



## Glossary

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# Sybase Mobiliser Platform 5.1

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# Glossary: Sybase Mobiliser Platform

This glossary defines terms for all Sybase® Mobiliser Platform components.

- **airtime top-up** – replenish a mobile phone airtime account.
- **bank transfers** – transferring money from any Money Mobiliser payment instrument, for example, stored value account (SVA), to an external bank account, which is not managed in the system.
- **bill payment** – paying for a bill, either based on bills pre-loaded into Mobiliser (bill presentment) or other bills provided by the consumer.
- **cash in** – paying cash to a distribution partner who transfers the money to the consumer's SVA.
- **cash out** – getting cash from a distribution partner who debits the consumer's SVA.
- **channel (Brand Mobiliser)** – conduit for delivering inbound or outbound messages to Brand Mobiliser. The channel can be configured with one or more connections.
- **channel (Money Mobiliser)** – implements a protocol for sending message, such as SMTP or SMPP. Channels are registered with Channel Manager and publish which types of messages they support.
- **Channel Manager** – provides the abstraction between the message gateway and the actual protocol implementation used to send the message to the customer. Channel Manager manages the channels in the system and routes messages to the correct outgoing channel, which then does the actual sending.
- **custom state** – domain-specific state developed using the State SDK and the plugin system enabled by the OSGi Services Registry.
- **domestic remittance** – sending or requesting money between two peers (usually consumers) where the receiving or sending peer is not registered in Mobiliser.
- **international remittance** – sending money to an international remittance system or network, for example, Western Union or MoneyGram.
- **JMS channel** – the Java Messaging Service channel delivers inbound and outbound messages through the message-oriented middleware. The JMS channel is commonly used to integrate with the external USSD server. The message format is proprietary.
- **merchant payment** – transactions that usually involve a consumer and a merchant, and include m-commerce scenarios such as m-parking, paying at a vending machine, and POS payments.

- **Mobiliser Gateway** – the infrastructure to expose services to external systems. The Mobiliser Gateway provides common interfaces for defining security for services, which privileges are needed by callers, if any, and does this all dynamically at runtime in a protocol-independent way.
- **person-to-person payment** – sending (or requesting) money between two peers (usually consumers) who are registered in Mobiliser.
- **service state** – can be a proxy to an internal or external Web service that is exposed through a service-oriented architecture (SOA) layer.
- **SMPP channel** – the Short Message Peer-to-Peer channel uses the SMPP protocol, and delivers inbound and outbound messages to short message service centers (SMSC) and/or External Short Messaging Entities, for example, a Sybase 365 Hub.
- **SmsOutDummy channel** – loopback channel used for simulation test in the development environment.
- **subscriber state** – used to perform operations on the Subscriber storage.
- **task** – an action scheduled for execution at known repeated intervals, as defined and processed by the Task Handler.
- **template** – a collection of one-to-many applications. These applications may be standalone individual applications or linked together forming a system.
- **workspace** – logical grouping of users who are collaborating on the same projects or tasks.