

Agenda Item: 6.9.2.5
Source: TSG-T2 Chairman
Title: Mandatory or Optional Terminal Capabilities
Document for: Discussion

The following is the text of an email which I sent to the S1_SMS list for consideration with respect to SMS. It would be worthwhile considering this in general in S1 to see whether there is merit in defining terminal capabilities particularly in the format shown under (2) below.

1. T2 last week agreed the following principles:

1a) For 3GMS at the application level, SMS will stay exactly as GSM Phase 2+ SMS, for speed of completion and compatibility with existing networks and roaming.

1b) MMS (Multimedia Messaging Service) will provide "enhancements" to GSM SMS to make the transfer of messages more efficient. It will allow the transfer of simple messages, longer messages, pictures, audio clips and video clips. MMS will not offer any streaming capability "real time" - this will be offered by the standard "real time multimedia" service.

2. T2 last week discussed some ideas for terminal capabilities.

Following on from this there seems to be general agreement that everything is optional. However I would suggest that we define a number of categories of "normal" mobile, e.g.

- * lightweight speech-focused terminal (Today's GSM)
- * feature rich service-oriented terminal (WAP phone)
- * full PDA-based terminal
- * full multimedia terminal

For these we recommend various minimum capabilities (e.g. all categories above should support speech, MO SMS and MT SMS, USSD, etc. etc.)

We should also define other things, for example:

* SMS support is not mandatory. But if you implement SMS it is mandatory to implement:

1. Replace Short Message types 1-7
2. Short Message type 0
3. UCS/2??
4. SMS Classes 0,1,2,3
5. DCS classes for turning on/off voicemail icons
- ... ?

Comments on all of this are invited!