



AP2620IVR™

IVR VoIP Gateway

High Performance IVR VoIP Gateway Solution

Pre-Paid / Post-Paid Service Overview



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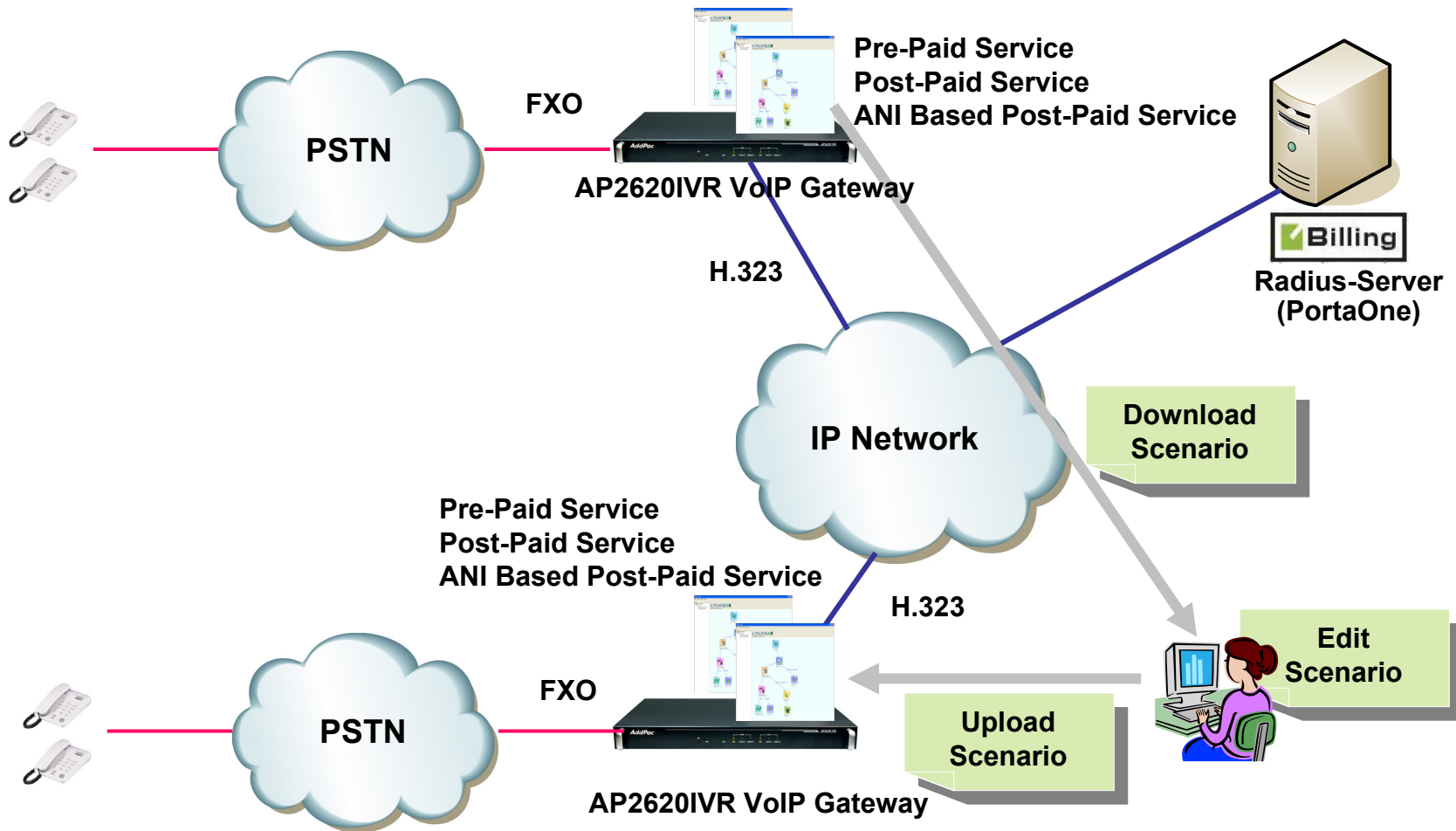
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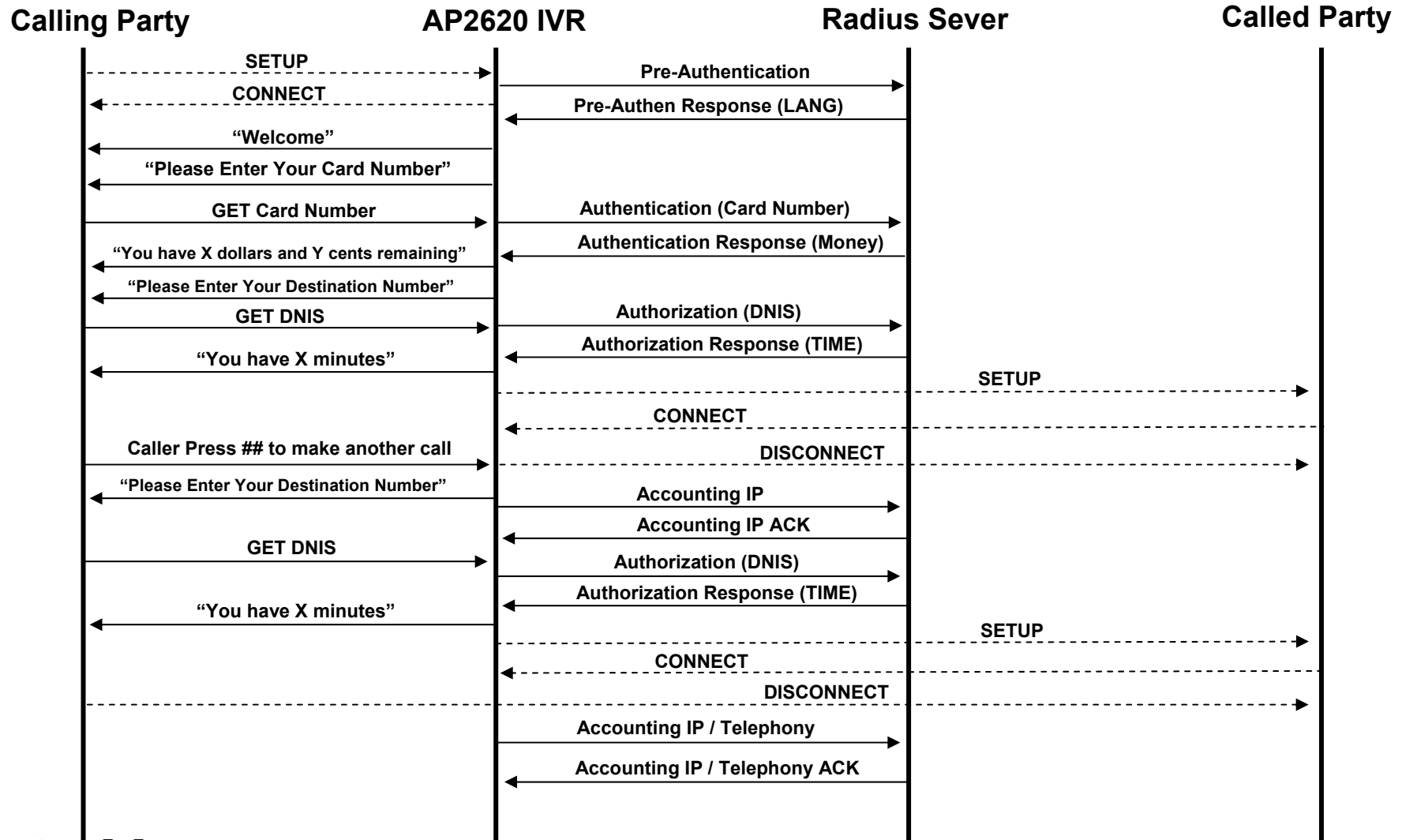
IVR Service Network Diagram

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Pre-Paid Service Flow Chart

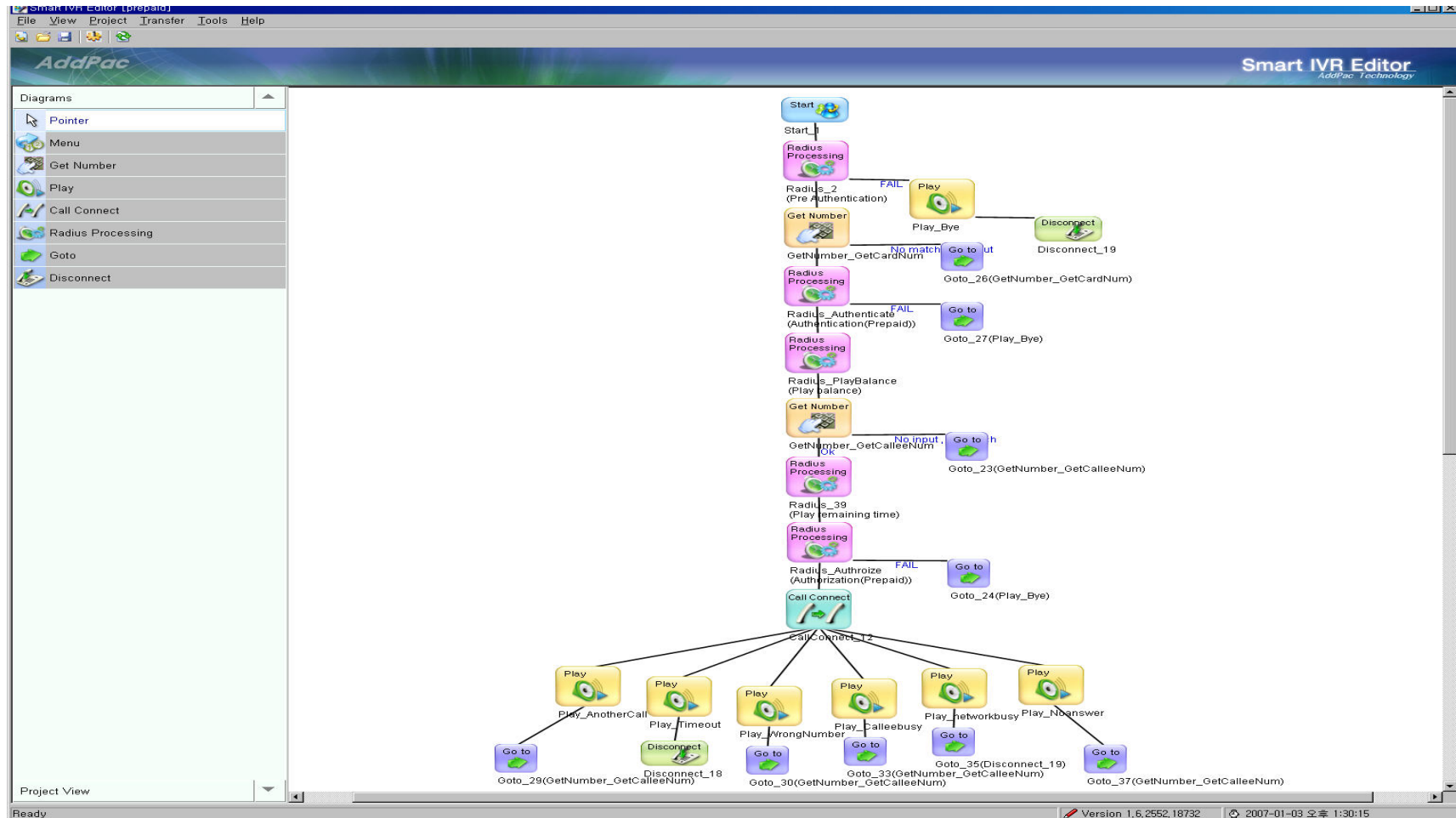
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Pre-Paid Service IVR Editor Feature

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Pre-Paid Service IVR Scenario Feature



Pre-Paid Service IVR Editor Feature

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The screenshot displays the Smart IVR Editor interface. On the left, a 'Diagrams' panel lists various components: Pointer, Menu, Get Number, Play, Call Connect, Radius Processing, Goto, and Disconnect. The main workspace shows a flowchart starting with 'Start', followed by 'Play_Welcom', 'Radius Processing (Pre Authentication)', 'Get Number', 'Play_Bye', 'Radius Processing (Auth Processor (Prepaid))', 'Radius_PlayBalance (Play balance)', 'Get Number', 'Radius Processing', 'Radius_39 (Play remaining time)', and another 'Radius Processing'. A 'Radius Processing Diagram' dialog box is open, showing configuration for 'Radius_Authenticate'. The dialog includes fields for Name, Type (Authentication), and Vendor (Quintum). It has radio buttons for Payment Type (Prepaid selected) and Postpaid. A Parameter table lists 'Default language' (English) and 'Card Number' (GetNumber_GetCardNu...). A Return Value table lists Name, Success, Language, Currency, and Balance. An Event Condition table maps 'OK' to 'Radius_PlayBalance' and 'FAIL' to 'Goto_27(Play_Bye)'. The status bar at the bottom shows 'Version 1.6,2552,18732' and the date '2007-01-03 오후 4:30:57'.

Radius Processing Diagram

Name: Radius_Authenticate
Type: Authentication
Vendor: Quintum

Payment Type:
 Prepaid Postpaid

Parameter	Input Variable
Default language	English
Card Number	GetNumber_GetCardNu...

Return Value	Remark
Name	Event condition
Success	
Language	
Currency	
Balance	

Result	Target Diagram
OK	Radius_PlayBalance
FAIL	Goto_27(Play_Bye)

Ok Cancel

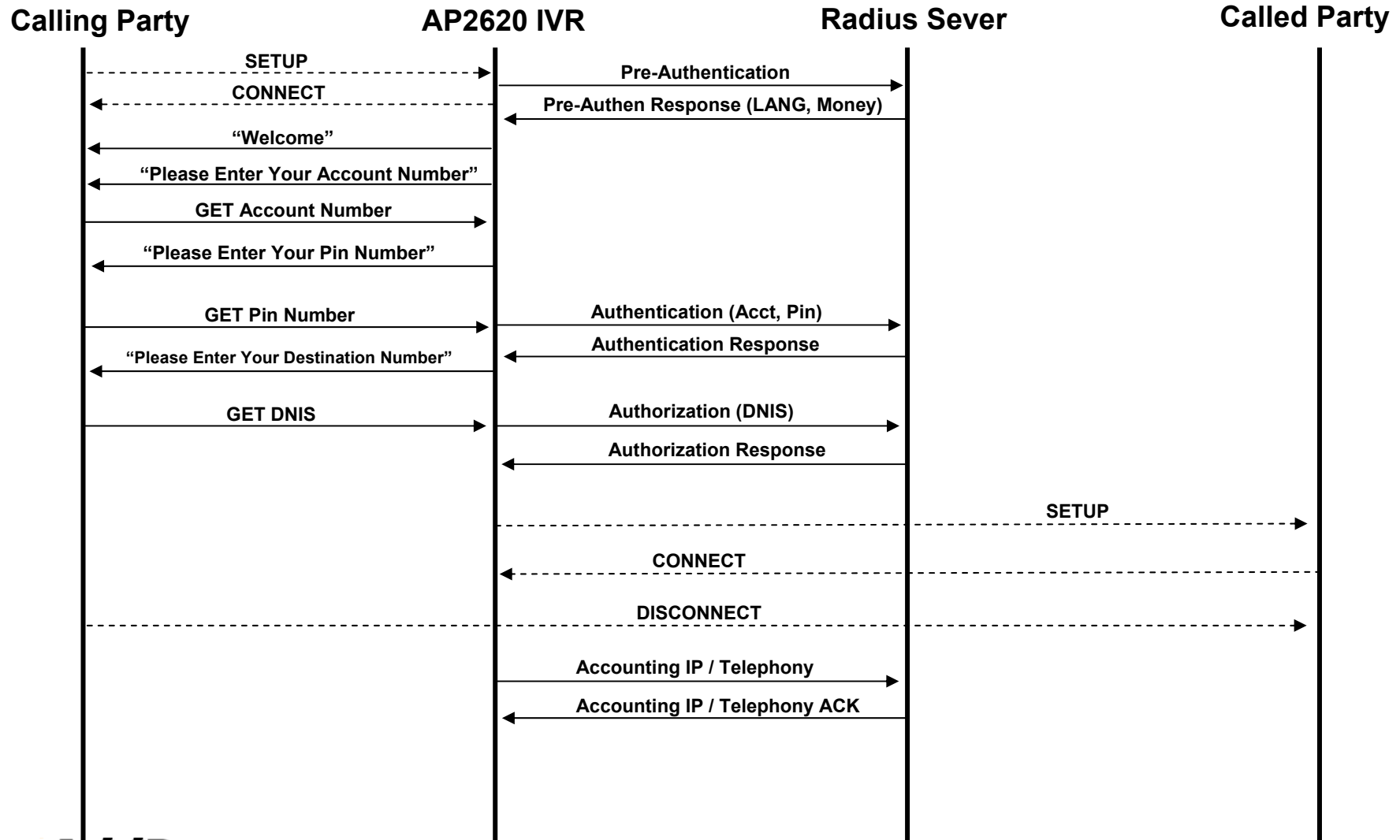
Pre-Paid Service IVR Editor Feature

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The screenshot displays the Smart IVR Editor interface. On the left, a 'Diagrams' panel lists various actions: Pointer, Menu, Get Number, Play, Call Connect, Radius Processing, Goto, and Disconnect. The main workspace shows a call flow diagram starting with 'Radius_PlayBalance (Play balance)', followed by 'Get Number' and 'GetNumber_GetCalleeNum'. From 'GetNumber_GetCalleeNum', there are two paths: one labeled 'No input, No' leading to 'Goto_23(GetNumber_GetCalleeNum)', and another labeled 'Ok' leading to 'Radius Processing' (Radius_39 (Play remaining time)). This is followed by another 'Radius Processing' (Radius_Authroize (Authorization(Prepaid))). From 'Radius_Authroize', there is a 'FAIL' path to 'Goto_24(Play_Bye)' and a main path to a 'Call Connect' node. The 'Call Connect' node is highlighted with a blue box and labeled 'Call Connect Diagram' with an orange arrow. A 'Call Connect Diagram' configuration window is open over the 'Call Connect' node. The window has a 'Name' field set to 'CallConnect_12' and a 'Vendor' dropdown set to 'None'. It has two tabs: 'Properties' and 'Event'. Under 'Properties', there are sections for 'Called Party Number' (with 'Dynamic' selected and 'Parameter' set to 'GetNumber_GetCalleeNum'), 'Connection Properties' (with 'Time' set to 'Radius_Authroize(Remain)', 'Disconnect' set to '## ex) **, ##. 8#', and 'Remaining Notification Time' checked with 'Remaining Time' set to '30 sec'), and 'Notify Sound' (with 'Beep' selected). Under 'Event', there is a table with columns 'Num' and 'Source'. The 'Call Connect' node in the diagram has several outgoing paths: 'Normal disconnect, Disconnect by caller' to 'Goto_29(GetNumber_GetCalleeNum)', 'Timeout' to 'Play_AnotherCall' (which then goes to 'Goto_29'), 'Invalid number' to 'Play_Timeout' (which then goes to 'Disconnect_18'), 'No answer' to 'Play_WrongNumber' (which then goes to 'Goto_30'), 'Callee busy' to 'Play_Calleebusy' (which then goes to 'Goto_33'), and 'Network busy, Unknown' to 'Play_networkbusy' (which then goes to 'Goto_35(Disconnect_19)'). The 'Goto_37(GetNumber_GetCalleeNum)' node is also visible at the bottom right of the diagram.

Post-Paid Service Flow Chart

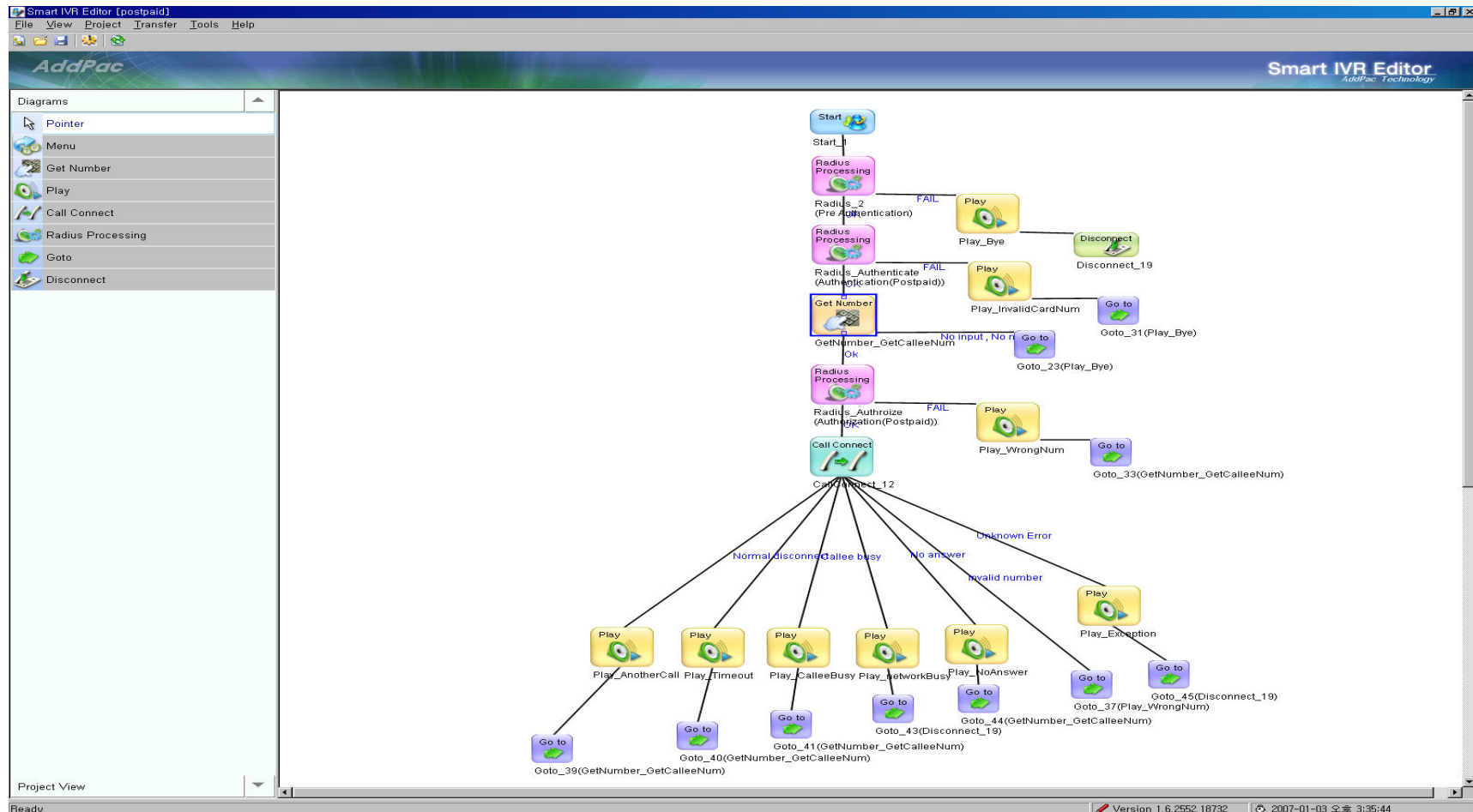
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Post-Paid Service IVR Editor Feature

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Post-Paid Service IVR Scenario Feature



Post-Paid Service IVR Editor Feature

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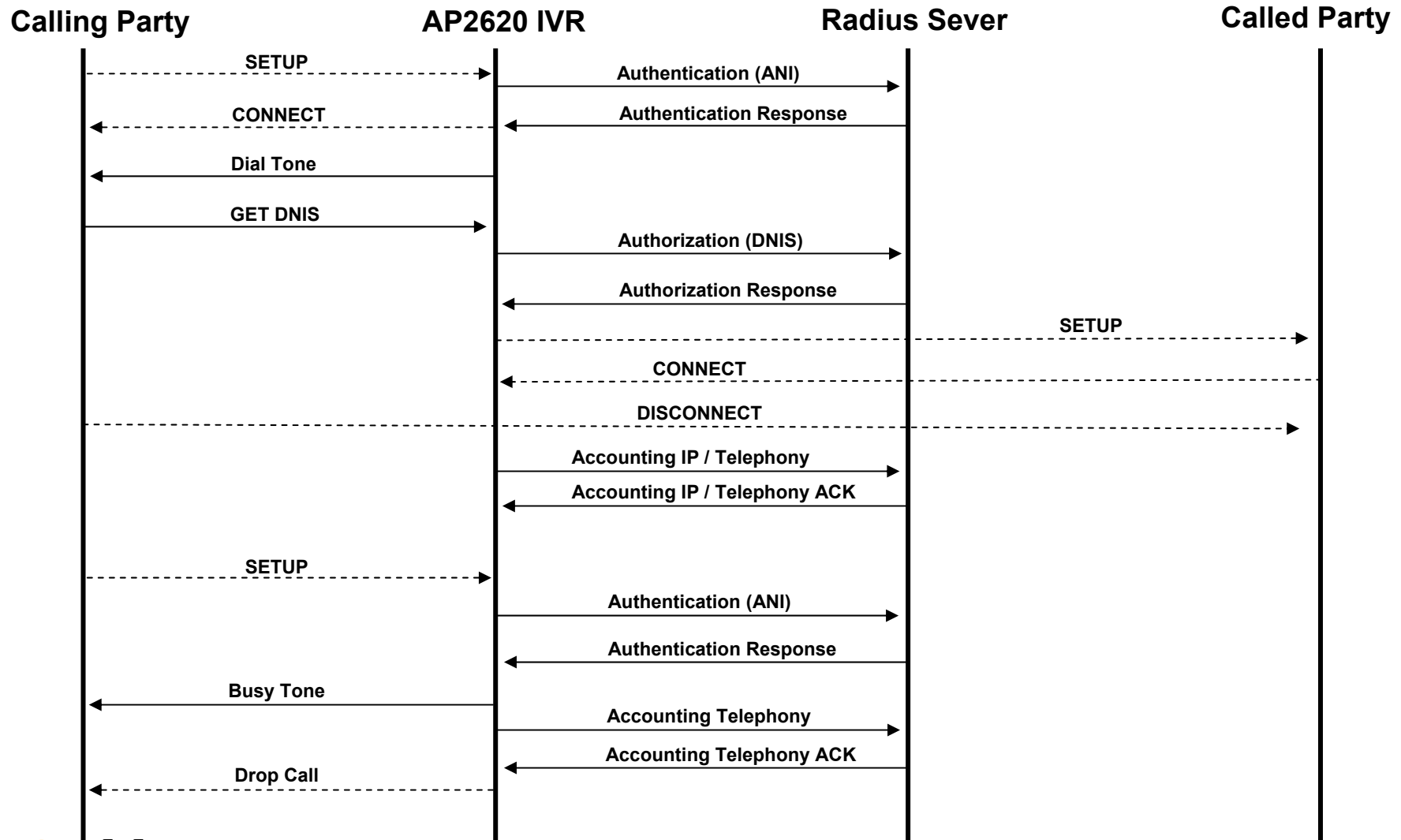
The screenshot displays the Smart IVR Editor interface. On the left is a 'Diagrams' palette with icons for Pointer, Menu, Get Number, Play, Call Connect, Radius Processing, Goto, and Disconnect. The main workspace shows a flowchart starting with 'Start', followed by 'Play_Welcom', two 'Radius Processing' blocks, a 'Get Number' block (highlighted with a red box and labeled 'Get Number Diagram'), another 'Radius Processing' block, and finally 'Call Connect_12'. The 'Get Number' block has several outgoing paths: 'FAIL' to 'Play_Bye', 'FAIL' to 'Play_InvalidCardNum', 'No Input, No' to 'Goto_23(Play_E', and 'Ok' to 'Radius_Authroize (Authzication(Postpaid))'. A 'Get Number Diagram' configuration window is open on the right, showing a 'Play List' table and various input and exception properties.

Num	Source	Cancelable
1	enter_destination...	True

Event	Target Diagram
Ok	Radius_Authroize
Event digit	None
No match	Goto_23 (Play_Bye)
No input	Goto_23 (Play_Bye)

ANI Based Post-Paid(Type1) Service Flow Chart

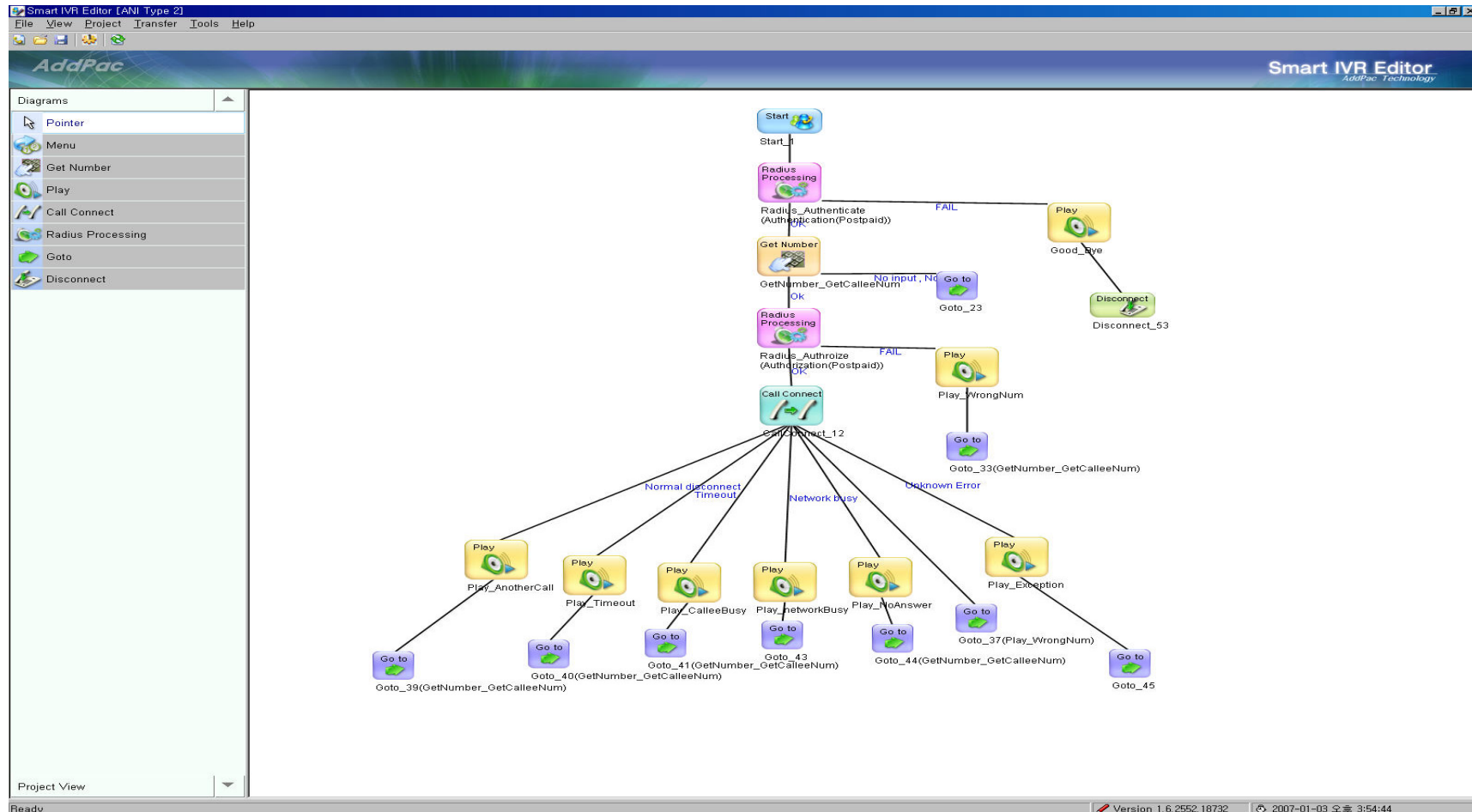
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ANI Based Post-Paid (Type1) Service IVR Editor Feature

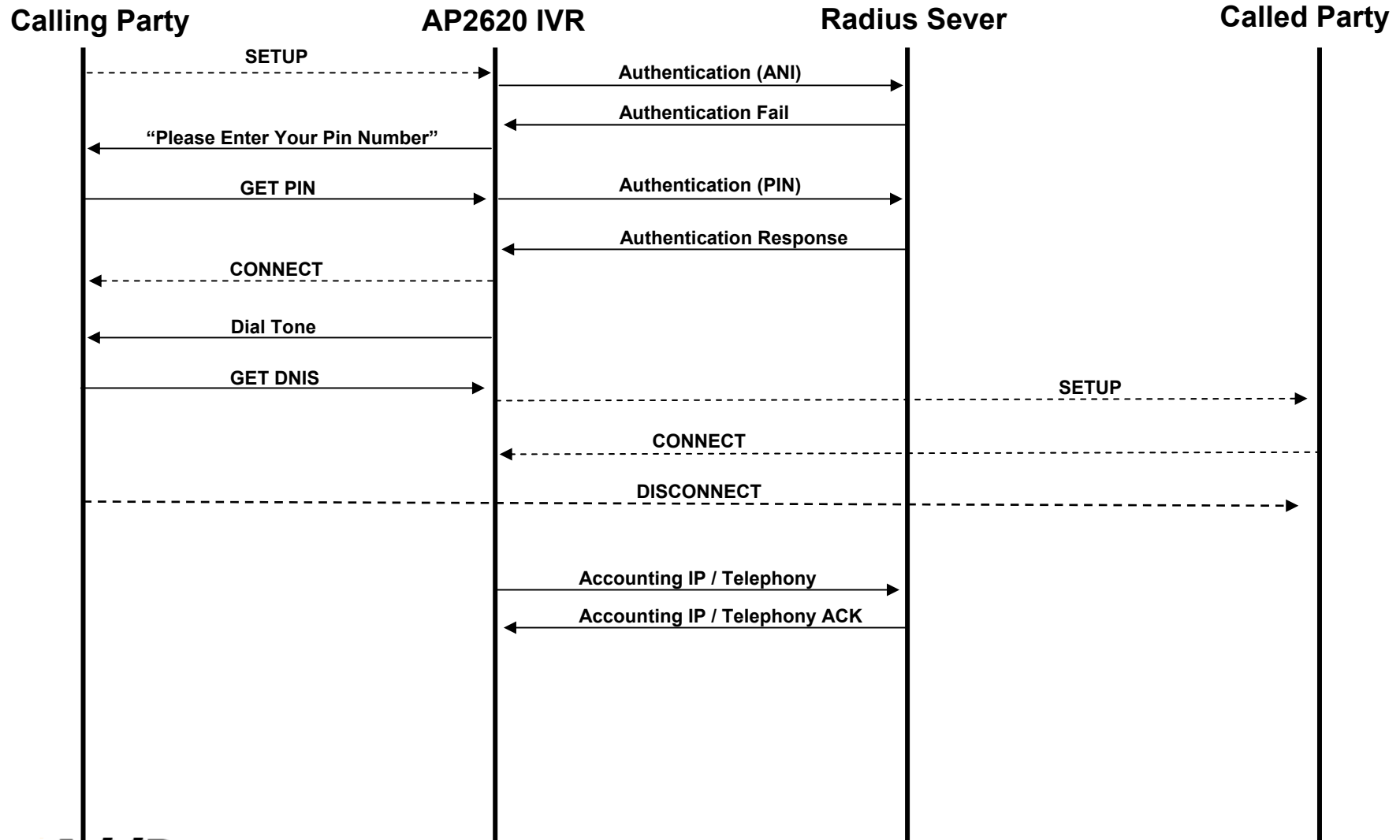
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ANI Based Post-Paid (Type1) IVR Scenario Feature



ANI Based Post-Paid(Type2) Service Flow Chart

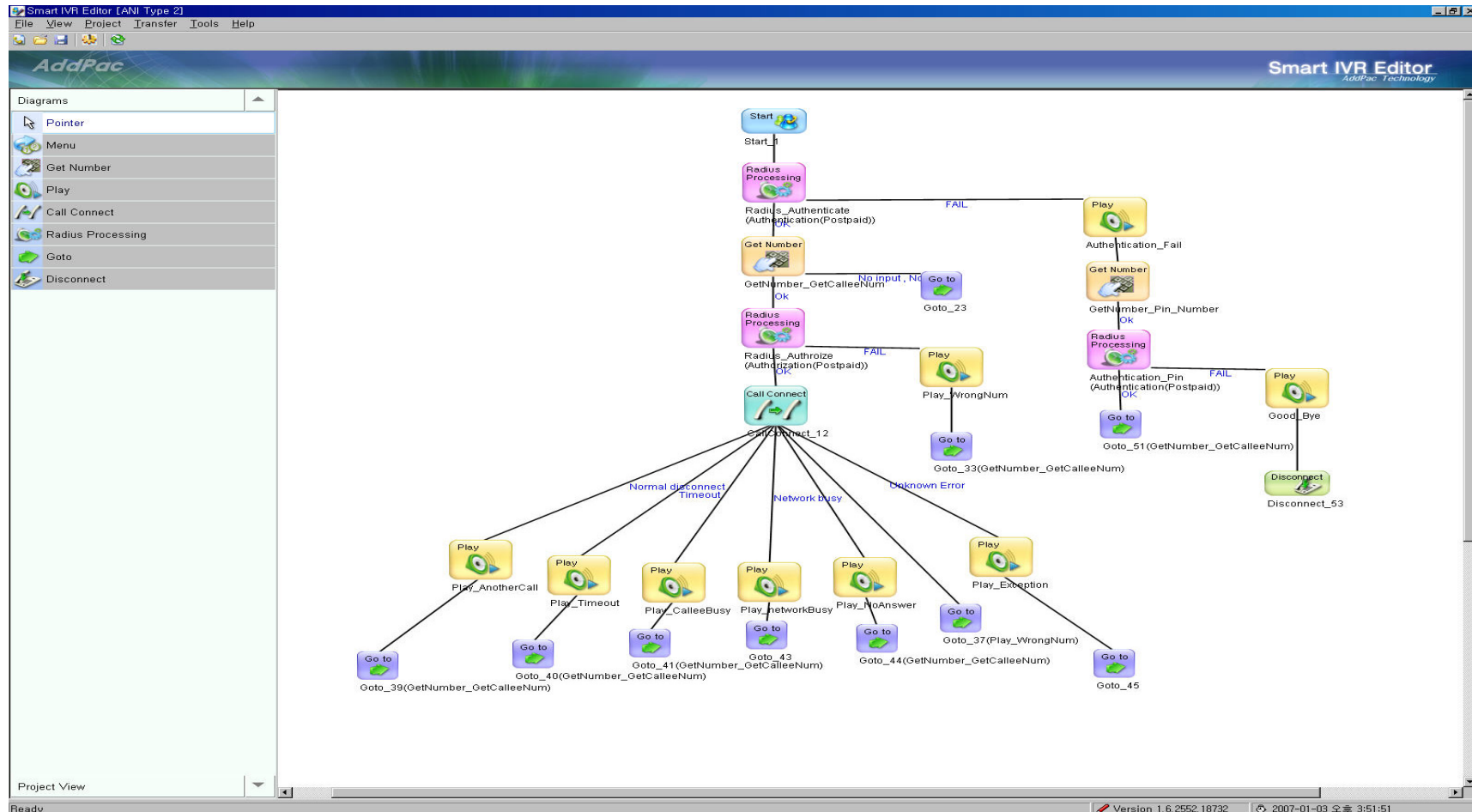
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ANI Based Post-Paid (Type2) Service IVR Editor Feature

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ANI Based Post-Paid (Type2) IVR Scenario Feature



VoIP Gateway Series

Thank you!

AddPac Technology Co., Ltd.
Sales and Marketing

Phone +82.2.568.3848 (KOREA)

FAX +82.2.568.3847 (KOREA)

E-mail sales@addpac.com