Module Interfaces (IMS PoC Cli		1		
Wireless Network A	IN	1S Wireless	Network B	EventStudio System Designer 4.0
Push-to-talk over Cellular (PoC) s phone indicates it is OK to do so.	service allows cel The user release	I phones to used as walkie-talkie s the button when he or she is d	s. A group of u one speaking.	sers in a PoC session can communicate by simply pressing a button and speaking when the
When a user begins to speak, the he users in the session.	PoC server alloc	ates resources and notifies other	users in the P	oC session that the user is speaking. The PoC server then delivers the speech packets to all
PoC is resource efficient as it allo participants speaking.	cates resources	only when a user is actually spea	king. This mak	es it suitable for applications where there are long gaps between individual session
This flows covers the case where	PoC Client A inv	ites PoC Client B to a Pre-establis	shed Session b	y sending SIP REFER request to PoC Server A.
This sequence diagram was gene EventStudio source files for this c	rated with Events document can be	Studio System Designer 4.0 (http downloaded from http://www.ev	://www.EventH enthelix.com/c	lelix.com/EventStudio). Copyright © 2008 EventHelix.com Inc. All Rights Reserved. The all-flow/ims-poc-pre-established.zip.
IMS Registration and PoC Sessio	n Pre-establishm	ent		
IMS Registration and PoC Session Pre-establishment (Click here for details)				PoC Client A registers and pre-establishes the PoC session. Click on the action box to see details.
IMS Registration and PoC Session Pre-establishment (Click here for details) PoC Client B registers and pre-establishes the PoC session. Click on the action box to see details				
Invite Client B to a session with SIP REFER				
Push-to-Talk Button Pressed				The user selects a friend (PoC Client B) for the push to talk session and pressed the "Push-to-talk button".
REF	ER			A push-to-talk session currently not active, so initiate a PoC session establishment. The PoC Clien A invites the PoC Client B to the Pre-established Session.
Request-URI:sip:Pre-establi: Refer-To: <sip:poc-userb @<="" td=""><td>shedSessionIdentityA @PoC networkB.net&gt;</td><td>-ServerA.networkA.net,</td><td>A invites the Poc Client B to the Pre-established Session.</td></sip:poc-userb>	shedSessionIdentityA @PoC networkB.net>	-ServerA.networkA.net,	A invites the Poc Client B to the Pre-established Session.	
202 Ac	cepted			The IMS Core A forwards the response to the PoC Client A.
<b>▼</b> NOT	ΓΙFY			The PoC Server A sends a SIP NOTIFY request via the IMS Core A towards the PoC Client A to inform about the progress of the session request.
200	(OK)			The PoC Client A acknowledges the NOTIFY with 200 OK towards PoC Server A.
PoC Server A invites PoC Client B	}			
Media Burst Control Protocol (MBCP) Session Setup using RTCP Port				
		MBCP Connect protocol = RTCP APP	•	The PoC Server B sends the MBCP Connect to the PoC Client B. The message includes the PoC Session Identity.
		MBCP Media Burst Acknowledgement protocol = RTCP APP		The PoC Client B acknowledges the reception of the MBCP Connect message.
	Push-to-T		lk session activa	tedIndication to the user that the push-to-talk session has been activated.
<b>▼</b> NOT	ΓΙ <b>F</b> Υ			The PoC Server A sends a SIP NOTIFY request via the IMS Core A towards the PoC Client A to inform about the progress of the session request.
200	(OK)			The PoC Client A acknowledges the NOTIFY with 200 OK towards PoC Server A.
MBCP Conne	ect message			The PoC Server A sends the MBCP Connect message to the PoC Client A and informs the PoC session identity.
MBCP Media Burst	Acknowledgement			The PoC Client A acknowledges the reception of the MBCP Connect message.
protocol = RTCP APP	ŕ			



