



Glossary

Sybase Mobiliser Platform 5.1

SP03

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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 Sybase® Money Mobiliser payment instrument, for example, stored value account (SVA), to an external bank account, which is not managed in the system.
- **base state** – predefined Sybase® Brand Mobiliser application state that provides standalone functionality, without dependency on or interaction with external services.
- **bill payment** – paying for a bill, either based on bills pre-loaded into Mobiliser Platform (bill presentment) or other bills provided by the consumer.
- **Brand UI** – Brand Mobiliser Web console that allows administrators to create and manage applications, events, subscribers, and reports, and perform workspace administration.
- **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 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 plug-in 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.
- **event application** – Brand Mobiliser non-interactive application that is invoked by scheduled times, system triggers, or external triggers.
- **interactive application** – Brand Mobiliser application that is invoked by a keyword, and can exchange messages with mobile consumers.
- **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.

- **keyword** – uniquely identifies a Brand Mobiliser interactive application in a workspace.
- **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.
- **MSISDN** – Mobile Subscriber Integrated Services Digital Network-Number uniquely identifies a mobile device.
- **person-to-person payment** – sending (or requesting) money between two peers (usually consumers) who are registered in Mobiliser Platform.
- **processing engine** – messaging engine that powers mobile commerce solutions, and allows you to scale your services.
- **service state** – can be a proxy to an internal or external Web service that is exposed through a service-oriented architecture (SOA) layer.
- **short code/long code** – similar to telephone numbers, uniquely identifies a Brand Mobiliser workspace. Short codes are confined to national borders; long codes work internationally
- **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** – Brand Mobiliser application state used to perform operations on the subscriber storage.
- **subscriber storage** – stores mobile-subscriber attributes; general purpose storage available to Brand Mobiliser applications.
- **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.