The model has two agents and two proxy.

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1.	If one agent sent an invite to another agent, it will unable to send an invite again to the specific agent until it got server error or invite failed or finished the media session with the specific agent.			
<pre>[]((!(invitesent[0]== 0 &amp;&amp; agent@inviting)) &amp;&amp; (!(invitesent[1]== 0 &amp;&amp; agent@inviting)))</pre>				
	f the agent want to cancel its invitation, it will unable to initial a session corresponding to this itation.			
<pre>[]((!(cancelsent[0]==1 &amp;&amp; agent@media_session_client)) &amp;&amp; (! (cancelsent[1]==1 &amp;&amp; agent@media_session_client)))</pre>				
3. If the agent send an invite to another agent, eventually it will get a response (server error or invite failed) or initial a media session and be able to invite again.				
[](((invitesent[0] == 1) -> <> (invitesent[0] == 0))&&((invitesent[1] == 1) -> <> (invitesent[1] == 0)))				
4. I	f the agent cancel its invitation, it will eventually be able to send another invite.			
	(((cancelsent[0]==1) -> <> (agent@idle &&(invitesent[0]==0)) && cancelsent[1]==1) -> <> (agent@idle &&(invitesent[1]==0))			