

Custom Mobile Dialer

(Callback + Callthrough)

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CONTENTS

Contents.....	2
GENERAL.....	3
DIALING METHODS.....	3
ANI Callthrough.....	3
Callthrough with PIN.....	3
ANI Callback via SMS.....	3
Callback via Web.....	4
ANI Callback via DTMF.....	4
Dialing Functionality.....	4
User Interface.....	4
Installation web portal.....	5
SUPPORTED DEVICES.....	5
DELIVERY PACKAGE.....	6
TECHNICAL SUPPORT.....	6

GENERAL

Mobile dialing application for Callthrough and Callback dialing methods.

Based on [FlyTalk Mobile](#) dialing application provides possibility to extend the list of provider's clients who use mobile phones.

DIALING METHODS

Platforms and allowed dialing modes:

	J2ME	BlackBerry	Symbian S60	Symbian UIQ	Windows Mobile PocketPC	Windows Mobile Smartphone	iPhone	Android
ANI Callthrough	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Callthrough with PIN	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ANI Callback via SMS	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Callback via Web	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ANI Callback via DTMF	No	Yes	Yes	Yes	Yes	Yes	No	Yes

Note:

ANI Callback via DTMF is impossible to implement on J2ME platform. For J2ME platform we can implement callthrough and callback (via Web or SMS request with CALLED number, not DTMF) since, unfortunately, J2ME platform has limitations for inbound call processing (impossible to pickup call and send DTMF tones for inbound calls).

ANI Callthrough

- Application dials to predefined dial-in access number.
- When a remote side picks up the call, the application sends called number by DTMF mode.
- Remote side dials to called party and mixes both calls.

Callthrough with PIN

- Application dials to predefined dial-in access number.
- When a remote side picks up the call, the application sends PIN code and called number by DTMF mode.
- Remote side dials to called party and mixes both calls.

ANI Callback via SMS

- Application sends SMS with called number to predefined access number of callback system.
- Remote side dials to callee party.
- When you pickup call, remote side dials to the called party and mixes both calls.

Callback via Web

- d) Application sends Web request with called number to predefined access number.
- e) Remote side dials to callee party.
- f) When you pickup call, remote side dials to the called party and mixes both calls.

ANI Callback via DTMF

- a) Application dials to predefined access number.
- b) Remote side rejects call and calls back.
- c) Application detects incoming number and if it is equal with one of predefined callback numbers - picks up a call and sends called number in DTMF mode.
- d) Remote side dials to the called party and mixes both calls.

DIALING FUNCTIONALITY

Platforms and allowed functionality:

	J2ME	BlackBerry	Symbian S60	Symbian UIQ	Windows Mobile PocketPC	Windows Mobile Smartphone	iPhone	Android
Phone book access	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
One click call	No	Yes	Yes	Yes	Yes	Yes	No	No
Touch screen interface	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Auto roaming detect	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Country by phone number detect	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Price for call detector	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Possibility to sending STAR and POUND via DTMF	Yes	Yes	Yes	Yes	Yes	Yes	No	No

USER INTERFACE

- Rebranding with customer's logotypes
- Contact list with contacts from standard phone book
- Possibility to choose dialing method from the list
- Add/Remove/Edit dialogs for contacts management
- Cost of calls and country names detection
- List with history of calls
- Dialpad panel
- Settings for selection of current country (application by selected country will detect dial-in access number for callthrough)
- All settings for dialing are predefined in the application and user is not able to change them
- Language of user interface is English.

INSTALLATION WEB PORTAL

Start page which is detected by browser of users. If browser is mobile, it redirects to mobile page. If browser is PC, it redirects to full portal.

Web portal includes following pages:

- Main page with general info of the application
- Download page
- Help page with answers for frequency asked questions.
- Features page with scope of functionality allowed by application.

Following download methods are allowed via web portal:

1. Download via SMS. User enters number of mobile phone and portal sends SMS with URL for application download.
2. Download by URL. User enters in mobile browser the URL of web portal and downloads application.
3. Download via PC. User downloads application to PC and transfers it to mobile by data cable or Bluetooth.
4. Download via Barcode. User scans barcode from monitor and by this gets download URL.

SUPPORTED DEVICES

Supported devices by platforms:

- J2ME full version (MIDP 2.0, CLDC 1.0, JSR75 and have heap size $\geq 500\text{kb}$)
- J2ME lite version (MIDP 2.0, CLDC 1.0 and have heap size $\geq 100\text{kb}$)
- BlackBerry (OS version $\geq 4.0.0$)
- Symbian S60 (OS version ≥ 9.0)
- Symbian UIQ (OS version ≥ 3.0)
- Windows Mobile PocketPC (OS version ≥ 5.0)
- Windows Mobile Smartphone (OS version ≥ 5.0)
- iPhone (OS version ≥ 2.0)
- Android (OS version ≥ 1.1)

Supported devices by input methods:

- Numeric keyboard
- QWERTY keyboard
- QWERTY (2 letters per button) keyboard
- Touchscreen

DELIVERY PACKAGE

- Web portal for mobile applications download (optional)
- Scope of application builds for required platforms

TECHNICAL SUPPORT

- Quality and usability improving
- Adaptation to new models of devices for supported platforms
- Web portal with new supported devices updating
- Update of applications with changed access numbers, prices for calls and other information
- Technical problems resolving
- Help in system installation, repairing and other technical help in applications using