3GPP TSG CN Plenary Meeting #26 08-10 December 2004, Athens, GREECE

Source: CN5 (OSA)

Title: 3 Rel-4/5/6 CR 29.198-05 OSA API Part 5: Generic user interaction

Agenda item: 7.10 (OSA Enhancements [OSA1])

Document for: APPROVAL

Doc-1st- Level	Spec	CR	Rev	Phase	Subject		Version- Current	Doc-2nd- Level	Workite m
NP-040484	29.198-05	059		II	Clarification of the functionality provided by recordMessageReq() method	F	4.9.0	N5-040781	OSA1
NP-040484	29.198-05	060			Clarification of the functionality provided by recordMessageReq() method	Α	5.8.0	N5-040782	OSA1
NP-040484	29.198-05	061			Clarification of the functionality provided by recordMessageReq() method	Α	6.2.0	N5-040783	OSA1

Proposed change affects: LIICC apps#

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ж	29.198-05	CR <mark>059</mark>	≋rev	-	¥	Current version:	4.9.0	¥
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Title:	\aleph	Clarific	ation of the functiona	ality prov	ided by record	lMessageRe	eq() met	hod	
Source:	\mathfrak{R}	CN5 (<u>n</u>	nichael.walkden@bt.	com)					
Work item code.	:₩	OSA1				Date: ⅌	25/10	/2004	
Category:	\mathbb{H}	F				Release: 3	REL-4	4	
		Use <u>one</u>	of the following categor	ries:		Use <u>one</u> o		wing release	∍s <i>:</i>
		٠,	correction)			2	•	Phase 2)	
		•	corresponds to a correc	ction in ar	n earlier release		•	se 1996)	
			addition of feature),			R97	•	se 1997)	
			functional modification (of feature	?)	R98	•	se 1998)	
			editorial modification)			R99	•	se 1999)	
			explanations of the abo	ove categ	ories can	Rel-4	(Releas	,	
		be found	in 3GPP <u>TR 21.900</u> .			Rel-5	(Releas	,	
						Rel-6	(Releas	:e 6)	

Reason for change: # The use of the recordMessageReq() is not clear within in an interaction sequence. It is not clear whether the recordMessageReq() method should be used to play content to the user prior to recording or just to initiate recording. Ideally the sequence flow should use sendInfoReq() followed by recordMessageReq() but in order to avoid deprecating the info parameter it is suggested that the method description is updated to explicitly state that the recordMessageReg() method can be used to initiate the sending of a UI message before recording the subsequent user input. Add a description against the recordMessageReq() method to explicitly state the Summary of change: ₩ context in which the method should be used, namely that it a) Can be used to send a message to the user before recording the subsequent b) If the info parameter is null, the recordMessageReq() will just invoke recording at that point. # Ambiguity and inter-operability problems with User Interaction based applications Consequences if as well as between App Servers and Gateways. not approved: One interpretation of the current spec is that the record message should not invoke sending announcements and therefore a Gateway built under this assumption will not serve an application which tries to use recordMessageReq() in order to play an announcement and record the subsequent input.

Clauses affected:	3.5 8.5
Other specs affected:	Y N X Other core specifications Test specifications O&M Specifications
Other comments:	ж <mark>.</mark>

8.5 Interface Class IpUICall

Inherits from: IpUI.

The Call User Interaction Service Interface provides functions to send information to, or gather information from the user (or call party) to which a call leg is connected. An application can use the Call User Interaction Service Interface only in conjunction with another service interface, which provides mechanisms to connect a call leg to a user. At present, only the Call Control service supports this capability.

This interface, or the IpUI interface, shall be implemented by a Generic User Interaction SCF as a minimum requirement. The minimum required methods of interface IpUI shall be implemented.

<<Interface>>

recordMessageReq (userInteractionSessionID : in TpSessionID, info : in TpUIInfo, criteria : in TpUIMessageCriteria) : TpAssignmentID

deleteMessageReq (usrInteractionSessionID : in TpSessionID, messageID : in TpInt32) : TpAssignmentID abortActionReq (userInteractionSessionID : in TpSessionID, assignmentID : in TpAssignmentID) : void <<new>> getMessageReq (userInteractionSessionID : in TpSessionID, messageID : in TpInt32) : TpAssignmentID

8.5.1 Method recordMessageReq()

This asynchronous method allows the <u>application to send user interaction content to the user followed by the recording</u> of a <u>subsequent user input</u>message. The recorded message can be played back at a later time with the sendInfoReq() method. If the info parameter is not populated the resource will simply invoke recording at that point in the dialogue.

Returns: assignmentID

Specifies the ID assigned by the generic user interaction interface for a user interaction request.

Parameters

userInteractionSessionID : in TpSessionID

Specifies the user interaction session ID of the user interaction.

info : in TpUIInfo

Specifies the information to send to the user. This information can be either an ID (for pre-defined announcement or text), a text string, or an URL (indicating the information to be sent, e.g. an audio stream).

criteria: in TpUIMessageCriteria

Defines the criteria for recording of messages

Returns

TpAssignmentID

Raises

TpCommonExceptions, P_INVALID_SESSION_ID, P_INVALID_NETWORK_STATE,
P_ILLEGAL_ID, P_ID_NOT_FOUND, P_INVALID_CRITERIA

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Title:	Clarification of the functionality pro	vided by record	dMessageRed	q() method	
Source:	CN5 (michael.walkden@bt.com)				
Work item code:	SOSA1		Date: ∺	25/10/2004	
Category:	€ <mark>A</mark>		Release: ₩	REL-5	
	Use <u>one</u> of the following categories: F (correction) A (corresponds to a correction in a B (addition of feature), C (functional modification of feature) D (editorial modification) Detailed explanations of the above categories in a graph of the above categ	re)	2 R96 R97 R98 R99 Rel-4 Rel-5	the following rela (GSM Phase 2) (Release 1996) (Release 1997) (Release 1998) (Release 1999) (Release 4) (Release 5) (Release 6)	eases:

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Reason for change: ж	The use of the recordMessageReq() is not clear within in an interaction sequence.
	It is not clear whether the recordMessageReq() method should be used to play content to the user prior to recording or just to initiate recording.
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Summary of change: 第	 Add a description against the recordMessageReq() method to explicitly state the context in which the method should be used, namely that it a) Can be used to send a message to the user before recording the subsequent input. b) If the info parameter is null, the recordMessageReq() will just invoke recording at that point.
Consequences if # not approved:	Ambiguity and inter-operability problems with User Interaction based applications as well as between App Servers and Gateways.
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Clauses affected:	₩ <mark>8.5</mark>]		
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Other comments:	¥			

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Use one of the following categories:

C (functional modification of feature)

Detailed explanations of the above categories can

B (addition of feature).

be found in 3GPP TR 21.900.

D (editorial modification)

F (correction)

Use one of the following releases:

2

R96

R97

R98

R99

Rel-4

Rel-5

(GSM Phase 2)

(Release 1996)

(Release 1997)

(Release 1998)

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(Release 4)

(Release 5)

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Title:	H	Clarificati	on of the	functionalit	y provid	ed by r	ecor	<mark>dMessageRec</mark>	q() method	
Source:	Ж	CN5 (mic	hael.wall	kden@bt.co	<u>m</u>)					
Work item co	de: ૠ	OSA1						Date: ∺	25/10/2004	
Category:	¥	Α						Release: ∺	REL-6	

A (corresponds to a correction in an earlier release)

Rel-6 (Release 6) Reason for change: # The use of the recordMessageReq() is not clear within in an interaction sequence. It is not clear whether the recordMessageReg() method should be used to play content to the user prior to recording or just to initiate recording. Ideally the sequence flow should use sendInfoReq() followed by recordMessageReq() but in order to avoid deprecating the info parameter it is suggested that the method description is updated to explicitly state that the recordMessageReq() method can be used to initiate the sending of a UI message before recording the subsequent user input. Summary of change: ₩ Add a description against the recordMessageReg() method to explicitly state the context in which the method should be used, namely that it a) Can be used to send a message to the user before recording the subsequent input. b) If the info parameter is null, the recordMessageReq() will just invoke recording at that point. # Ambiguity and inter-operability problems with User Interaction based applications Consequences if not approved: as well as between App Servers and Gateways. One interpretation of the current spec is that the record message should not invoke sending announcements and therefore a Gateway built under this

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