Tdoc NP-010333

3GPP TSG CN Plenary Meeting #12 Stockholm, Sweden, 13th - 15th June 2001

Source: CN5

Title: Rel4 CR to OSA; API; Part 2: Common Data Definitions (29.198-2)

Agenda item: 8.5 OSA enhancements [OSA1]

Document for: APPROVAL

Introduction of TpOctet

Doc- 1st-	Doc- 2nd-	Spec	1	R e	Phas e	Subject	Cat	n-	Version -New	Meeting -2nd-	Workite m
Level	Level			٧				Curre nt		Level	
NP- 010333	N5- 010304	29.198-2	002		Rel4	Introduction of TpOctet	F	4.0.0	4.1.0	N5-11	OSA1

CHANGE REQUEST												CR-Form-v3	
OHANGE NEGOLOT													
ж	2	9.19	98-2	CF	R 002		₩ rev	-	H	Current v	ersion:	4.0.0) [#]
For <u>HELP</u> on using this form, see bottom of this page or look at the pop-up text over the % symbols.													
Proposed change affects: # (U)SIM ME/UE Radio Access Network Core Network													
Title:		Ж	Intro	duction o	f TpOctet								
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Categor	y:	\mathfrak{R}	F							Release	:# R€	el4	
Use one of the following categories: F (essential correction) A (corresponds to a correction in an earlier release) B (Addition of feature), C (Functional modification of feature) D (Editorial modification) Detailed explanations of the above categories can be found in 3GPP TR 21.900. Use one of the following releases: 2 (GSM Phase 2) R96 (Release 1996) R97 (Release 1997) R98 (Release 1998) R99 (Release 1999) REL-4 (Release 4) REL-5 (Release 5)											2) 6) 7) 3)		
Keason	tor cna	inge:	ж	In order to make sure that some data is sent over the "distributed wire" untouched a new data type is needed.									
Summary of change: %													
Consequence not appr		if	ж		t is to be s encodings					g. CORBA	might b	e transla	ted due to
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4 Common System Data definitions

These data definitions are assumed to be provided by the client operating system.

4.1 Standard Data types

The APIs assume that the following Data types can be supported.

5.1.1 TpBoolean

Defines a Boolean data type.

5.1.2 TpInt32

Defines a signed 32-bit integer.

5.1.3 TpInt32Ref

Defines a Error! Reference source not found. to a TpInt32.

5.1.4 TpFloat

Defines a single precision real number

5.1.5 TpFloatRef

Defines a Reference to a TpFloat

5.1.6 TpLongstring

Defines a Byte string, comprising length and data. The length shall be at least a 32-bit integer.

5.1.7 TpLongstringRef

Defines a Error! Reference source not found. to a TpLongstring.

5.1.x TpOctet

Defines an 8 bit quantity that is not translated during transmission.

5.1.x TpOctetRef

Defines a Reference to a TpOctet.

5.1.x TpOctetSet

Defines a Numbered Set of Data elements of TpOctet.

5.1.8 TpString

Defines a Byte string, comprising length and data. The length shall be at least a 16-bit integer.

5.1.9 TpStringRef

Defines a Error! Reference source not found. to a **TpString**.

5.1.10 TpAssignmentID

This data type is identical to a <u>TpInt32</u>. It specifies a number which identifies an individual event notification enabled by the application or service.

5.1.11 TpAssignmentIDRef

Defines a Reference to type TpAssignmentID.

5.1.12 TpSessionID

Defines a network unique session ID. The API uses this ID to identify sessions, e.g. call or call leg sessions, within an object implementing an interface capable of handling multiple sessions. For the different services, the sessionIDs are unique only in the context of a service manager instantiation (e.g., within the context of one Generic Call Control manager). As such if an application creates two instances of the same service manager it shall use different instantiations of the callback objects which implement the callback interfaces.

The session ID is identical to a <u>TpInt32</u> type.

5.1.13 TpSessionIDRef

Defines a Reference to a TpSessionID.

5.1.14 TpSessionIDSet

Defines a Numbered Set of Data Elements of TpSessionID.

5.2 Other Data sorts

The APIs assumes that the following data syntaxes can be supported

5.2.1 Sequence of Data Elements

This describes a sequence of data types. This may be defined as a structure (for example, in C++) or simply a sequence of data elements within a structure.

EXAMPLE: The <u>TpAddress</u> data type may be defined in C++ as:

```
typedef struct {
  TpAddressPlan Plan;
  TpString AddrString;
  TpString Name;
  TpAddressPresentation....Presentation;
....TpAddressScreening.....Screening;
....TpString......SubAddressString;
```

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} TpAddress;