

1.4 *Network capabilities for charging*

This Recommendation does not cover charging principles. Future Recommendations in the D-Series are expected to contain that information.

It shall be possible to charge the subscriber accurately for the service.

1.5 *Interworking requirements*

None identified.

1.6 *Interactions with other supplementary services*

1.6.1 *Call Waiting*

Once a conference has been established of which the parties have subscribed to the Call Waiting service:

- i) any party that has activated Call Waiting will be able to receive an indication of an incoming call, and could place the conference on hold to accept the waiting call;
- ii) the conference controller may, if desired, add the party from the waiting call by answering the waiting call and using the “add party from existing call” procedures.

Note - If either the conference controller or a conferee has accepted a waiting call and has subscribed to either (minimal) Three-Party service or Call Hold service, then this party could alternate between the waiting call and the conference.

1.6.2 *Call Transfer*

Conference controller

A conference controller may transfer the conference to a party not in the conference, but “control” cannot be transferred [Figure 2/I.254.1, case a)]. The transfer of control of a conference to another party in the conference is an anticipated future extension [Figure 2/I.254.1, case b)] not yet included in this service description. A conference controller may disconnect himself from the conference [Figure 2/I.254.1, case c)] which may result in the conference entering a Floating state (see § 1.3.2.2.3).

Conferee

A conferee should be able to transfer his connection to the conference [Figure 2/I.254.1, case d)] to another party. Only the “normal” and “explicit” forms of transfer should be used, and the Complete Transfer request should only be made after the call to the other party has reached the active state. (This is to prevent call progress signals from disrupting the conference.) The identity of the new party, if available and unrestricted, should be given to the conference controller.

Any party

Any party in a conference may transfer calls, or receive transferred calls, that are independent from the conference. A conference controller can add a call transferred to him using the “add party from existing call” procedure [Figure 2/I.254.1, case e)] (see § 1.3.2.2.2).

A conference controller can “transfer” a call to a conference [Figure 2/I.254.1, case f)]. (This is functionally similar to the case shown in Figure 2/I.254.1, case a).) A conferee may explicitly transfer an incoming call that has reached the active state to a conference [Figure 2/I.254.1, case f)], but this results in the conferee being disconnected from the conference, as shown in Figure 2/I.254.1, case d); it is not a form of “add party”.

Any party in a conference may place the conference on hold, and explicitly transfer another party that is being held. For example, user A is active in a conference call and also has a party B on hold (B is thus not part of the conference). User A may place the conference on hold and “explicitly” transfer party B to another party.

Calls may be transferred to any party of a conference while that party has the conference on hold. A conferee receiving a transferred call would not be able to add the transferred party to the conference. A conference controller receiving a transferred party would be able to use the “add party from existing call” procedure to add this new party to the conference.

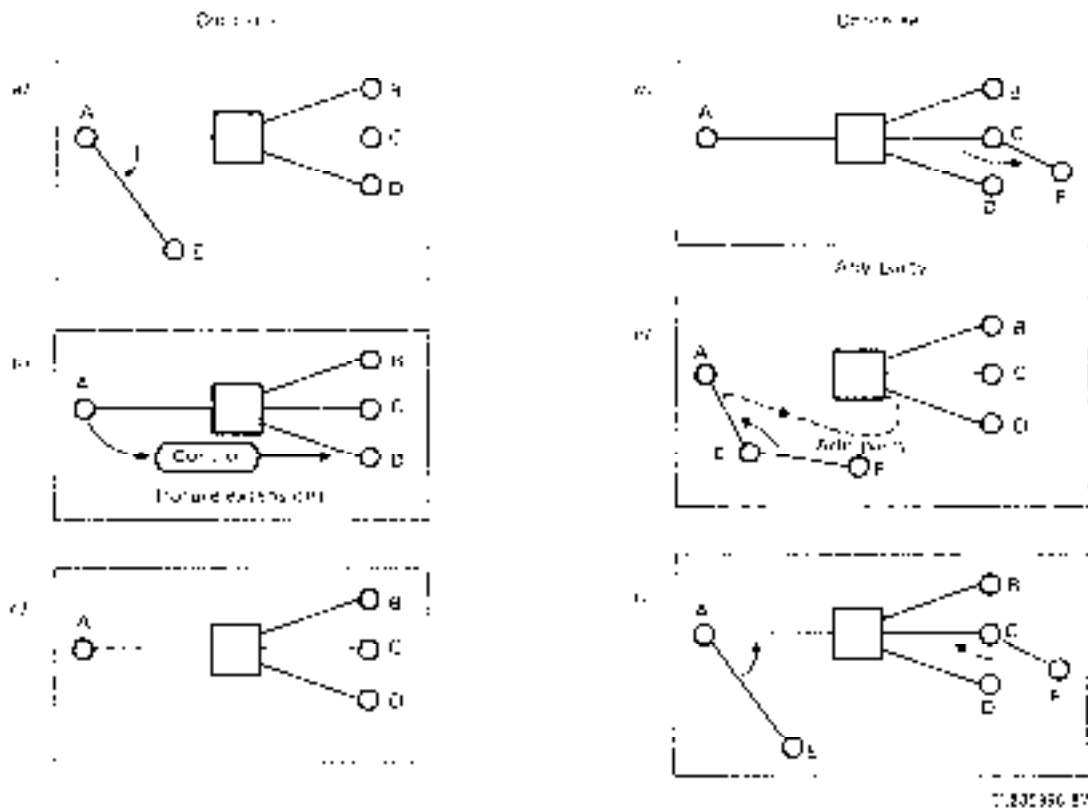


FIGURE 2/I.254.1

Interaction of conference calling service with call transfer

1.6.3 *Connected Line Identification Presentation*

A conference controller who has also subscribed to COLP should be presented the connected party's number when the party is either part of the initial activation of the conference or is added as a new conferee to an existing conference. Conferees in an existing conference who have subscribed to COLP will not receive a new party's number whenever a conference controller adds a new party to the conference.

1.6.4 *Connected Line Identification Restriction*

No impact, i.e. neither supplementary service affects the operation of the other supplementary service.

1.6.5 *Calling Line Identification Presentation*

Any party that has subscribed to CLIP will receive the address of the conference controller when:

- the party is to be included as a "new party" during the invocation of a conference call, or
- the party is being added to an existing conference call.

1.6.6 *Calling Line Identification Restriction*

No impact, i.e. neither supplementary service affects the operation of the other supplementary service.

1.6.7 *Closed User Group*

The conference controller and all conferees must belong to the same CUG. When establishing the conference initially, or when adding a new conferee, CUG restrictions must be checked and met for all parties on the conference call before the (new) party is allowed to enter the conference.

1.6.8 *Conference Calling*

A conferee may be connected to more than one conference if he has also subscribed to the Hold service. The conferee could switch between the conferences by placing one conference on hold and retrieving the other conference. (See also § 1.6.12 for the interaction with Three Party Service).

1.6.9 *Direct Dialling-In*

No impact, i.e. neither supplementary service affects the operation of the other supplementary service.

1.6.10 *Call Diversion (Call Forwarding) services*

A call which has been diverted can be added to a conference by the conference controller or be part of a new conference when initially invoked by the served user.

1.6.10.1 *Call Forwarding Busy*

See § 1.6.10 above.

1.6.10.2 *Call Forwarding No Reply*

See § 1.6.10 above.

1.6.10.3 *Call Forwarding Unconditional*

See § 1.6.10 above.

1.6.11 *Line Hunting*

No impact, i.e. neither supplementary service affects the operation of the other supplementary service.

1.6.12 *Three-Party Service* (see Figure 3/I.254.1)

It should be possible for a conference controller who has also subscribed to (minimal) Three-Party Service to participate in two conferences, and alternate between them [Figure 3/I.254.1, case a)]. It should not be possible to use (full) Three-Party Service to join the two conferences [Figure 3/I.254.1, case b)]. Procedures for joining conferences via normal “add party” functions are described in the text.

It should be possible for a conferee who has also subscribed to (minimal) Three-Party Service to participate both in the conference and in another call (which may or may not be a conference) and alternate between them [Figure 3/I.254.1, case c)]. It is highly undesirable, and may, in some networks, be prohibited, for the conferee to use (full) Three-Party Service to bridge the conference and the other call [Figure 3/I.254.1, case d)]. This is due to the reduced control the conference controller would have regarding the party(ies) on the other call. Example: a conference controller request to drop the conferee that invoked Three-Party Service would drop the conference connection to all of the parties on that three-way call [Figure 3/I.254.1, case e)] but would not, in fact, disconnect any of them; they would remain active with party C.

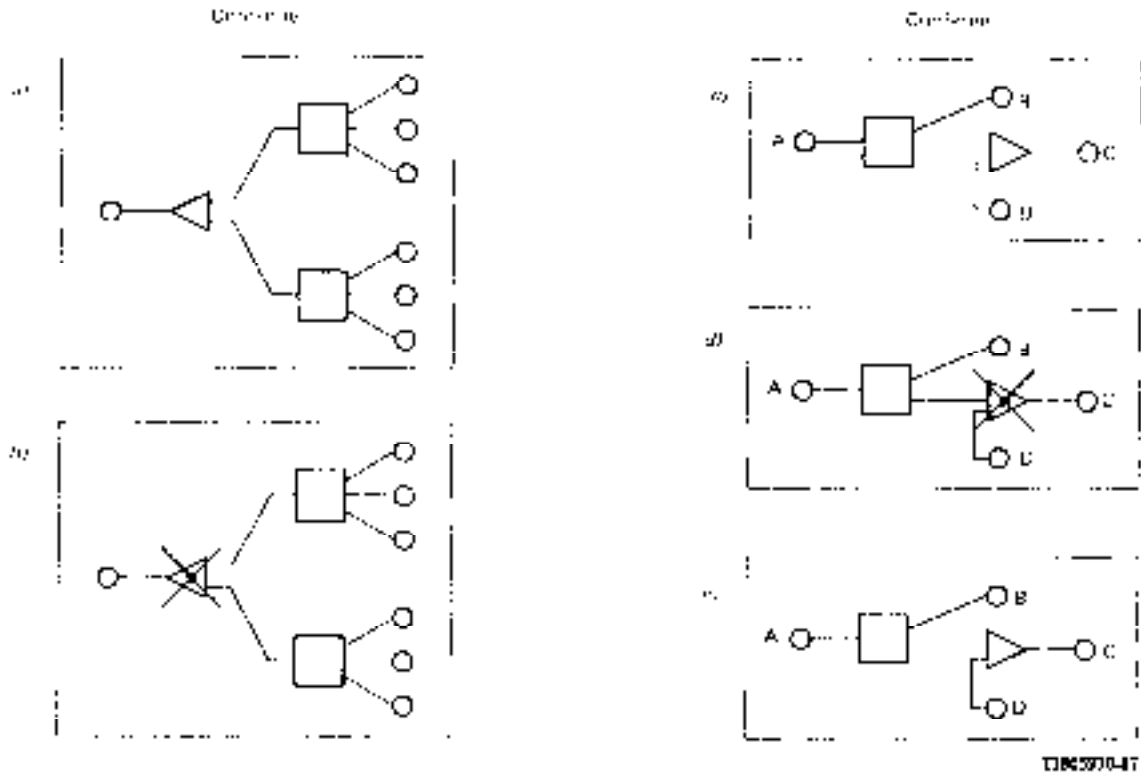


FIGURE 3/I.254.1

Interaction of conference calling service with Three Party Service

1.6.13 *User-to-User Signalling*

The conference controller will be able to send user-to-user information (UUI) (service 3) to any conferee on a conference call individually, and in some networks optionally broadcast messages to all conferees. (This assumes that each conferee can be uniquely identified.) UUI can be received by the conference controller from any of the conferees. While adding a new party to the conference, the conference controller can send and receive UUI (services 1, 2 and 3) from the new party until the new party is added to the conference.

A conferee may send and receive UUI (service 3 and service 1 during call clearing phase) from the conference controller. UUI cannot be sent between the conferees in association with the conference call (although any two parties, if subscribed, could send non-call associated UUI to each other.) A conferee's ability to send broadcast messages (under the control of the conference controller) to all parties, is for further study. A conferee may send UUI (service 1) to the conference controller only during the call clearing phase.

1.6.14 *Multiple Subscriber Number*

No impact, i.e. neither supplementary service affects the operation of the other supplementary service.

1.6.15 *Call Hold*

When establishing a conference, the served user may identify any party(s) it has on hold to become a conferee(s) in the conference call being established. Similarly, a conference controller may add any party he has on hold to an active conference.

A party (A) in a conference may place the conference on hold and retrieve some other party that party A has on hold. Party A may then place this call on hold to retrieve the conference call.

Assuming subscription to both the Conference Calling and Call Hold services, a party may:

- i) be a conference controller of two or more conferences. The conference controller switches conferences by putting the active conference on hold and then retrieving another conference;
- ii) be a conference controller of one conference and a conferee of another conference(s). The party may switch between conferences by putting the active conference on hold and then retrieving another conference.

1.6.16 *Advice of Charge*

No impact, i.e. neither supplementary service affects the operation of the other supplementary service.

1.7 *Dynamic description*

The dynamic description of this service is shown in Figure 1/I.254.1, Sheets 1 to 7.