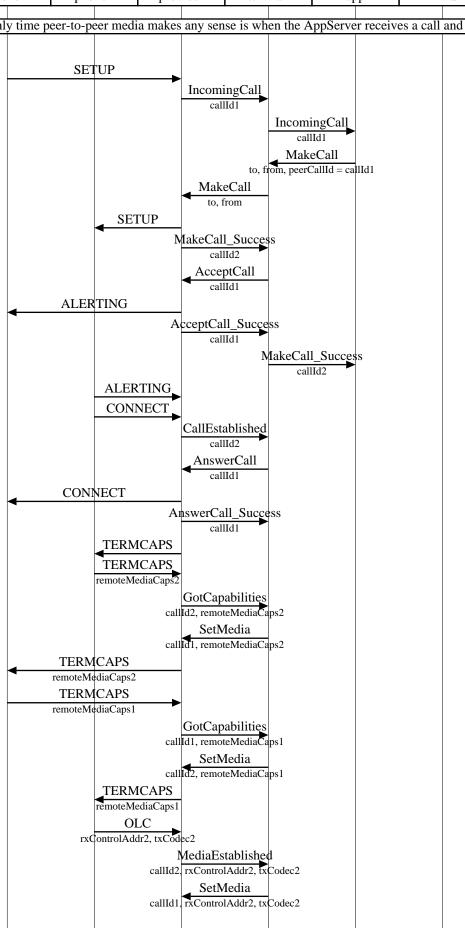
Wo			MCE		EventHelix.com/EventStudio 2.0
phone1 phone2		App Server		MMS	12-Oct-04 19:41 (Page 1)
phone1	phone2	provider	tel Man app	MMS	12-00t-04 17.41 (1 age 1)
only time pe	eer-to-peer med	ia makes any sen	se is when the AppServer re	ceives a call and then	places a call on behalf of that caller
]	LEG: SIP
	INVITE				
txAd	ldr1, remoteMediaC	-	C.11		
		Incomi			
			IncomingCall		
		CatCan	callId1		
		GotCap callId1, txAddr1, r	emoteMediaCaps1		
		Perfor	ms actions described in the		At this point, the telMan will get the
			P InboundCall scenario		localMediaCaps, select a media server as send codec, and issue a SetMedia as in the
					SIP InboundCall scenario. This is OK, because no resources are reserved and the
					media values will be overwritten later
			MakeCall		
		Make	to, from, peerCallId = callId1		
		to, from, txAddr1, i			
		/ITE			
	txAddr1, remo	oteMediaCaps1 MakeCall	Success		
		call			
		▼ Accept			
	RINGING	Can	101		
•		AcceptCal	ll_Sucçess		
		call			
			MakeCall_Success		
	RINO	GING			
		OK		1	rxCodec = txCodec
		, rxCodec CK			
	← A(MediaEs	tahlished		
		callId2, txAddr2,			
		callId1, txAddr2,			
		SetMedia			
		call	Id1		
		CallEsta			
		Answ			
		call			
—	OK txAddr2, rxCodec				
	ACK				
		AnswerCa			
		call			
		MediaEs call			
			MakeCall_Complete		

callId2

P2P Media (CallControl - P2P Media - H323)							
Wo	orld	MCE				EventHelix.com/EventStudio 2.0	
phone1	phone2	App Server			MMS		
phone1	phone2	provider	tel Man	app	MMS	12-Oct-04 19:41 (Page 2)	

LEG: H323

The only time peer-to-peer media makes any sense is when the AppServer receives a call and then places a call on behalf of that caller



P2P Media (CallControl - P2P Media - H323)							
World MCE						EventHelix.com/EventStudio 2.0	
phone1	phone2	App Server			MMS		
phone1	phone2	provider	tel Man	app	MMS	12-Oct-04 19:41 (Page 3)	
	OI C					-	

