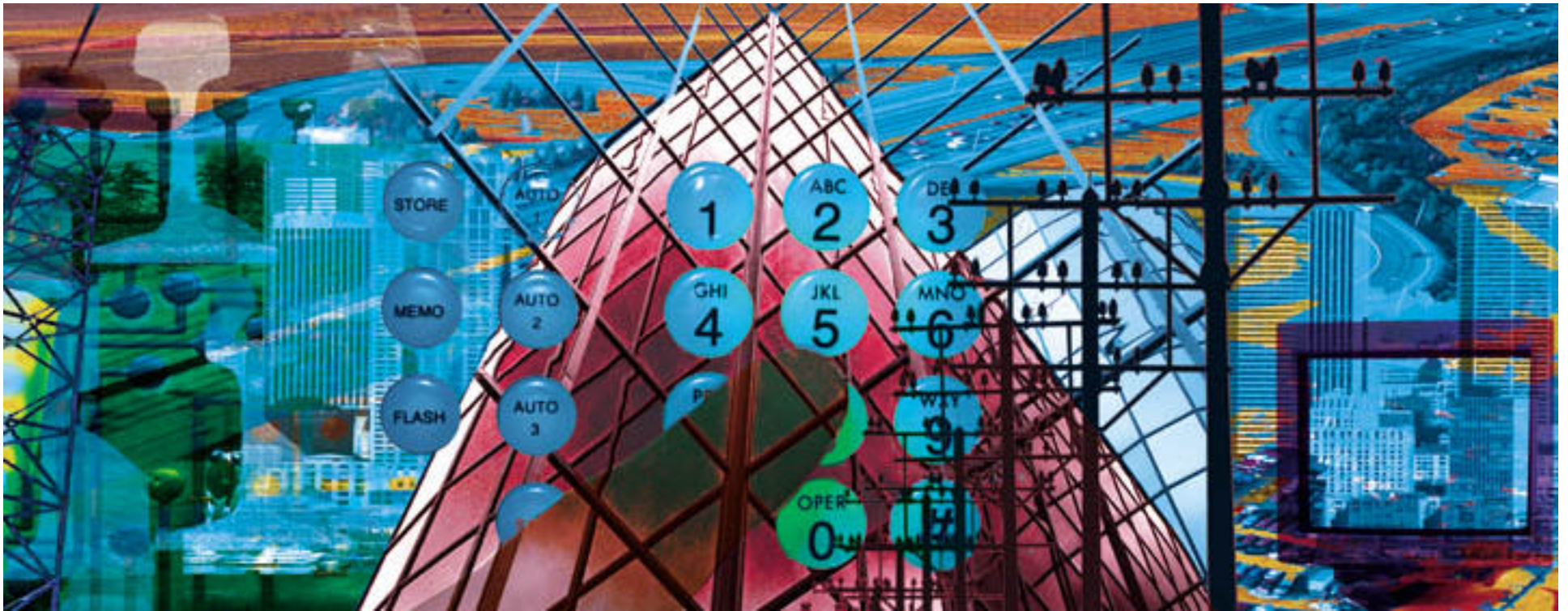




an Intel company

Distributed Multipoint Conferences

draft-mark-sip-dmcs-00.txt



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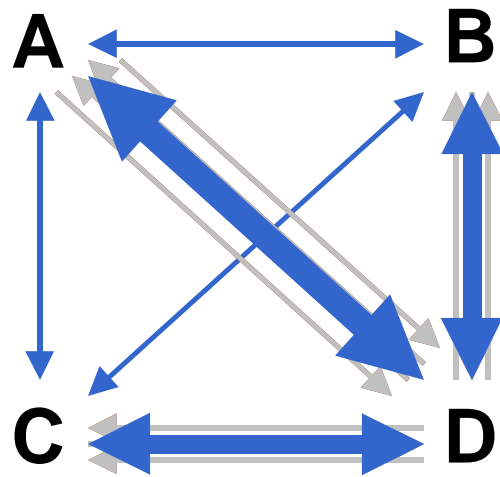
Overview

- Resolve open issues with draft-ietf-mmusic-sip-cc-01 [Jun 1999]
 - Full meshes: admission into conference, rejected during join, status / version not needed
 - Alternate solution to “crossing invite” problem
 - Transfer: alternate implementation ideas.
- Introduced new services
 - Merge: 2 full mesh → 1 full mesh calls
 - Split: 1 full mesh → 2 disjoint full mesh calls



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Add Party



SIP Message Traffic

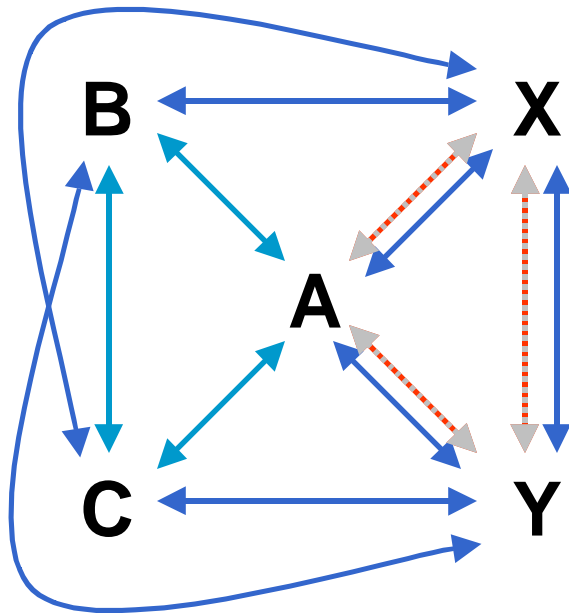
```
ACK
To: D
From: A
Call-ID: blue
```

- Three-way mesh call (A, B, C)
- A wants to add D.



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Merge



SIP Message Traffic

Red to blue transition:

INVITE Y

To: Y

From: X

Call-ID: blue

Also: A, B, C

Replaces: X; call-id=red

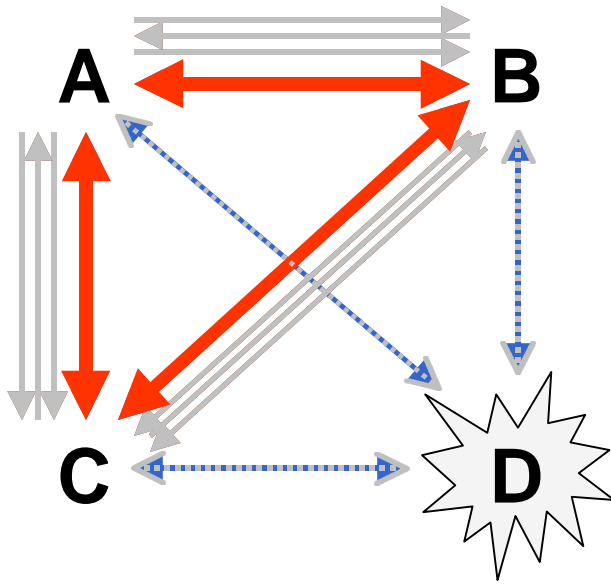
Call-Disposition: merge; call-id=red

- Two full mesh calls (**blue** & **red**)
- A wants to *merge* **red** into **blue**.



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Split



SIP Message Traffic

BYE D	BYE D
To: D	To: D
From: A	From: C
Call-Id: blue	Call-Id: blue
BYE D	
To: D	
From: B	
Call-Id: blue	

- One full mesh calls (blue)
- A wants to *split* B,C → red (ABC), blue (D) call.
- D represents a group of other participants



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Summary of our approach

- No new methods
- Added / redefined some headers
 - Also, Replaces, Call-Disposition, Status, Rejected-By, Unresponsive
- New response codes
 - 1xx Seeking Admission
 - 1yy Pending Request
 - 4ww Admission Failed
 - 4zz Colliding Request



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What's Next

- Interest in distributed full mesh scenarios?
- Comments?



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