OF TerminationID,
    nonStandardData    NonStandardData OPTIONAL,
    ...
}
MuxType              ::= ENUMERATED
{
    h221(0),
    h223(1),
    h226(2),
    v76(3),
    ...,
    nx64k(4)
}

StreamID             ::= INTEGER(0..65535)  -- 16-bit unsigned integer

EventsDescriptor     ::= SEQUENCE
{
    requestID          RequestID OPTIONAL,
    -- RequestID must be present if eventList
    -- is non empty
    eventList          SEQUENCE OF RequestedEvent,
    ...
}

RequestedEvent       ::= SEQUENCE
{
    pkgdName           PkgdName,
    streamID           StreamID OPTIONAL,
    eventAction        RequestedActions OPTIONAL,
    evParList          SEQUENCE OF EventParameter,
    ...
}

RegulatedEmbeddedDescriptor ::= SEQUENCE
{
    secondEvent        SecondEventsDescriptor OPTIONAL,
    signalsDescriptor  SignalsDescriptor OPTIONAL,
    ...
}

NotifyBehaviour      ::= CHOICE
{
    notifyImmediate    NULL,
    notifyRegulated    RegulatedEmbeddedDescriptor,
    neverNotify         NULL,
    ...
}

RequestedActions     ::= SEQUENCE
{
    keepActive         BOOLEAN OPTIONAL,
    eventDM            EventDM OPTIONAL,

```

```

    secondEvent          SecondEventsDescriptor OPTIONAL,
    signalsDescriptor    SignalsDescriptor OPTIONAL,
    ...,
    notifyBehaviour     NotifyBehaviour OPTIONAL,
    resetEventsDescriptor NULL OPTIONAL
}

EventDM                ::= CHOICE
{
    digitMapName        DigitMapName,
    digitMapValue       DigitMapValue
}

SecondEventsDescriptor ::= SEQUENCE
{
    requestID           RequestID OPTIONAL,
    eventList           SEQUENCE OF SecondRequestedEvent,
    ...
}

SecondRequestedEvent   ::= SEQUENCE
{
    pkgdName            PkgdName,
    streamID            StreamID OPTIONAL,
    eventAction         SecondRequestedActions OPTIONAL,
    evParList           SEQUENCE OF EventParameter,
    ...
}

SecondRequestedActions ::= SEQUENCE
{
    keepActive          BOOLEAN OPTIONAL,
    eventDM             EventDM OPTIONAL,
    signalsDescriptor   SignalsDescriptor OPTIONAL,
    ...,
    notifyBehaviour     NotifyBehaviour OPTIONAL,
    resetEventsDescriptor NULL OPTIONAL
}

EventBufferDescriptor  ::= SEQUENCE OF EventSpec

EventSpec              ::= SEQUENCE
{
    eventName           EventName,
    streamID            StreamID OPTIONAL,
    eventParList        SEQUENCE OF EventParameter,
    ...
}

SignalsDescriptor      ::= SEQUENCE OF SignalRequest

SignalRequest          ::= CHOICE
{
    signal              Signal,
    seqSigList          SeqSigList,
    ...
}

SeqSigList             ::= SEQUENCE
{
    id                  INTEGER(0..65535),
    signalList          SEQUENCE OF Signal
}

```

```

Signal                ::= SEQUENCE
{
    signalName          SignalName,
    streamID            StreamID OPTIONAL,
    sigType             SignalType OPTIONAL,
    duration            INTEGER (0..65535) OPTIONAL,
    notifyCompletion    NotifyCompletion OPTIONAL,
    keepActive          BOOLEAN OPTIONAL,
    sigParList          SEQUENCE OF SigParameter,
    ...,
    direction           SignalDirection OPTIONAL,
    requestID           RequestID OPTIONAL,
    intersigDelay       INTEGER (0..65535) OPTIONAL
}

SignalType            ::= ENUMERATED
{
    brief(0),
    onOff(1),
    timeOut(2),
    ...
}

SignalDirection      ::= ENUMERATED
{
    internal(0),
    external(1),
    both(2),
    ...
}

SignalName           ::= PkgdName

NotifyCompletion      ::= BIT STRING
{
    onTimeOut(0), onInterruptByEvent(1),
    onInterruptByNewSignalDescr(2), otherReason(3), onIteration(4)
}

SigParameter         ::= SEQUENCE
{
    sigParameterName   Name,
    value              Value,
    -- For use of extraInfo see the comment related to PropertyParm
    extraInfo          CHOICE
    {
        relation       Relation,
        range          BOOLEAN,
        sublist        BOOLEAN
    } OPTIONAL,
    ...
}

-- For an AuditCapReply with all events, the RequestID shall be ALL.
-- ALL is represented by 0xffffffff.
RequestID            ::= INTEGER(0..4294967295) -- 32-bit unsigned integer

ModemDescriptor      ::= SEQUENCE
{
    mtl                SEQUENCE OF ModemType,
    mpl                SEQUENCE OF PropertyParm,
    nonStandardData    NonStandardData OPTIONAL
}

```

```

ModemType          ::= ENUMERATED
{
    v18(0),
    v22(1),
    v22bis(2),
    v32(3),
    v32bis(4),
    v34(5),
    v90(6),
    v91(7),
    synchISDN(8),
    ...
}

DigitMapDescriptor ::= SEQUENCE
{
    digitMapName          DigitMapName OPTIONAL,
    digitMapValue         DigitMapValue OPTIONAL
}

DigitMapName        ::= Name

DigitMapValue       ::= SEQUENCE
{
    startTimer           INTEGER(0..99) OPTIONAL,
    shortTimer           INTEGER(0..99) OPTIONAL,
    longTimer            INTEGER(0..99) OPTIONAL,
    digitMapBody         IA5String,
    -- Units are seconds for start, short and long timers, and hundreds
    -- of milliseconds for duration timer. Thus start, short, and long
    -- range from 1 to 99 seconds and duration from 100 ms to 9.9 s
    -- An exception is the start timer which may equal 0.
    -- See A.3 for explanation of DigitMap syntax
    ...,
    durationTimer        INTEGER (0..99) OPTIONAL
}

ServiceChangeParm  ::= SEQUENCE
{
    serviceChangeMethod  ServiceChangeMethod,
    serviceChangeAddress ServiceChangeAddress OPTIONAL,
    serviceChangeVersion INTEGER(0..99) OPTIONAL,
    serviceChangeProfile ServiceChangeProfile OPTIONAL,
    serviceChangeReason  Value,
    -- A serviceChangeReason consists of a numeric reason code
    -- and an optional text description.
    -- The serviceChangeReason shall be a string consisting of
    -- a decimal reason code, optionally followed by a single
    -- space character and a textual description string.
    -- This string is first BER-encoded as an IA5String.
    -- The result of this BER-encoding is then encoded as
    -- an ASN.1 OCTET STRING type, "double wrapping" the
    -- value as was done for package elements.
    serviceChangeDelay   INTEGER(0..4294967295) OPTIONAL,
    -- 32-bit unsigned integer
    serviceChangeMgcId   Mid OPTIONAL,
    timeStamp            TimeNotation OPTIONAL,
    nonStandardData      NonStandardData OPTIONAL,
    ...,
    serviceChangeInfo    AuditDescriptor OPTIONAL,
    serviceChangeIncompleteFlag NULL OPTIONAL
}

ServiceChangeAddress ::= CHOICE

```

```

{
    portNumber          INTEGER(0..65535),    -- TCP/UDP port number
    ip4Address          IP4Address,
    ip6Address          IP6Address,
    domainName          DomainName,
    deviceName          PathName,
    mtpAddress          OCTET STRING(SIZE(2..4)),
    ...
}

ServiceChangeResParm ::= SEQUENCE
{
    serviceChangeMgcId      Mid OPTIONAL,
    serviceChangeAddress    ServiceChangeAddress OPTIONAL,
    serviceChangeVersion    INTEGER(0..99) OPTIONAL,
    serviceChangeProfile    ServiceChangeProfile OPTIONAL,
    timestamp               TimeNotation OPTIONAL,
    ...
}

ServiceChangeMethod ::= ENUMERATED
{
    failover(0),
    forced(1),
    graceful(2),
    restart(3),
    disconnected(4),
    handOff(5),
    ...
}

ServiceChangeProfile ::= SEQUENCE
{
    profileName            IA5String(SIZE (1..67))
    -- 64 characters for name, 1 for "/", 2 for version to match ABNF
}

PackagesDescriptor ::= SEQUENCE OF PackagesItem

PackagesItem ::= SEQUENCE
{
    packageName            Name,
    packageVersion         INTEGER(0..99),
    ...
}

StatisticsDescriptor ::= SEQUENCE OF StatisticsParameter

StatisticsParameter ::= SEQUENCE
{
    statName               PkgdName,
    statValue              Value OPTIONAL
}
-- If statistic consists of a sub-lists there will be more than
-- one octetstring in statValue.

NonStandardData ::= SEQUENCE
{
    nonStandardIdentifier  NonStandardIdentifier,
    data                   OCTET STRING
}

```

```

NonStandardIdentifier ::= CHOICE
{
    object                OBJECT IDENTIFIER,
    h221NonStandard      H221NonStandard,
    experimental         IA5String(SIZE(8)),
    -- first two characters should be "X-" or "X+"
    ...
}

H221NonStandard ::= SEQUENCE
{
    t35CountryCode1      INTEGER(0..255),
    t35CountryCode2      INTEGER(0..255),      -- country, as per T.35
    t35Extension         INTEGER(0..255),      -- assigned nationally
    manufacturerCode     INTEGER(0..65535),    -- assigned nationally
    ...
}

TimeNotation ::= SEQUENCE
{
    date                 IA5String(SIZE(8)), -- yyyyymmdd format
    time                 IA5String(SIZE(8))  -- hhmmsssss format
    -- per ISO 8601:2004
}

Value ::= SEQUENCE OF OCTET STRING

END

```

### A.3 DigitMaps and path names

From a syntactic viewpoint, DigitMaps are strings with syntactic restrictions imposed upon them. The syntax of valid DigitMaps is specified in ABNF [IETF RFC 2234]. The syntax for DigitMaps presented in this clause is for illustrative purposes only. The definition of digitMap in Annex B takes precedence in the case of differences between the two.

```

digitMap                = (digitString / LWSP "(" LWSP digitStringList LWSP
                           ")" LWSP)

digitStringList         = digitString *(LWSP "|" LWSP digitString)

digitString             = 1*(digitStringElement)

digitStringElement      = digitPosition [DOT]

digitPosition           = digitMapLetter / digitMapRange

digitMapRange           = ("x" / (LWSP "[" LWSP digitLetter LWSP "]" LWSP))

digitLetter             = *((DIGIT "-" DIGIT) / digitMapLetter)

digitMapLetter          = DIGIT                ;Basic event symbols
                        / %x41-4B / %x61-6B ; a-k, A-K
                        / "L" / "S" / "T"   ;Inter-event timers
                        ; (long, short, start)
                        / "Z"                ;Long duration modifier

DOT                     = %x2E                ; "."

SP                      = %x20                ; space

HTAB                    = %x09                ; horizontal tab

CR                      = %x0D                ; Carriage return

```

```

LF           = %x0A                ; linefeed
LWSP        = *(WSP / COMMENT / EOL)
EOL         = (CR [LF] / LF)
WSP         = SP / HTAB           ; white space
SafeChar    = DIGIT / ALPHA / "+" / "-" / "&" /
              "!" / "\" / "/" / "'" / "?" / "@" /
              "^" / "~" / "~" / "*" / "$" / "\" /
              "(" / ")" / "%" / "|" / "."
RestChar    = ";" / "[" / "]" / "{" / "}" / ":" / "," / "#" /
              "<" / ">" / "="
DIGIT       = %x30-39            ; 0-9
ALPHA       = %x41-5A / %x61-7A  ; A-Z / a-z

```

A path name is also a string with syntactic restrictions imposed upon it. The ABNF production defining it is copied from Annex B.

; Total length of pathNAME must not exceed 64 chars.

```

pathname    = ["*"] NAME *("/" / "*" / ALPHA / DIGIT / "_" / "$" )
              ["@" pathDomainName ]

```

; ABNF allows two or more consecutive "." although it is meaningless

; in a path domain name.

```

pathDomainName = (ALPHA / DIGIT / "*" ) *63(ALPHA / DIGIT / "-" / "*" / ".")

```

```

NAME        = ALPHA *63(ALPHA / DIGIT / "_")

```

## Annex B

### Text encoding of the protocol

(This annex forms an integral part of this Recommendation.)

#### B.1 Coding of wildcards

In a text encoding of the protocol, while TerminationIDs are arbitrary, by judicious choice of names, the wildcard character, "\*" may be made more useful. When the wildcard character is encountered, it will "match" all TerminationIDs having the same previous and following characters (if appropriate). For example, if there were TerminationIDs of R13/3/1, R13/3/2 and R13/3/3, the TerminationID R13/3/\* would match all of them. There are some circumstances where all terminations must be referred to. The TerminationID "\*" suffices, and is referred to as ALL. The CHOOSE TerminationID "\$" may be used to signal to the MG that it has to create an ephemeral termination or select an idle physical termination.

#### B.2 ABNF specification

The protocol syntax is presented in ABNF according to [IETF RFC 2234].

NOTE 1 – This syntax specification does not enforce all restrictions on element inclusions and values. Some additional restrictions are stated in comments and other restrictions appear in the text of this Recommendation. These additional restrictions are part of the protocol even though not enforced by this Recommendation.

NOTE 2 – The syntax is context-dependent. For example, "Add" can be the AddToken or a NAME depending on the context in which it occurs.

Everything in the ABNF and text encoding is case insensitive. This includes TerminationIDs, DigitMapIDs, etc. SDP is case sensitive as per [IETF RFC 2327].

```
; NOTE - The ABNF in this section uses the VALUE construct (or lists of
; VALUE constructs) to encode various package element values (properties,
; signal parameters, etc.). The types of these values vary and are
; specified in the relevant package definition. Several such types are
; described in clause 12.2.
;
; The ABNF specification for VALUE allows a quotedString form or a
; collection of SafeChars. The encoding of package element values into
; ABNF VALUES is specified below. If a type's encoding allows characters
; other than SafeChars, the quotedString form must be used for all values
; of that type, even for specific values that consist only of SafeChars.
;
; String: A string must use the quotedString form of VALUE and can
; contain anything allowable in the quotedString form.
;
; Integer, Double, and Unsigned Integer: Decimal values can be encoded
; using characters 0-9. Hexadecimal values must be prefixed with '0x'
; and can use characters 0-9,a-f,A-F. An octal format is not supported.
; Negative integers start with '-' and must be Decimal. The SafeChar
; form of VALUE must be used.
;
; Character: A UTF-8 encoding of a single letter surrounded by double
; quotes.
;
; Enumeration: An enumeration must use the SafeChar form of VALUE
; and can contain anything allowable in the SafeChar form.
;
; Boolean: Boolean values are encoded as "on" and "off" and are
; case insensitive. The SafeChar form of VALUE must be used.
```

```

;
; OctetString: Where a package specifies the data type "OctetString" the
; hexadecimal form defined in B.3 shall be used. NOTE - The OctetString BNF
; is only for the carriage of SDP in the Local and Remote Descriptors.
;
; Sub-list: Sub-lists are encoded using the "sublist" branch of
; alternativeValue. A sub-list with a length of one may also be encoded
; simply as a single VALUE of the appropriate type.
;
;
; Future types: Any defined types must fit within
; the ABNF specification of VALUE. Specifically, if a type's encoding
; allows characters other than SafeChars, the quotedString form must
; be used for all values of that type, even for specific values that
; consist only of SafeChars.
;
; Note that there is no way to use the double quote character within
; a value.
;
; Note that SDP disallows whitespace at the beginning of a line, Megaco
; ABNF allows whitespace before the beginning of the SDP in the
; Local/Remote descriptor. Parsers should accept whitespace between the
; LBRKT following the Local/Remote token and the beginning of the SDP.

megacoMessage          = LWSP [authenticationHeader SEP] message

authenticationHeader   = AuthToken EQUAL SecurityParmIndex COLON
                        SequenceNum COLON AuthData

SecurityParmIndex      = "0x" 8 (HEXDIG)
SequenceNum            = "0x" 8 (HEXDIG)
AuthData               = "0x" 24*64 (HEXDIG)

Message                = MegacopToken SLASH Version SEP mId SEP messageBody
; The version of the protocol defined here is equal to 3.

messageBody            = (errorDescriptor / transactionList)

transactionList        = 1*(transactionRequest / transactionReply /
                        transactionPending / transactionResponseAck /
                        segmentReply)
;Use of response acks is dependent on underlying transport

transactionPending     = PendingToken EQUAL TransactionID LBRKT RBRKT

transactionResponseAck = ResponseAckToken LBRKT transactionAck
                        *(COMMA transactionAck) RBRKT
transactionAck         = TransactionID / (TransactionID "-" TransactionID)

transactionRequest     = TransToken EQUAL TransactionID LBRKT
                        actionRequest *(COMMA actionRequest) RBRKT

actionRequest          = CtxToken EQUAL ContextID LBRKT ((contextRequest
                        [COMMA commandRequestList]) /
                        commandRequestList) RBRKT

contextRequest         = ((contextProperties [COMMA contextAudit])
                        / contextAudit)

contextProperties       = contextProperty *(COMMA contextProperty)

; at-most-once
; EmergencyOff to be used in MG to MGC direction only in ITU-T H.248.1 V1 and V2
; EmergencyToken or EmergencyOffToken, but not both

```

```

contextProperty          = (topologyDescriptor / priority / EmergencyToken /
                           EmergencyOffToken / iepsValue /
                           contextAttrDescriptor)

contextAudit            = ContextAuditToken LBRKT (contextAuditProperties
                           *(COMMA contextAuditProperties)) /
                           indAudcontextAttrDescriptor      RBRKT

; at-most-once except contextAuditSelector
contextAuditProperties  = (TopologyToken / EmergencyToken /
                           PriorityToken / IEPSToken/ pkgdName /
                           contextAuditSelector)

; at-most-once
contextAuditSelector    = priority / emergencyValue / iepsValue /
                           contextAttrDescriptor / auditSelectLogic

auditSelectLogic        = [ AndAUDITselectToken / OrAUDITselectToken ]
; If empty, AND of selection conditions is assumed.

indAudcontextAttrDescriptor
                        = ContextAttrToken LBRKT contextAuditProperties
                           *(COMMA contextAuditProperties) RBRKT

; "O-" indicates an optional command
; "W-" indicates a wildcarded response to a command
commandRequestList     = ["O-"] ["W-"] commandRequest *(COMMA ["O-"]
                           ["W-"]commandRequest)

commandRequest          = (ammRequest / subtractRequest / auditRequest /
                           notifyRequest / serviceChangeRequest)

transactionReply        = ReplyToken EQUAL TransactionID [SLASH segmentNumber
                           [SLASH SegmentationCompleteToken]] LBRKT
                           [ImmAckRequiredToken COMMA]
                           (errorDescriptor / actionReplyList) RBRKT

segmentReply            = MessageSegmentToken EQUAL TransactionID SLASH
                           segmentNumber [SLASH SegmentationCompleteToken]

segmentNumber           = UINT16

actionReplyList         = actionReply *(COMMA actionReply)

actionReply              = CtxToken EQUAL ContextID [LBRKT (errorDescriptor /
                           commandReply /(commandReply COMMA
                           errorDescriptor)) RBRKT]

commandReply            = ((contextProperties [COMMA commandReplyList]) /
                           commandReplyList)

commandReplyList        = commandReplies *(COMMA commandReplies)

commandReplies          = (serviceChangeReply / auditReply / ammsReply /
                           notifyReply)

;Add, Move and Modify have the same request parameters
ammRequest              = (AddToken / MoveToken / ModifyToken) EQUAL
                           termIDList [LBRKT ammParameter *(COMMA
                           ammParameter) RBRKT]

;at-most-once
ammParameter            = (mediaDescriptor / modemDescriptor /muxDescriptor /

```

```

eventsDescriptor / signalsDescriptor /
digitMapDescriptor / eventBufferDescriptor /
auditDescriptor / statisticsDescriptor)

ammsReply = (AddToken / MoveToken / ModifyToken / SubtractToken)
EQUAL termIDList [LBRKT terminationAudit RBRKT]

subtractRequest = SubtractToken EQUAL termIDList [LBRKT
auditDescriptor RBRKT]

auditRequest = (AuditValueToken / AuditCapToken) EQUAL
termIDList LBRKT auditDescriptor RBRKT

auditReply = (AuditValueToken / AuditCapToken)
(contextTerminationAudit / auditOther)

auditOther = EQUAL termIDList [LBRKT terminationAudit RBRKT]

terminationAudit = auditReturnParameter *(COMMA auditReturnParameter)

contextTerminationAudit = EQUAL CtxToken (terminationIDList / LBRKT
errorDescriptor RBRKT)

auditReturnParameter = (mediaDescriptor / modemDescriptor / muxDescriptor /
eventsDescriptor / signalsDescriptor /
digitMapDescriptor / observedEventsDescriptor /
eventBufferDescriptor / statisticsDescriptor /
packagesDescriptor / errorDescriptor /
auditReturnItem)

auditReturnItem = (MuxToken / ModemToken / MediaToken /
DigitMapToken / StatsToken / ObservedEventsToken /
PackagesToken)

auditDescriptor = AuditToken LBRKT [auditItem *(COMMA auditItem)]
RBRKT

notifyRequest = NotifyToken EQUAL termIDList LBRKT
(observedEventsDescriptor [COMMA errorDescriptor])
RBRKT

notifyReply = NotifyToken EQUAL termIDList [LBRKT errorDescriptor
RBRKT]

serviceChangeRequest = ServiceChangeToken EQUAL termIDList LBRKT
serviceChangeDescriptor RBRKT

serviceChangeReply = ServiceChangeToken EQUAL termIDList [LBRKT
(errorDescriptor / serviceChangeReplyDescriptor)
RBRKT]

errorDescriptor = ErrorToken EQUAL ErrorCode LBRKT [quotedString]
RBRKT

ErrorCode = 1*4(DIGIT) ; could be extended

TransactionID = UINT32

mId = ((domainAddress / domainName) [":" portNumber]) /
mtpAddress / deviceName

; ABNF allows two or more consecutive "." although it is meaningless
; in a domain name.
domainName = "<" (ALPHA / DIGIT) *63(ALPHA / DIGIT / "-" / ".")

```

```

        ">"

deviceName          = pathNAME

;The values 0x0, 0xFFFFFFFFE and 0xFFFFFFFFF are reserved.
;'-' is used for NULL context. '*' is ALL. '$' is CHOOSE.
ContextID          = (UINT32 / "*" / "-" / "$")

domainAddress      = "[" (IPv4address / IPv6address) "]"

;[IETF RFC 2373] contains the definition of IPv6 addresses.
IPv6address        = hexpart [":" IPv4address]

IPv4address        = V4hex DOT V4hex DOT V4hex DOT V4hex

V4hex              = 1*3(DIGIT) ; "0".."255"

; this production, while occurring in [IETF RFC 2373], is not referenced
; IPv6prefix       = hexpart SLASH 1*2DIGIT

hexpart            = hexseq ":@" [hexseq] / ":@" [hexseq] / hexseq

hexseq             = hex4 *(":" hex4)

hex4               = 1*4HEXDIG

portNumber         = UINT16

; Addressing structure of mtpAddress:
; 25 - 15          0
;   | PC          | NI |
;   24 - 14 bits   2 bits
; NOTE - 14 bits are defined for international use.
; Two national options exist where the point code is 16 or 24 bits.
; To octet align the mtpAddress the MSBs shall be encoded as 0s.
; An octet shall be represented by 2 hex digits.
mtpAddress         = MPTToken LBRKT 4*8 (HEXDIG) RBRKT

termIDList         = (TerminationID / LSBRKT TerminationID 1*(COMMA
TerminationID) RSBRKT)

terminationIDList  = LBRKT TerminationID *(COMMA TerminationID) RBRKT

; Total length of pathNAME must not exceed 64 chars.
pathNAME           = ["*"] NAME *("/" / "*" / ALPHA / DIGIT / "_" / "$")
["@" pathDomainName]

; ABNF allows two or more consecutive "." although it is meaningless
; in a path domain name.
pathDomainName     = (ALPHA / DIGIT / "*") *63(ALPHA / DIGIT / "-" /
"*" / ".")

; '*' is ALL. '$' is CHOOSE.
TerminationID     = "ROOT" / pathNAME / "$" / "*"

mediaDescriptor    = MediaToken LBRKT mediaParm *(COMMA mediaParm) RBRKT

; at-most one terminationStateDescriptor
; and either streamParm(s) or streamDescriptor(s) but not both
mediaParm          = (streamParm / streamDescriptor /
terminationStateDescriptor)

; at-most-once per item
streamParm         = (localDescriptor / remoteDescriptor /

```

```

                                localControlDescriptor / statisticsDescriptor)

streamDescriptor                = StreamToken EQUAL StreamID LBRKT streamParm *(COMMA
                                streamParm) RBRKT

localControlDescriptor         = LocalControlToken LBRKT localParm *(COMMA localParm)
                                RBRKT

; at-most-once per item except for propertyParm
localParm                      = (streamMode / propertyParm / reservedValueMode /
                                reservedGroupMode)

reservedValueMode              = ReservedValueToken EQUAL ("ON" / "OFF")

reservedGroupMode              = ReservedGroupToken EQUAL ("ON" / "OFF")

streamMode                     = ModeToken EQUAL streamModes

streamModes                    = (SendonlyToken / RecvonlyToken / SendrecvToken /
                                InactiveToken / LoopbackToken)

propertyParm                   = pkgdName parmValue

; the (Safe)Char '$' means CHOOSE
; the (Safe)Char '*' means ALL
parmValue                      = (EQUAL alternativeValue / INEQUAL VALUE)

alternativeValue                = (VALUE
                                / LSBRKT VALUE *(COMMA VALUE) RSBRKT
                                ; sublist
                                / LBRKT VALUE *(COMMA VALUE) RBRKT
                                ; alternatives (i.e., A OR B OR ...)
                                / LSBRKT VALUE COLON VALUE RSBRKT)
                                ; range

; If the alternative or range branches are used,
; a sequence means "choose one of the values" (i.e., value1 or value2, etc.
; from a collection of values).
; If the sublist branch is used,
; a sequence with more than one element encodes the value of a
; list-valued property (i.e., a collection of values, value1 and
; value2 and ...).

INEQUAL                        = LWSP (">" / "<" / "#") LWSP ; '#' means "not equal"

LSBRKT                          = LWSP "[" LWSP

RSBRKT                          = LWSP "]" LWSP

; NOTE - The octet zero is not among the permitted characters in octet
; string. As the current definition is limited to SDP, and a zero octet
; would not be a legal character in SDP, this is not a concern.
localDescriptor                 = LocalToken LBRKT octetString RBRKT

remoteDescriptor                = RemoteToken LBRKT octetString RBRKT

eventBufferDescriptor           = EventBufferToken [LBRKT eventSpec*(COMMA eventSpec)
                                RBRKT]

eventSpec                       = pkgdName [LBRKT eventSpecParameter *(COMMA
                                eventSpecParameter) RBRKT]

eventSpecParameter              = (eventStream / eventOther)

```

```

eventBufferControl      = BufferToken EQUAL eventBufferControlValue
eventBufferControlValue = ("OFF" / LockStepToken)

terminationStateDescriptor
    = TerminationStateToken LBRKT terminationStateParm
      *(COMMA terminationStateParm) RBRKT

; at-most-once per item except for propertyParm
terminationStateParm    = (propertyParm / serviceStates / eventBufferControl)

serviceStates           = ServiceStatesToken EQUAL serviceStatesValue
serviceStatesValue      = (TestToken / OutOfSvcToken / InSvcToken)

muxDescriptor           = MuxToken EQUAL MuxType terminationIDList

MuxType                 = (H221Token / H223Token / H226Token / V76Token /
    extensionParameter / Nx64kToken)

StreamID                = UINT16

pkgdName                = (PackageName SLASH ItemID);specific item
    / (PackageName SLASH "*") ;all items in package
    / ("*" SLASH "*")      ; all items supported by the MG

PackageName             = NAME

ItemID                  = NAME

eventsDescriptor        = EventsToken [EQUAL RequestID LBRKT requestedEvent
    *(COMMA requestedEvent) RBRKT]

requestedEvent          = pkgdName [LBRKT eventParameter *(COMMA
    eventParameter) RBRKT]

notifyRegulated         = NotifyRegulatedToken [LBRKT (embedWithSig/
    embedNoSig) RBRKT]

notifyBehaviour         = NotifyImmediateToken / notifyRegulated /
    NeverNotifyToken

; at-most-once each of KeepActiveToken, notifyBehaviour, eventDM,
; ResetEventsDescriptor and eventStream
; at most one of either embedWithSig or embedNoSig but not both
; KeepActiveToken and embedWithSig must not both be present
eventParameter          = (embedWithSig / embedNoSig / KeepActiveToken /
    eventDM / eventStream / eventOther /
    notifyBehaviour / ResetEventsDescriptorToken)

embedWithSig            = EmbedToken LBRKT signalsDescriptor [COMMA
    embedFirst] RBRKT

embedNoSig              = EmbedToken LBRKT embedFirst RBRKT

; at-most-once of each
embedFirst              = EventsToken [EQUAL RequestID LBRKT
    secondRequestedEvent *(COMMA secondRequestedEvent)
    RBRKT]

secondRequestedEvent    = pkgdName [LBRKT secondEventParameter *(COMMA
    secondEventParameter) RBRKT]

; at-most-once each of embedSig, KeepActiveToken, notifyBehaviour, eventDM
; ResetEventsDescriptor or eventStream
; KeepActiveToken and embedSig must not both be present

```

```

secondEventParameter      = (embedSig / KeepActiveToken / eventDM /
                             eventStream / eventOther / notifyBehaviour /
                             ResetEventsDescriptorToken)

embedSig                  = EmbedToken LBRKT signalsDescriptor RBRKT

eventStream               = StreamToken EQUAL StreamID

eventOther                = eventParameterName parmValue

eventParameterName       = NAME

eventDM                   = DigitMapToken EQUAL((digitMapName) / (LBRKT
                             digitMapValue RBRKT))

signalsDescriptor        = SignalsToken [LBRKT signalParm *(COMMA signalParm)
                             RBRKT]

signalParm                = signalList / signalRequest

signalRequest             = signalName [LBRKT sigParameter *(COMMA sigParameter)
                             RBRKT]

signalList                = SignalListToken EQUAL signalListId LBRKT
                             signalListParm *(COMMA signalListParm) RBRKT

signalListId              = UINT16

;exactly once signalType, at most once duration and every signal
;parameter
signalListParm            = signalRequest

signalName                = pkgdName

;at-most-once sigStream, at-most-once sigSignalType,
;at-most-once sigDuration, at-most-once sigDirection,
;at-most-once sigRequestID, at-most-once sigIntsigDelay
;every signalParameterName at most once
sigParameter              = sigStream / sigSignalType / sigDuration / sigOther /
                             notifyCompletion / KeepActiveToken /
                             sigDirection / sigRequestID / sigIntsigDelay

sigStream                 = StreamToken EQUAL StreamID

sigOther                  = sigParameterName parmValue

sigParameterName         = NAME

sigSignalType             = SignalTypeToken EQUAL signalType

signalType                = (OnOffToken / TimeOutToken / BriefToken)

sigDuration               = DurationToken EQUAL UINT16

sigDirection              = DirectionToken EQUAL direction

direction                 = ExternalToken / InternalToken / BothToken

sigRequestID              = RequestIDToken EQUAL RequestID

sigIntsigDelay            = IntsigDelayToken EQUAL UINT16

notifyCompletion           = NotifyCompletionToken EQUAL (LBRKT
                             notificationReason *(COMMA notificationReason)

```

```

RBRKT)

notificationReason      = TimeOutToken / InterruptByEventToken /
                          InterruptByNewSignalsDescrToken / OtherReasonToken /
                          IterationToken

observedEventsDescriptor
                          = ObservedEventsToken EQUAL RequestID LBRKT
                          observedEvent *(COMMA observedEvent) RBRKT

; time per event, because it might be buffered
observedEvent           = [TimeStamp LWSP COLON] LWSP pkgdName [LBRKT
                          observedEventParameter *(COMMA
                          observedEventParameter) RBRKT]

; at-most-once eventStream, every eventParameterName at most once
observedEventParameter = eventStream / eventOther

; For an AuditCapReply with all events, the RequestID should be ALL.
RequestID               = UINT32 / "*"

modemDescriptor         = ModemToken ((EQUAL modemType) / (LSBRKT modemType
                          *(COMMA modemType) RSBKRT)) [LBRKT propertyParm
                          *(COMMA propertyParm) RBRKT]

; at-most-once except for extensionParameter
modemType               = V32bisToken / V22bisToken / V18Token / V22Token /
                          V32Token / V34Token / V90Token / V91Token /
                          SynchISDNToken / extensionParameter)

digitMapDescriptor      = DigitMapToken EQUAL ((LBRKT digitMapValue RBRKT) /
                          (digitMapName [LBRKT digitMapValue RBRKT]))

digitMapName            = NAME

digitMapValue           = ["T" COLON Timer COMMA] ["S" COLON Timer COMMA] ["L"
                          COLON Timer COMMA] ["Z" COLON Timer COMMA] digitMap

Timer                   = 1*2DIGIT
; Units are seconds for T, S, and L timers, and hundreds of
; milliseconds for Z timer. Thus T, S, and L range from 1 to 99
; seconds and Z from 100 ms to 9.9 s
; An exception is the start timer which may equal 0.
digitMap                = (digitString / LWSP "(" LWSP digitStringList LWSP
                          ")" LWSP)

digitStringList         = digitString *(LWSP "|" LWSP digitString)

digitString             = 1*(digitStringElement)

digitStringElement      = digitPosition [DOT]

digitPosition           = digitMapLetter / digitMapRange

digitMapRange           = ("x" / (LWSP "[" LWSP digitLetter LWSP "]" LWSP))

digitLetter             = *((DIGIT "-" DIGIT) / digitMapLetter)

digitMapLetter          = DIGIT ;Basic event symbols
                          / %x41-4B / %x61-6B ; a-k, A-K
                          / "L" / "S" / "T" ;Inter-event timers
                          ; (long, short, start)
                          / "Z" ;Long duration modifier

```

```

; at-most-once, and DigitMapToken and PackagesToken are not allowed
; in AuditCapability command
auditItem          = auditReturnItem / SignalsToken / EventBufferToken /
                    EventsToken / indAudterminationAudit

indAudterminationAudit = indAudauditReturnParameter *(COMMA
                    indAudauditReturnParameter)

indAudauditReturnParameter
                    = indAudmediaDescriptor / indAudeventsDescriptor /
                    indAudsignalsDescriptor /
                    indAuddigitMapDescriptor /
                    indAudeventBufferDescriptor /
                    indAudstatisticsDescriptor /
                    indAudpackagesDescriptor

indAudmediaDescriptor = MediaToken LBRKT indAudmediaParm *(COMMA
                    indAudmediaParm) RBRKT

; either streamParm or streamDescriptor but not both
indAudmediaParm     = indAudstreamParm / indAudstreamDescriptor /
                    indAudterminationStateDescriptor

; at-most-once
indAudstreamParm    = (indAudlocalControlDescriptor /
                    indAudstatisticsDescriptor /
                    indAudremoteDescriptor / indAudlocalDescriptor )

indAudremoteDescriptor = RemoteToken LBRKT octetString RBRKT
indAudlocalDescriptor  = LocalToken LBRKT octetString RBRKT

indAudstreamDescriptor = StreamToken EQUAL StreamID LBRKT indAudstreamParm
                    RBRKT

indAudlocalControlDescriptor
                    = LocalControlToken LBRKT indAudlocalParm
                    *(COMMA indAudlocalParm) RBRKT

; at-most-once per item
indAudlocalParm     = ModeToken [(EQUAL/INEQUAL) streamModes]/ pkgdName /
                    propertyParm / ReservedValueToken /
                    ReservedGroupToken

; propertyparm and streamModes are used only to specify audit selection
; criteria. AND/OR selection logic is specified at context level.

indAudterminationStateDescriptor
                    = TerminationStateToken LBRKT
                    indAudterminationStateParm RBRKT
; NOTE - There is an inconsistency between request and reply for individual
; audits. The request does not permit multiple parameters to be contained within
; a single TerminationState Token whereas the reply permits multiple parameters.

indAudterminationStateParm
                    = pkgdName / propertyParm / ServiceStatesToken
                    [(EQUAL/INEQUAL) serviceStatesValue ] / BufferToken
; When values are included a Select operation is implied.
; AND/OR logic is specified at context level.

indAudeventBufferDescriptor
                    = EventBufferToken LBRKT indAudeventSpec RBRKT

indAudeventSpec     = pkgdName [LBRKT indAudeventSpecParameter RBRKT]

indAudeventSpecParameter= eventStream / eventParameterName

```

```

indAudeventsDescriptor = EventsToken [EQUAL RequestID] LBRKT
                        indAudrequestedEvent RBRKT

indAudrequestedEvent   = pkgdName

indAudsignalsDescriptor = SignalsToken LBRKT [indAudsignalParm] RBRKT

indAudsignalParm       = indAudsignalList / indAudsignalRequest

indAudsignalRequest    = signalName [LBRKT indAudsignalRequestParm
                                    *(COMMA indAudsignalRequestParm) RBRKT]

indAudsignalRequestParm = sigStream / sigRequestID

indAudsignalList       = SignalListToken EQUAL signalListId [LBRKT
                        indAudsignalListParm RBRKT]

indAudsignalListParm   = indAudsignalRequest

indAuddigitMapDescriptor = DigitMapToken EQUAL (digitMapName)

indAudstatisticsDescriptor
                        = StatsToken LBRKT pkgdName RBRKT

indAudpackagesDescriptor = PackagesToken LBRKT packagesItem RBRKT

serviceChangeDescriptor = ServicesToken LBRKT serviceChangeParm *(COMMA
                        serviceChangeParm) RBRKT

; each parameter at-most-once, except auditItem
; at most one of either serviceChangeAddress or serviceChangeMgcId but
; not both
; serviceChangeMethod and serviceChangeReason are REQUIRED
serviceChangeParm       = serviceChangeMethod / serviceChangeReason /
                        serviceChangeDelay / serviceChangeAddress /
                        serviceChangeProfile / extension / TimeStamp /
                        serviceChangeMgcId / serviceChangeVersion /
                        ServiceChangeIncompleteToken / auditItem

serviceChangeReplyDescriptor
                        = ServicesToken LBRKT servChgReplyParm *(COMMA
                        servChgReplyParm) RBRKT

; at-most-once. Version is REQUIRED on first ServiceChange response
; at most one of either serviceChangeAddress or serviceChangeMgcId but
; not both
servChgReplyParm       = serviceChangeAddress / serviceChangeMgcId /
                        serviceChangeProfile / serviceChangeVersion /
                        TimeStamp

serviceChangeMethod     = MethodToken EQUAL (FailoverToken / ForcedToken /
                        GracefulToken / RestartToken / DisconnectedToken /
                        HandOffToken / extensionParameter)

; A serviceChangeReason consists of a numeric reason code
; and an optional text description.
; A serviceChangeReason must be encoded using the quotedString
; form of VALUE.
; The quotedString shall contain a decimal reason code,
; optionally followed by a single space character and a
; textual description string.
serviceChangeReason     = ReasonToken EQUAL VALUE

```

```

serviceChangeDelay      = DelayToken EQUAL UINT32
serviceChangeAddress    = ServiceChangeAddressToken EQUAL (mId / portNumber)
serviceChangeMgcId     = MgcIdToken EQUAL mId
serviceChangeProfile    = ProfileToken EQUAL NAME SLASH Version
serviceChangeVersion    = VersionToken EQUAL Version
extension                = extensionParameter parmValue
packagesDescriptor      = PackagesToken LBRKT packagesItem *(COMMA
                        packagesItem) RBRKT
Version                 = 1*2(DIGIT)
packagesItem            = NAME "-" UINT16
TimeStamp                = Date "T" Time ; per ISO 8601:2004
; Date = yyyymmdd
Date                    = 8(DIGIT)
; Time = hhmmsssss
Time                    = 8(DIGIT)
statisticsDescriptor    = StatsToken [LBRKT statisticsParameter *(COMMA
                        statisticsParameter) RBRKT]
;at-most-once per item
statisticsParameter     = pkgdName [EQUAL VALUE /
                        (LSBRKT VALUE *(COMMA VALUE) RSBKRT)]
topologyDescriptor      = TopologyToken LBRKT topologyTriple *(COMMA
                        topologyTriple) RBRKT
topologyTriple          = terminationA COMMA terminationB COMMA
                        topologyDirection [COMMA eventStream]
terminationA            = TerminationID
terminationB            = TerminationID
topologyDirection       = BothwayToken / IsolateToken / OnewayToken /
                        OnewayExternalToken / OnewayBothToken
priority                = PriorityToken EQUAL UINT16
iepsValue               = IEPSToken EQUAL ("ON" / "OFF")
emergencyValue          = EmergencyValueToken EQUAL (EmergencyToken /
                        EmergencyOffToken)
contextAttrDescriptor   = ContextAttrToken LBRKT (contextIdList /
                        propertyParm *(COMMA propertyParm)) RBRKT
; When using the contextIdList construct, the ContextID in the
; actionReply construct shall be the same as the ContextID in the
; associated actionRequest
contextIdList           = ContextListToken EQUAL LBRKT ContextID
                        *(COMMA ContextID) RBRKT
extensionParameter      = "X" ("- / +") 1*6(ALPHA / DIGIT)

```

```

; octetString is used to describe SDP defined in [IETF RFC 2327].
; Caution should be taken if CRLF in RFC 2327 is used.
; To be safe, use EOL in this ABNF.
; Whenever "}" appears in SDP, it is escaped by "\", e.g., "\"}
octetString          = *(nonEscapeChar)

nonEscapeChar       = ("\}" / %x01-7C / %x7E-FF)

; NOTE - The double-quote character is not allowed in quotedString.
quotedString        = DQUOTE *(SafeChar / EOL / %x80-FF / RestChar / WSP)
                    DQUOTE

UINT16              = 1*5(DIGIT) ; %x0-FFFF

UINT32              = 1*10(DIGIT) ; %x0-FFFFFFFF

NAME                = ALPHA *63(ALPHA / DIGIT / "_")

VALUE               = quotedString / 1*(SafeChar / %x80-FF)

SafeChar            = DIGIT / ALPHA / "+" / "-" / "&" /
                    "!" / " " / "/" / "!" / "?" / "@" /
                    "^" / "`" / "~" / "*" / "$" / "\" /
                    "(" / ")" / "%" / "|" / "."

EQUAL               = LWSP %x3D LWSP ; "="

COLON               = %x3A ; ":"

LBRKT               = LWSP %x7B LWSP ; "{"

RBRKT               = LWSP %x7D LWSP ; "}"

COMMA               = LWSP %x2C LWSP ; ","

DOT                 = %x2E ; "."

SLASH               = %x2F ; "/"

ALPHA               = %x41-5A / %x61-7A ; A-Z / a-z

DIGIT               = %x30-39 ; 0-9

DQUOTE              = %x22 ; " (Double Quote)

HEXDIG              = DIGIT / "A" / "B" / "C" / "D" / "E" / "F"

SP                  = %x20 ; space

HTAB                = %x09 ; horizontal tab

CR                  = %x0D ; Carriage return

LF                  = %x0A ; linefeed

LWSP                = *(WSP / COMMENT / EOL)

EOL                  = (CR [LF] / LF)

WSP                  = SP / HTAB ; white space

SEP                  = (WSP / EOL / COMMENT) LWSP

```

```

COMMENT          = ";" *(SafeChar/ RestChar / WSP / %x22) EOL

RestChar         = ";" / "[" / "]" / "{" / "}" / ":" / "," / "#" /
                 "<" / ">" / "="

```

```

; New Tokens added to sigParameter must take the format of SPA*
; * may be of any form i.e., SPAM
; New Tokens added to eventParameter must take the form of EPA*
; * may be of any form i.e., EPAD

```

```

AddToken          = ("Add" / "A")
AndAUDITSelectToken = ("ANDLgc")
AuditToken        = ("Audit" / "AT")
AuditCapToken     = ("AuditCapability" / "AC")
AuditValueToken   = ("AuditValue" / "AV")
AuthToken         = ("Authentication" / "AU")
BothToken         = ("Both" / "B")
BothwayToken      = ("Bothway" / "BW")
BriefToken        = ("Brief" / "BR")
BufferToken       = ("Buffer" / "BF")
CtxToken          = ("Context" / "C")
ContextAuditToken = ("ContextAudit" / "CA")
ContextAttrToken  = ("ContextAttr" / "CT")
ContextListToken  = ("ContextList" / "CLT")
DigitMapToken     = ("DigitMap" / "DM")
DirectionToken    = ("SPADirection" / "SPADI")
DisconnectedToken = ("Disconnected" / "DC")
DelayToken        = ("Delay" / "DL")
DurationToken     = ("Duration" / "DR")
EmbedToken        = ("Embed" / "EM")
EmergencyToken    = ("Emergency" / "EG")
EmergencyOffToken = ("EmergencyOff" / "EGO")
EmergencyValueToken = ("EmergencyValue" / "EGV")
ErrorToken        = ("Error" / "ER")
EventBufferToken  = ("EventBuffer" / "EB")
EventsToken       = ("Events" / "E")
ExternalToken     = ("External" / "EX")
FailoverToken     = ("Failover" / "FL")
ForcedToken       = ("Forced" / "FO")
GracefulToken     = ("Graceful" / "GR")
H221Token         = ("H221")
H223Token         = ("H223")
H226Token         = ("H226")
HandOffToken      = ("HandOff" / "HO")
IEPSToken         = ("IEPSCall" / "IEPS")
ImmAckRequiredToken = ("ImmAckRequired" / "IA")
InactiveToken     = ("Inactive" / "IN")
InternalToken     = ("Internal" / "IT")
IntsigDelayToken  = ("Intersignal" / "SPAIS")
IsolateToken      = ("Isolate" / "IS")
InSvcToken        = ("InService" / "IV")
InterruptByEventToken = ("IntByEvent" / "IBE")
InterruptByNewSignalsDescrToken = ("IntBySigDescr" / "IBS")
IterationToken    = ("Iteration" / "IR")
KeepActiveToken   = ("KeepActive" / "KA")
LocalToken        = ("Local" / "L")
LocalControlToken = ("LocalControl" / "O")
LockStepToken     = ("LockStep" / "SP")
LoopbackToken     = ("Loopback" / "LB")
MediaToken        = ("Media" / "M")
MegacopToken      = ("MEGACO" / "!")
MessageSegmentToken = ("Segment" / "SM")
MethodToken       = ("Method" / "MT")

```

MgcIdToken	= ("MgcIdToTry"	/ "MG")
ModeToken	= ("Mode"	/ "MO")
ModifyToken	= ("Modify"	/ "MF")
ModemToken	= ("Modem"	/ "MD")
MoveToken	= ("Move"	/ "MV")
MTPToken	= ("MTP")	
MuxToken	= ("Mux"	/ "MX")
NeverNotifyToken	= ("NeverNotify"	/ "NBNN")
NotifyToken	= ("Notify"	/ "N")
NotifyCompletionToken	= ("NotifyCompletion"	/ "NC")
NotifyImmediateToken	= ("ImmediateNotify"	/ "NBIN")
NotifyRegulatedToken	= ("RegulatedNotify"	/ "NBRN")
Nx64kToken	= ("Nx64Kservice"	/ "N64")
ObservedEventsToken	= ("ObservedEvents"	/ "OE")
OnewayToken	= ("Oneway"	/ "OW")
OnewayBothToken	= ("OnewayBoth"	/ "OWB")
OnewayExternalToken	= ("OnewayExternal"	/ "OWE")
OnOffToken	= ("OnOff"	/ "OO")
OrAUDITselectToken	= ("ORLgc")	
OtherReasonToken	= ("OtherReason"	/ "OR")
OutOfSvcToken	= ("OutOfService"	/ "OS")
PackagesToken	= ("Packages"	/ "PG")
PendingToken	= ("Pending"	/ "PN")
PriorityToken	= ("Priority"	/ "PR")
ProfileToken	= ("Profile"	/ "PF")
ReasonToken	= ("Reason"	/ "RE")
RecvonlyToken	= ("ReceiveOnly"	/ "RC")
ReplyToken	= ("Reply"	/ "P")
ResetEventsDescriptorToken	= ("ResetEventsDescriptor"	/ "RSE")
RestartToken	= ("Restart"	/ "RS")
RemoteToken	= ("Remote"	/ "R")
RequestIDToken	= ("SPARrequestID"	/ "SPARQ")
ReservedGroupToken	= ("ReservedGroup"	/ "RG")
ReservedValueToken	= ("ReservedValue"	/ "RV")
SegmentationCompleteToken	= ("END"	/ "&")
SendonlyToken	= ("SendOnly"	/ "SO")
SendrecvToken	= ("SendReceive"	/ "SR")
ServicesToken	= ("Services"	/ "SV")
ServiceStatesToken	= ("ServiceStates"	/ "SI")
ServiceChangeIncompleteToken	= ("ServiceChangeInc"	/ "SIC")
ServiceChangeToken	= ("ServiceChange"	/ "SC")
ServiceChangeAddressToken	= ("ServiceChangeAddress"	/ "AD")
SignalListToken	= ("SignalList"	/ "SL")
SignalsToken	= ("Signals"	/ "SG")
SignalTypeToken	= ("SignalType"	/ "SY")
StatsToken	= ("Statistics"	/ "SA")
StreamToken	= ("Stream"	/ "ST")
SubtractToken	= ("Subtract"	/ "S")
SynchISDNToken	= ("SynchISDN"	/ "SN")
TerminationStateToken	= ("TerminationState"	/ "TS")
TestToken	= ("Test"	/ "TE")
TimeOutToken	= ("TimeOut"	/ "TO")
TopologyToken	= ("Topology"	/ "TP")
TransactionToken	= ("Transaction"	/ "T")
ResponseAckToken	= ("TransactionResponseAck"	/ "K")
V18Token	= ("V18")	
V22Token	= ("V22")	
V22bisToken	= ("V22b")	
V32Token	= ("V32")	
V32bisToken	= ("V32b")	

V34Token = ("V34")  
V76Token = ("V76")  
V90Token = ("V90")  
V91Token = ("V91")  
VersionToken = ("Version" / "V")

### B.3 Hexadecimal octet coding

Hexadecimal octet coding is a means for representing package elements of type Octet String as a string of hexadecimal digits, with two digits representing each octet. This octet encoding should be used when encoding values of type Octet String in the text version of the protocol.

For each octet, the 8-bit sequence is encoded as two hexadecimal digits. Bit 0 is the first transmitted or left most; bit 7 is the last or right most.

NOTE – This means that Bit 0 is the MSB of the original octet and Bit 7 is the LSB of the original octet, according to the common convention used to specify octet values.

Bits 7-4 are encoded as the first hexadecimal digit, with Bit 7 as MSB of the first hexadecimal digit and Bit 4 as LSB of the first hexadecimal digit. Bits 3-0 are encoded as the second hexadecimal digit, with Bit 3 as MSB of the second hexadecimal digit and Bit 0 as LSB of the second hexadecimal digit.

NOTE – The above encoding results in the reversal of bits from the original octet.

Examples:

Octet bit pattern	Hexadecimal coding
00011011	D8
11100100	27
10000011 10100010 11001000 00001001	C1451390

This encoding is not applicable to the octetString construct defined in clause B.2

### B.4 Hexadecimal octet sequence

A hexadecimal octet sequence is an even number of hexadecimal digits, terminated by a <CR> character.

## Annex C

### Tags for media stream properties

(This annex forms an integral part of this Recommendation.)

Parameters for Local, Remote and LocalControl Descriptors are specified as tag-value pairs if binary encoding is used for the protocol. This annex contains the property names (PropertyID), the tags (Property tag), type of the property (Type) and the values (Value). Values presented in the Value field when the field contains references shall be regarded as "information". The reference contains the normative values. If a value field does not contain a reference, then the values in that field can be considered as "normative".

Referencing of Annex C properties follows the PackageID/PropertyID structure; however Annex C is not in itself a package. Annex C is considered to have PackageID 0x0000 for binary encoding and "anxc" for text encoding. For text encoding of ITU-T H.248.1, Annex C shall only be used if the required property is either not defined by a package or not represented by SDP. The nesting of one Annex C property inside another is forbidden.

Tags are given as hexadecimal numbers in this annex. When setting the value of a property, an MGC may underspecify the value according to one of the mechanisms specified in clause 7.1.1.

It is optional to support the properties in this annex or any of its subclauses. For example, only three properties from clause C.3 and only five properties from clause C.8 might be implemented.

For type "enumeration" the value is represented by the value in brackets, e.g., Send (0), Receive (1). Annex C properties with the types "N bits" or "M Octets" should be treated as octet strings when encoding the protocol. Properties with "N bit integer" shall be treated as an integers. "String" shall be treated as an IA5String when encoding the protocol.

When a type is smaller than one octet, the value shall be stored in the low-order bits of an octet string of size one octet. 0-padding should be used for the remaining high-order bits.

#### C.1 General media attributes

PropertyID	Property tag	Type	Value
Media	1001	Enumeration	Audio(0), Video(1), Data(2)
Transmissionmode	1002	Enumeration	Send(0), Receive(1), Send&Receive(2)
NumberofChannels	1003	Unsigned integer	0-255
Samplingrate	1004	Unsigned integer	0-2 <sup>32</sup>
Bitrate	1005	Integer	(0..4294967295) NOTE – Units of 100 bit/s.
ACodec	1006	Octet string	Audio Codec Type:[ITU-T Q.765.5] Non-ITU-T codecs are defined with the appropriate standards organization under a defined Organizational Identifier.
Samplepp	1007	Unsigned integer	Maximum samples or frames per packet: 0..65535
Silencesupp	1008	Boolean	Silence Suppression: True/False
Encrypttype	1009	Octet string	[ITU-T H.245]

PropertyID	Property tag	Type	Value
Encryptkey	100A	Octet string size (0..65535)	Encryption key [ITU-T H.235.0]
Echocanc	100B		Not Used. See E.13 for an example of possible Echo Control Properties.
Gain	100C		Not Used. See E.13 for an available gain property.
Jitterbuff	100D	Unsigned integer	Jitter buffer size in ms: 0..65535
PropDelay	100E	Unsigned integer	Propagation Delay: 0..65535 Maximum propagation delay in milliseconds for the bearer connection between two media gateways. The maximum delay will be dependent on the bearer technology.
RTPpayload	100F	Integer	Payload type in RTP Profile for Audio and Video Conferences with Minimal Control [IETF RFC 1890]
Ptime	1010	Integer	Packetization Time This gives the length of time in milliseconds represented by the media in a packet. [IETF RFC 2327]

## C.2 Mux properties

PropertyID	Property tag	Type	Value
H222	2001	Octet string	H222LogicalChannelParameters [ITU-T H.245]
H223	2002	Octet string	H223LogicalChannelParameters [ITU-T H.245]
V76	2003	Octet string	V76LogicalChannelParameters [ITU-T H.245]
H2250	2004	Octet string	H2250LogicalChannelParameters [ITU-T H.245]

## C.3 General bearer properties

PropertyID	Property tag	Type	Value
Mediatx	3001	Enumeration	Media Transport Type TDM Circuit(0), ATM(1), FR(2), Ipv4(3), Ipv6(4), ...
BIR	3002	4 octets	Value depends on transport technology
NSAP	3003	1-20 octets	See NSAP. Annex A/[ITU-T X.213]

## C.4 General ATM properties

PropertyID	Property tag	Type	Value
AESA	4001	20 octets	ATM End System Address
VPVC	4002	4 octets: VPCI in first two least significant octets, VCI in second two octets	VPCI/VCI Recommendation ITU-T Q.2931
SC	4003	Enumeration	Service Category: CBR(0), nrt-VBR1(1), nrt-VBR2(2), nrt-VBR3(3), rt-VBR1(4), rt-VBR2(5), rt-VBR3(6), UBR1(7), UBR2(8), ABR(9). [ATM Forum UNI 4.0]
BCOB	4004	5-bit integer	Broadband Bearer Class [ITU-T Q.2961.2]
BBTC	4005	7-bit integer	Broadband Transfer Capability [ITU-T Q.2961.1]
ATC	4006	Enumeration	I.371 ATM Traffic Capability DBR(0), SBR1(1), SBR2(2), SBR3(3), ABT/IT(4), ABT/DT(5), ABR(6) [ITU-T I.371]
STC	4007	2 bits	Susceptibility to clipping: Bits <u>2 1</u> 0 0 not susceptible to clipping 0 1 susceptible to clipping [ITU-T Q.2931]
UPCC	4008	2 bits	User Plane Connection configuration: Bits <u>2 1</u> 0 0 point-to-point 0 1 point-to-multipoint [ITU-T Q.2931]
PCR0	4009	24-bit integer	Peak Cell Rate (For CLP = 0) [ITU-T Q.2931]
SCR0	400A	24-bit integer	Sustainable Cell Rate (For CLP = 0) [ITU-T Q.2961.1]
MBS0	400B	24-bit integer	Maximum Burst Size (For CLP = 0) [ITU-T Q.2961.1]
PCR1	400C	24-bit integer	Peak Cell Rate (For CLP = 0 + 1) [ITU-T Q.2931]
SCR1	400D	24-bit integer	Sustainable Cell Rate (For CLP = 0 + 1) [ITU-T Q.2961.1]
MBS1	400E	24-bit integer	Maximum Burst Size (For CLP = 0 + 1) [ITU-T Q.2961.1]

PropertyID	Property tag	Type	Value	
BEI	400F	Boolean	Best Effort Indicator Value 1 indicates that BEI is to be included in the ATM signalling; value 0 indicates that BEI is not to be included in the ATM signalling. [ATM Forum UNI 4.0]	
TI	4010	Boolean	Tagging Indicator Value 0 indicates that tagging is not allowed; value 1 indicates that tagging is requested. [ITU-T Q.2961.1]	
FD	4011	Boolean	Frame Discard Value 0 indicates that no frame discard is allowed; value 1 indicates that frame discard is allowed. [ATM Forum UNI 4.0]	
A2PCDV	4012	24-bit integer	Acceptable 2-point CDV [ITU-T Q.2965.2]	
C2PCDV	4013	24-bit integer	Cumulative 2-point CDV [ITU-T Q.2965.2]	
APPCDV	4014	24-bit integer	Acceptable P-P CDV [ATM Forum UNI 4.0]	
CPPCDV	4015	24-bit integer	Cumulative P-P CDV [ATM Forum UNI 4.0]	
ACLR	4016	8-bit integer	Acceptable Cell Loss Ratio [ITU-T Q.2965.2], [ATM Forum UNI 4.0]	
MEETD	4017	16-bit integer	Maximum End-to-end transit delay [ITU-T Q.2965.2], [ATM Forum UNI 4.0]	
CEETD	4018	16-bit integer	Cumulative End-to-end transit delay [ITU-T Q.2965.2], [ATM Forum UNI 4.0]	
QoSClass	4019	Integer 0-5	QoS Class	
			QoS Class	Meaning
			0	Default QoS associated with the ATC as defined in [ITU-T Q.2961.2]
			1	Stringent
			2	Tolerant
			3	Bi-level
			4	Unbounded
			5	Stringent Bi-level
			[ITU-T Q.2965.1]	

PropertyID	Property tag	Type	Value
AALtype	401A	1 octet	AAL Type Bits <u>8 7 6 5 4 3 2 1</u> 0 0 0 0 0 0 0 0 AAL for voice 0 0 0 0 0 0 0 1 AAL type 1 0 0 0 0 0 0 1 0 AAL type 2 0 0 0 0 0 0 1 1 AAL type 3/4 0 0 0 0 0 1 0 1 AAL type 5 0 0 0 1 0 0 0 0 user-defined AAL [ITU-T Q.2931]

## C.5 Frame relay

PropertyID	Property tag	Type	Value
DLCI	5001	Unsigned integer	Data link connection ID
CID	5002	Unsigned integer	sub-channel ID
SIDNoiselevel	5003	Unsigned integer	silence insertion descriptor
PrimaryPayload type	5004	Unsigned integer	Primary Payload Type Covers FAX and codecs

## C.6 IP

PropertyID	Property tag	Type	Value
IPv4	6001	32 bits Ipv4Address	IPv4Address [IETF RFC 791]
IPv6	6002	128 bits	IPv6 Address [IETF RFC 2460]
Port	6003	Unsigned integer	0..65535
Porttype	6004	Enumerated	TCP(0), UDP(1), SCTP(2)
RtcpbwRS	6005	Integer	RS RTCP bandwidth modifier indicates the RTCP bandwidth allocated to active data senders (as defined by the RTP specification) [IETF RFC 3556]
RtcpbwRR	6006	Integer	RR RTCP bandwidth modifier indicates the RTCP bandwidth allocated to other participants in the RTP session (i.e., receivers) [IETF RFC 3556]

## C.7 ATM AAL 2

PropertyID	Property tag	Type	Value
AESA	7001	20 octets	AAL 2 service endpoint address as defined in the referenced Recommendation. ESEA NSEA [ITU-T Q.2630.1]
BIR	See clause C.3	4 octets	Served user-generated reference as defined in the referenced Recommendation. SUGR [ITU-T Q.2630.1]
ALC	7002	12 octets	AAL 2 link characteristics as defined in the referenced Recommendation. Maximum/Average CPS-SDU bit rate; Maximum/Average CPS-SDU size [ITU-T Q.2630.1]
SSCS	7003	I.366.2: Audio (8 octets); Multirate (3 octets), or I.366.1: SAR-assured (14 octets); SAR- unassured (7 octets).	Service specific convergence sublayer information as defined in: – [ITU-T Q.2630.1], and used in: – [ITU-T I.366.2]: Audio/Multirate; – [ITU-T I.366.1]: SAR-assured/- unassured. [ITU-T Q.2630.1], [ITU-T I.366.1] and [ITU-T I.366.2]
SUT	7004	1..254 octets	Served user transport parameter as defined in the referenced Recommendation. [ITU-T Q.2630.1]
TCI	7005	Boolean	Test connection indicator as defined in the referenced Recommendation. [ITU-T Q.2630.1]
Timer_CU	7006	32-bit integer	Timer-CU Milliseconds to hold partially filled cell before sending.
MaxCPSSDU	7007	8-bit integer	Maximum Common Part Sublayer Service Data Unit [ITU-T Q.2630.1]
CID	7008	8 bits	Subchannel ID: 0-255 [ITU-T I.363.2]

## C.8 ATM AAL 1

PropertyID	Property tag	Type	Value
BIR	See table in clause C.3	4-29 octets	GIT (Generic Identifier Transport) [ITU-T Q.2941.1]
AAL1ST	8001	1 octet	AAL 1 Subtype Bits <u>8 7 6 5 4 3 2 1</u> 0 0 0 0 0 0 0 0 null 0 0 0 0 0 0 0 1 voiceband signal transport on 64 kbit/s 0 0 0 0 0 0 1 0 circuit transport 0 0 0 0 0 1 0 0 high-quality audio signal transport 0 0 0 0 0 1 0 1 video signal transport [ITU-T Q.2931]
CBRR	8002	1 octet	CBR Rate Bits <u>8 7 6 5 4 3 2 1</u> 0 0 0 0 0 0 0 1 64 kbit/s 0 0 0 0 0 1 0 0 1544 kbit/s 0 0 0 0 0 1 0 1 6312 kbit/s 0 0 0 0 0 1 1 0 32 064 kbit/s 0 0 0 0 0 1 1 1 44 736 kbit/s 0 0 0 0 1 0 0 0 97 728 kbit/s 0 0 0 1 0 0 0 0 2048 kbit/s 0 0 0 1 0 0 0 1 8448 kbit/s 0 0 0 1 0 0 1 0 34 368 kbit/s 0 0 0 1 0 0 1 1 139 264 kbit/s 0 1 0 0 0 0 0 0 $n \times 64$ kbit/s 0 1 0 0 0 0 0 1 $n \times 8$ kbit/s [ITU-T Q.2931]
MULT	See table in clause C.9		Multiplier, or $n \times 64k/8k/300$ [ITU-T Q.2931]
SCRI	8003	1 octet	Source Clock Frequency Recovery Method Bits <u>8 7 6 5 4 3 2 1</u> 0 0 0 0 0 0 0 0 null 0 0 0 0 0 0 0 1 SRTS 0 0 0 0 0 0 1 0 ACM [ITU-T Q.2931]
ECM	8004	1 octet	Error Correction Method Bits <u>8 7 6 5 4 3 2 1</u> 0 0 0 0 0 0 0 0 null 0 0 0 0 0 0 0 1 FEC – Loss 0 0 0 0 0 0 1 0 FEC – Delay [ITU-T Q.2931]



PropertyID	Property tag	Type	Value
			00100001 20 × 64 kbit/s unrestricted 00100010 21 × 64 kbit/s unrestricted 00100011 22 × 64 kbit/s unrestricted 00100100 23 × 64 kbit/s unrestricted 00100101 spare
			00100110 25 × 64 kbit/s unrestricted 00100111 26 × 64 kbit/s unrestricted 00101000 27 × 64 kbit/s unrestricted 00101001 28 × 64 kbit/s unrestricted 00101010 29 × 64 kbit/s unrestricted 00101011 through spare 11111111 [ITU-T Q.763]
TMRSR	9002	1 octet	Transmission Medium Requirement Subrate 0 unspecified 1 8 kbit/s 2 16 kbit/s 3 32 kbit/s
Contcheck	9003	Boolean	Continuity Check 0 continuity check not required on this circuit 1 continuity check required on this circuit [ITU-T Q.763]
ITC	9004	5 bits	Information Transfer Capability Bits <u>5 4 3 2 1</u> 00000 Speech 01000 Unrestricted digital information 01001 Restricted digital information 10000 3.1 kHz audio 10001 Unrestricted digital information with tones/announcements 11000 Video All other values are reserved. [ITU-T Q.763]
TransMode	9005	2 bits	Transfer Mode Bits <u>2 1</u> 00 Circuit mode 10 Packet mode [ITU-T Q.931]

PropertyID	Property tag	Type	Value
TransRate	9006	5 bits	Transfer Rate Bits <u>5 4 3 2 1</u> 0 0 0 0 This code shall be used for packet mode calls 1 0 0 0 64 kbit/s 1 0 0 1 2 × 64 kbit/s 1 0 0 1 1 384 kbit/s 1 0 1 0 1 1536 kbit/s 1 0 1 1 1 1920 kbit/s 1 1 0 0 0 Multirate (64 kbit/s base rate) [ITU-T Q.931]
MULT	9007	7 bits	Rate Multiplier Any value from 2 to n (maximum number of B-channels) [ITU-T Q.931]
layer1prot	9008	5 bits	User Information Layer 1 Protocol Bits <u>5 4 3 2 1</u> 0 0 0 0 1 ITU-T standardized rate adaption V.110 and X.30. 0 0 0 1 0 Rec. ITU-T G.711 μ-law 0 0 0 1 1 Rec. ITU-T G.711 A-law 0 0 1 0 0 Rec. ITU-T G.726 32 kbit/s ADPCM and Rec. ITU-T I.460 0 0 1 0 1 Recs ITU-T H.221 and H.242 0 0 1 1 0 Recs ITU-T H.223 and H.245 0 0 1 1 1 Non-ITU-T standardized rate adaption. 0 1 0 0 0 ITU-T standardized rate adaption V.120. 0 1 0 0 1 ITU-T standardized rate adaption X.31 HDLC flag stuffing All other values are reserved. [ITU-T Q.931]
syncasync	9009	Boolean	Synchronous/Asynchronous 0 Synchronous data 1 Asynchronous data [ITU-T Q.931]
negotiation	900A	Boolean	Negotiation 0 In-band negotiation possible 1 In-band negotiation not possible [ITU-T Q.931]

PropertyID	Property tag	Type	Value
Userrate	900B	5 bits	<p>User Rate</p> <p>Bits</p> <p><u>5 4 3 2 1</u></p> <p>0 0 0 0 0 Rate is indicated by E-bits specified in Rec. ITU-T I.460 or may be negotiated in-band</p> <p>0 0 0 0 1 0.6 kbit/s Recs ITU-T V.6 and X.1</p> <p>0 0 0 1 0 1.2 kbit/s Rec. ITU-T V.6</p> <p>0 0 0 1 1 2.4 kbit/s Recs ITU-T V.6 and X.1</p> <p>0 0 1 0 0 3.6 kbit/s Rec. ITU-T V.6</p> <p>0 0 1 0 1 4.8 kbit/s Recs ITU-T V.6 and X.1</p> <p>0 0 1 1 0 7.2 kbit/s Rec. ITU-T V.6</p> <p>0 0 1 1 1 8 kbit/s Rec. ITU-T I.460</p> <p>0 1 0 0 0 9.6 kbit/s Recs ITU-T V.6 and X.1</p> <p>0 1 0 0 1 14.4 kbit/s Rec. ITU-T V.6</p> <p>0 1 0 1 0 16 kbit/s Rec. ITU-T I.460</p> <p>0 1 0 1 1 19.2 kbit/s Rec. ITU-T V.6</p> <p>0 1 1 0 0 32 kbit/s Rec. ITU-T I.460</p> <p>0 1 1 0 1 38.4 kbit/s Rec. ITU-T V.110</p> <p>0 1 1 1 0 48 kbit/s Recs ITU-T V.6 and X.1</p> <p>0 1 1 1 1 56 kbit/s Rec. ITU-T V.6</p> <p>1 0 0 1 0 57.6 kbit/s Rec. ITU-T V.14 extended</p> <p>1 0 0 1 1 28.8 kbit/s Rec. ITU-T V.110</p> <p>1 0 1 0 0 24 kbit/s Rec. ITU-T V.110</p> <p>1 0 1 0 1 0.1345 kbit/s Rec. ITU-T X.1</p> <p>1 0 1 1 0 0.100 kbit/s Rec. ITU-T X.1</p> <p>1 0 1 1 1 0.075/1.2 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 0 0 0 1.2/0.075 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 0 0 1 0.050 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 0 1 0 0.075 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 0 1 1 0.110 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 1 0 0 0.150 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 1 0 1 0.200 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 1 1 0 0.300 kbit/s Recs ITU-T V.6 and X.1</p> <p>1 1 1 1 1 12 kbit/s Rec. ITU-T V.6</p> <p>All other values are reserved.</p> <p>[ITU-T Q.931]</p>

PropertyID	Property tag	Type	Value
INTRATE	900C	2 bits	Intermediate Rate Bits <u>2 1</u> 0 0 Not used 0 1 8 kbit/s 1 0 16 kbit/s 1 1 32 kbit/s [ITU-T Q.931]
nictx	900D	Boolean	Network Independent Clock (NIC) on transmission 0 Not required to send data with network independent clock 1 Required to send data with network independent clock [ITU-T Q.931]
nicrx	900E	Boolean	Network independent clock (NIC) on reception 0 Cannot accept data with network independent clock (i.e., sender does not support this optional procedure) 1 Can accept data with network independent clock (i.e., sender does support this optional procedure) [ITU-T Q.931]
flowconttx	900F	Boolean	Flow Control on transmission (Tx) 0 Not required to send data with flow control mechanism 1 Required to send data with flow control mechanism [ITU-T Q.931]
flowcontrx	9010	Boolean	Flow control on reception (Rx) 0 Cannot accept data with flow control mechanism (i.e., sender does not support this optional procedure) 1 Can accept data with flow control mechanism (i.e., sender does support this optional procedure) ITU-T Q.931]
rateadapthdr	9011	Boolean	Rate adaption header/no header 0 Rate adaption header not included 1 Rate adaption header included [ITU-T Q.931]

PropertyID	Property tag	Type	Value
multiframe	9012	Boolean	Multiple frame establishment support in data link 0 Multiple frame establishment not supported. Only UI frames allowed 1 Multiple frame establishment supported [ITU-T Q.931]
OPMODE	9013	Boolean	Mode of operation 0 Bit transparent mode of operation 1 Protocol sensitive mode of operation [ITU-T Q.931]
llidnegot	9014	Boolean	Logical link identifier negotiation 0 Default, LLI = 256 only 1 Full protocol negotiation [ITU-T Q.931]
assign	9015	Boolean	Assignor/assignee 0 Message originator is "default assignee" 1 Message originator is "assignor only" [ITU-T Q.931]
inbandneg	9016	Boolean	In-band/out-band negotiation 0 Negotiation is done with USER INFORMATION messages on a temporary signalling connection 1 Negotiation is done in-band using logical link zero [ITU-T Q.931]
stopbits	9017	2 bits	Number of stop bits Bits <u>2 1</u> 0 0 Not used 0 1 1 bit 1 0 1.5 bits 1 1 2 bits [ITU-T Q.931]
databits	9018	2 bits	Number of data bits excluding parity bit if present Bits <u>2 1</u> 0 0 Not used 0 1 5 bits 1 0 7 bits 1 1 8 bits [ITU-T Q.931]

PropertyID	Property tag	Type	Value
parity	9019	3 bits	Parity information Bits <u>3 2 1</u> 0 0 0 Odd 0 1 0 Even 0 1 1 None 1 0 0 Forced to 0 1 0 1 Forced to 1 All other values are reserved. [ITU-T Q.931]
duplexmode	901A	Boolean	Mode duplex 0 Half duplex 1 Full duplex [ITU-T Q.931]
modem	901B	6 bits	Modem Type Bits <u>6 5 4 3 2 1</u> 0 0 0 0 0 0 through National use 0 0 0 1 0 1 0 1 0 0 0 1 Rec. ITU-T V.21 0 1 0 0 1 0 Rec. ITU-T V.22 0 1 0 0 1 1 Rec. ITU-T V.22 <i>bis</i> 0 1 0 1 0 0 Rec. ITU-T V.23 0 1 0 1 0 1 Rec. ITU-T V.26 0 1 1 0 0 1 Rec. ITU-T V.26 <i>bis</i> 0 1 0 1 1 1 Rec. ITU-T V.26 <i>ter</i> 0 1 1 0 0 0 Rec. ITU-T V.27 0 1 1 0 0 1 Rec. ITU-T V.27 <i>bis</i> 0 1 1 0 1 0 Rec. ITU-T V.27 <i>ter</i> 0 1 1 0 1 1 Rec. ITU-T V.29 0 1 1 1 0 1 Rec. ITU-T V.32 0 1 1 1 1 0 Rec. ITU-T V.34 1 0 0 0 0 0 through National use 1 0 1 1 1 1 1 1 0 0 0 0 through User specified 1 1 1 1 1 1 [ITU-T Q.931]
layer2prot	901C	5 bits	User information layer 2 protocol Bits <u>5 4 3 2 1</u> 0 0 0 1 0 Rec. ITU-T Q.921/I.441 0 0 1 1 0 Rec. ITU-T X.25, link layer 0 1 1 0 0 LAN logical link control (ISO/IEC 8802-2) All other values are reserved. [ITU-T Q.931]

PropertyID	Property tag	Type	Value
layer3prot	901D	5 bits	User information layer 3 protocol Bits <u>5 4 3 2 1</u> 0 0 0 1 0 Rec. ITU-T Q.931 0 0 1 1 0 Rec. ITU-T X.25, packet layer 0 1 0 1 1 ISO/IEC TR 9577 (Protocol identification in the network layer) All other values are reserved. [ITU-T Q.931]
addlayer3prot	901E	Octet	Additional User Information layer 3 protocol Bits Bits <u>4 3 2 1</u> <u>4 3 2 1</u> 1 1 0 0 1 1 0 0 Internet Protocol (RFC 791) (ISO/IEC TR 9577) 1 1 0 0 1 1 1 1 Point-to-point Protocol (RFC 1661) [ITU-T Q.931]
DialledN	901F	30 octets	Dialled Number
DiallingN	9020	30 octets	Dialling Number
EHOICI	9021		Not Used. See E.13 for an example of possible Echo Control Properties.
NCI	9022	1 octet	Nature of Connection Indicators Bits <u>2 1</u> <i>Satellite Indicator</i> 0 0 no satellite circuit in the connection 0 1 one satellite circuit in the connection 1 0 two satellite circuits in the connection 1 1 spare Bits <u>4 3</u> <i>Continuity check indicator</i> 0 0 continuity check not required 0 1 continuity check required on this circuit 1 0 continuity check performed on a previous circuit 1 1 spare Bit <u>5</u> <i>Echo control device indicator</i> 0 outgoing echo control device not included 1 outgoing echo control device included Bits <u>8 7 6</u> Spare [ITU-T Q.763]
USI	9023	Octet string	User Service Information Clause 3.57/[ITU-T Q.763]

## C.10 AAL 5 properties

PropertyID	Property tag	Type	Value
FMSDU	A001	32-bit integer	Forward Maximum CPCS-SDU Size: Maximum CPCS-SDU size sent in the direction from the calling user to the called user. [ITU-T Q.2931]
BMSDU	A002	32-bit integer	Backwards Maximum CPCS-SDU Size: Maximum CPCS-SDU size sent in the direction from the called user to the calling user. [ITU-T Q.2931]
SSCS	See table in clause C.7	See table in clause C.7	See table in clause C.7 Additional values: VPI/VCI

## C.11 SDP equivalents

The SDP equivalents are subject to the SDP exceptions outlined in clause 7.1.8 for the text encoding of the protocol. For example, the CHOOSE wildcard is allowed to be used in the MGC to MG direction irrespective of the encoding (binary or text) of the protocol.

PropertyID	Property tag	Type	Value
SDP_V	B001	String	Protocol Version [IETF RFC 2327]
SDP_O	B002	String	Owner/creator and session ID [IETF RFC 2327]
SDP_S	B003	String	Session name [IETF RFC 2327]
SDP_I	B004	String	Session identifier [IETF RFC 2327]
SDP_U	B005	String	URI of descriptor [IETF RFC 2327]
SDC_E	B006	String	email address [IETF RFC 2327]
SDP_P	B007	String	phone number [IETF RFC 2327]
SDP_C	B008	String	Connection information [IETF RFC 2327]
SDP_B	B009	String	Bandwidth Information [IETF RFC 2327]
SDP_Z	B00A	String	Time zone adjustment [IETF RFC 2327]
SDP_K	B00B	String	Encryption Key [IETF RFC 2327]

PropertyID	Property tag	Type	Value
SDP_A	B00C	String	Zero or more session attributes [IETF RFC 2327]
SDP_T	B00D	String	Active Session Time [IETF RFC 2327]
SDP_R	B00E	String	Zero or more repeat times [IETF RFC 2327]
SDP_M	B00F	String	Media type, port, transport and format [IETF RFC 2327]

## C.12 H.245

PropertyID	Property tag	Type	Value
OLC	C001	Octet string	The value of ITU-T H.245 OpenLogicalChannel structure. [ITU-T H.245]
OLCack	C002	Octet string	The value of ITU-T H.245 OpenLogicalChannelAck structure. [ITU-T H.245]
OLCcnf	C003	Octet string	The value of ITU-T H.245 OpenLogicalChannelConfirm structure. [ITU-T H.245]
OLCrej	C004	Octet string	The value of ITU-T H.245 OpenLogicalChannelReject structure. [ITU-T H.245]
CLC	C005	Octet string	The value of ITU-T H.245 CloseLogicalChannel structure. [ITU-T H.245]
CLCack	C006	Octet string	The value of ITU-T H.245 CloseLogicalChannelAck structure. [ITU-T H.245]
LCN	C007	Integer	The value of ITU-T H.245 Local Channel Number 0-65535. [ITU-T H.245]

## Annex D

### Transport over IP

(This annex forms an integral part of this Recommendation.)

#### D.1 Transport over IP/UDP using Application Level Framing (ALF)

Protocol messages defined in this Recommendation may be transmitted over UDP. When no port is provided by the peer (see clause 7.2.8), commands should be sent to the default port number: 2944 for text-encoded operation, or 2945 for binary-encoded operation. Responses must be sent to the address and port from which the corresponding commands were sent.

ALF is a set of techniques that allows an application, as opposed to a stack, to affect how messages are sent to the other side. A typical ALF technique is to allow an application to change the order of messages sent when there is a queue after it has queued them. There is no formal specification for ALF. The procedures in clause D.1 contain a minimum suggested set of ALF behaviours.

Implementors using IP/UDP with ALF should be aware of the restrictions of the MTU on the maximum message size.

##### D.1.1 Providing at-most-once functionality

Messages carried over UDP may be subject to losses. In the absence of a timely response, commands are repeated. Most commands are not idempotent. The state of the MG would become unpredictable if, for example, Add Commands were executed several times. The transmission procedures shall thus provide an "At-Most-Once" functionality.

Peer protocol entities are expected to keep in memory a list of the responses that they sent to recent transactions and a list of the transactions that are currently outstanding. The TransactionID of each incoming message is compared to the TransactionIDs of the recent responses sent to the same MID. If a match is found, the entity does not execute the transaction, but simply repeats the response. If no match is found, the message will be compared to the list of currently outstanding transactions. If a match is found in that list, indicating a duplicate transaction, the entity does not execute the transaction (see clause D.1.4 for procedures on sending TransactionPending).

The procedure uses a long timer value, noted LONG-TIMER in the following. The timer should be set larger than the maximum duration of a transaction, which should take into account the maximum number of repetitions, the maximum value of the repetition timer and the maximum propagation delay of a packet in the network. A suggested value is 30 seconds.

The copy of the responses may be destroyed either LONG-TIMER seconds after the response is issued, or when the entity receives a confirmation that the response has been received, through the "Response Acknowledgement parameter". For transactions that are acknowledged through this parameter, the entity shall keep a copy of the TransactionID for LONG-TIMER seconds after the response is issued, in order to detect and ignore duplicate copies of the transaction request that could be produced by the network.

##### D.1.2 Transaction identifiers and three-way handshake

###### D.1.2.1 Transaction identifiers

TransactionIDs are 32-bit integer numbers. A Media Gateway Controller may decide to use a specific number space for each of the MGs that they manage, or to use the same number space for all MGs that belong to some arbitrary group. MGCs may decide to share the load of managing a large MG between several independent processes. These processes will share the same transaction number space. There are multiple possible implementations of this sharing, such as having a centralized allocation of TransactionIDs, or pre-allocating non-overlapping ranges of identifiers to

different processes. The implementations shall guarantee that unique TransactionIDs are allocated to all transactions that originate from a logical MGC (identical MID). MGs can simply detect duplicate transactions by looking at the TransactionID and MID only.

#### **D.1.2.2 Three-way handshake**

The TransactionResponseAcknowledgement parameter can be found in any message. It carries a set of "confirmed TransactionID ranges". Entities may choose to delete the copies of the responses to transactions whose ID is included in "confirmed TransactionID ranges" received in the transaction response messages. They should silently discard further commands when the TransactionID falls within these ranges.

The "confirmed TransactionID ranges" values shall not be used if more than LONG-TIMER seconds have elapsed since the MG issued its last response to that MGC, or when an MG resumes operation. In this situation, transactions should be accepted and processed, without any test on the TransactionID.

Messages that carry the "TransactionResponseAcknowledgement" parameter may be transmitted in any order. The entity shall retain the "confirmed TransactionID ranges" received for LONG-TIMER seconds.

In the binary encoding, if only the `firstAck` is present in a response acknowledgement (see clause A.2), only one transaction is acknowledged. If both `firstAck` and `lastAck` are present, then the range of transactions from `firstAck` to `lastAck` is acknowledged. In the text encoding, a horizontal dash is used to indicate a range of transactions being acknowledged (see clause B.2).

#### **D.1.3 Computing retransmission timers**

It is the responsibility of the requesting entity to provide suitable timeouts for all outstanding transactions, and to retry transactions when timeouts have been exceeded. Furthermore, when repeated transactions fail to be acknowledged, it is the responsibility of the requesting entity to seek redundant services and/or clear existing or pending connections.

The specification purposely avoids specifying any value for the retransmission timers. These values are typically network-dependent. The retransmission timers should normally estimate the timer value by measuring the time spent between the sending of a command and the return of a response. Implementations shall ensure that the algorithm used to calculate retransmission timing performs an exponentially increasing backoff of the retransmission timeout for each retransmission or repetition after the first one.

NOTE – One possibility is to use the algorithm implemented in TCP-IP, which uses two variables:

- The average acknowledgement delay (AAD), estimated through an exponentially smoothed average of the observed delays.
- The average deviation (ADEV), estimated through an exponentially smoothed average of the absolute value of the difference between the observed delay and the current average. The retransmission timer, in TCP, is set to the sum of the average delay plus N times the average deviation. The maximum value of the timer should however be bounded for the protocol defined in this Recommendation, in order to guarantee that no repeated packet would be received by the gateways after LONG-TIMER seconds. A suggested maximum value is 4 seconds.

After any retransmission, the entity should do the following:

- It should double the estimated value of the average delay, AAD.
- It should compute a random value, uniformly distributed between 0.5 AAD and AAD.
- It should set the retransmission timer to the sum of that random value and N times the average deviation.

This procedure has two effects. Because it includes an exponentially increasing component, it will automatically slow down the stream of messages in case of congestion. Because it includes a random component, it will break the potential synchronization between notifications triggered by the same external event.

#### **D.1.4 Provisional responses**

Executing some transactions may require a long time. Long execution times may interact with the timer-based retransmission procedure. This may result either in an inordinate number of retransmissions, or in timer values that become too long to be efficient. Entities that can predict that a transaction will require a long execution time may send a provisional response, "TransactionPending". They should send this response if they receive a repetition of a transaction that is still being executed.

Entities that receive a TransactionPending shall switch to a different repetition timer for repeating requests. Upon receipt of a final response following receipt of provisional responses, an immediate confirmation shall be sent, and normal repetition timers shall be used thereafter. An entity that sends a provisional response shall include the immAckRequired field in the ensuing final response, indicating that an immediate confirmation is expected. Receipt of a TransactionPending after receipt of a reply shall be ignored.

#### **D.1.5 Repeating requests, responses and acknowledgements**

The protocol is organized as a set of transactions, each of which is composed of a request and a response, commonly referred to as an acknowledgement. The protocol messages, being carried over UDP, may be subject to losses. In the absence of a timely response, transactions are repeated. Entities are expected to keep in memory a list of the responses that they sent to recent transactions, i.e., a list of all the responses they sent over the last LONG-TIMER seconds, and a list of the transactions that are currently being executed.

The repetition mechanism is used to guard against three types of possible errors:

- transmission errors, when, for example, a packet is lost due to noise on a line, or congestion in a queue;
- component failure, when, for example, an interface to an entity becomes unavailable;
- entity failure, when, for example, an entire entity becomes unavailable.

The entities should be able to derive from the past history an estimate of the packet loss rate due to transmission errors. In a properly configured system, this loss rate should be kept very low, typically less than 1%. If a Media Gateway Controller or a Media Gateway has to repeat a message more than a few times, it is legitimate to assume that something else than a transmission error is occurring. For example, given a loss rate of 1%, the probability that five consecutive transmission attempts fail is 1 in 100 billion, an event that should occur less than once every 10 days for a Media Gateway Controller that processes 1000 transactions per second. (Indeed, the number of repetitions that is considered excessive should be a function of the prevailing packet loss rate.) We should note that the "suspicion threshold", which we will call "Max1", is normally lower than the "disconnection threshold", which should be set to a larger value.

A classic retransmission algorithm would simply count the number of successive repetitions, and conclude that the association is broken after retransmitting the packet an excessive number of times (typically between 7 and 11 times). In order to account for the possibility of an undetected or in-progress "failover", we modify the classic algorithm so that if the Media Gateway receives a valid ServiceChange message announcing a failover, it will start transmitting outstanding commands to that new MGC. Responses to commands are still transmitted to the source address of the command.

In order to automatically adapt to network load, this Recommendation specifies exponentially increasing timers. If the initial timer is set to 200 milliseconds, the loss of a fifth retransmission will be detected after about 6 seconds. This is probably an acceptable waiting delay to detect a failover. The repetitions should continue after that delay not only in order to perhaps overcome a transient connectivity problem, but also in order to allow some more time for the execution of a failover (waiting a total delay of 30 seconds is probably acceptable).

It is, however, important that the maximum delay of retransmissions be bounded. Prior to any retransmission, it should be checked that the time elapsed since the sending of the initial datagram is no greater than T-MAX. If more than T-MAX time has elapsed, the MG concludes that the MGC has failed, and that it begins its recovery process as described in clause 11.5. If the MG retries to connect to the current MGC, it shall use a ServiceChange with ServiceChangeMethod set to Disconnected so that the new MGC will be aware that the MG lost one or more transactions. The value T-MAX is related to the LONG-TIMER value: the LONG-TIMER value is obtained by adding to T-MAX the maximum propagation delay in the network.

## **D.2 Using TCP**

Protocol messages as defined in this Recommendation may be transmitted over TCP. When no port is specified by the other side (see clause 7.2.8) the commands should be sent to the default port. The defined protocol has messages as the unit of transfer, while TCP is a stream-oriented protocol. TPKT, according to [IETF RFC 1006], shall be used to delineate messages within the TCP stream.

In a transaction-oriented protocol, there are still ways for transaction requests or responses to be lost. As such, it is recommended that entities using TCP transport implement application level timers for each request and each response, similar to those specified for application level framing over UDP.

### **D.2.1 Providing the at-most-once functionality**

Messages carried over TCP are not subject to transport losses, but loss of a transaction request or its reply may nonetheless be noted in real implementations. In the absence of a timely response, commands are repeated. Most commands are not idempotent. The state of the MG would become unpredictable if, for example, Add Commands were executed several times.

To guard against such losses, it is recommended that entities follow the procedures in clause D.1.1.

### **D.2.2 Transaction identifiers and three-way handshake**

For the same reasons, it is possible that transaction replies may be lost even with a reliable delivery protocol such as TCP. It is recommended that entities follow the procedures in clause D.1.2.2.

### **D.2.3 Computing retransmission timers**

With reliable delivery, the incidence of loss of a transaction request or reply is expected to be very low. Therefore, only simple timer mechanisms are required. Exponential back-off algorithms should not be necessary, although they could be employed where, as in an MGC, the code to do so is already required since MGCs must implement ALF/UDP as well as TCP.

### **D.2.4 Provisional responses**

As with UDP, executing some transactions may require a long time. Entities that can predict that a transaction will require a long execution time may send a provisional response, "TransactionPending". They should send this response if they receive a repetition of a transaction that is still being executed.

Entities that receive a TransactionPending shall switch to a longer repetition timer for that transaction.

Entities shall retain transactions and replies until they are confirmed. The basic procedure of clause D.1.4 should be followed, but simple timer values should be sufficient. There is no need to send an immediate confirmation upon receipt of a final response.

#### **D.2.5 Ordering of commands**

TCP provides ordered delivery of transactions. No special procedures are required. It should be noted that ALF/UDP allows the sending entity to modify its behaviour under congestion, and in particular, could reorder transactions when congestion is encountered. TCP could not achieve the same results.

## Annex E

### Basic packages

(This annex forms an integral part of this Recommendation.)

This annex contains definitions of some packages for use with this Recommendation.

#### E.1 Generic

<b>Package name:</b>	Generic
<b>Package ID:</b>	g (0x0001)
<b>Description:</b>	Generic package for commonly encountered items
<b>Version:</b>	2
<b>Extends:</b>	None

Version 2 of the Generic Package requires at least version 3 of the protocol.

##### E.1.1 Properties

None.

##### E.1.2 Events

###### E.1.2.1 Cause

<b>Event name:</b>	Cause
<b>Event ID:</b>	cause (0x0001)
<b>Description:</b>	Generic error event
<b>EventsDescriptor Parameters:</b>	None
<b>ObservedEvents Descriptor Parameters:</b>	

###### General Cause

<b>Parameter name:</b>	General Cause
<b>Parameter ID:</b>	Generalcause (0x0001)
<b>Description:</b>	This parameter groups the failures into six groups, which the MGC may act upon.
<b>Type:</b>	enumeration
<b>Optional:</b>	No
<b>Possible values:</b>	"NR" (0x0001): Normal Release "UR" (0x0002): Unavailable Resources "FT" (0x0003): Failure, Temporary "FP" (0x0004): Failure, Permanent "IW" (0x0005): Interworking Error "UN" (0x0006): Unsupported
<b>Default:</b>	None

## Failure Cause

<b>Parameter name:</b>	Failure Cause
<b>Parameter ID:</b>	Failurecause (0x0002)
<b>Description:</b>	The Failure Cause is the value generated by the Released equipment, i.e., a released network connection. The concerned value is defined in the appropriate bearer control protocol.
<b>Type:</b>	OCTET STRING
<b>Optional:</b>	Yes
<b>Possible values:</b>	OCTET STRING
<b>Default:</b>	None

### E.1.2.2 Signal Completion

<b>Event name:</b>	Signal Completion
<b>Event ID:</b>	sc (0x0002)
<b>Description:</b>	Indicates the termination of a signal for which the NotifyCompletion parameter was set to enable reporting of a completion event. For further procedural description, see clauses 7.1.1, 7.1.11 and 7.2.7.

**EventsDescriptor Parameters:** None

**ObservedEvents Descriptor Parameters:**

#### Signal Identity

<b>Parameter name:</b>	Signal Identity
<b>Parameter ID:</b>	SigID (0x0001)
<b>Description:</b>	This parameter identifies the signal which has terminated. For a signal that is contained in a SignalList, the SignalListID parameter should also be returned indicating the appropriate list.
<b>Type:</b>	Binary:octet (string), Text:string
<b>Optional:</b>	No
<b>Possible values:</b>	a signal which has terminated. A signal shall be identified using the pkgdName syntax without wildcarding.
<b>Default:</b>	None

#### Termination Method

<b>Parameter name:</b>	Termination Method
<b>Parameter ID:</b>	Meth (0x0002)
<b>Description:</b>	Indicates the means by which the signal terminated.
<b>Type:</b>	Enumeration
<b>Optional:</b>	No

**Possible values:** "TO" (0x0001):Signal timed out or otherwise completed on its own  
"EV" (0x0002): Interrupted by event  
"SD" (0x0003): Halted by new Signals Descriptor  
"NC" (0x0004): Not completed, other cause  
"PI" (0x0005): First to penultimate iteration. For last iteration, use TO.

**Default:** None

### Signal List ID

**Parameter name:** Signal List ID

**Parameter ID:** SLID (0x0003)

**Description:** Indicates to which SignalList a signal belongs. The SignalListID is only returned in cases where the signal resides in a SignalList.

**Type:** Integer

**Optional:** Yes (only supported if signal lists are used)

**Possible values:** 1-65535

**Default:** None

### Request ID

**Parameter name:** Request ID

**Parameter ID:** RID (0x0004)

**Description:** Indicates to which NotifyCompletion request the SignalID is associated.

**Type:** Integer

**Optional:** Yes (only supported if signal lists are used)

**Possible values:** 1-4294967295

**Default:** None

### E.1.3 Signals

None.

### E.1.4 Statistics

None.

## E.2 Base Root Package

**Package name:** Base Root Package

**Package ID:** root (0x0002)

**Description:** This package defines Gateway wide properties.

**Version:** 2

**Extends:** None  
Version 2 of the Base Root Package requires at least version 2 of the protocol.

## **E.2.1 Properties**

### **E.2.1.1 Maximum Number of Contexts**

**Property name:** MaxNrOfContexts  
**Property ID:** maxNumberOfContexts (0x0001)  
**Description:** The value of this property gives the maximum number of contexts that can exist at any time. The NULL Context is not included in this number.  
The maximum number of contexts may be calculated by an MG in different ways, e.g., dependent on the number of connection models to be supported, dependent on applied stream, termination and/or context admission control functions, or specific, MG-internal QoS support mechanisms (e.g., best effort versus over-provisioning models), or other reasons.  
The value of the property must be therefore interpreted as a best-case figure. Requests for additional contexts over and above this number may receive an error response.

**Type:** Double  
**Possible values:** 1 and up  
**Default:** Provisioned  
**Defined in:** TerminationState  
**Characteristics:** ReadOnly

### **E.2.1.2 Maximum Terminations Per Context**

**Property name:** MaxTerminationsPerContext  
**Property ID:** maxTerminationsPerContext (0x0002)  
**Description:** The maximum number of allowed terminations in a context, see clause 6.1. This is not related to the capacity of the NULL Context. This is related to non-Root termination types (physical, ephemeral), including multiplexing terminations.

**Type:** Integer  
**Possible values:** any positive integer  
**Default:** Provisioned  
**Defined in:** TerminationState  
**Characteristics:** ReadOnly

### **E.2.1.3 Normal MG Execution Time**

**Property name:** normalMGExecutionTime  
**Property ID:** normalMGExecutionTime (0x0003)

**Description:** Settable by the MGC to indicate the interval within which the MGC expects a response to any transaction from the MG (exclusive of network delay).

**Type:** Integer

**Possible values:** any positive integer; represents milliseconds

**Default:** Provisioned

**Defined in:** TerminationState

**Characteristics:** Read/Write

#### E.2.1.4 Normal MGC Execution Time

**Property name:** normalMGCExecutionTime

**Property ID:** normalMGCExecutionTime (0x0004)

**Description:** Settable by the MGC to indicate the interval within which the MG should expect a response to any transaction from the MGC (exclusive of network delay).

**Type:** Integer

**Possible values:** any positive integer; represents milliseconds

**Default:** Provisioned

**Defined in:** TerminationState

**Characteristics:** Read/Write

#### E.2.1.5 MG Provisional Response Timer Value

**Property name:** MGProvisionalResponseTimerValue

**Property ID:** MGProvisionalResponseTimerValue (0x0005)

**Description:** Indicates the time within which the MGC should expect a Pending Response from the MG if a transaction cannot be completed. Initially set to normalMGCExecutionTime plus network delay, but may be lowered.

**Type:** Integer

**Possible values:** any positive integer; represents milliseconds

**Default:** Provisioned

**Defined in:** TerminationState

**Characteristics:** Read/Write

#### E.2.1.6 MGC Provisional Response Timer Value

**Property name:** MGCProvisionalResponseTimerValue

**Property ID:** MGCProvisionalResponseTimerValue (0x0006)

**Description:** Indicates the time within which the MG should expect a Pending Response from the MGC if a transaction cannot be completed. Initially set to normalMGCExecutionTime plus network delay, but may be lowered.

**Type:** Integer

**Possible values:** any positive integer; represents milliseconds  
**Default:** Provisioned  
**Defined in:** TerminationState  
**Characteristics:** Read/Write

#### **E.2.1.7 MGC Originated Pending Limit**

**Property name:** MGCOriGinatedPendingLimit  
**Property ID:** MGCOriGinatedPendingLimit (0x0007)  
**Description:** Indicates the number of TransactionPendings that can be received from the MGC. Once this limit is exceeded, the MGC should issue a TransactionReply with Error 506 ("Number of TransactionPendings Exceeded"); otherwise, the MG can assume the transaction to be in error.  
**Type:** Integer  
**Possible values:** any positive integer  
**Default:** Provisioned  
**Defined in:** TerminationState  
**Characteristics:** Read/Write

#### **E.2.1.8 MG Originated Pending Limit**

**Property name:** MGOriGinatedPendingLimit  
**Property ID:** MGOriGinatedPendingLimit (0x0008)  
**Description:** Indicates the number of TransactionPendings that can be received from the MG. Once this limit is exceeded, the MG should issue a TransactionReply with Error 506 ("Number of TransactionPendings Exceeded"); otherwise, the MGC can assume the transaction to be in error.  
**Type:** Integer  
**Possible values:** any positive integer  
**Default:** Provisioned  
**Defined in:** TerminationState  
**Characteristics:** Read/Write

#### **E.2.2 Events**

None.

#### **E.2.3 Signals**

None.

#### **E.2.4 Statistics**

None.

#### **E.2.5 Procedures**

None.

### E.3 Tone Generator Package

<b>Package name:</b>	Tone Generator Package
<b>Package ID:</b>	tonegen (0x0003)
<b>Description:</b>	This package defines signals to generate audio tones. This package does not specify parameter values. It is intended to be extendable. Generally, tones are defined as an individual signal with a parameter, ind, representing "interdigit" time delay, and a tone ID to be used with playtone. A tone ID should be kept consistent with any tone generation for the same tone. MGs are expected to be provisioned with the characteristics of appropriate tones for the country in which the MG is located.
<b>Version:</b>	2
<b>Designed to be extended only:</b>	Yes
<b>Extends:</b>	None

#### E.3.1 Properties

None.

#### E.3.2 Events

None.

#### E.3.3 Signals

##### E.3.3.1 Play Tone

<b>Signal name:</b>	Play Tone
<b>Signal ID:</b>	pt (0x0001)
<b>Description:</b>	Plays audio tone over an audio channel
<b>Signal Type:</b>	Brief
<b>Duration:</b>	Provisioned

##### Additional parameters:

###### Tone ID list

<b>Parameter name:</b>	Tone ID List
<b>Parameter ID:</b>	tl (0x0001)
<b>Description:</b>	List of tones to be played in sequence.
<b>Type:</b>	Sublist of Enumeration
<b>Optional:</b>	No
<b>Possible values:</b>	The sublist shall contain one or more tone IDs.
<b>Default:</b>	None

###### Inter-signal duration

<b>Parameter name:</b>	Inter-signal duration
<b>Parameter ID:</b>	ind (0x0002)
<b>Description:</b>	Timeout between two consecutive tones in milliseconds

**Type:** Integer  
**Optional:** Yes  
**Possible values:** Any integer greater than or equal to 0  
**Default:** Provisioned

#### **Tone Direction**

**Parameter name:** Tone Direction  
**Parameter ID:** btd (0x0003)  
**Description:** Direction the tone should progress from the termination.  
**Type:** Enumeration  
**Optional:** Yes  
**Possible values:** "EXT" (0x0001) External  
"INT" (0x0002) Internal  
"BOTH" (0x0003) Both  
**Default:** External

#### **E.3.4 Statistics**

None.

#### **E.3.5 Procedures**

No tone IDs are specified in this package. Packages that extend this package can add possible values for tone ID as well as adding individual tone signals.

#### **E.4 Tone Detection Package**

**Package name:** Tone Detection Package  
**Package ID:** tonedet (0x0004)  
**Description:** This package defines events for audio tone detection. Tones are selected by name (tone ID). MGs are expected to be provisioned with the characteristics of appropriate tones for the country in which the MG is located.  
This package does not specify parameter values. It is intended to be extendable.  
**Version:** 1  
**Designed to be extended only:** Yes  
**Extends:** None

## E.4.1 Properties

None.

## E.4.2 Events

### E.4.2.1 Start Tone Detected

**Event name:** Start tone detected  
**Event ID:** std (0x0001)  
**Description:** Detects the start of a tone. The characteristics of positive tone detection are implementation dependent.

#### EventsDescriptor Parameters:

##### Tone ID List

**Parameter name:** Tone ID List  
**Parameter ID:** tl (0x0001)  
**Type:** Sublist of Enumeration  
**Optional:** No  
**Possible values:** The only tone ID defined in this package is "wild card" which is "\*" in text encoding and 0x0000 in binary. Extensions to this package would add possible values for tone ID. If tl is "wildcard", any tone ID is detected.  
**Default:** None

#### ObservedEventsDescriptor Parameters:

##### Tone ID

**Parameter name:** Tone ID  
**Parameter ID:** tid (0x0003)  
**Description:** The tone ID of the detected tone.  
**Type:** Enumeration  
**Optional:** No  
**Possible values:** "wildcard" as defined above is the only value defined in this package. Extensions to this package would add additional possible values for tone ID.  
**Default:** None

### E.4.2.2 End Tone Detected

**Event name:** End tone detected  
**Event ID:** etd (0x0002)  
**Description:** Detects the end of a tone.

#### EventsDescriptor Parameters:

##### Tone ID List

**Parameter name:** Tone ID List

**Parameter ID:** tl (0x0001)  
**Description:** A list of tone IDs to be detected.  
**Type:** Sublist of enumeration  
**Optional:** No  
**Possible values:** The only tone id defined in this package is "wild card" which is "\*" in text encoding and 0x0000 in binary. Extensions to this package would add possible values for tone ID. If property tl is set to "wild card", any tone id is detected.  
**Default:** None

**ObservedEventsDescriptor Parameters:**

**Tone ID**

**Parameter name:** Tone ID  
**Parameter ID:** tid (0x0003)  
**Description:** The tone ID of the detected tone.  
**Type:** Enumeration  
**Optional:** No  
**Possible values:** "wildcard" as defined above is the only value defined in this package. Extensions to this package would add possible values for tone ID.  
**Default:** None

**Duration**

**Parameter name:** Duration  
**Parameter ID:** dur (0x0002)  
**Description:** This parameter contains the duration of the tone from first detection until it stopped.  
**Type:** Integer  
**Optional:** Yes  
**Possible values:** Any positive integer in milliseconds  
**Default:** None

**E.4.2.3 Long Tone Detected**

**Event name:** Long Tone Detected  
**Event ID:** ltd (0x0003)  
**Description:** Detects that a tone has been playing for at least a certain amount of time

**EventsDescriptor Parameters:**

**Tone ID List**

**Parameter name:** Tone ID List

**Parameter ID:** t1 (0x0001)  
**Description:** A list of tone IDs to be detected.  
**Type:** Sublist of Enumeration  
**Optional:** No  
**Possible values:** "wildcard" as defined above is the only value defined in this package. Extensions to this package would add possible values for tone ID.  
**Default:** None

#### **Duration**

**Parameter name:** Duration  
**Parameter ID:** dur (0x0002)  
**Description:** The duration to test against.  
**Type:** Integer  
**Optional:** Yes  
**Possible values:** any positive integer, expressed in milliseconds  
**Default:** Provisioned

#### **ObservedEventsDescriptor Parameters:**

##### **Tone ID**

**Parameter name:** Tone ID  
**Parameter ID:** tid (0x0003)  
**Description:** The tone ID of the detected tone.  
**Type:** Enumeration  
**Optional:** No  
**Possible values:** No possible values are specified in this package. Extensions to this package would add possible values for tone ID.  
**Default:** None

#### **E.4.3 Signals**

None.

#### **E.4.4 Statistics**

None.

#### **E.4.5 Procedures**

None.

## E.5 Basic DTMF Generator Package

<b>Package name:</b>	Basic DTMF Generator Package
<b>Package ID:</b>	dg (0x0005)
<b>Description:</b>	This package defines the basic DTMF tones as signals and extends the allowed values of parameter tl of playtone in tonegen.
<b>Version:</b>	2
<b>Extends:</b>	tonegen version 2

### E.5.1 Properties

None.

### E.5.2 Events

None.

### E.5.3 Signals

#### E.5.3.1 DTMF Character 0

<b>Signal name:</b>	DTMF Character 0
<b>Signal ID:</b>	d0 (0x0010)
<b>Description:</b>	Generate DTMF 0 tone. The physical characteristic of DTMF 0 is defined in the gateway.
<b>Signal Type:</b>	Brief
<b>Duration:</b>	Provisioned

#### Additional parameters:

##### Tone Direction

<b>Parameter name:</b>	Tone Direction
<b>Parameter ID:</b>	btd (0x0001)
<b>Description:</b>	Direction the tone should progress from the termination.
<b>Type:</b>	Enumeration
<b>Optional:</b>	Yes
<b>Possible values:</b>	"EXT" (0x0001) External "INT" (0x0002) Internal "BOTH" (0x0003) Both
<b>Default:</b>	External

**Additional values:** d0 (0x0010) is defined as a tone ID for playtone.

The other DTMF characters are specified in exactly the same way. A table with all signal names and SignalIDs is included. Note that each DTMF character is defined as both a signal and a tone ID, thus extending the basic tone generation package. Also note that DTMF SignalIDs are different from the names used in a DigitMap.

Signal name	SignalID/Tone ID
DTMF character 0	d0 (0x0010)
DTMF character 1	d1 (0x0011)
DTMF character 2	d2 (0x0012)
DTMF character 3	d3 (0x0013)
DTMF character 4	d4 (0x0014)
DTMF character 5	d5 (0x0015)
DTMF character 6	d6 (0x0016)
DTMF character 7	d7 (0x0017)
DTMF character 8	d8 (0x0018)
DTMF character 9	d9 (0x0019)
DTMF character *	ds (0x0020)
DTMF character #	do (0x0021)
DTMF character A	da (0x001a)
DTMF character B	db (0x001b)
DTMF character C	dc (0x001c)
DTMF character D	dd (0x001d)

#### **E.5.4 Statistics**

None.

#### **E.5.5 Procedures**

None.

#### **E.6 DTMF Detection Package**

**Package name:** DTMF Detection Package

**Package ID:** dd (0x0006)

**Description:** This package defines the basic DTMF tones detection. This package extends the possible values of tone ID in the Start Tone Detected, End Tone Detected and Long Tone Detected Events.

Additional tone ID values are all tone IDs described in package dg (Basic DTMF Generator Package).

The following table maps DTMF events to DigitMap symbols as described in clause 7.1.14.

DTMF	Event Symbol
d0	"0"
d1	"1"
d2	"2"
d3	"3"
d4	"4"
d5	"5"
d6	"6"
d7	"7"
d8	"8"
d9	"9"
da	"A" or "a"
db	"B" or "b"
dc	"C" or "c"
dd	"D" or "d"
ds	"E" or "e"
do	"F" or "f"

**Version:** 2

**Extends:** tonedet version 1

### E.6.1 Properties

None.

### E.6.2 Events

#### E.6.2.1 DTMF Digits

**Event name:** DTMF Digits

**Event ID:** EventIDs are defined with the same names as the SignalIDs defined in the table found in clause E.5.3.

**Description:** Generated when the MG detects a digit.

**EventsDescriptor** None

**Parameters:**

**ObservedEvents** None

**Descriptor**

**Parameters:**

#### E.6.2.2 DigitMap Completion Event

**Event name:** DigitMap Completion Event

**Event ID:** ce (0x0004)

**Description:** Generated when a DigitMap completes as described in clause 7.1.14.

## EventsDescriptor

### Parameters:

#### Unsuccessful Match Reporting

**Parameter name:** Unsuccessful Match Reporting

**Parameter ID:** umr (0x0001)

**Description:** The MGC may use this parameter to control whether the DigitMap Completion Event is generated in the event of an unsuccessful DigitMap match (i.e., match with method "Partial match" or "Full Match").

**Type:** Boolean

**Optional:** Yes

**Possible values:** *On* Generate DigitMap Completion Event on unsuccessful match.

*Off* Do not generate a DigitMap Completion Event on an unsuccessful match.

**Default:** *On*

### ObservedEventsDescriptor Parameters:

#### DigitString

**Parameter name:** DigitString

**Parameter ID:** ds (0x0001)

**Description:** the portion of the current dial string as described in clause 7.1.14 which matched part or all of an alternative event sequence specified in the DigitMap.

**Type:** String of DigitMap symbols (possibly empty) returned as a quotedString

**Optional:** No

**Possible values:** a sequence of the characters "0" through "9", "A" through "F", and the long duration modifier "Z".

**Default:** None

#### Termination Method

**Parameter name:** Termination Method

**Parameter ID:** Meth (0x0003)

**Description:** indicates the reason for generation of the event. See the procedures in clause 7.1.14.

**Type:** Enumeration

**Optional:** No

<b>Possible values:</b>	"UM" (0x0001) Unambiguous match "PM" (0x0002) Partial match, completion by timer expiry or unmatched event "FM" (0x0003) Full match, completion by timer expiry or unmatched event
<b>Default:</b>	None

### E.6.3 Signals

None.

### E.6.4 Statistics

None.

### E.6.5 Procedures

DigitMap processing is activated only if an Events Descriptor is activated that contains a DigitMap completion event as defined in clause E.6.2 and that DigitMap completion event contains an EventDM field in the requested actions as defined in clause 7.1.9. Other parameters such as KeepActive or embedded Events or Signals Descriptors may also be present in the Events Descriptor and do not affect the activation of DigitMap processing. By default DigitMaps are processed according to the procedures of 7.1.14 and when the DigitMap has completed (see clause 7.1.14.4) it is notified to the MGC, and any embedded signals and embedded events are triggered. However, if the Unsuccessful Match Reporting is set to "off" and the DigitMap completion was triggered as a result of an unsuccessful match, then the DigitMap completion event is not notified to the MGC nor are embedded signals and/or embedded events triggered. The DigitMap however will be de-activated.

## E.7 Call Progress Tones Generator Package

<b>Package name:</b>	Call Progress Tones Generator Package
<b>Package ID:</b>	cg 0x0007
<b>Description:</b>	This package defines the basic call progress tones as signals and extends the allowed values of the tl parameter of playtone in tonegen.
<b>Version:</b>	2
<b>Extends:</b>	tonegen version 2

### E.7.1 Properties

None.

### E.7.2 Events

None.

### E.7.3 Signals

#### E.7.3.1 Dial Tone

<b>Signal name:</b>	Dial Tone
<b>Signal ID:</b>	dt (0x0030)
<b>Description:</b>	Generate dial tone. The physical characteristic of dial tone is available in the gateway.

**Signal Type:** TimeOut  
**Duration:** Provisioned  
**Additional parameters:** None

**Additional values:** dt (0x0030) is defined as a tone ID for playtone

The other tones of this package are defined in exactly the same way. A table with all signal names and SignalIDs is included. Note that each tone is defined as both a signal and a tone ID, thus extending the basic tone generation package.

Signal name	SignalID/tone ID
Dial Tone	dt (0x0030)
Ringing Tone	rt (0x0031)
Busy Tone	bt (0x0032)
Congestion Tone	ct (0x0033)
Special Information Tone	sit (0x0034)
(Recording) Warning Tone	wt (0x0035)
Payphone Recognition Tone	prr (0x0036)
Call Waiting Tone	cw (0x0037)
Caller Waiting Tone	cr (0x0038)

#### E.7.4 Statistics

None.

#### E.7.5 Procedures

NOTE – The required set of tone IDs corresponds to those defined in [b-ITU-T E.180]. See [b-ITU-T E.180] for definition of the meanings of these tones.

### E.8 Call progress tones detection package

**Package name:** Call Progress Tones Detection Package

**Package ID:** cd (0x0008)

**Description:** This package defines the basic call progress detection tones. This package extends the possible values of tone ID in the Start Tone Detected, End Tone Detected and Long Tone Detected Events.

**Additional values:** Tone ID values are defined for Start Tone Detected, End Tone Detected and Long Tone Detected with the same values as those in package cg (Call Progress Tones Generation Package).

The required set of tone IDs corresponds to [b-ITU-T E.180]. See [b-ITU-T E.180] for definition of the meanings of these tones.

**Version:** 1

**Extends:** tonedet version 1

#### E.8.1 Properties

None.

## E.8.2 Events

Events are defined as in the Call Progress Tones Generator Package (cg) for the tones listed in the table of E.7.3.

## E.8.3 Signals

None.

## E.8.4 Statistics

None.

## E.8.5 Procedures

None.

## E.9 Analog Line Supervision Package

<b>Package name:</b>	Analog Line Supervision Package
<b>Package ID:</b>	al (0x0009)
<b>Description:</b>	This package defines events and signals for an analog line.
<b>Version:</b>	1
<b>Extends:</b>	None

### E.9.1 Properties

None.

### E.9.2 Events

#### E.9.2.1 On-hook

<b>Event name:</b>	On-hook
<b>Event ID:</b>	on (0x0004)
<b>Description:</b>	Detects handset going on-hook. Whenever an Events Descriptor is activated that requests monitoring for an on-hook event and the line is already on-hook, then the MG shall behave according to the setting of the "strict" parameter.

#### EventsDescriptor Parameters:

##### Strict Transition

<b>Parameter name:</b>	Strict Transition
<b>Parameter ID:</b>	strict (0x0001)
<b>Description:</b>	Indicates how the on-hook event is detected.
<b>Type:</b>	Enumeration
<b>Optional:</b>	Yes
<b>Possible values:</b>	"exact" (0x0000): Only an actual hook state transition to on-hook is to be recognized "state" (0x0001): The event is to be recognized either if the hook state transition is detected or if the hook state is already on-hook "failWrong" (0x0002): If the hook state is already on-hook, the command fails and an error is reported
<b>Default:</b>	Exact

## ObservedEventsDescriptor Parameters:

### Initial State

<b>Parameter name:</b>	Initial State
<b>Parameter ID:</b>	init (0x0002)
<b>Description:</b>	The reason for reporting the on-hook transition. Only returned if the Strict Transition parameter is set to "state".
<b>Type:</b>	Boolean
<b>Possible values:</b>	"True" The line was already on-hook when the Events Descriptor containing this event was activated "False" An actual state transition to on-hook was detected.
<b>Default:</b>	None

### E.9.2.2 Off-hook

<b>Event name:</b>	Off-hook
<b>Event ID:</b>	of (0x0005)
<b>Description:</b>	Detects handset going off-hook. Whenever an Events Descriptor is activated that requests monitoring for an off-hook event and the line is already off-hook, then the MG shall behave according to the setting of the "strict" parameter.

## EventsDescriptor Parameters:

### Strict Transition

<b>Parameter name:</b>	Strict Transition
<b>Parameter ID:</b>	strict (0x0001)
<b>Description:</b>	Indicates how the off-hook event is detected.
<b>Type:</b>	Enumeration
<b>Possible values:</b>	"exact" (0x0000) Only an actual hook state transition to off-hook is to be recognized "state" (0x0001) The event is to be recognized either if the hook state transition is detected or if the hook state is already off-hook "failWrong" (0x0002) If the hook state is already off-hook, the command fails and an error is reported
<b>Default:</b>	Exact

## ObservedEventsDescriptor Parameters:

### Initial State

<b>Parameter name:</b>	Initial State
<b>Parameter ID:</b>	init (0x0002)
<b>Description:</b>	The reason for reporting the off-hook transition. Only returned if the Strict Transition parameter is set to "state".
<b>Type:</b>	Boolean
<b>Optional:</b>	Yes
<b>Possible values:</b>	"True" The line was already off-hook when the Events

Descriptor containing this event was activated "False" An actual state transition to off-hook was detected.

**Default:** None

### E.9.2.3 Flashhook

**Event name:** Flashhook

**Event ID:** fl (0x0006)

**Description:** Detects handset flash. A flash occurs when an on-hook is followed by an off-hook between a minimum and maximum duration.

#### EventsDescriptor Parameters:

##### Minimum Duration

**Parameter name:** Minimum Duration

**Parameter ID:** mindur (0x0004)

**Description:** The minimum time between an on-hook and an off-hook to be detected as a flash.

**Type:** Integer

**Optional:** Yes

**Possible values:** Any positive integer in milliseconds

**Default:** Provisioned.

##### Maximum Duration

**Parameter name:** Maximum Duration

**Parameter ID:** maxdur (0x0005)

**Description:** The maximum time between an on-hook and an off-hook to be detected as a flash.

**Type:** Integer

**Optional:** Yes

**Possible values:** Any positive integer in milliseconds

**Default:** Provisioned.

**ObservedEventsDescriptor Parameters:** None

## E.9.3 Signals

### E.9.3.1 Ring

**Signal name:** Ring

**Signal ID:** ri (0x0002)

**Description:** Applies ringing on the line

**Signal Type:** TimeOut

**Duration:** Provisioned

**Additional parameters:**

**Cadence**

**Parameter name:** Cadence  
**Parameter ID:** cad (0x0006)  
**Description:** Represents durations of alternating on and off segments, constituting a complete ringing cycle starting with an on. Restricted function MGs may ignore cadence values they are incapable of generating.  
**Type:** Sublist of Integer  
**Optional:** Yes  
**Possible values:** Any positive integer in milliseconds  
**Default:** Provisioned

#### Frequency

**Parameter name:** Frequency  
**Parameter ID:** freq (0x0007)  
**Description:** The frequency of the ringing. Restricted function MGs may ignore frequency values they are incapable of generating.  
**Type:** Integer  
**Optional:** Yes  
**Possible values:** Any positive integer in Hz  
**Default:** Provisioned.

#### E.9.4 Statistics

None.

#### E.9.5 Error codes

**Error Code #:** 540  
**Name:** Unexpected initial hook state  
**Definition:** This error is generated when the MGC has tried to request a hook state transition event with the Strict Parameter set to "failWrong", and the hook state is already what the transition implies.  
**Error Text in the Error Descriptor:** –  
**Comment:** –

#### E.9.6 Procedures

If the MGC sets an Events Descriptor containing a hook state transition event (on-hook or off-hook) with the Strict (0x0001) Parameter set to "failWrong", and the hook state is already what the transition implies, the execution of the command containing that Events Descriptor fails. The MG shall include Error Code 540 ("Unexpected initial hook state") in its response.

#### E.10 Basic Continuity Package

**Package name:** Basic Continuity Package  
**Package ID:** ct (0x000a)  
**Description:** This package defines events and signals for continuity test. The

continuity test includes provision of either a loopback or transceiver functionality.

**Version:** 1  
**Extends:** None

### E.10.1 Properties

None.

### E.10.2 Events

#### E.10.2.1 Continuity Test Completion

**Event name:** Completion  
**Event ID:** cmp (0x0005)  
**Description:** This event detects the completion of a continuity test.  
**EventsDescriptor Parameters:** None  
**ObservedEventsDescriptor Parameters:**

##### Continuity Test Result

**Parameter name:** Result  
**Parameter ID:** res (0x0008)  
**Description:** Indicates the result of the continuity test.  
**Type:** Enumeration  
**Optional:** No  
**Possible values:** "SUCCESS" (0x0001) Success "FAILURE" (0x0000) Failure  
**Default:** None

### E.10.3 Signals

#### E.10.3.1 Continuity Test

**Signal name:** Continuity Test  
**Signal ID:** ct (0x0003)  
**Discussion:** Initiates sending of continuity test tone on the termination to which it is applied.  
**Signal Type:** TimeOut  
**Default:** Provisioned  
**Additional parameters:** None

#### E.10.3.2 Respond to Continuity Test

**Signal name:** Respond  
**Signal ID:** rsp (0x0004)  
**Description:** The signal is used to respond to a continuity test. See E.10.5 for further explanation.

<b>Signal Type:</b>	On/Off
<b>Default:</b>	Provisioned
<b>Additional parameters:</b>	None

#### E.10.4 Statistics

None.

#### E.10.5 Procedures

When an MGC wants to initiate a continuity test, it sends a command to the MG containing:

- a Signals Descriptor with the ct Signal; and
- an Events Descriptor containing the cmp Event.

Upon reception of a command containing the ct Signal and cmp Event, the MG initiates the continuity test tone for the specified termination. If the return tone is detected and any other required conditions are satisfied before the signal times out, the cmp Event shall be generated with the value of the result parameter equal to success. In all other cases, the cmp Event shall be generated with the value of the result parameter equal to failure.

When an MGC wants the MG to respond to a continuity test, it sends a command to the MG containing a Signals Descriptor with the rsp Signal. Upon reception of a command with the rsp Signal, the MG either applies a loopback or (for 2-wire circuits) awaits reception of a continuity test tone. In the loopback case, any incoming information shall be reflected back as outgoing information. In the 2-wire case, any time the appropriate test tone is received, the appropriate response tone should be sent. The MGC determines when to remove the rsp Signal.

When a continuity test is performed on a termination, no echo devices or codecs shall be active on that termination. The termination under test does not need to have its ServiceStates Property set to Test.

Performing voice path assurance as part of continuity testing is provisioned by bilateral agreement between network operators.

NOTE – Example tones and test procedure details are given in clauses 7 and 8/[b-ITU-T Q.724], 2.1.8/[b-ITU-T Q.764] and [b-ITU-T Q.1902.4].

### E.11 Network Package

<b>Package name:</b>	Network Package
<b>Package ID:</b>	nt (0x000b)
<b>Description:</b>	This package defines properties of network terminations independent of network type. This includes, but is not limited to, TDM, IP and ATM.
<b>Version:</b>	1
<b>Extends:</b>	None

#### E.11.1 Properties

##### E.11.1.1 Maximum Jitter Buffer

<b>Property name:</b>	Maximum Jitter Buffer
<b>Property ID:</b>	jit (0x0007)
<b>Description:</b>	This property puts a maximum size on the jitter buffer.

**Type:** Integer  
**Possible values:** Any positive integer in milliseconds.  
**Default:** Provisioned  
**Defined in:** LocalControl Descriptor  
**Characteristics:** Read/Write

## E.11.2 Events

### E.11.2.1 Network Failure

**Event name:** Network Failure  
**Event ID:** netfail (0x0005)  
**Description:** The termination generates this event upon detection of a failure due to external or internal network reasons.

**EventsDescriptor Parameters:** None

**ObservedEventsDescriptor Parameters:**

#### Cause

**Parameter name:** Cause  
**Parameter ID:** cs (0x0001)  
**Description:** This parameter may be included with the failure event to provide diagnostic information on the reason of failure.  
**Type:** String  
**Optional:** Yes  
**Possible values:** any text string  
**Default:** None

### E.11.2.2 Quality Alert

**Event name:** Quality Alert  
**Event ID:** qualert (0x0006)  
**Description:** This event allows the MG to indicate a loss of quality of the network connection. The MG may do this by measuring packet loss, inter-arrival jitter, propagation delay and then indicating this using a percentage of quality loss.

**EventsDescriptor Parameters:**

#### Threshold

**Parameter name:** Threshold  
**Parameter ID:** th (0x0001)  
**Description:** threshold for percent of quality loss measured, calculated based on a provisioned method that could take into consideration packet loss, jitter, and delay for example. Event is triggered when calculation exceeds the threshold.  
**Type:** Integer

<b>Optional:</b>	Yes
<b>Possible values:</b>	0 to 99
<b>Default:</b>	Provisioned

#### **ObservedEventsDescriptor Parameters:**

##### **Threshold**

<b>Parameter name:</b>	Threshold
<b>Parameter ID:</b>	th (0x0001)
<b>Description:</b>	percent of quality loss measured, calculated based on a provisioned method that could take into consideration packet loss, jitter, and delay for example.
<b>Type:</b>	Integer
<b>Optional:</b>	Yes
<b>Possible values:</b>	0 to 99
<b>Default:</b>	None

### **E.11.3 Signals**

None.

### **E.11.4 Statistics**

#### **E.11.4.1 Duration**

<b>Statistic name:</b>	Duration
<b>Statistics ID:</b>	dur (0x0001)
<b>Description:</b>	provides duration of time the termination has existed or been out of the NULL context.
<b>Type:</b>	Double
<b>Possible values:</b>	Any positive integer in milliseconds
<b>Level:</b>	Either

#### **E.11.4.2 Octets Sent**

<b>Statistic name:</b>	Octets Sent
<b>Statistic ID:</b>	os (0x0002)
<b>Description:</b>	Provides the number of octets sent from the termination or stream since the termination has existed or been out of the NULL Context. The octets represent the egress media flow excluding all transport overhead. At the termination level, it is equal to the sum of the egress flows over all streams.  For analogue transmission media, the octet count shall be set equal to zero.
<b>Type:</b>	Double
<b>Possible values:</b>	any 64-bit integer 0 and up
<b>Level:</b>	Either

### E.11.4.3 Octets Received

**Statistic name:** Octets Received

**Statistic ID:** or (0x0003)

**Type:** Double

**Description:** Provides the number of octets received on the termination or stream since the termination has existed or been out of the NULL Context. The octets represent the ingress media flow excluding all transport overhead. At the termination level, it is equal to the sum of the ingress flows over all streams.

For analogue transmission media, the octet count shall be set equal to zero.

**Possible values:** any 64-bit integer 0 and up

**Level:** Either

### E.11.5 Procedures

#### E.11.5.1 Procedures for application of the Network Failure and Quality Alert events

The application of the two events defined by the package depends on:

- the specific bearer type (e.g., TDM, Analog Line, RTP, IP, AAL 2, AAL 1, etc.);
- the underlying transmission layer technology (e.g., analog, PDH, SDH, SONET, xDSL, 802.3, 802.11, etc.);
- whether the event is associated with resources internal or external to the MG.

##### E.11.5.1.1 Common for both events

The application of either event requires an understanding between the MGC and the MG. If the MG and MGC lack a consistent view of their meaning, the MGC will not be able to act on them effectively.

Explicit recommendations are beyond the scope of the ITU-T H.248.1 core protocol. The specific usage of these events should be rather specified in ITU-T H.248 Profile specifications.

##### E.11.5.1.2 Specific to event "Network Failure"

The Cause Parameter can be used to distinguish between different failure modes. The termination type also helps in the interpretation of the event.

##### E.11.5.1.3 Specific to event "Quality Alert"

The detection logic should be based on one or more performance metrics related to quality of service from which a value comparable to the Threshold Parameter may be derived.

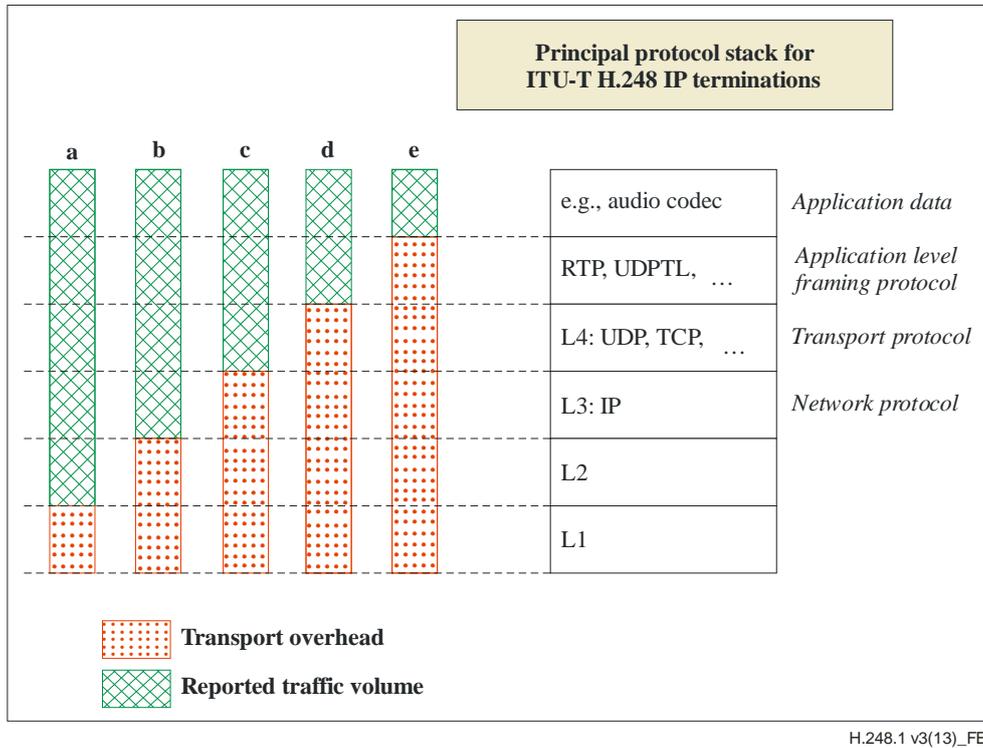
The details of the underlying measurement and estimation process (the QoS-related observation variables, the filter mechanisms, the update period lengths, etc.) may be specified in an ITU-T H.248 Profile.

##### E.11.5.1.4 Relationship to ServiceChange procedures

A Network Failure or Quality Alert Event may trigger a ServiceChange procedure on the termination(s) affected. The transition to OutOfService may be initiated by the MG or the MGC, depending on circumstances.

### E.11.5.1.5 Calculating the Octets Sent and Octets Received Statistics

When calculating the *os* and *or* statistics, the transport overhead is to be excluded. This means that the network transport overhead is not included, but overhead for the transport protocol and application layer is included in the count. For example, in an IP network using UDP for the transport protocol, to calculate the *os* statistic, the overhead associated with layers 1-3 (IP and below) is excluded, but overhead for layers 4-7 (UDP and above) is included in the count. Figure E.1 illustrates the concept of an IP stack and various possibilities for the definition of transport overhead. For the nt package, option c is the correct definition.



**Figure E.1 – Possible transport overhead calculations for IP-based networks**

## E.12 RTP Package

**Package name:** RTP Package

**Package ID:** rtp (0x000c)

**Description:** This package is used to support packet-based multimedia data transfer by means of the Real-time Transport Protocol (RTP) [IETF RFC 3550].

**Version:** 2

**Extends:** nt version 1

### E.12.1 Properties

None.

### E.12.2 Events

#### E.12.2.1 Payload Transition

**Event name:** Payload Transition

**Event ID:** pltrans (0x0001)

**Description:** This event detects and notifies when there is a transition of the RTP payload format from one format to another.

**EventsDescriptor Parameters:** None

**ObservedEventsDescriptor Parameters:**

**RTP Payload Type**

**Parameter name:** rtppayload

**Parameter ID:** rtppltype (0x0001)

**Description:** The payload format to which the transition was made.

**Type:** Sublist of Enumeration

**Optional:** No

**Possible values:** The encoding method shall be specified by using one or several valid encoding names, as defined in the RTP AV Profile or registered with IANA.

**Default:** None

**E.12.3 Signals**

None.

**E.12.4 Statistics**

**E.12.4.1 Packets Sent**

**Statistic name:** Packets Sent

**Statistic ID:** ps (0x0004)

**Description:** Provides the number of RTP packets sent from the termination or stream since the termination has existed or been out of the NULL Context and the statistic has been enabled.

**Type:** Double

**Possible values:** any 64-bit integer 0 and up

**Level:** Either

**E.12.4.2 Packets Received**

**Statistic name:** Packets Received

**Statistic ID:** pr (0x0005)

**Description:** Provides the number of RTP packets received on the termination or stream since the termination has existed or been out of the NULL Context and the statistic has been enabled.

**Type:** Double

**Possible values:** any 64-bit integer 0 and up

**Level:** Either

**E.12.4.3 Packet Loss**

**Statistic name:** Packet Loss

**Statistic ID:** pl (0x0006)

**Description:** Describes the current rate of packet loss on an RTP stream, as defined in [IETF RFC 3550]. Packet loss is expressed as percentage value: number of packets lost in the interval between two reception reports, divided by the number of packets expected during that interval.

**Type:** Double

**Possible values:** a 32-bit whole number and a 32-bit fraction.

The actual data type is a fixed point number, which is mapped on the ITU-T H.248 type "double". The whole number and the fractional part shall be interpreted as 32-bit integer each, thus the "double" type for rtp/pl shall be encoded as the concatenation of two integers. The fractional part must be therefore first converted into an integer, i.e., multiplied by  $2^{32}$ .

For example, given the percentage 23.625, to express this in the Packet Loss Statistic we perform the following steps:

1. Convert the number to binary:  $23.625_{10}$  equals  $10111.101_2$ .
2. Multiply the binary number by  $2^{32}$ . Note that multiplying a binary number by a power of two is the same as shifting it to the left the same number of places as the power of two by which it is being multiplied.  $10111101000000000000000000000000$  is the binary value of our statistic.
3. Convert the binary value to a decimal double: the statistic is reported as having value 101468602368.

To return the statistic back to its fractional representation, the steps are reversed. Once the double is converted back to its binary form, the lower 32 bits represent the fraction and the rest are the whole number. From there, conversion back to a floating point number is fairly straightforward.

Binary encoding shall be as described in clause A.2 for type "integer".

**Level:** Either

#### E.12.4.4 Jitter

**Statistic name:** Jitter

**Statistic ID:** jit (0x0007)

**Description:** Requests the current value of the inter-arrival jitter on an RTP stream as defined in [IETF RFC 3550]. Jitter measures the variation in inter-arrival time for RTP data packets.

**Type:** Double

**Possible values:** any 64-bit integer 0 and up

**Level:** Either

#### E.12.4.5 Delay

**Statistic name:** Delay

**Statistic ID:** delay (0x0008)

**Description:** Requests the current value (Note 1) of packet round-trip propagation delay (RTPD) expressed in timestamp units. The computation of RTPD may be based upon RTCP sender reports and receiver reports (Note 2).

NOTE 1 – The term "current value" mentioned in the description is the latest (most recently measured) RTPD.

NOTE 2 – The arrival of a new RTCP SR/RR packet leads to the computation of a new latest (most recently measured) RTPD value. This is based on the RTCP protocol elements "delay since last SR (DLSR)" and "last SR timestamp (LSR)" as well as the report block arrival time, according to section 6.4.1 of [IETF RFC 3550].

**Type:** Double

**Possible values:** any 64-bit integer 0 and up

**Level:** Either

#### E.12.4.6 Cumulative Packet Loss

**Statistic name:** Cumulative Packet Loss

**Statistic ID:** cpl (0x001c)

**Description:** Provides the total number of incoming packets that were lost since the statistic was enabled. This number is defined to be the number of packets expected less the number of packets actually received, where the number of packets received includes any which are late or duplicates. Thus, packets that arrive late are not counted as lost, and the loss may be negative if there are duplicates.

See [IETF RFC 3550] for further details.

**Type:** Double

**Possible values:** Any value

**Level:** Either

#### E.12.5 Procedures

##### E.12.5.1 Working with RTP

When RTCP is associated with an RTP stream, RTCP shall remain unaffected by the ITU-T H.248.1 Mode Property in the LocalControl Descriptor.

When RTCP is associated with an RTP stream and the MG receives an Empty Remote Descriptor for that stream, the MG shall stop the RTCP stream along with the corresponding RTP stream.

Where the Payload Transition (*pltrans*) event is used, the codec currently used by the relevant Stream on the MG is the start codec. In the case where an MG has not selected a codec for use, it can be assumed that the initial codec is the first one listed in the Local Descriptor (e.g., SDP). Therefore, an MG receiving the *pltrans* event from the MGC should consider the first codec listed as the "start codec". If the MG chooses another codec, it should send a Notify.req with the *pltrans* observed event.

##### E.12.5.2 Calculation of the Octets Sent and Octets Received Statistics

Because the *os* and *or* statistics are inherited from the nt package, they must retain the same calculation for both packages. Therefore, these statistics are calculated as defined in the nt package,

even when addressed in the rtp package. This means that the octet counts include all data from layer 4 and above, including UDP, RTP and the application data.

### E.12.5.3 Time-based statistics and applicability to multi-flow streams

The time-based statistics *Jitter* and *Delay* are expressed in terms of RTP timestamp units, i.e., a relative time basis. This may lead to ambiguities in particular situations, e.g., when the MGC would enable multiple media formats, with different timestamp units, in a single RTP session. Such an RTP media flow on an ITU-T H.248 stream may be created by using a *ReserveValue* setting of 'True'. For example, the MGC could enable narrowband and wideband audio codec types "in parallel" on an RTP endpoint, which may lead to a mutual transmission of RTP packet sequences with different sample rates (and thus different timestamp units). The use of time-based statistics in multiflow streams may lead to undefined behaviour. It should be noted that behaviour may be defined by a profile specification. Therefore, where multi-flow streams are used, other statistics based on RTCP extended report (e.g., [b-IETF RFC 3611]) such as those defined in [ITU-T H.248.30] or other Recommendations subsequently defined should be used.

NOTE – The correspondent metrics defined by RTCP extended reports are unambiguous due to absolute time.

## E.13 TDM Circuit Package

<b>Package name:</b>	TDM Circuit Package
<b>Package ID:</b>	tdmc (0x000d)
<b>Description:</b>	This package may be used by any termination that supports gain and echo control. It was originally intended for use on TDM circuits but may be more widely used.  New versions or extensions of this package should take non-TDM use into account.
<b>Version:</b>	1
<b>Extends:</b>	Network Package version 1

### E.13.1 Properties

#### E.13.1.1 Echo Cancellation

<b>Property name:</b>	Echo Cancellation
<b>Property ID:</b>	ec (0x0008)
<b>Type:</b>	Boolean
<b>Possible values:</b>	"True" (when the echo cancellation is requested) "False" (when it is turned off)
<b>Default:</b>	Provisioned
<b>Defined in:</b>	LocalControl Descriptor
<b>Characteristics:</b>	Read/Write

#### E.13.1.2 Gain Control

<b>Property name:</b>	Gain Control
<b>Property ID:</b>	gain (0x000a)
<b>Description:</b>	Gain control, or usage of signal level adaptation and noise level reduction, is used to adapt the level of the outbound signal. However, it is necessary, for example for modem calls, to turn off

this function. When the value is set to "automatic", the termination serves as an automatic level control (ALC) with a target level provisioned on the MG and the direction being outward.

<b>Type:</b>	Integer
<b>Possible values:</b>	The gain control specifies the gain in decibels (positive or negative), with the maximum positive integer, 214748647 (0x7fffffff), reserved to represent "automatic".
<b>Default:</b>	Provisioned
<b>Defined in:</b>	LocalControl Descriptor
<b>Characteristics:</b>	Read/Write

### **E.13.2 Events**

None.

### **E.13.3 Signals**

None.

### **E.13.4 Statistics**

None.

### **E.13.5 Procedures**

None.

## **E.14 Segmentation Package**

<b>Package name:</b>	Segmentation Package
<b>Package ID:</b>	seg (0x00A3)
<b>Description:</b>	This package defines properties for use when performing ITU-T H.248-based segmentation on non-segmenting transports.
<b>Version:</b>	1
<b>Extends:</b>	root version 2. Version 2 of the Segmentation Package requires at least version 3 of the protocol.

### **E.14.1 Properties**

#### **E.14.1.1 MG Segmentation Timer Value**

<b>Property name:</b>	MGSegmentationTimerValue
<b>Property ID:</b>	MGSegmentationTimerValue (0x0009)
<b>Description:</b>	Indicates the time within which the MGC should expect the reception of any outstanding message segments from the MG once the SegmentationCompleteToken is received. Initially set to MGProvisionalResponseTimerValue, but may be changed.
<b>Type:</b>	Integer
<b>Possible values:</b>	any positive integer in milliseconds
<b>Default:</b>	Provisioned
<b>Defined in:</b>	TerminationState

**Characteristics:** Read/Write

#### **E.14.1.2 MGC Segmentation Timer Value**

**Property name:** MGCSegmentationTimerValue

**Property ID:** MGCSegmentationTimerValue (0x000A)

**Description:** Indicates the time within which the MG should expect the reception of any outstanding message segments from the MGC once the SegmentationCompleteToken is received. Initially set to MGCProvisionalResponseTimerValue, but may be changed.

**Type:** Integer

**Possible values:** any positive integer in milliseconds

**Default:** Provisioned

**Defined in:** TerminationState

**Characteristics:** Read/Write

#### **E.14.1.3 MG Maximum PDU Size**

**Property name:** MGMaxPDUSize

**Property ID:** MGMaxPDUSize (0x000B)

**Description:** Indicates the maximum size of the MG's incoming protocol data unit for the control association's transport protocol. The MGC should avoid building messages that exceed this size.

**Type:** Integer

**Possible values:** any positive integer in bytes

**Default:** Provisioned

**Defined in:** TerminationState

**Characteristics:** ReadOnly

#### **E.14.1.4 MGC Maximum PDU Size**

**Property name:** MGCMMaxPDUSize

**Property ID:** MGCMMaxPDUSize (0x000C)

**Description:** Indicates the maximum size of the MGC's incoming protocol data unit for the control association's transport protocol. The MG should avoid building messages that exceed this size.

**Type:** Integer

**Possible values:** any positive integer in bytes

**Default:** Provisioned

**Defined in:** TerminationState

**Characteristics:** Read/Write

#### **E.14.2 Events**

None.

### E.14.3 Signals

None.

### E.14.4 Statistics

None.

### E.14.5 Error Codes

<b>Error Code #:</b>	<b>459</b>
<b>Name:</b>	Segments not received
<b>Definition:</b>	This error indicates that the recipient of a segmented TransactionReply timed out waiting for all the segments to be delivered.
<b>Error Text in the Error Descriptor:</b>	The TransactionID followed by the missing segment numbers are included.
<b>Comment:</b>	–

### E.14.6 Procedures

Because some transports do not automatically segment messages that exceed the maximum transmission unit of the transport, messages may end up being truncated. If the message in question contains multiple TransactionReplies, the sender should send each TransactionReply in a separate message. If there remain messages that exceed the MTU length, the sender may implement the following segmentation procedures for TransactionReplies. TransactionRequests shall not be segmented.

When segmenting a transaction reply, the sender shall ensure that the message contains complete commands and/or actions. Each segment is indicated by additional segment information at the transaction level. Each segment shall use the same TransactionID, and shall not repeat commands or completed actions in subsequent segments. Each segment shall be numbered serially starting at 1 and continuing through the last segment, which is denoted by inclusion of the SegmentationCompleteToken. In all cases, the segmented messages shall be syntactically valid constructs. The receiver replies to each segment in turn, utilizing the segmentation response. Because the segments are complete messages in themselves, the receiving entity does not need to wait for further segments before processing any particular segment.

Upon reception of the final segment, the receiver shall determine if it has received all the message segments. If it has, then the receiver shall respond with a TransactionResponseAcknowledgement.

If the receiver has not received all the segments, it shall start a timer, and wait for any missing segments. The length of the timer shall be provisionable upon the receiver, but should be the same length as the ProvisionalResponseTimerValue (see clause E.2.1) of the other entity. If the missing segments do not arrive before the timer expires, the receiver shall reply with Error Code 459 ("Segments not received").

#### Example 1:

```
Sender:      !/3 [12.34.56.78]:2944 P=1/1{C=1{AV=term1{...}, AV=term2{...}}}
Receiver:    !/3 [12.34.56.79]:2944 SM=1/1
Sender:      !/3 [12.34.56.78]:2944 P=1/2{C=1{AV=term3{...}}, C=2{AV=term4{...}}}
Receiver:    !/3 [12.34.56.79]:2944 SM=1/2
Sender:      !/3 [12.34.56.78]:2944 P=1/3/&{C=3{AV=term5{...}}}
Receiver:    !/3 [12.34.56.79]:2944 SM=1/3/&
Receiver:    !/3 [12.34.56.79]:2944 K={1}
```

#### Example 2:

Sender: !/3 [12.34.56.78]:2944 P=6/1{C=1{AV=term1{...}, AV=term2{...}}}  
 Receiver: !/3 [12.34.56.79]:2944 SM=6/1  
 Sender: !/3 [12.34.56.78]:2944 P=6/4/&{C=3{AV=term5{...}}}  
 Receiver: !/3 [12.34.56.79]:2944 SM=6/4/&  
 /\* Segmentation Timer Expires \*/  
 Receiver: !/3 [12.34.56.79]:2944 ER=459{"6,2,3"}

## E.15 Notification Behaviour

**Package name:** Notification Behaviour Package

**Package ID:** nb (0x009a)

**Description:** The package has functionality that enables the MG at the request of the MGC to regulate the sending of Notify Commands. This package has an interaction with the NotifyBehaviour flag described in clause 7.1.9. This version of the package describes regulation behaviour based upon a percentage regulation. Other types of regulation behaviour are for further study.

**Version:** 1

**Extends:** None

Version 1 of the Notification Behaviour Package requires at least version 3 of the protocol.

### E.15.1 Properties

#### E.15.1.1 Notification Regulation

**Property name:** Notification Regulation

**PropertyId:** notreg (0x0001)

**Description:** Indicates the percentage of notifications on the MG that should be suppressed. A value of 0% indicates no suppression. A value of 100% indicates all notifies should be suppressed. This property shall be defined only on the Root Termination. When "Regulated Notify" is sent on a particular event, the MG uses the Notification Regulation Property to determine the correct percentage of Notifies to regulate (i.e., suppress).

**Type:** Integer

**Possible values:** 0-100

**Default:** None

**Defined in:** TerminationState

**Characteristics:** Read/Write

### E.15.2 Events

None.

### E.15.3 Signals

None.

### E.15.4 Statistics

None.

## **E.15.5 Procedures**

### **E.15.5.1 NotifyBehaviour**

The NotifyBehaviour mechanism allows the MGC to manage how it should receive Notify.request commands from the MG.

#### **E.15.5.1.1 NeverNotify**

There may be instances where the MGC may not be interested in receiving a Notify.request command. For example: when detection of the occurrence of this event is essential to trigger an embedded signal or event, but the MGC does not need to be informed. Setting NotifyBehaviour Parameter to "NeverNotify" on an event ensures that the detection of the event is not notified to the MGC; however, any embedded signals or events are executed. NeverNotify does not have any relation to the Notification Regulation Property (nb/notreg) and events so marked are not included in the regulation calculations.

#### **E.15.5.1.2 NotifyImmediate**

The MGC may want to be notified of important events such as an 'Emergency Call' event, even though some other events are being regulated. This is achieved by setting the NotifyBehaviour Parameter to "NotifyImmediate" for that particular event. This is the current default behaviour when events are detected. NotifyImmediate does not have any relation to the Notification Regulation Property (nb/notreg) and events so marked are not included in the regulation calculations.

#### **E.15.5.1.3 RegulatedNotify**

##### **E.15.5.1.3.1 Percentage Based Regulated Notify**

When the NotifyBehaviour Parameter is set to "NotifyRegulated" on a particular event, the decision to send to the MGC a notification for any particular event occurrence is governed by the Notification Regulation (nb/notreg) Property on the Root Termination. The value of this property is determined and set by the MGC. For example, the regulation rate could correspond to the MGC congestion level. The MG will then be responsible for determining the correct percentage of Notify.Commands to be suppressed amongst the events that are marked as "NotifyRegulated" across the entire MG.

The MG may implement any algorithm that achieves the set Notification Regulation percentage. The algorithm should be chosen so that the risk of synchronization between different MGs is minimized. A suggested algorithm is given below:

For a given regulation percentage (e.g., 10%) the MG would do the following for events that had the RegulatedNotify flag:

- 1) Suppress a number of notifications (e.g., Notification 1).
- 2) Accept a number of subsequent notifications until the NotificationRegulation percentage is reached (e.g., accept 9 Notifications).
- 3) Repeat steps 1 and 2 until the Regulation Percentage is modified.
- 4) To avoid problems with synchronization the MG should start in a random position in the suggested sequence above.

If an event has the NotifyBehaviour Parameter set to "RegulatedNotify" and the Notification Regulation Property is set to zero, this will have the same effect as if the event was set to "ImmediateNotify", which is the default behaviour for event notification.

The NotifyBehaviour mechanism should be used with caution to avoid incorrect states. For example, if the notification of an "off-hook" event is suppressed by the MG, then the MGC will not be able to provide the correct response (e.g., dial tone, congestion tone). This incorrect behaviour is avoided through the use of the embedded signal or embedded events mechanism to return an

appropriate response without the MGC being involved at that time. The MGC may set both an embedded Signals or Events Descriptor to be triggered when an event marked "NotifyRegulated" is detected and accepted (i.e., notification not suppressed) and a separate regulated embedded Signals or Events Descriptor to be triggered when the event is detected and regulated (i.e., notification suppressed).

NOTE – Even in the above case the MG is still unaware of what constitutes a call. It is simply performing a pre-programmed task rather than call control functionality.

### E.15.5.2 Example Scenario

Given the scenario where an MGC and an MG are terminating analogue lines, the MGC/MG may exhibit different behaviour based on whether the MGC is in an overload state or not and whether the analogue line (ALN) is originating an emergency call or not. The different behaviours are shown in Table E.1 below:

**Table E.1 – Potential MGC/MG Overload Behaviour**

MG Behaviour Task: "Handling of analogue line call signalling (ALS)" = call control signalling traffic for POTS terminals (ALN; analogue line interfaces)		1) Call/Context Type	
		Emergency call	Non-emergency call
2) MGC Load State NOTE – two-state model assumed.	Non-overload state (e.g.,) low, medium, high load)	I) MG: Normal ALS processing with <i>highest</i> priority	II) MG: Normal ALS processing with <i>lower</i> priority
	Overload state	III) MG: Normal ALS processing ==> Call control signalling forwarded to MGC in "usual H.248 mode"	IV) MG: Programmed local ALS handling ==> MGC <i>not</i> involved ==> Call protocol compliant rejected via "congestion tone"

#### E.15.5.2.1 Quadrant I and II Behaviour

No special NotifyBehaviour is required on the MG as the MGC is not in overload and can receive all messages (notifications) from the MG. However, once the MGC has determined the type of call, it may set a priority in the MG by using an appropriate Context Attribute (i.e., the priority indicator).

#### E.15.5.2.2 Quadrant III and IV Behaviour

When the MGC has determined it is in an overloaded state, it may send the following command to all or some selected group of the terminations in the NULL Context.

```
Example message:
Transaction=1234{
  Context = - {
    Modify = aln/* {          ; select terminations as desired
      Events = 1234 {
        al/of {
          RegulatedNotify {
            Embed {
              Signals {cg/dt} ,
; If the off-hook is regulated apply dial tone.
              Events = 1235 {
                xdd/xce {
```



When the MGC overload condition has ceased, the MGC may reset terminations in the NULL Context back to default non-overload behaviour. Alternatively, the MGC should set the Notification Regulation property equal to zero.

## Annex F

### ServiceChange Procedures

(This annex forms an integral part of this Recommendation.)

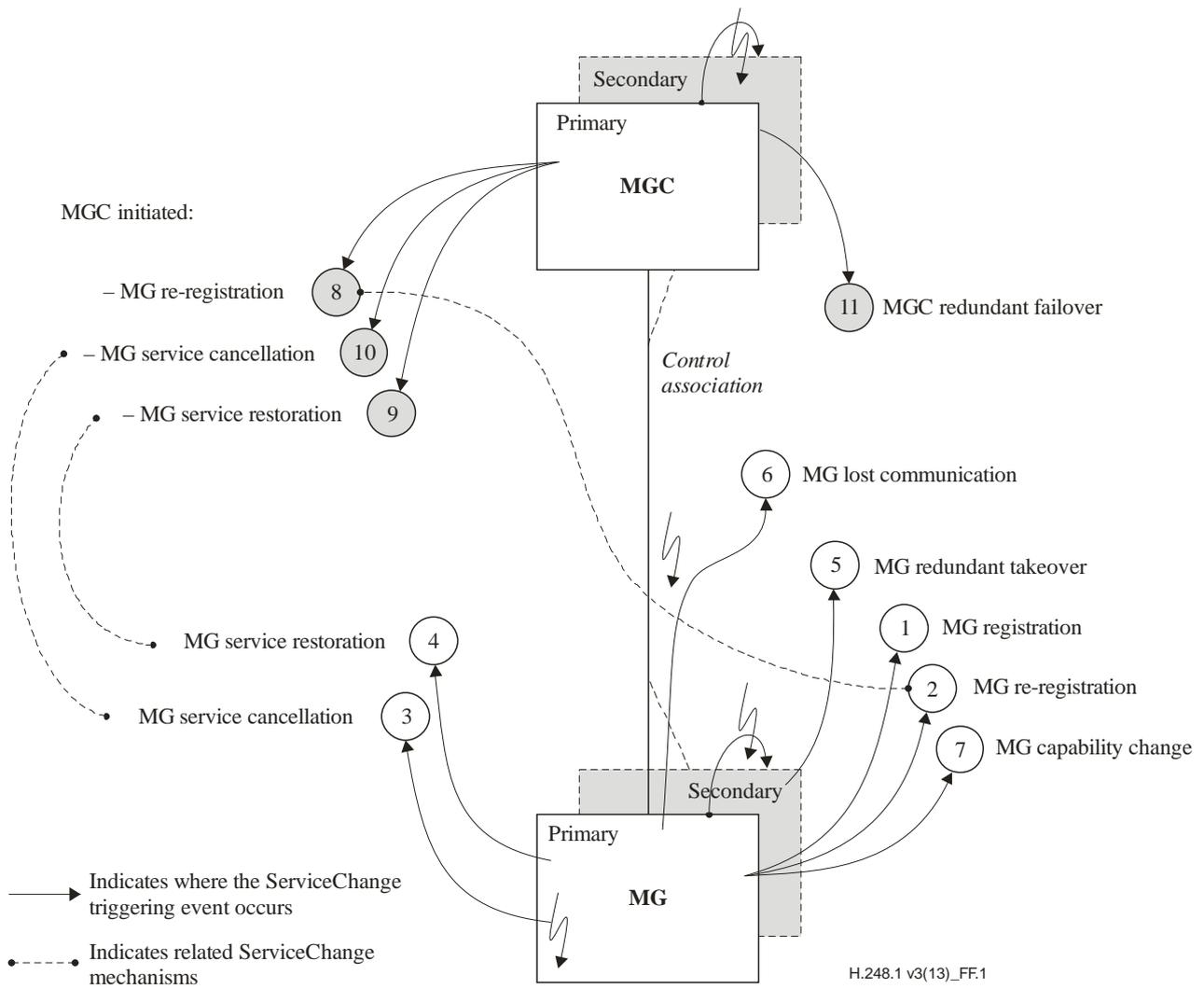
#### F.1 Introduction

This annex describes the use of ServiceChange procedures when certain events occur on an MG or MGC. It serves to clarify the ServiceChange procedures as described in clauses 7.2.8 and 11. Where there are discrepancies between this annex and this Recommendation, the procedures of the main body of this Recommendation, take precedence over those described in this annex.

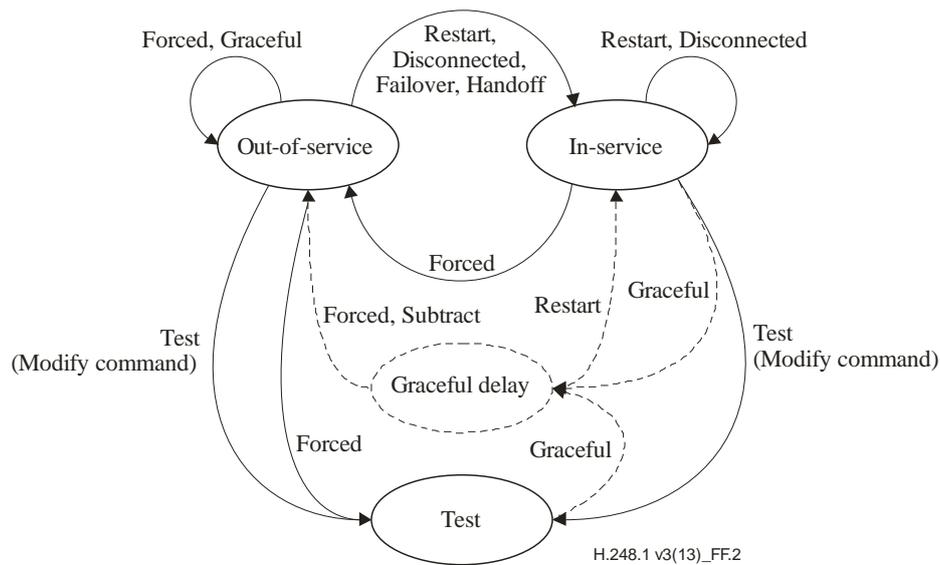
The events leading to the sending of a ServiceChange Command described in this annex are:

- 1) MG Registration – The MG registers with an MGC and a control association is established.
- 2) MG Re-Registration – The MG registers with an MGC after it has been requested to do so by an MGC.
- 3) MG Service Cancellation – The MG informs the MGC that terminations or the MG as a whole is to be taken Out-of-Service.
- 4) MG Service Restoration – The MG has recovered after failure and notifies the MGC.
- 5) MG Redundant Takeover – A secondary MG takes over in the instance of failure or maintenance of a primary MG.
- 6) MG Lost Communication – The MG informs the MGC that it had previously lost communication with the MGC but this communication has now been restored.
- 7) MG Capability Change – The MG informs the MGC that the capabilities of terminations or the MG as a whole has changed.
- 8) MGC Initiated MG Re-Registration – The MGC informs the MG that the MG should re-register with the same MGC or another MGC.
- 9) MGC Initiated Service Restoration – The MGC has recovered after failure and orders the MG to place the relevant terminations in an initial state.
- 10) MGC Initiated Service Cancellation – The MGC informs the MG that terminations or the MG as a whole is being taken OutOfService.
- 11) MGC Redundant Failover – The primary MGC is failing and directs the MG to register with a specific secondary MGC.

Figure F.1 illustrates these ServiceChange triggering events, the entity in which the event appears and which event pairs are correlated. Figure F.2 shows a state model to which the MG and terminations on the MG will conform.



**Figure F.1 – Trigger events for ServiceChange**



**Figure F.2 – Simple ServiceChange state model**

## **F.2 Control Association Definition**

A control association is a communication relationship whereby an MGC is controlling an MG. A control association is instantiated via registration. The control association is terminated by the MG going OutOfService, being successfully handed off to an alternate MGC, or successfully failing over to an alternate MGC. An MG shall have at most one control association at any time except where a physical MG is split into one or more Virtual MGs. In the Virtual MG case, each Virtual MG shall have at most one control association. Only MGs may instantiate control associations. Control associations as defined here apply only within the context of media gateway control signalling. This definition should not be confused with that of control associations in the context of transport (TCP, UDP, etc.).

The use of ServiceChange Commands on the Root Termination only affects the Virtual MG to which the Root Termination belongs. Other Virtual MGs on the same physical MG are unaffected.

## **F.3 Events leading to ServiceChange Procedures**

### **F.3.1 MG Registration**

The MG may register in one of three ways:

- Announce its initial presence, or "registration" by using the ServiceChangeMethod "Restart" with ServiceChangeReasons 901 ("Cold Boot") or 902 ("Warm Boot"),
- Indicate that it is changing its association via the ServiceChangeMethod "Failover" and ServiceChangeReason 909 ("MGC Impending Failure") or 908 ("MG Impending Failure"),
- Indicate that it was commanded to change its association via the ServiceChangeMethod "Handoff" and ServiceChangeReason 903 ("MGC Directed Change") (Clause F.3.11).

Registration starts when the initial ServiceChange Command is sent from the MG to the MGC and completes when the command is replied by the MGC without an alternate address or an error and the ServiceChangeProfile is agreed between the MGC and MG. The control association is established upon completion of registration. Registration always occurs on the Root Termination. Any existing control association between the MGC and MG is terminated upon initiation of a new registration. All commands from the previous control association shall be ignored.

ServiceChangeProfile is used by registration. See clause F.5.5 for details.

ServiceChangeVersion is used by registration. See clause F.5.6 for details.

### **F.3.2 MG Re-Registration**

MG Re-registration occurs in two cases:

- 1) When the MGC requests the MG to re-register (clause F.3.8). The MG shall then send a ServiceChange with ServiceChangeMethod "Handoff", ServiceChangeReason 903 ("MGC Directed Change") and the designated "ServiceChangeMgcID".
- 2) When the MGC initiates service restoration (clause F.3.9). The MG shall reregister by sending a ServiceChange with ServiceChangeMethod "Restart".

The re-registration is complete when the command is replied by an MGC without an alternate address or an error and the ServiceChangeProfile is agreed between the MGC and MG. If no response is received from the primary MGC then the MG shall follow the procedures of clause F.3.1. ServiceChangeReasons 903 ("MGC Directed Change") or 909 ("MGC Impending Failure") are recommended.

The control association is established upon completion of registration. Registration always occurs on the Root Termination. Any existing control association between the MGC and MG is terminated upon initiation of the re-registration. All commands from the previous control association shall be ignored.

ServiceChangeProfile is used by re-registration. See clause F.5.5 for details.

ServiceChangeVersion is used by re-registration. See clause F.5.6 for details.

### **F.3.3 MG Service Cancellation**

To place the MG "OutOfService", the MG sends a ServiceChange Command with a ServiceChangeMethod of "Forced" or "Graceful" on the Root Termination. See clause F.4.1.1 for details.

To place a termination or group of terminations "OutOfService", the MG sends a ServiceChange with a ServiceChangeMethod of "Forced" or "Graceful" on the termination(s) in question. See clauses F.4.1.2 and F.4.1.3 for details.

ServiceChangeDelay indicates the length of time before the service cancellation will occur. See clause F.5.3 for details.

To cancel a previously issued (and acknowledged) Graceful for the entire MG, the MG sends a ServiceChange Command on the Root Termination with a ServiceChangeMethod of "Restart" and ServiceChangeReason 918, "Cancel Graceful". The MG shall remain InService, and all terminations previously set OutOfService are returned to service unless otherwise signalled by the MG. In the event that a Cancel Graceful is received after the Delay timer has expired, the MG shall be deemed to have re-registered, just as if it had sent a Cold Boot.

To cancel a previously issued (and acknowledged) Graceful on a termination or group of terminations, the MG sends a ServiceChange with a ServiceChangeMethod of "Restart" and a ServiceChangeReason of "Cancel Graceful" on the termination(s) in question. The termination shall remain InService. In the event that the termination has already transitioned OutOfService, it shall be returned to service just as it would with any ServiceChange Restart.

### **F.3.4 MG Service Restoration**

The MG Service Restoration event occurs when an MG returns to service after a failure or maintenance action.

When sent by the MG, the MG sends a ServiceChange Command to the MGC announcing that it has restarted or wishes to renegotiate the protocol version or ITU-T H.248 profile. ServiceChangeMethod "Restart" and ServiceChangeReason 900 ("Service Restored") are used in this case. The ServiceChangeReason will indicate what actions may need to be taken by the MGC.

### **F.3.5 MG Redundant Takeover**

There are two cases for MG redundant takeover:

1) Takeover initiated by Primary MG:

When an MG is going OutOfService and wishes to relinquish processing to a designated secondary MG, it sends a ServiceChange Command to the MGC with ServiceChangeMethod "Failover" and a ServiceChangeReason of 908 ("MG Impending Failure"). The MGC will cease messaging to the primary MG and terminate the control association. The secondary MG shall then send a ServiceChange Command with ServiceChangeMethod "Restart" and a ServiceChangeReason of 900 ("Service Restored"). The MGC shall then establish a new control association with the secondary MG.

2) Takeover initiated by Secondary MG:

When an optional secondary unit of an MG detects a maintenance or failure outage of the primary MG unit and the primary is unable to notify the MGC of the failure, the secondary MG shall send a ServiceChange Command to the MGC with ServiceChangeMethod "Failover" and a ServiceChangeReason of either 919 ("Warm Failover") or 920 ("Cold Failover"), as appropriate. The procedures of clause F.3.4 apply.

The MGC shall ignore all attempts at redundant takeover by unknown MGs. The MGC must have knowledge, through provisioning or other means, that the secondary MG announcing takeover is associated with the failed primary MG and therefore has authorization to takeover for the primary MG.

If the secondary MG is known and has the authority to takeover for the primary MG, the MGC shall attempt to communicate with the primary MG to determine if it still functions. This may be done via an empty AuditValue Command or other suitable method (see clause 11.5). If the primary MG answers, the MGC shall reject the failover attempt. If the primary MG fails to answer, the MGC shall assume that it has failed, and accept the warm or cold failover. When the MGC accepts the warm or cold failover, the control association with the primary MG is removed and a new control association with the secondary MG is established.

### **F.3.6 MG Lost Communication**

When the MG has detected a loss and subsequent re-establishment of communication with the MGC (Note 1), the MG sends a ServiceChange Command (Note 2) with a ServiceChangeMethod of "Disconnected" to the MGC in the current control association. If the MGC fails to respond, the MG then sends a ServiceChange Command with a ServiceChangeMethod of "Failover" and ServiceChangeReason 909 ("MGC Impending Failure") to each MGC in its list in turn until it has successfully established a new control association, or it has exhausted its list of MGCs. If the MGC does respond, the control association continues as if it were not interrupted.

NOTE 1 – The two main causes for lost communications between the MGC and MG are 1) failures or short-term interruptions of the ITU-T H.248 transport connection, or 2) the primary MGC going "OutOfService". The MG will not necessarily be able to discriminate between the two, therefore the ServiceChange procedures are the same in both cases.

NOTE 2 – The MG may send one or more ServiceChange Commands. The transmission of subsequent ServiceChange Commands may be timer-controlled. Multiple re-establishment attempts may help in situations with short-term failures, either of the transport connection or of the MGC, thereby avoiding the invocation of failover procedures when they are not warranted.

If the MGC in the original control association replies to the ServiceChange Command, the control association continues without interruption, and all commands are processed as if there had been no loss of communication. Otherwise, the original control association is terminated when the MG sends a ServiceChange to a new MGC, and all commands from the previous control association are ignored. A new control association is established once the new MGC replies to the ServiceChange, completing the registration.

If the MG exhausts its list of MGCs without successfully establishing a control association, the MG waits a random amount of time and then attempts registration with the MGCs in its list again, starting with the MGC from the original control association. The MG will send a ServiceChange with a ServiceChangeMethod of "Disconnected" to the MGC from the original control association each time the MG attempts to contact it. The MG sends a ServiceChange with a ServiceChangeMethod of "Failover" to all other MGCs.

MGCs that receive ServiceChange Commands with a ServiceChangeMethod of "Disconnected" should audit the MG to determine if a state mismatch has occurred due to lost messaging.

In these scenarios, ServiceChangeReason 900 ("Service Restored") is recommended, though particular scenarios may require different ServiceChangeReason codes.

### **F.3.7 MG Capability Change**

To announce a change in capabilities of the MG, the MG sends a ServiceChange with an appropriate ServiceChangeMethod and a ServiceChangeReason of 916 ("Packages Change") or 917 ("Capabilities Change"). The MGC should audit the MG to determine the new capabilities of the MG. For an inservice MG that sends a ServiceChange Command with ServiceChangeMethod

"Restart", the control association continues uninterrupted through a capability change, and the MG is not considered to have undergone a system restart.

### **F.3.8 MGC Initiated MG Re-Registration**

The MGC may request the MG to re-register by issuing a ServiceChange Command on Root with ServiceChangeMethod "Handoff", ServiceChangeReason 903 ("MGC Directed Change") and its own ServiceChangeMgcID (that is, that of the current MGC).

See clause F.3.2 for action taken by the MG.

### **F.3.9 MGC Initiated Service Restoration**

To request that the MG restart itself, the MGC sends a ServiceChange Command to the MG with ServiceChangeMethod "Restart" and an appropriate ServiceChangeReason such as 900 ("Service Restored") or 901 ("Cold Boot"). The MG must establish a new control association in accordance with clause F.3.2 using the indicated ServiceChangeReason.

To restore service to a termination or group of terminations, the MGC sends a ServiceChange with ServiceChangeMethod "Restart" on the termination(s) in question. See clauses F.4.1.2 and F.4.1.3 for actions to be taken by the MGC.

ServiceChangeDelay indicates the length of time before the service restoration will occur. See clause F.5.3 for details.

### **F.3.10 MGC Initiated Service Cancellation**

#### **F.3.10.1 Root Termination**

To place the MG "OutOfService", the MGC sends a ServiceChange Command with a ServiceChangeMethod of "Forced" or "Graceful" on the Root Termination. Appropriate ServiceChangeReasons may include 905 ("Termination taken out of service"), among others. See clause F.4.1.1 for actions to be taken by the MGC.

ServiceChangeDelay indicates the time period at the end of which the service cancellation will occur. See clause F.5.3 for details.

To cancel a previously issued (and acknowledged) Graceful for the entire MG, the MGC sends a ServiceChange Command on the Root Termination with a ServiceChangeMethod of "Restart" and ServiceChangeReason 918 ("Cancel Graceful"). The MG shall remain InService, and all terminations previously set OutOfService are returned to service unless otherwise signalled by the MG. In the event that a Cancel Graceful is received after the Delay timer has expired, the MG shall report an Error Code 502 ("Not Ready") to the MGC. The MG will be required to re-register to return to service.

#### **F.3.10.2 Physical Terminations**

To place a termination or group of terminations "OutOfService", the MGC sends a ServiceChange Command with a ServiceChangeMethod of "Forced" or "Graceful" on the termination(s) in question. Appropriate ServiceChangeReasons may include 904 ("Termination malfunctioning"), 905 ("Termination taken out of service"), 906 ("Loss of lower layer connectivity"), or 907 ("Transmission failure"), among others. See clauses F.4.1.2 and F.4.1.3 for actions to be taken by the MGC.

ServiceChangeDelay indicates the time period at the end of which the service cancellation will occur. See clause F.5.3 for details.

To cancel a previously issued (and acknowledged) Graceful on a termination or group of terminations, the MG sends a ServiceChange with a ServiceChangeMethod of "Restart" and ServiceChangeReason 918 ("Cancel Graceful") on the termination(s) in question. The termination

shall remain InService. In the event that the termination has already transitioned OutOfService, it shall be returned to service just as it would with any ServiceChange Restart.

### **F.3.10.3 Ephemeral Terminations**

The MGC shall not use ServiceChange to cancel service to ephemeral terminations. Subtracting the termination from context is sufficient to eliminate the termination.

### **F.3.11 MGC Redundant Failover**

When the MGC in a control association encounters a maintenance or failure condition such that it must go OutOfService, it may direct the MG to a specific secondary MGC by sending a ServiceChange Command with a ServiceChangeMethod of "Handoff", a ServiceChangeReason of 903 ("MGC Directed Change") and the address of the new MGC in the ServiceChangeMgcID parameter. The control association is terminated upon the receipt of the command reply from the MG. The MG then sends a ServiceChange Command to the specified MGC with a ServiceChangeMethod of "Handoff" and a ServiceChangeReason of 903 ("MGC Directed Change"). A new control association is established upon receipt of the command reply from the MGC.

In the event that the specified MGC rejects the handoff attempt or the MGC is unable to send a ServiceChange Command with ServiceChangeMethod Handoff due to failure, the MG shall revert to the procedures for lost communication outlined in clause F.3.6, starting with its provisioned primary.

## **F.4 ServiceChange Element Description**

### **F.4.1 ServiceChangeMethod**

This clause describes the behaviour of the ServiceChangeMethod on the different termination types. This clause is organized into:

- The Root Termination;
- Physical terminations;
- Ephemeral terminations.

#### **F.4.1.1 ServiceChange Method Behaviour on the Root Termination**

The ServiceChange Command on Root has different effects depending upon the ServiceChangeMethod. The results of each ServiceChangeMethod are described below:

- 1) Restart – Sent by the MG to announce that it has restarted, wishes to renegotiate the protocol version, profile, or is announcing a capability change. The ServiceChangeReason indicates what actions may need to be taken by the MGC. When sent by the MGC, the MG shall restart itself using the indicated ServiceChangeReason.
- 2) Forced – When sent by the MG, the MG indicates that it is going OutOfService immediately. The control association is terminated by the MG upon receipt of the command reply from the MGC. When sent by the MGC, the MG shall take itself OutOfService, and terminate the control association after sending the command reply. Note that an MGC cannot bring an MG back into service, even though it may request it to go OutOfService. The MG initiates registration to the MGC to establish a new control association and indicate service restoration, just as it would for any other registration. ServiceChangeDelay has no effect on ServiceChangeMethod "Forced".
- 3) Graceful – When sent by the MG, it indicates that the MG is going OutOfService at the end of the ServiceChangeDelay period. The control association is terminated at the end of the ServiceChangeDelay period. When sent by the MGC, the MG shall take itself OutOfService and terminate the control association at the end of the ServiceChangeDelay

period. Using a ServiceChangeDelay equal to zero or an absent ServiceChangeDelay indicates that the MG shall go OutOfService and terminate the control association when the last context is removed through subtraction of its terminations, and that the MGC shall not add new connections. The MG should set the Root Termination ServiceStates Property at the expiry of ServiceChangeDelay or the removal of all terminations from active contexts (whichever is first), to "OutOfService". To cancel a previously sent (and acknowledged) ServiceChange with ServiceChangeMethod of "Graceful", the entity initiating the ServiceChangeMethod Graceful sends a ServiceChange Command with ServiceChangeMethod Restart and the ServiceChangeReason 918 ("Cancel Graceful").

- 4) Failover – When sent by the MG to an MGC that is not in the current control association, the MG indicates that its current MGC has failed, and it is attempting to register with the recipient of the command. When sent by the MG to the MGC in the current control association, the primary MG indicates that a secondary MG has taken over for the failed primary. In either instance, the previous control association is terminated upon the sending of the ServiceChange Command, and the new control association is established between the MG and new MGC, or MGC and new MG upon receipt of the command reply. MGCs shall not send ServiceChange Commands with the ServiceChangeMethod "Failover".
- 5) Handoff – When sent by the MGC, the MGC indicates that the MG is being transferred to a new MGC. This terminates the current control association, upon receipt of the command reply. When sent from the MG to the MGC, this indicates that the MG is attempting to establish a new control association in accordance with a handoff command received from the MGC in its previous control association. When sent from the MG to the MGC, a handoff is a registration, and a new control association is established upon receipt of the command reply. The MG shall not use Handoff without being commanded to do so by an MGC.
- 6) Disconnected – When sent by the MG, it indicates that communication in the current control association had been lost, but is now re-established. The current control association is renewed. MGCs shall not send ServiceChange Commands with the ServiceChangeMethod "Disconnected".

#### **F.4.1.2 ServiceChange Method Behaviour on Physical Terminations**

While the MG is in an active control association, issuing the ServiceChange Command on a physical termination has different effects depending on the ServiceChangeMethod. The results of each method are described below:

- 1) Restart – When sent by the MG, the MG announces that the termination(s) have restarted, or is announcing a capability change. The ServiceChangeReason indicates what actions may need to be taken by the MGC. When sent by the MGC, the MG shall restart the termination(s) using the indicated ServiceChangeReason.
- 2) Forced – When sent by the MG, it indicates that the termination is going OutOfService immediately. When sent by the MGC, the MG shall take the termination OutOfService immediately. In both cases, the ServiceStates parameter shall be set to "OutOfService" and the MGC is responsible for cleaning up any contexts or resources associated with the termination. ServiceChangeDelay has no effect on the ServiceChangeMethod "Forced".
- 3) Graceful – When sent by the MG, it indicates that the termination(s) is going OutOfService after the ServiceChangeDelay. When sent by the MGC, the MG shall take the termination(s) OutOfService at the end of the ServiceChangeDelay period. The ServiceStates Property shall be set to "OutOfService" upon expiry of the ServiceChangeDelay or when the termination(s) is removed from an active context (whichever is first) and the MGC is responsible for cleaning up any contexts or resources associated with the termination(s). Using a ServiceChangeDelay equal to zero or an absent ServiceChangeDelay indicates that the termination shall go OutOfService when it is

removed from context through subtraction. Terminations already in the NULL Context shall go out of service immediately. The MGC shall not use the indicated termination(s) for connection until the Graceful is cancelled or the termination is brought back into service by a subsequent ServiceChange Command. To cancel a previously sent (and acknowledged) ServiceChange with ServiceChangeMethod of "Graceful", the entity initiating the Graceful sends a ServiceChange Command with ServiceChangeMethod "Restart" and the ServiceChangeReason 918 ("Cancel Graceful").

- 4) Failover – The ServiceChangeMethod "Failover" shall not be used with non-Root terminations.
- 5) Handoff – The ServiceChangeMethod "Handoff" shall not be used with non-Root terminations.
- 6) Disconnected – The ServiceChangeMethod "Disconnected" shall not be used with non-Root terminations.

#### **F.4.1.3 ServiceChange Method Behaviour on Ephemeral Terminations**

While the MG is in an active control association, issuing the ServiceChange Command on an ephemeral termination has different effects depending on the ServiceChangeMethod. The results of each method are described below:

- 1) Restart – When sent by the MG, the MG announces that the termination(s) has restarted, or is announcing a capability change. The ServiceChangeReason indicates what actions may need to be taken by the MGC. The MGC shall not send ServiceChangeMethod "Restart" for ephemeral terminations.
- 2) Forced – When sent by the MG, it indicates that the termination(s) is going OutOfService immediately. The MGC is responsible for subtracting the termination. The MGC shall not send ServiceChangeMethod "Forced" for ephemeral terminations. ServiceChangeDelay has no effect on ServiceChangeMethod "Forced".
- 3) Graceful – When sent by the MG, it indicates that the termination(s) is going OutOfService at the end of the ServiceChangeDelay period. The MGC is responsible for subtracting the termination(s) at the expiry of the ServiceChangeDelay. The MGC shall not send ServiceChangeMethod "Graceful" for ephemeral terminations. Using a ServiceChangeDelay equal to zero indicates that the termination is going OutOfService immediately. The MG should set the termination's ServiceStates Property at the expiry of ServiceChangeDelay to "Out of Service". The MGC is responsible for subtracting the termination in either case. To cancel a previously sent (and acknowledged) ServiceChange with ServiceChangeMethod of "Graceful", the entity initiating the Graceful sends a ServiceChange Command with ServiceChangeMethod Restart and the ServiceChangeReason of 918 "Cancel Graceful".
- 4) Failover – The ServiceChangeMethod "Failover" shall not be used with non-Root terminations.
- 5) Handoff – The ServiceChangeMethod "Handoff" shall not be used with non-Root terminations.
- 6) Disconnected – The ServiceChangeMethod "Disconnected" shall not be used with non-Root terminations.

### **F.5 Use of ServiceChange parameters**

#### **F.5.1 ServiceChangeMethod**

See the usage outlined in clause F.4.

## F.5.2 ServiceChangeReason

ServiceChangeReasons allow the receiving party to alter its behaviour to fit a particular situation. For example, if an MG sent a ServiceChangeReason 901 ("Cold Boot") to the MGC when it Restarted, the MGC could assume that the MG had lost all its state and therefore it would not perform maintenance and audit tasks to assess and clean up the MG to a useable state.

Table F.1 shows with which ServiceChangeMethods particular ServiceChangeReasons may be sent.

**Table F.1 – ServiceChangeMethod and ServiceChangeReason mapping**

SC Reason	SC Method						Description
	Restart	Forced	Graceful	Disconnected	Failover	Handoff	
900	X			Root only MG only			Service Restored
901	Root only						Cold Boot
902	Root only						Warm Boot
903						Root only	MGC Directed Change
904		X	X				Term Malfunction
905		X	X				Term Taken OOS
906		X	X				Loss of lower layer connectivity
907		X	X				Transmission failure
908		Root only MG only	Root only MG only		Root only MG only		MG Impending Failure
909					Root only MG only		MGC Impending Failure
910	MG only	X	X				Media Capability Failure
911	MG only	X	X				Modem Capability Failure
912	MG only	X	X				Mux Capability Failure
913	MG only	X	X				Signal Capability Failure
914	MG only	X	X				Event Capability Failure
915		X	X				State Loss
916	X			Root only MG only	Root only MG only		Packages Change

**Table F.1 – ServiceChangeMethod and ServiceChangeReason mapping**

SC Reason	SC Method						Description
	Restart	Forced	Graceful	Disconnected	Failover	Handoff	
917	X			Root only MG only	Root only MG only		Capability Change
918	X						Cancel Graceful
919					Root only MG only		Warm Failover
920					Root only MG only		Cold Failover

### **F.5.3 ServiceChangeDelay**

The ServiceChangeDelay is used to provide a delay before the ServiceChange Command takes effect and the ServiceStates Property of the MG or termination(s) is changed. The ServiceChange Command is replied as if execution happened upon receipt of the message, but the MG or termination(s) does not actually change state until the ServiceChangeDelay expires. A ServiceChangeDelay equal to zero is equivalent to no ServiceChangeDelay, with the exception of its combined use with the ServiceChangeMethod "Graceful". See clause F.4 for the effects of ServiceChangeDelay on the various ServiceChangeMethods.

### **F.5.4 ServiceChangeAddress**

The use of the ServiceChangeAddress parameter is described in clause 7.2.8. If the parameter is present, it may only be used with ServiceChange Commands on the Root Termination, and any new transactions shall be sent to the new address and/or port number specified. Replies shall be sent back to the address from which the corresponding request came.

### **F.5.5 ServiceChangeProfile**

The ServiceChangeProfile parameter allows the MGC and MG to negotiate the ITU-T H.248 profile to be used in the control association. The MGC may still audit the MG to determine other supported MG capabilities. ServiceChangeProfile shall only be sent on registration or re-registration commands.

### **F.5.6 ServiceChangeVersion**

ServiceChangeVersion is used to negotiate the ITU-T H.248 protocol version to be used between the MGC and MG. ServiceChangeVersion is mandatory on initial registration, and should be sent on any other registration commands where protocol version negotiation is to take place. ServiceChangeVersion shall not be sent on non-registration commands. See clause F.3.1 for registration procedures.

### **F.5.7 ServiceChangeMgcID**

The use of the ServiceChangeMgcID parameter is described in clause 7.2.8, specifically clause 7.2.8.1.3. The MGC may send this parameter in a ServiceChange Command directed toward the Root Termination. Upon receipt during a registration attempt, the MG shall attempt registration with the MGC at the specified address (see Note). When received in a ServiceChange Handoff Command from the MG's primary MGC, the MG shall utilize the procedures outlined in clause 11.5.

NOTE – In case of a name format, a name-to-address resolution is implied, see clause 7.2.8.1.3.

The MGC should not use the ServiceChangeMgcID parameter in a ServiceChange Reply when responding to a ServiceChange Forced or Graceful Command with reason 908.

The MGC may use the ServiceChangeMgcID parameter in a ServiceChange Reply when responding to a ServiceChange Disconnected with reason 900 (see also clause 8.4 of [b-ITU-T H-Sup.7]).

### **F.5.8 TimeStamp**

The use of the optional TimeStamp parameter is described in clause 7.2.8. The TimeStamp parameter has no effect on the execution of ServiceChange Commands, but may be of use to the receiver of the ServiceChange Command for other purposes, such as billing or timing coordination.

### **F.6 ServiceChange versus TerminationState**

The ServiceStates Property in the TerminationState Descriptor holds the current value of the state of the termination. ServiceStates may have three values: "InService", "OutOfService", and "Test".

The MGC shall only use Modify Commands to set the ServiceStates Property to or from Test. All other Modifies of the ServiceStates Property are a violation of protocol, and shall receive Error Code 401 ("Protocol Error"). To change the state from "InService" to "OutOfService" or vice versa, the ServiceChange Command must be used.

For terminations in the Test state, the MG shall only send ServiceChanges with a ServiceChangeMethod of "Forced" or "Graceful" to the MGC. Subsequent ServiceChange Commands may then set the termination's ServiceState Property to "InService".

Receivers should make every reasonable attempt to accept ServiceChange Commands, but in some instances rejection of the command is warranted. For example, if an MG sent a ServiceChange Command to bring a termination into service, but the MGC does not have the resources allocated to service that termination due to lack of provisioning or other reason, then the MGC may reject the command. If the receiving entity rejects the ServiceChange Command, the state of the termination remains unchanged. The sender may choose to wait some length of time and try again, or wait for the receiver to attempt to alter the termination state. Requests to take a termination OutOfService should be honoured.

Table F.2 shows which commands may be used to effect a state change on a termination.

**Table F.2 – State transition commands and their effects**

<b>Current State</b>	<b>New State</b>	<b>Command</b>	<b>MGC Allowed?</b>	<b>MG Allowed?</b>
InService	Test	ServiceChange	Not Possible	Not Possible
		Modify	Yes	Not Possible
InService	OutOfService	ServiceChange	Yes, physical and Root only	Yes
		Modify	No	Not Possible
OutOfService	InService	ServiceChange	Yes, but not on Root	Yes
		Modify	No	Not Possible
OutOfService	Test	ServiceChange	Not Possible	Not Possible
		Modify	Yes	Not Possible
Test	InService	ServiceChange	No	No
		Modify	Yes	Not Possible
Test	OutOfService	ServiceChange	No	Yes
		Modify	Yes	Not Possible

# Appendix I

## Example call flows

(This appendix does not form an integral part of this Recommendation.)

All ITU-T H.248.1 implementors must read the normative part of this Recommendation carefully before implementing from it. No one should use the examples in this appendix as stand-alone explanations of how to create protocol messages.

The examples in this appendix use SDP for encoding of the Local and Remote Descriptors. SDP is defined in [IETF RFC 2327]. If there is any discrepancy between the SDP in the examples and [IETF RFC 2327], the RFC should be consulted for verification. Audio profiles used are those defined in [IETF RFC 3551], and others registered with IANA. For example, ITU-T G.711 A-law is called PCMA in SDP, and is assigned profile 8. ITU-T G.723.1 is called G723 and is profile 4; ITU-T H.263 is called H263 and is profile 34. See also <http://www.iana.org/assignments/rtp-parameters>.

### I.1 Residential gateway to residential gateway call

This example scenario illustrates the use of the elements of the protocol to set up a Residential Gateway to Residential Gateway call over an IP-based network. For simplicity, this example assumes that both Residential Gateways involved in the call are controlled by the same Media Gateway Controller.

#### I.1.1 Programming residential GW analog line terminations for idle behaviour

The following illustrates the API invocations from the Media Gateway Controller and Media Gateways to get the terminations in this scenario programmed for idle behaviour. Both the originating and terminating Media Gateways have idle analog line terminations programmed to look for call initiation events (i.e., offhook) by using the Modify Command with the appropriate parameters. The NULL Context is used to indicate that the terminations are not yet involved in a context. The Root Termination is used to indicate the entire MG instead of a termination within the MG.

In this example, MG1 has the IP address 124.124.124.222, MG2 is 125.125.125.111, and the MGC is 123.123.123.4. The Megaco port is 55555 for all three.

- 1) An MG registers with an MGC using the ServiceChange Command:

MG1 to MGC:

```
MEGACO/1 [124.124.124.222]
Transaction = 9998 {
  Context = - {
    ServiceChange = ROOT {Services {
      Method=Restart, Version=3,
      ServiceChangeAddress=55555, Profile=ResGW/1}
    }
  }
}
```

- 2) The MGC sends a reply:

```
MGC to MG1:
MEGACO/1 [123.123.123.4]:55555
Reply = 9998 {
  Context = - {ServiceChange = ROOT {
    Services {ServiceChangeAddress=55555} } }
}
```

}

- 3) The MGC programs a termination in the NULL Context. The TerminationID is A4444, the streamID is 1, the requestID in the Events Descriptor is 2222. The MID is the identifier of the sender of this message; in this case, it is the IP address and port [123.123.123.4]:55555. The Mode Property for this stream is set to Inactive. "al" is the analog line supervision package. The Local and Remote Descriptors are assumed to be provisioned.

```
MGC to MG1:
MEGACO/3 [123.123.123.4]:55555
Transaction = 9999 {
  Context = - {
    Modify = A4444 {
      Media { Stream = 1 {
        LocalControl {
          Mode = Inactive,
          tdmc/gain=2, ; in dB,
          tdmc/ec=on
        },
      },
    },
    Events = 2222 {al/of {strict=state}}
  }
}
```

The dialplan script could have been loaded into the MG previously. Its function would be to wait for the off-hook, turn on dialtone and start collecting DTMF digits. However, in this example, we use the DigitMap, which is put into place after the off-hook is detected (step 5) below).

Note that the embedded Events Descriptor could have been used to combine steps 3) and 4) with steps 8) and 9), eliminating steps 6) and 7).

- 4) The MG1 accepts the Modify with this reply:

```
MG1 to MGC:
MEGACO/3 [124.124.124.222]:55555
Reply = 9999 {
  Context = - {Modify = A4444}
}
```

- 5) A similar exchange happens between MG2 and the MGC, resulting in an idle termination called A5555.

### **1.1.2 Collecting originator digits and initiating termination**

The following builds upon the previously shown conditions. It illustrates the transactions from the Media Gateway Controller and originating Media Gateway (MG1) to get the originating termination (A4444) through the stages of digit collection required to initiate a connection to the terminating Media Gateway (MG2).

- 6) MG1 detects an off-hook event from User 1 and reports it to the Media Gateway Controller via the Notify Command.

```
MG1 to MGC:
MEGACO/3 [124.124.124.222]:55555
Transaction = 10000 {
  Context = - {
    Notify = A4444 {ObservedEvents =2222 {
      19990729T22000000:al/of{init=OFF}}
    }
  }
}
```

7) And the Notify is acknowledged.

```
MGC to MG1:
MEGACO/3 [123.123.123.4]:55555
Reply = 10000 {
    Context = - {Notify = A4444}
}
```

8) The MGC modifies the termination to play dial tone, to look for digits according to Dialplan0 and to look for the on-hook event now.

```
MGC to MG1:
MEGACO/3 [123.123.123.4]:55555
Transaction = 10001 {
    Context = - {
        Modify = A4444 {
            Events = 2223 {
                al/on{strict=state}, dd/ce {DigitMap=Dialplan0}
            },
            Signals {cg/dt},
            DigitMap= Dialplan0{
(0| 00| [1-7]xxx| 8xxxxxxxx| Fxxxxxxxx| Exx| 91xxxxxxxxxxxx| 9011x.) }
            }
        }
    }
}
```

9) And the Modify is acknowledged.

```
MG1 to MGC:
MEGACO/3 [124.124.124.222]:55555
Reply = 10001 {
    Context = - {Modify = A4444}
}
```

10) Next, digits are accumulated by MG1 as they are dialled by User 1. Dialtone is stopped upon detection of the first digit. When an appropriate match is made of collected digits against the currently programmed dialplan for A4444, another Notify is sent to the Media Gateway Controller.

```
MG1 to MGC:
MEGACO/3 [124.124.124.222]:55555
Transaction = 10002 {
    Context = - {
        Notify = A4444 {ObservedEvents =2223 {
            19990729T22010001:dd/ce{ds="916135551212",Meth=UM}}}
    }
}
```

11) And the Notify is acknowledged.

```
MGC to MG1:
MEGACO/3 [123.123.123.4]:55555
Reply = 10002 {
    Context = - {Notify = A4444}
}
```

12) The controller then analyses the digits and determines that a connection needs to be made from MG1 to MG2. Both the physical termination A4444, and an ephemeral termination are added to a new context in MG1. Mode is RecvOnly since Remote Descriptor values are not yet specified. Preferred codecs are in the MGC's preferred order of choice.

```
MGC to MG1:
MEGACO/3 [123.123.123.4]:55555
Transaction = 10003 {
```

```

Context = $ {
  Add = A4444 { LocalControl {
    Mode = SendRecv} },
  Add = $ {
    Media {
      Stream = 1 {
        LocalControl {
          Mode = RecvOnly,

          nt/jit=40 ; in ms
        },
        Local {
v=0
c=IN IP4 $
m=audio $ RTP/AVP 4
a=ptime:30
v=0
c=IN IP4 $
m=audio $ RTP/AVP 0
      }
    }
  }
}

```

NOTE – The MGC states its preferred parameter values as a series of SDP blocks in Local. The MG fills in the Local Descriptor in the Reply.

- 13) MG1 acknowledges the new termination and fills in the Local IP address and UDP port. It also makes a choice for the codec based on the MGC preferences in Local. MG1 sets the RTP port to 2222.

```

MEGACO/3 [124.124.124.222]:55555
Reply = 10003 {
  Context = 2000 {
    Add = A4444,
    Add=A4445{
      Media {
        Stream = 1 {
          Local {
v=0
o=- 2890844526 2890842807 IN IP4 124.124.124.222
s=-
c=IN IP4 124.124.124.222
t= 0 0
m=audio 2222 RTP/AVP 4
a=ptime:30
          } ; RTP profile for G.723.1 is 4
        }
      }
    }
  }
}

```

- 14) The MGC will now associate A5555 with a new context on MG2, and establish an RTP Stream (i.e., A5556 will be assigned), SendRecv connection through to the originating user, User 1. The MGC also sets ring on A5555.

```

MGC to MG2:
MEGACO/3 [123.123.123.4]:55555
Transaction = 50003 {
  Context = $ {
    Add = A5555 { Media {

```



```

Media {
    Stream = 1 {
        Remote {
v=0
o=- 7736844526 7736842807 IN IP4 125.125.125.111
s=-
c=IN IP4 125.125.125.111
t= 0 0
m=audio 1111 RTP/AVP 4
        }
    } ; RTP profile for G.723.1 is 4
}
}
}
}

```

```

MG1 to MGC:
MEGACO/3 [124.124.124.222]:55555
Reply = 10005 {
    Context = 2000 {Modify = A4444, Modify = A4445}
}

```

- 17) The two gateways are now connected and User 1 hears the ringback. The MG2 now waits until User2 picks up the receiver and then the two-way call is established.

From MG2 to MGC:

```

MEGACO/3 [125.125.125.111]:55555
Transaction = 50005 {
    Context = 5000 {
        Notify = A5555 {ObservedEvents =1234 {
            19990729T22020002:al/of{init=off}}}
    }
}

```

From MGC to MG2:

```

MEGACO/3 [123.123.123.4]:55555
Reply = 50005 {
    Context = - {Notify = A5555}
}

```

From MGC to MG2:

```

MEGACO/3 [123.123.123.4]:55555
Transaction = 50006 {
    Context = 5000 {
        Modify = A5555 {
            Events = 1235 {al/on{strict=state}},
            Signals ; to turn off ringing
        }
    }
}

```

From MG2 to MGC:

```

MEGACO/3 [125.125.125.111]:55555
Reply = 50006 {
    Context = 5000 {Modify = A4445}
}

```

- 18) Change mode on MG1 to SendRecv, and stop the ringback.

MGC to MG1:

```

MEGACO/3 [123.123.123.4]:55555
Transaction = 10006 {
  Context = 2000 {
    Modify = A4445 {
      Media {
        Stream = 1 {
          LocalControl {
            Mode=SendRecv
          }
        }
      }
    },
    Modify = A4444 {
      Signals
    }
  }
}

```

from MG1 to MGC:

```

MEGACO/3 [124.124.124.222]:55555
Reply = 10006 {
  Context = 2000 {Modify = A4445, Modify = A4444}}

```

19) The MGC decides to Audit the RTP termination on MG2.

```

MEGACO/3 [123.123.123.4]:55555
Transaction = 50007 {
  Context = 5000 {AuditValue = A5556{
    Audit{Media, DigitMap, Events, Signals, Packages, Statistics }}
  }
}

```

20) The MG2 replies.

```

MEGACO/3 [125.125.125.111]:55555
Reply = 50007 {
  Context = 5000 {
    AuditValue = A5556 {
      Media {
        TerminationState { ServiceStates = InService,
          Buffer = OFF },
        Stream = 1 {
          LocalControl { Mode = SendRecv,
            nt/jit=40 },
          Local {

```

v=0

o=- 7736844526 7736842807 IN IP4 125.125.125.111

s=-

c=IN IP4 125.125.125.111

t= 0 0

m=audio 1111 RTP/AVP 4

a=ptime:30

```

    },
    Remote {

```

v=0

o=- 2890844526 2890842807 IN IP4 124.124.124.222

s=-

c=IN IP4 124.124.124.222

t= 0 0

m=audio 2222 RTP/AVP 4

a=ptime:30

```

    } } },

```

```

    DigitMap,
    Events,
    Signals,

```

```

    Packages {nt-1, rtp-1},
    Statistics { rtp/ps=1200, ; packets sent
                nt/os=62300, ; octets sent
                rtp/pr=700, ; packets received
                nt/or=45100, ; octets received
                rtp/pl=0.2, ; % packet loss
                rtp/jit=20,
                rtp/delay=40 } ; avg latency
    }
}

```

- 21) When the MGC receives an on-hook signal from one of the MGs, it brings down the call. In this example, the user at MG2 hangs up first.

From MG2 to MGC:

```

MEGACO/3 [125.125.125.111]:55555
Transaction = 50008 {
    Context = 5000 {
        Notify = A5555 {ObservedEvents =1235 {
            19990729T24020002:al/on{init=off}}
        }
    }
}

```

From MGC to MG2:

```

MEGACO/3 [123.123.123.4]:55555
Reply = 50008 {
    Context = - {Notify = A5555}
}

```

- 22) The MGC now sends both MGs a Subtract to take down the call. Only the Subtract Commands to MG2 are shown here. Each termination has its own set of statistics that it gathers. An MGC may not need to request both to be returned. A5555 is a physical termination, and A5556 is an RTP termination.

From MGC to MG2:

```

MEGACO/3 [123.123.123.4]:55555
Transaction = 50009 {
    Context = 5000 {
        Subtract = A5555 {Audit{Statistics}},
        Subtract = A5556 {Audit{Statistics}}
    }
}

```

From MG2 to MGC:

```

MEGACO/3 [125.125.125.111]:55555
Reply = 50009 {
    Context = 5000 {
        Subtract = A5555 {
            Statistics {
                nt/os=45123, ; Octets Sent
                nt/or=45123, ; Octets Received
                nt/dur=40000 ; in milliseconds
            }
        },
        Subtract = A5556 {
            Statistics {

```

```

    rtp/ps=1245, ; packets sent
    nt/os=62345, ; octets sent
    rtp/pr=780, ; packets received
    nt/or=45123, ; octets received
    rtp/pl=10, ; % packets lost
    rtp/jit=27,
    rtp/delay=48, ; average latency
    nt/dur=38000 ; in millisec
  }
}
}

```

- 23) The MGC now sets up both MG1 and MG2 to be ready to detect the next off-hook event. (See step 1). Note that this could be the default state of a termination in the NULL context, and if this were the case, no message need be sent from the MGC to the MG. Once a termination returns to the NULL context, it goes back to the default termination values for that termination.

## Appendix II

### ITU-T H.248 Package template

(This appendix does not form an integral part of this Recommendation.)

New and updated ITU-T H.248 packages should be defined using the following template. It is in an ITU Recommendation format. Editors from non-ITU organizations should, at a minimum, use the structures in clause 6 of the template. The ITU-T H.248 packages keywords are indicated in bold. Sections to be filled in are indicated by "< >". For detailed information on how to create a new package, see clause 12.

NOTE – Package specific error codes require IANA registration. Error Code assignment shall follow the same rules as described in clause 4.1 of [ITU-T H.248.8], "*Assigning Error Codes*".

### Recommendation ITU-T H.248.<xxx>

#### Gateway Control Protocol: <xxx> Packages

##### 1 Scope

<The scope of the package>

##### 2 References

The following ITU-T Recommendations and other references contain provisions which, through reference in this text, constitute provisions of this Recommendation. At the time of publication, the editions indicated were valid. All Recommendations and other references are subject to revision; users of this Recommendation are therefore encouraged to investigate the possibility of applying the most recent edition of the Recommendations and other references listed below. A list of the currently valid ITU-T Recommendations is regularly published. The reference to a document within this Recommendation does not give it, as a stand-alone document, the status of a Recommendation

[ITU-T H.248.1] Recommendation ITU-T H.248.1 (<xx/xxxx>), *Gateway Control Protocol: Version< x>*.

<Other references>

##### 3 Definitions

###### 3.1 Terms defined elsewhere

This Recommendation uses the following terms defined elsewhere:

<None.> / <List of terms defined elsewhere, formatted as:

Term [Indication of the source document]: definition quoted exactly from the source document>

###### 3.2 Terms defined in this Recommendation

This Recommendation defines the following terms:

<None.> / <List of terms defined in this Recommendation, formatted as:

Term: definition>

##### 4 Abbreviations and acronyms

This Recommendation uses the following abbreviations and acronyms:

<abbreviations and acronyms>

## 5 Conventions

<conventions>

### 6 <Package Title>

NOTE – The ID value of Packages, Properties, Events, Parameters, Signals, etc. are designated below by "textID" (a string representing its text ID) and by "0x?????" (the ID hexadecimal representation).

**Package name:** <name>  
**Package ID:** <textID (0x????)>  
**Description:** <description>  
**Version:** <version>  
**Extends:** <extended PackageID and version>

#### 6.1 Properties

##### 6.1.1 <Property title>

**Property name:** <name>  
**Property ID:** <textID (0x????)>  
**Description:** <description>  
**Type:** <type>  
**Possible values:** <values>  
**Default:** <value>  
**Defined in:** <Local, Remote, LocalControl, TerminationState, ContextAttribute>  
**Characteristics:** <ReadOnly, Read/Write>

#### 6.2 Events

##### 6.2.1 <Event title>

**Event name:** <event name>  
**Event ID:** <textID (0x????)>  
**Description:** <description>

###### 6.2.1.1 EventsDescriptor parameters

###### 6.2.1.1.1 <Parameter title>

**Parameter name:** <name>  
**Parameter ID:** <textID (0x????)>  
**Description:** <description>  
**Type:** <types>  
**Optional:** <yes/no>  
**Possible values:** <values>  
**Default:** <value>

## 6.2.1.2 ObservedEventsDescriptor parameters

### 6.2.1.2.1 <Parameter title>

<b>Parameter name:</b>	<name>
<b>Parameter ID:</b>	<textID (0x????)>
<b>Description:</b>	<description>
<b>Type:</b>	<types>
<b>Optional:</b>	<yes/no>
<b>Possible values:</b>	<values>
<b>Default:</b>	<value>

## 6.3 Signals

### 6.3.1 <Signal title>

<b>Signal name:</b>	<name>
<b>Signal ID:</b>	<textID (0x????)>
<b>Description:</b>	<description>
<b>Signal Type:</b>	<type>
<b>Duration:</b>	<duration>

### 6.3.1.1 Additional parameters

#### 6.3.1.1.1 <Parameter title>

<b>Parameter name:</b>	<name>
<b>Parameter ID:</b>	<textID (0x????)>
<b>Description:</b>	<description>
<b>Type:</b>	<types>
<b>Optional:</b>	<yes/no>
<b>Possible values:</b>	<values>
<b>Default:</b>	<value>

## 6.4 Statistics

### 6.4.1 <Statistic title>

<b>Statistic name:</b>	<name>
<b>Statistic ID:</b>	<textID (0x????)>
<b>Description:</b>	<description>
<b>Type:</b>	<type>
<b>Possible values:</b>	<values>
<b>Level:</b>	<Termination, Stream, Either>

## 6.5 Error Codes

### 6.5.1 <Error code title>

**Error Code #:** <number>

**Name:** <name>

**Definition:** <definition>

**Error text in the Error Descriptor:** <error text to return>

**Comment:** <comment>

## 6.6 Procedures

<The procedures associated with the package>

## Appendix III

### ITU-T H.248 profile definition template

(This appendix does not form an integral part of this Recommendation.)

New ITU-T H.248 profiles should be defined using the following profile template. It is in an ITU-T Recommendation format. Editors from non-ITU organizations should, at a minimum, use the structures in clause 6 below. If this template format is not used, then editors of profiles should ensure that the headings and points in this appendix are covered by their profile.

#### Support of profile elements

The headings in the structure below represent items that may be considered as optional. For profile definitions, a certain ITU-T H.248.1 item may be unused despite being mandatory in ITU-T H.248.1; these items are also included in the structure below. Non-listed items are to be considered mandatory by the ITU-T H.248.1 protocol. In the profile template below, elements can be defined as "optional" or "mandatory". "Optional" means that it is optional for either the sender or the receiver to include the element in a message.

The MGC may use the ITU-T H.248 packages audit mechanism to determine which of the optional packages are supported by the MG.

Within each of the cited (mandatory and optional) packages, individual properties, signals, events or statistics are tagged as being optional or mandatory. The interpretation of this categorization in this profile is as follows:-

- Any property, signal, event or statistic that is tagged as mandatory in a mandatory package must be supported by the MG. Such properties, signals, events and statistics may optionally be used by the MGC.
- Any property, signal, event or statistic that is tagged as mandatory in an optional package must be supported by the MG if the MG supports that optional package. As the MGC is the master, it determines when properties/signals/events and statistics are set on the MG and as such, properties, signals and events may optionally be used by the MGC.
- Any property, signal, event or statistic that is tagged as optional in a mandatory or optional package may be supported by the MG if the MG supports that package. Such properties, signals and events may optionally be used by the MGC. Should the MGC attempt to use such an unsupported optional property/signal/event/statistic, the MG shall respond with error code 501 (Not Implemented). If the MGC receives statistics that are not understood, then they are ignored.

Where the cited properties, events, signals and statistics have associated parameters, such parameters are also tagged as being mandatory or optional. Where a parameter is designated in the Package description to be "Optional: No" the Profile definition shall not specify this parameter to be "Optional". The interpretation of this categorization in this profile is as follows:

- any parameter that is tagged as mandatory may be included by the sending entity and must be supported by the receiving entity;
- any parameter that is tagged as optional may be included by the sending entity and may be supported by the receiving entity. If the receiving entity receives an optional element that it has not implemented as per clause 6.2.3, it should send Error Code 501 ("Not Implemented").

The editor should provide written description in each of the subclauses below if it furthers clarifies ITU-T H.248.1 behaviour. For example, if the Move Command (see clause 6.8.4) is limited to certain termination types, this should be indicated.

Italics text is to be removed.

<text> in brackets is to be filled in.

## **Recommendation ITU-T <xxx>**

### **<Profile title>**

#### **1 Scope**

<The scope of the profile>

#### **2 References**

<References>

#### **3 Definitions**

##### **3.1 Terms defined elsewhere**

This Recommendation uses the following terms defined elsewhere:

<None.> / <List of terms defined elsewhere, formatted as:

Term [Indication of the source document]: definition quoted exactly from the source document>

##### **3.2 Terms defined in this Recommendation**

This Recommendation defines the following terms:

<None.> / <List of terms defined in this Recommendation, formatted as:

Term: definition>

#### **4 Abbreviations and acronyms**

This Recommendation uses the following abbreviations:

<abbreviations and acronyms>

#### **5 Conventions**

<conventions>

#### **6 Profile description**

##### **6.1 Profile identification**

Profile name:	<name 1-64 characters>
Version:	<version 1-99>

*The name and version of the profile that is sent in the ServiceChange Command.*

##### **6.2 Summary**

<Description>

*A description of what the profile is.*

### 6.3 Gateway Control Protocol version

<Version number>

*The minimum ITU-T H.248 version required to support the profile. This should be based upon base syntax support and not an arbitrary version assignment. This is related to the ServiceChangeVersion in clause 6.8.8.*

### 6.4 Connection model

<Describe in words and diagrams>

*A description of the allowed termination configurations in a context.*

<b>Maximum number of contexts:</b>	<Integer>
<b>Maximum number of terminations per context:</b>	<Integer>
<b>Allowed termination type combinations in a context:</b>	<e.g., Context[a](IP,TDM), Context[b](TDM,AAL 2), etc.>

### 6.5 Context attributes

Context attribute	Supported	Values supported
<b>Topology</b>	<Yes/No>	See 6.7.8
<b>Priority Indicator</b>	<Yes/No>	<1-15>
<b>Emergency Indicator</b>	<Yes/No>	NA
<b>IEPS call indicator</b>	<Yes/No>	NA
<b>ContextAttribute Descriptor</b>	<Yes/No>	If "Yes", see clause 6.8.9 for details of supported attributes.
<b>ContextIDList Parameter</b>	<Yes/No>	NA

*Is the AND/OR Select operation Context Attribute supported?*

<b>AND/OR Context Attribute</b>	<Yes/No>	<AND/OR/BOTH>
---------------------------------	----------	---------------

### 6.6 Terminations

#### 6.6.1 Termination names

<The TerminationID structure>

*Identify the termination identities associated with physical, ephemeral and multiplex terminations.*

#### 6.6.2 Multiplexed terminations

<b>Multiplex terminations supported?</b>	<Yes/No>
--	----------

*If yes, then:*

<b>Multiplex types supported:</b>	< H.221, H.223, H.226, V.76, N × 64K>
<b>Maximum number of terminations connected to multiplex:</b>	<Integer>

*Are multiplexed terminations used? If so, describe.*

## 6.7 Descriptors

### 6.7.1 Stream Descriptor

<b>Maximum number of streams per termination type</b>	<TerminationType>	<Integer>
---	-------------------	-----------

*If more than 1:*

<b>Stream configuration:</b>	<Describe the allowed configurations. Is more than one audio stream allowed? Etc.>
------------------------------	--

#### 6.7.1.1 LocalControl Descriptor

*Are the ReserveGroup and ReserveValue properties used?*

<i>If not generic, list appropriate termination and stream types.</i>		<b>Termination type</b>	<b>Stream type</b>
ReserveGroup used:	<Yes/No>	<Type>	<Type>
ReserveValue used:	<Yes/No>	<Type>	<Type>

*Which StreamMode values are used?*

<b>Termination type</b>	<b>Stream type</b>	<b>Allowed StreamMode values</b>
<Type>	<Type>	<SendOnly, RecvOnly, SendRecv, Loopback>

#### 6.7.2 Events Descriptor

*All events contained in this profile may be set on any termination/stream [with the following exceptions].*

*NOTE – The text in [] is optional and only included if there are such exceptions.*

<b>Events settable on termination types and stream types:</b>	<Yes/No>		
<i>If yes</i>	<b>EventID</b>	<b>Termination type</b>	<b>Stream type</b>
	<Event name and Identity, e.g., Generic Error Event (g/cause, 0x0001/0x0001)>	<Type>	<Stream type, e.g., Audio/Video/Data or StreamID>

*Is EventBuffer Control used?*

<b>EventBuffer Control used:</b>	<Yes/No>
----------------------------------	----------

*Is event KeepActive used?*

<b>KeepActive used on events:</b>	<Yes/No>
-----------------------------------	----------

*Is embedding in Events used?*

<b>Embedded events in an Events Descriptor:</b>	<Yes/No>
---	----------

<b>Embedded signals in an Events Descriptor:</b>	<Yes/No>
--	----------

*Are Regulated EmbeddedEvents Supported?*

<b>Regulated Embedded events are triggered on:</b>	<None/Specify individual event>
--	---------------------------------

*Is the ResetEventsDescriptor Flag used?*

<b>ResetEventsDescriptor used with events:</b>	<ALL/None/Specify individual event>
--	-------------------------------------

*What Notification Behaviour is supported?*

<b>NotifyImmediate:</b>	<ALL Events/None/Specify individual events>
<b>NotifyRegulated:</b>	<ALL Events/None/Specify individual events>
<b>NeverNotify:</b>	<ALL Events/None/Specify individual events>

### 6.7.3 EventBuffer Descriptor

*Is this supported?*

<b>EventBuffer Descriptor used:</b>	<Yes/No>	
<i>If yes</i>	<b>EventIDs</b>	<Event name and Identity, e.g., Generic Error Event (g/cause, 0x0001/0x0001) or ALL>

### 6.7.4 Signals Descriptor

*All signals contained in this profile may be set on any termination/stream [with the following exceptions].*

*NOTE – The text in [] is optional and only included if there are such exceptions.*

<b>The setting of signals is dependent on termination or streams types:</b>	<Yes/No> NOTE – "No" means that all signals can be played on any termination or stream. If "Yes", any signal not listed below may be played on any termination or stream.		
<i>If yes</i>	<b>SignalID</b>	<b>Termination Type</b>	<b>Stream Type/ID</b>
	<Signal name and Identity, e.g., Playtone (tonegen/pt, 0x0003/0x0001)>	<Type>	<Stream Type, e.g., Audio/Video/Data or StreamID>

*Are signal lists supported? If supported, what is the maximum number of signals per list per termination/stream type supporting lists.*

<b>Signals Lists supported:</b>	<Yes/No>		
<i>If yes</i>	<b>Termination Type Supporting Lists:</b>	<Type/ALL>	
	<b>Stream Type Supporting lists:</b>	<Type/ALL>	
	<b>Maximum number of signals to a signal list:</b>	<Integer>	
	<b>Intersignal delay parameter supported:</b>	<Yes/No>	

*Is overriding signal type and duration supported?*

<b>Signal type and duration supported:</b>	<Yes/No>	
<i>If yes</i>	<b>SignalID</b>	<b>Type or duration override</b>
	<Signal name and Identity, e.g., Playtone (tonegen/pt, 0x0003/0x0001) or "ALL">	<Type, Duration, Both>

*Is Signal Direction supported?*

<b>Signal Direction supported:</b>	<Yes/No>
------------------------------------	----------

*Is "notifyCompletion" supported? What types are supported? Is the RequestID used with "NotifyCompletion"?*

<b>NotifyCompletion supported:</b>	<Yes/No>	
<i>If yes</i>	<b>SignalID</b>	<b>Type of completion supported</b>
	<Signal name and Identity, e.g., Playtone (tonegen/pt, 0x0003/0x0001) or ALL>	<ALL, TO, EV, SD, NC, PI>
<b>RequestID Parameter supported:</b>	<Yes/No>	

*Can multiple signals be played simultaneously?*

<b>Signals played simultaneously:</b>	<Yes/No>	
<i>If yes</i>	<b>SignalIDs that can be played simultaneously:</b>	<Signal name and Identity, e.g., Playtone (tonegen/pt, 0x0003/0x0001) or ALL>

*Is "KeepActive" supported for signals?*

<b>KeepActive used on signals:</b>	<Yes/No>
------------------------------------	----------

### 6.7.5 DigitMap Descriptor

*Are DigitMaps supported? If so describe the names, structures and timers.*

<b>DigitMaps supported:</b>	<Yes/No>		
<i>If yes</i>	<b>DigitMap name</b>	<b>Structure</b>	<b>Timers</b>
	<name>	<Describe>	<timers>

### 6.7.6 Statistics Descriptor

*Are statistics supported on terminations, streams or both?*

<b>Statistics supported on:</b>	<Termination/Stream/Both>
---------------------------------	---------------------------

*Are statistics to be reported?*

<b>Statistics reported on Subtract:</b>	<Yes/No>	
<i>If yes</i>	<b>StatisticIDs reported:</b>	<Statistics name and Identity, e.g., Packets Sent (rtp/ps, 0x000c/0x0004) or ALL>

### 6.7.7 ObservedEvents Descriptor

*Is the detection time supported?*

<b>Event detection time supported:</b>	<Yes/No>
--	----------

### 6.7.8 Topology Descriptor

*If used what are the allowed settings?*

Allowed triples:	<(T1, T2, oneway), etc.>
------------------	--------------------------

### 6.7.9 Error Descriptor

*Which ITU-T H.248.8 and package defined error codes are supported?*

**Error Codes sent by the MGC:**

<b>Supported ITU-T H.248.8 Error Codes:</b>	<ALL ITU-T H.248.8, list of individual numbers>
<b>Supported Error Codes defined in packages:</b>	For a list of error codes see clause 6.14.x <Reference to the appropriate subclause in clause 6.14 below>

**Error Codes sent by the MG:**

<b>Supported ITU-T H.248.8 Error Codes:</b>	<ALL ITU-T H.248.8, list of individual numbers>
<b>Supported Error Codes defined in packages:</b>	For a list of error codes see clause 6.14.x <Reference to the appropriate subclause in clause 6.14 below>

### 6.7.10 TerminationState Descriptor

*What values of TerminationState are supported?*

<b>TerminationState : ServiceStates</b>	<InService/OutOfService/Test>
<b>TerminationState : EventBufferControl</b>	<LockStep/OFF>

*For other package defined Termination State Properties see clause 6.14.*

## 6.8 Command API

*NOTE – It is assumed that an Error Descriptor may be returned in any command reply.*

### 6.8.1 Add

*What descriptors can be used in an Add request?*

<b>Descriptors used by Add request:</b>	<Media, Mux, Events, EventBuffer, Signals, DigitMap, Audit>
---	---

*What descriptors can be used in an Add reply?*

<b>Descriptors used by Add reply:</b>	<Media, Mux, Events, EventBuffer, Signals, DigitMap, Audit, Statistics>
---------------------------------------	---

### 6.8.2 Modify

*What descriptors can be used in a Modify request?*

<b>Descriptors used by Modify request:</b>	<Media, Mux, Events, EventBuffer, Signals, DigitMap, Audit>
--	---

*What descriptors can be used in a Modify reply?*

<b>Descriptors used by Modify reply:</b>	<Media, Mux, Events, EventBuffer, Signals, DigitMap, Audit>
--	---

### 6.8.3 Subtract

*Can an Audit Descriptor be used in a Subtract request?*

<b>Descriptors used by Subtract request:</b>	<Audit>
--	---------

*Can a Statistics Descriptor be used in a Subtract reply?*

<b>Descriptors used by Subtract reply:</b>	<Statistics>
--	--------------

### 6.8.4 Move

*Is the Move command used? Some context configurations may not use this.*

<b>Move command used:</b>	<Yes/No>
---------------------------	----------

*If used:*

<b>Descriptors used by Move request:</b>	<Media, Mux, Events, EventBuffer, Signals, DigitMap, Audit, Statistics>
<b>Descriptors used by Move reply:</b>	<Media, Mux, Events, EventBuffer, Signals, DigitMap, Audit, Statistics>

### 6.8.5 AuditValue

*Which descriptors and/or individual properties, signal, events or statistics can be audited?*

<b>Audited Properties:</b>	<Property name and Identity, e.g., Maximum number of contexts (Root/maxNumberOfContexts, 0x0002/0x0001), ALL or None>	<Descriptor: Local, Remote, LocalControl, TerminationState>
<b>Audited Statistics:</b>	<Statistics name and Identity, e.g., Packets Sent (rtp/ps, 0x000c/0x0004), ALL or None>	
<b>Audited Signals:</b>	<Signal name and Identity, e.g., Playtone (tonegen/pt, 0x0003/0x0001), ALL or None>	
<b>Audited Events:</b>	<Event name and Identity, e.g., Generic Error Event (g/cause, 0x0001/0x0001), ALL or None>	
<b>Packages Audit possible:</b>	<i>Can the Package Descriptor be audited?</i> <Yes/No>	

## 6.8.6 AuditCapability

Which descriptors and/or individual properties, signal, events or statistics can be audited?

<b>Audited Properties:</b>	<Property name and Identity, e.g., Maximum number of contexts (Root/maxNumberOfContexts, 0x0002/0x0001), ALL or None>	<Descriptor: Local, Remote, LocalControl, TerminationState>
<b>Audited Statistics:</b>	<Statistics name and Identity, e.g., Packets Sent (rtp/ps, 0x000c/0x0004), ALL or None>	
<b>Audited Signals:</b>	<Signal name and Identity, e.g., Playtone (tonegen/pt, 0x0003/0x0001), ALL or None>	
<b>Audited Events:</b>	<Event name and Identity, e.g., Generic Error Event (g/cause, 0x0001/0x0001), ALL or None>	

Is scoped auditing possible?

<b>Audited Properties/ContextAttributes used for a scoped audit:</b>	<None/ALL/Specify individual>
--	-------------------------------

## 6.8.7 Notify

Which descriptors can be used in a Notify request?

<b>Descriptors used by Notify request:</b>	<ObservedEvents, Error>
--	-------------------------

What descriptors can be used in a Notify reply?

<b>Descriptors used by Notify reply:</b>	<Error>
--	---------

## 6.8.8 ServiceChange

Which ServiceChangeMethods and Reasons are supported?

**ServiceChangeMethods and ServiceChangeReasons sent by MGC:**

<b>ServiceChangeMethods supported:</b>	<b>ServiceChangeReasons supported:</b>
<Graceful, Forced, Restart, Handoff, Failover, ALL, Other?>	< 900-920 >

**ServiceChangeMethods and ServiceChangeReasons sent by MG:**

<b>ServiceChangeMethods supported:</b>	<b>ServiceChangeReasons supported:</b>
<Graceful, Forced, Restart, Disconnected, Handoff, Failover, ALL, Other?>	< 900-920 >

Is ServiceChangeAddress used?

<b>ServiceChangeAddress used:</b>	<Yes/No>
-----------------------------------	----------

*Is ServiceChangeMgcId used?*

<b>ServiceChangeMgcId used:</b>	<Yes/No>
---------------------------------	----------

*Is ServiceChangeDelay used?*

<b>ServiceChangeDelay used:</b>	<Yes/No>	
<i>If yes</i>	<b>Valid time period:</b>	<0-x> ms

*Is ServiceChangeIncomplete Flag used?*

<b>ServiceChange Incomplete Flag used:</b>	<Yes/No>
--	----------

*Which version of Recommendation ITU-T H.248.1 is used by ServiceChangeVersion? The lowest value here should be the minimum version defined in 6.3.*

<b>Version used in ServiceChangeVersion:</b>	<1, 2, 3>
--	-----------

*Is the ServiceChangeProfile parameter mandatory?*

<b>ServiceChangeProfile mandatory:</b>	<Yes/No>
--	----------

*Can multiple profiles be supported according to Recommendation ITU-T H.248.18?*

<b>Profile negotiation as per Rec. ITU-T H.248.18:</b>	<Yes/No>
--	----------

### 6.8.9 Manipulating and auditing context attributes

*Which Context Attributes may be manipulated and/or audited?*

<b>Context Attributes manipulated:</b>	<Topology, Emergency Indicator, Priority indicator, IEPS call indicator, ContextAttribute Descriptor (list attribute names), ALL>
<b>Context Attributes audited:</b>	<Topology, Emergency Indicator, Priority indicator, IEPS call indicator, ContextAttribute Descriptor (list attribute names), ALL>

### 6.9 Generic command syntax and encoding

*Specifies what encodings are supported by the profile.*

<b>Supported encodings:</b>	<Text and Binary, Binary, Text>
<b>If binary encoding, is indefinite length encoding supported:</b>	<Yes, No>

### 6.10 Transactions

*What is the maximum number of TransactionRequest/TransactionReplies per message?*

<b>Maximum number of TransactionRequests/TransactionReplies/TransactionResponseAcks/Segment Replies per message:</b>	<Integer>
--	-----------

What is the maximum number of commands per TransactionRequest?

<b>Maximum number of commands per TransactionRequest:</b>	<Integer>
---	-----------

What is the maximum number of commands per TransactionReply?

<b>Maximum number of commands per TransactionReply:</b>	<Integer>
---	-----------

Can commands be marked "Optional"? Describe.

<b>Commands able to be marked "Optional":</b>	<Add, Modify, Move, Subtract, Auditvalue, Auditcapability, Servicechange, All, None>
---	--

Can commands be marked for wildcarded response?

<b>Wildcarded responses may be requested for:</b>	<Add, Modify, Move, Subtract, Auditvalue, Auditcapability, Servicechange, All, None>
---	--

And/or, describe which commands and the procedures surrounding the use of wildcarded responses with those commands.

<b>Procedures that make use of wildcarded responses:</b>	<Describe the procedures making use of wildcarded responses.>
--	---

Specify the values of the transaction timers

<b>Transaction timer:</b>	<b>Value</b>
<b>normalMGExecutionTime</b>	<Integer or "Provisioned">
<b>normalMGCExecutionTime</b>	<Integer or "Provisioned">
<b>MGOriantedPendingLimit</b>	<Integer or "Provisioned">
<b>MGCOriginatedPendingLimit</b>	<Integer or "Provisioned">
<b>MGProvisionalResponseTimerValue</b>	<Integer or "Provisioned">
<b>MGCProvisionalResponseTimerValue</b>	<Integer or "Provisioned">

## 6.11 Messages

*MGC/MG Naming Conventions: MID addressing associated with the names of the MGC/MG.*

<Describe>

Indicate the maximum number of transactions per message (this table may be omitted if not significant)

<b>Maximum number of transactions per message:</b>	<Integer >
--	------------

## 6.12 Transport

Specifies what H.248 subseries transports are supported by the profile.

<b>Supported transports:</b>	<UDP, TCP, SCTP, MTP3B, SSCOP/AAL 5, ALF/AAL 5>
------------------------------	---

*Is segmentation supported and if so by which method?*

<b>Segmentation supported:</b>	<No, Inherent in Transport, H.248 Segmentation>
--------------------------------	---

*Is control association monitoring (see clause 11.6) used and if so by which method?*

<b>Control Association Monitoring supported:</b>	<No, Inherent in Transport, Empty AuditValue on Root, [ITU-T H.248.14]>
--	---

## 6.13 Security

*Specifies the security mechanisms used.*

<b>Supported security:</b>	<None, Interim AH Scheme, IPSec>
----------------------------	----------------------------------

## 6.14 Packages

*Specifies the packages that are supported in this profile.*

*Mandatory: specifies the packages that shall be supported in this profile.*

<b>Mandatory packages:</b>			
<b>Package name</b>	<b>PackageID</b>	<b>Version</b>	<b>Termination Types Supported</b>
<name>	<xxxx, (0x00xx)>	<1, 2, 3, ...>	<Describe>

*Optional: specifies the packages that may be supported in the profile.*

<b>Optional packages:</b>				
<b>Package name</b>	<b>PackageID</b>	<b>Version</b>	<b>Support dependent on:</b>	<b>Termination Types Supported</b>
<name>	<xxx, 0x00??>	<1, 2, 3, ...>	<Describe>	<Describe>

### Package usage information

*This table specifies how the packages above will be used. For example:*

- *it lists whether the properties/signals/events/statistics are optional or mandatory;*
- *if the value of the property/signal/event provisioned should be specified (e.g., names and number of cycles for an [b-ITU-T H.248.7] announcement);*

*Specifies the values of properties which are specified as provisioned.*

## Package usage information

### 6.14.x <Package name>

Properties	Mandatory/ Optional	Used in command:	Supported values:	Provisioned value:	Termination/ Stream Types Supported:
<name and Identity, e.g., Packets Sent (rtp/ps, 0x000c/0x0004), ALL or None>	<M/O>	<ADD, MOD, MOVE, AUDITVALUE, AUDITCAP>	<Values/ ALL >	<Value/ Not Applicable>	<Describe>
Signals	Mandatory/ Optional	Used in command:		Duration provisioned value:	
<name and Identity >	<M/O>	<ADD, MOD, MOVE, AUDITVALUE, AUDITCAP>		<Value/Not Applicable>	
	Signal parameters	Mandatory/ Optional	Supported values:	Provisioned value:	
	<name and Identity>	<M/O>	<Values/ ALL>	<Value/Not Applicable>	
Events	Mandatory/ Optional	Used in command:			
<name and Identity >	<M/O>	<ADD, MOD, MOVE, NOTIFY, AUDITVALUE, AUDITCAP>			
	Event parameters	Mandatory/ Optional	Supported values:	Provisioned value:	
	<name and Identity>	<M/O>	<Values/ ALL>	<Value/Not Applicable>	
	ObservedEvent parameters	Mandatory/ Optional	Supported values:	Provisioned value:	
	<name and Identity>	<M/O>	<Values/ ALL>	<Value/Not Applicable>	
Statistics	Mandatory/ Optional	Used in command:	Supported values:		Termination/ Stream Types Supported:
<name and Identity >	<M/O>	<ADD, MOD, MOVE, SUBTRACT, AUDITVALUE, AUDITCAP>	<Values/ALL >		<Describe>
Error Codes	Mandatory/Optional				
<number>	<M/O>				

*Additional restrictions may be tabulated as the user desires.*

### 6.15 Mandatory support of SDP and Annex C information elements

*Specifies what SDP attributes and Annex C information elements are to be supported.*

Supported Annex C and SDP information elements:		
Information Element	Annex C Support	SDP Support (Note)
<name>	<Annex C property>	<Describe>
<p><i>NOTE – Information elements very often map to various lines and their fields in SDP. The profile should specify which SDP lines and fields are mandatory to support.</i></p> <p><i>Discuss in detail the usage scenarios of the mandatory information elements.</i></p>		

## 6.16 Optional support of SDP and Annex C information elements

*Specifies what SDP attributes and Annex C information elements may be supported.*

Optional Annex C and SDP information elements:			
Information Element	Annex C Support	SDP Support (Note)	Support Dependent on:
<name>	<Annex C property>	<Describe>	<Describe>
<p><i>NOTE – Information elements very often map to various lines and their fields in SDP. The profile should specify which SDP lines and fields are mandatory to support.</i></p> <p><i>Discuss in detail the usage scenarios of the mandatory information elements.</i></p>			

## 6.17 Procedures

*Specifies the procedures that are associated with the profile.*

*It is recommended that the procedures take the following format:*

### 6.17.1 <Procedure name>

*When the procedure <name> is required, the following is initiated.*

An <ADD.req, MOD.req, MOV.req, SUB.req, AuditValue.req, AuditCapability.req, ServiceChange.req, Notify.req> command is sent from the <MGC/MG> to the <MG/MGC> with the following information.

< Insert information in an appropriate format. For example, the descriptors, property, signal, event, statistic names or an abstraction of the actual parameters in terms of information elements.>
---

Upon reception of the command, the <MG/MGC> shall:

- <Indicate actions>

Upon completion of processing command (1) an <ADD.reply, MOD.reply, MOV.reply, SUB.reply, AuditValue.reply, AuditCapability.reply, ServiceChange.reply, Notify.reply> command is sent from the <MG/MGC> to the <MGC/MG> with the following information.

< Insert information in an appropriate format. For example, the descriptors, property, signal, event, statistic names or an abstraction of the actual parameters in terms of information elements.>
---

## Appendix IV

### Practices on Statistics – Example use-cases

(This appendix does not form an integral part of this Recommendation.)

All ITU-T H.248.1 implementers must read the normative part of this Recommendation carefully before implementing from it. The examples of this appendix should not be used as stand-alone explanations of how to create protocol messages.

The examples in this appendix are in text-encoded ITU-T H.248.

#### IV.1 Introduction

The Statistics Descriptor may contain, according to syntax specifications in Annexes A and B, either:

- an empty list ("empty Statistics Descriptor");
- a list of statistic names (each statistic name is given as PackageID/StatisticID);
- a list of statistic names, each accompanied by that statistic's value.

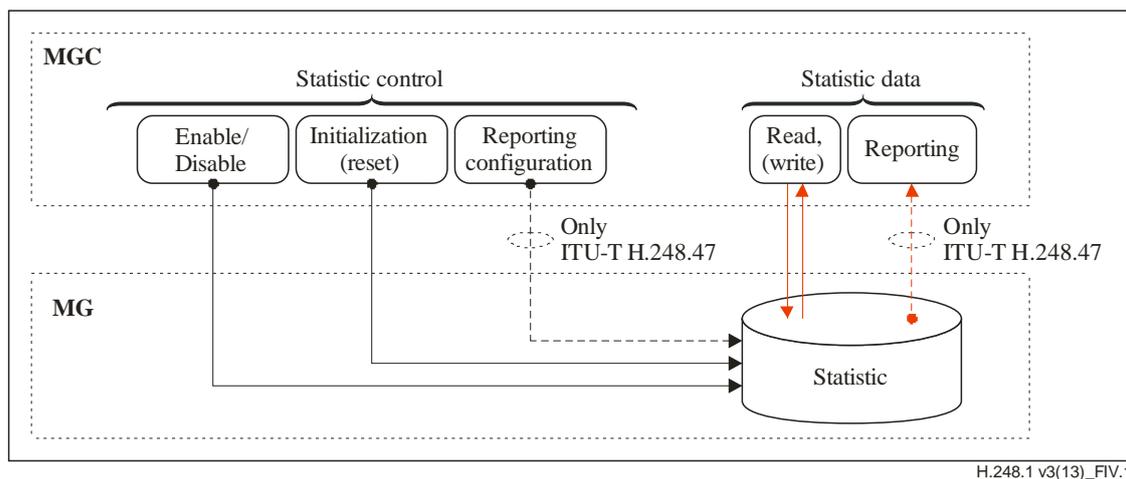
The above syntactical definition and existing ITU-T H.248 semantics of the protocol allow a flexible use of the Statistics Descriptor. This appendix provides examples to illustrate some typical use cases.

##### IV.1.1 MGC operations

The MGC may perform the following operations on MG processes related to the generation of ITU-T H.248 Statistics (see Figure IV.1):

- Statistic data:
  - 1) Read access on statistic objects (name/value combinations)
    - a) read all statistics of a termination;
    - b) read all statistics of a dedicated package associated to a termination;
    - c) read of individual statistics of a termination.
- Statistic control:
  - 2) Activate the collection of all statistics or a specific subset of statistics.
  - 3) Deactivate the collection of all statistics or a specific subset of statistics.
  - 4) Combine 3) and 2) in order to reset the value of all statistics or a specific subset of statistics.

Each operation type results in the application of a single ITU-T H.248 descriptor type (here either the Audit Descriptor or the Statistics Descriptor), and a specific setting of the descriptor itself.



**Figure IV.1 – Categories of MGC operations on statistics ('Reporting' requires support of [b-ITU-T H.248.47])**

#### IV.1.1.1 Dependency on ITU-T H.248.1 protocol version

The control operations on statistics appearing in this appendix are realized with the Add, Modify, Move, and/or Subtract commands. These commands may include an Audit Descriptor under all ITU-T H.248.1 protocol versions. However, a Statistics Descriptor may only be used with an Add, Modify or Move command and only in ITU-T H.248.1 Version 3.

#### IV.1.1.2 Relation to ITU-T H.248.47

The Statistic Conditional Reporting Package [b-ITU-T H.248.47] supports additional capabilities related to statistics (as indicated in Figure IV.1); namely a mechanism for real-time reporting of statistics. This mechanism is out of the scope of this appendix.

#### IV.1.2 Examples' background

This example scenario illustrates the use of the protocol elements in conjunction with an ephemeral termination. The packages chosen for the examples are the network package (nt; clause E.11) and the rtp package (rtp; clause E.12). Note that the rtp package extends the network package. The example assumes that the MG has published both nt and rtp in its Packages Descriptor (see clause 6.2.3).

For simplicity, we assume that no additional packages are supported by the MG in the example cases.

### IV.2 Active statistics of a new termination

The set of statistics that are collected by a termination once it is added to a Context is defined by the contents of the Statistics Descriptor appearing in the Add command (see clause 7.1.15: "*It is also possible, using the descriptor, to indicate what statistics are to be collected.*").

#### IV.2.1 Default initial active statistics

If a termination's Add command does not include a Statistics Descriptor, all statistics supported by that new Termination will be collected (see clause 7.1.15: "*By default, the particular statistics that are reported for a given termination are determined by the Packages realized by the termination.*"). Table IV.1 shows an example use case.

**Table IV.1 – New termination with default active statistics**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31205 {   Context = 2005 {     Add = rtp/30/\$ {       Media{ ... }     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31205 {   Context = 2005 {     Add = rtp/30/23 {       Media{ ... }     }   } }</pre>
<p>The Statistics Descriptor is omitted in this Add request of an ephemeral termination. All statistics supported by the termination are therefore collected.</p>	

See also clause IV.2.3 for the explicit activation of all statistics.

### IV.2.2 Explicit initial active statistics

It is possible to explicitly define the set of statistics that a new termination should collect by listing these statistics in the Statistics Descriptor of the Add command. Any statistic not appearing in the Statistics Descriptor will not be collected; and its value will be kept at its initial (reset) value.

Table IV.2 provides an example use-case for this behaviour.

**Table IV.2 – Activating individual statistics on a new termination**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31205 {   Context = 2005 {     Add = rtp/30/\$ {       Media{ ... },       Statistics{      ; three statistics         rtp/pl,        ; RTP packet loss          rtp/delay,    ; RTP packet delay         nt/dur         ; NT session dur.                         ; NOTE 1       }     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31205 {   Context = 2005 {     Add = rtp/30/23 {       Media{ ... }       ; NOTE 2     }   } }</pre>
<p>The Statistics Descriptor is included in this Add request of an ephemeral termination. The initial set of active statistics contains the "rtp/pl", "rtp/delay" and "nt/dur" statistics.</p> <p>NOTE 1 – The rtp version 1 package extends the nt version 1 package. Therefore statistics defined by the nt package may also be referenced using the rtp PackageID; for example rtp/dur.</p> <p>NOTE 2 – The reply does not repeat the Statistics Descriptor. The general principle is to avoid redundancy in replies, i.e., information sent by the MGC should not be replied again by the MG.</p>	

### IV.2.3 Use-case: activating all statistics on a new termination

Including the wildcard "ALL/ALL" in the Statistics Descriptor of the Add command will result in all statistics being active on the new termination. See Table IV.3.

NOTE – This use-case results in the same behaviour as omitting the Statistics Descriptor from the Add command. See clause IV.2.1.

**Table IV.3 – Activating all statistics on a new termination**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31205 {   Context = 2005 {     Add = rtp/30/\$ {       Media{ ... },       Statistics{         /*          ;ALL stats of ALL pkgs       }     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31205 {   Context = 2005 {     Add = rtp/30/23 {       Media{ ... }       ; NOTE 1     }   } }</pre>
<p>The Statistics Descriptor is included in this Add request of an ephemeral termination. Collection of all statistics is activated by a Statistics Descriptor including a single element: "All/All".</p> <p>NOTE 1 – The reply does not repeat the Statistics Descriptor, even though a wildcard statistic name appeared in the request. The same principle described in Note 2 of Table IV.2 is applied.</p> <p>NOTE 2 – The effect of this command is identical to that of the command outlined in Table IV.1.</p>	

#### IV.2.4 Use-case: activating no statistics on a new termination

Including an empty Statistics Descriptor in an Add command will result in all statistics being inactive on the new termination. See Table IV.4.

**Table IV.4 – Activating no statistics on a new termination**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31205 {   Context = 2005 {     Add = rtp/30/\$ {       Media{ ... },       Statistics ; empty descriptor     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31205 {   Context = 2005 {     Add = rtp/30/23 {       Media{ ... }     }   } }</pre>
<p>The Statistics Descriptor is empty. No statistics will be collected on the termination.</p>	

### IV.3 Activating and deactivating statistics

The set of statistics that an existing termination collects can be changed by including the Statistics Descriptor in a Modify command or a Move command. Table IV.5 provides an example use case. The example assumes that this Modify command follows the Add command appearing in Table IV.2.

**Table IV.5 – Changing the active statistics**

ITU-T H.248 text encoding example	Result
<pre> ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31205 { Context = 2005 {   <b>Modify</b> = rtp/30/23 {     <b>Statistics</b>{       nt/*,          ; ALL NT statistics       rtp/ps,        ; RTP packets sent       rtp/delay      ; RTP packet delay     }   } } } </pre>	<pre> ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31205 { Context = 2005 {   <b>Modify</b> = = rtp/30/23     ; NOTE } } </pre>
<p>In this example the assumption is that statistics were previously activated according to Table IV.2; i.e., "rtp/pl", "rtp/delay" and "nt/dur" are active. The above Modify request results in:</p> <ol style="list-style-type: none"> <li>1) keeping active of "nt/dur" and "rtp/delay";</li> <li>2) activation of " nt/or" and " nt/os";</li> <li>3) deactivation of "rtp/pl".</li> </ol> <p>NOTE – The reply does not include the Statistics Descriptor, even though a wildcard statistic name appeared in the request. The same principle described in Note 2 of Table IV.2 is applied.</p>	

### IV.3.1 Keeping a statistic active

For a statistic already active to remain so, it must appear in the Statistics Descriptor of any Modify or Move command (see clause 7.1.15: "... to maintain already set statistics, these shall be included in the new Statistics Descriptor and the statistic values shall not be reset"). Table IV.5 illustrates this behaviour with the "nt/dur" and "rtp/delay" statistics.

### IV.3.2 Activating a statistic

A statistic appearing in the Statistics Descriptor of a Modify or Move command will be activated (or reactivated) if it was not active before that command. Upon activation, the value of such a statistic is reset to its initial value (see clause 7.1.15: "... if the particular statistic is reactivated by a subsequent Statistics Descriptor, the value shall be reset"). Table IV.5 illustrates this behaviour with the "nt/or" and "nt/os" statistics.

### IV.3.3 Deactivating a statistic

A statistic missing from the Statistics Descriptor of a Modify or Move command is deactivated and should no longer be collected by the termination. However, the value of this statistic is maintained and not reset (see clause 7.1.15: "Statistics that have been removed from a Statistics Descriptor shall maintain their values until the termination is subtracted"). The MGC may later read this value according to the procedures of clause IV.6. Table IV.5 illustrates this behaviour with the "rtp/pl" statistic.

NOTE – Statistics are also automatically deactivated when a termination is destroyed or returned to the NULL context through a Subtract command. In this scenario however, the value of the statistics is reset and not maintained. See clause IV.4.

### IV.3.4 Use-case: activating all statistics of an existing termination

Including the wildcard "ALL/ALL" in the Statistics Descriptor of a Modify or Move command will result in all statistics being active after the command completes (see clause 7.1.15: "An MGC may reactivate all statistics on a termination/stream by issuing a Statistics Descriptor with a single statistic with the PackageID and StatisticID wildcarded with "ALL". To reactivate all statistics in a

given package on a termination/stream, a Statistics Descriptor with a single statistic with the PackageID specified and the StatisticID wildcarded with "ALL" is issued."). Each statistic will either be kept-active or activated; depending on its state before the command was executed.

Table IV.6 shows an example of this procedure. The example assumes that this MODIFY command follows the MODIFY command appearing in Table IV.5.

**Table IV.6 – Activate/keep active all statistics of an existing termination**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31209 {   Context = 2005 {     <b>Modify</b> = rtp/30/23 {       <b>Statistics</b>{         <b>*/*</b> ;ALL stats of ALL pkgs       }     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31209 {   Context = 2005 {     <b>Modify</b> = rtp/30/23   } }</pre>
<p>All statistics are either activated or kept-active by a Statistics Descriptor including a statistic of "ALL/ALL".</p> <p>In this example, the assumption is that statistics were previously activated according to Table IV.5; i.e., "nt/dur", "nt/os", "nt/or" and "rtp/pl" are active. The Modify request results in:</p> <ol style="list-style-type: none"> <li>1) keeping active of "nt/dur", "nt/os", "nt/or" and "rtp/pl";</li> <li>2) activation of "rtp/ps", "rtp/pr", "rtp/jit", and "rtp/delay".</li> </ol>	

#### IV.3.5 Use-case: deactivating all statistics of an existing termination

Including an empty Statistics Descriptor in an Add, Modify or Move command will result in no statistics being active following the command. Table IV.7 shows an example of this procedure.

**Table IV.7 – Deactivate all statistics of an existing termination**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31209 {   Context = 2005 {     Modify = rtp/30/23 {       <b>Statistics</b> ; empty descriptor     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31209 {   Context = 2005 {     <b>Modify</b> = rtp/30/23   } }</pre>
<p>The Statistics Descriptor is empty. Following this command, no statistics will be collected on the termination. However, the value of all statistics will be retained.</p> <p>NOTE – A reply to a subsequent Subtract command missing a Statistics Descriptor will not contain the termination's statistics. See clause IV.5.</p>	

#### IV.4 Resetting statistics

The value of a statistic can be reset to its initial value by first deactivating it and then reactivating it. Two commands are therefore required to perform this operation. The two commands may be grouped into one transaction to ensure their ordering and minimize the time interval where the statistic is kept inactive. However, this does not guarantee that this interval will be of zero length;

i.e., some statistical data may be lost during the time the statistic is inactive. Table IV.8 provides an example use-case for resetting statistics.

Statistics are also reset when the termination is destroyed or returned to the NULL context by a Subtract command (see clause 7.1.15: "*Statistics are reset when a termination ceases to exist or is returned to the NULL Context due to a Subtract Command.*").

**Table IV.8 – Reset RTP statistics**

ITU-T H.248 text encoding example:	Result:
<pre> ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 41225 {   Context = 2005 {     <b>Modify</b> = rtp/30/23 { ; 1st Command       <b>Statistics</b> {         nt/*      ; ALL NT statistics       }     },     <b>Modify</b> = rtp/30/23 { ; 2nd Command       <b>Statistics</b> {         rtp/*    ; ALL RTP statistics       }     }   } } </pre>	<pre> ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 41225 {   Context = 2005 {     <b>Modify</b> = rtp/30/23,     <b>Modify</b> = rtp/30/23   } } </pre>
<p>In this example the assumption is that all statistics of the nt package are active before the command. The transaction request contains two Modify requests, each containing a Statistics Descriptor. The first command deactivates all statistics other than those of the nt package. The statistics of the nt package are kept active. The second command activates all the statistics of the rtp package. Note that, as the rtp package extends the nt package, this includes all statistics of the nt package. Therefore, the second command will keep the nt statistics active. Following the execution of the two commands, the statistics of the rtp package will be active and their value reset. The statistics of the nt package are kept active through both commands.</p>	

#### IV.5 Reporting statistics

Statistics are reported by the MG in the reply to a Subtract command, unless all statistics on the termination were previously deactivated (see clause 7.1.15: "*By default, unless an empty Statistics Descriptor had earlier been used to indicate that no statistics are to be collected, termination and stream level statistics are reported when the termination ceases to exist or is returned to the NULL Context due to a Subtract command.*").

An example is given by Table IV.9.

**Table IV.9 – Default reporting of statistics**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 37258 {   Context = 2005 {     <b>Subtract</b> = rtp/30/23   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 37258 {   Context = 2005 {     <b>Subtract</b> = rtp/30/23 {       Statistics {         nt/os=62345, ; octets sent         nt/or=45123, ; octets received          nt/dur=38000, ; in millisec         rtp/ps=1245, ; packets sent         rtp/pr=780, ; packets received         rtp/pl=10, ; % packets lost         rtp/jit=27, ; jitter         rtp/delay=48, ; average latency       }     }   } }</pre>
<p>By default, statistics are reported in the reply to a Subtract command.</p>	

#### IV.5.1 Report suppression

The reporting of statistics may be explicitly suppressed by the MGC by including an empty Audit Descriptor in the Subtract command. This behaviour is independent of whether any statistics are currently active on the termination (see clause 7.1.15: "By default, .... This default behaviour can also be overridden by including an empty Audit Descriptor in the Subtract Command." and clause 7.1.12: "The Audit Descriptor may be empty, in which case, no descriptors are returned. This is useful in the Subtract Command to inhibit return of statistics, especially when using wildcard.").

Table IV.10 shows an example use case.

**Table IV.10 – Explicit suppression of statistics reporting**

ITU-T H.248 text encoding example	Result
<pre>ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31225 {   Context = 2005 {     <b>Subtract</b> = rtp/30/23 {       <b>Audit</b>{ } ; empty audit descriptor     }   } }</pre>	<pre>ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31225 {   Context = 2005 {     <b>Subtract</b> = rtp/30/23   } }</pre>
<p>An empty Audit Descriptor in the Subtract request suppresses reporting of statistics.</p>	

#### IV.6 Reading statistics

The MGC may read the value of the statistics at any time, by including an appropriate Audit Descriptor within an AuditValue, Add, Modify, Move or Subtract command (see clause 7.1.15: "Statistics may also be returned from the AuditValue Command, or any Add/Move/Modify Command using the Audit Descriptor."). Table IV.11 shows an example use case.

NOTE 1 – Unless the reading of the statistics coincides with a need to change some of the termination's states, the use of the AuditValue command is most appropriate.

NOTE 2 – Reading statistics in an Add command, while syntactically correct, has little practical value.

**Table IV.11 – Explicit reading of statistics**

ITU-T H.248 text encoding example	Result
<pre> ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 31225 {   Context = 2005 {     AuditValue = rtp/30/23 {       Audit{      ; Audit Descriptor with         Statistics ; Statistics Token       }     }   } } </pre>	<pre> ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 31225 {   Context = 2005 {     AuditValue = rtp/30/23 {       Statistics{         nt/os=62345, ; octets sent         nt/or=45123, ; octets received          nt/dur=38000, ; in millisec         rtp/ps=1245, ; packets sent         rtp/pr=780, ; packets received         rtp/pl=10, ; % packets lost         rtp/jit=27, ; jitter         rtp/delay=48, ; average latency       }     }   } } </pre>
<p>An Audit Descriptor containing the Statistics Token in a command request triggers the reporting of statistics.</p>	

#### IV.6.1 Read and activate/deactivate statistics

It is possible to use a single Add, Modify or Move command to both read the value of statistics and change the set of statistics that are collected. Such a command will include both an Audit Descriptor, as described under clause IV.6, and a Statistics Descriptor, as described under clause IV.3.

The MG should perform the two operations (i.e., the statistics' reading and activation/deactivation) according to the order in which the descriptors appear within the command (see clause 7.2: *"Descriptors may appear as parameters to commands in any order. The descriptors shall be processed in the order in which they appear"*). Note that this ordering is meaningful only when a statistic is activated (as activating a statistic resets its value while deactivating it does not).

Table IV.12 provides an example use case with a Modify command.

NOTE – Unless the need to read and reset and change the statistics coincides with a need to move the termination between contexts, the use of a Modify command is most appropriate.

**Table IV.12 – Read and deactivate statistics**

ITU-T H.248 text encoding example	Result
<pre> ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 47397 { Context = 2005 { Modify = rtp/30/23 {   Audit{          ; 1) Audit Descript.     <b>Statistics</b> ; with Statistics   },              ; Token for 'read'   <b>Statistics</b>; 2) empty Statist.                 ;          Descriptor } } } </pre>	<pre> ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 47397 { Context = 2005 {   <b>Modify</b> = rtp/30/23 {     <b>Statistics</b>{       nt/os=62345,    ; octets sent       nt/or=45123,   ; octets received       nt/dur=38000,  ; in millisec       rtp/ps=1245,   ; packets sent       rtp/pr=780,    ; packets received       rtp/pl=10,     ; % packets lost       rtp/jit=27,    ; jitter       rtp/delay=48,  ; average latency     }   } } } </pre>
<p>The Modify request contains an ordered list: first an Audit Descriptor containing a Statistics token; and second an empty Statistics Descriptor. The Audit Descriptor initiates the reading of all statistics, the subsequent Statistics Descriptor deactivates the collection of all statistics.</p> <p>NOTE – As detailed under clause IV.3.3, the statistics are not reset when deactivated. A subsequent reading of the statistics will return identical values to the ones given above.</p>	

#### IV.6.2 Use-case: reading and resetting all statistics of a termination

The MGC can combine the procedures of clauses IV.6.1 and IV.4 in order to:

- 1) Read all statistics collected on a termination.
- 2) Instruct the MG to reset all statistics to their default value.
- 3) Instruct the MG to keep collecting all statistics.

This is done by issuing a Move or Modify command that reads the values of all statistics and deactivates them, as described under clause IV.6.1; followed by a Modify command that activates all statistics, as described under clause IV.3.4. As explained under clause IV.4, the two commands should be grouped into a single transaction in order to ensure their ordering and to minimize the interval during which the statistics are kept inactive. However, no guarantee is given that this interval will be of zero length.

Table IV.13 provides an example of this procedure.

**Table IV.13 – Read and reset statistics**

ITU-T H.248 text encoding example	Result
<pre> ITU-T H.248 request: MEGACO/3 [11.9.19.65]:12345 Transaction = 58932 { Context = 2005 { Modify = rtp/30/23 {   Audit{          ; 1) Audit Descriptor     <b>Statistics</b> ; with Statistics   },     ; Token   <b>Statistics</b> ; 2) Empty Statistics     ; Descriptor }, Modify = rtp/30/23 {   <b>Statistics</b> {     <b>*/*</b> ;ALL stats of ALL pkgs   } } } } </pre>	<pre> ITU-T H.248 reply: MEGACO/3 [2.3.19.70]:6789 Reply = 58932 { Context = 2005 { Modify = rtp/30/23 {   <b>Statistics</b>{     nt/os=62345, ; octets sent     nt/or=45123, ; octets received     nt/dur=38000, ; duration     rtp/ps=1245, ; packets sent     rtp/pr=780, ; packets received     rtp/pl=10, ; % packets lost     rtp/jit=27, ; jitter     rtp/delay=48 ; average latency   } }, Modify = rtp/30/23 } } </pre>
<p>The first Modify request contains an ordered list: first an Audit Descriptor containing a Statistics token; and second an empty Statistics Descriptor. The Audit Descriptor initiates the reading of all statistics, the subsequent Statistics Descriptor deactivates the collection of all statistics.</p> <p>The second Modify request contains a Statistics descriptor with an "ALL/ALL" statistic. This command resets and reactivates all statistics.</p>	

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