

[0250] At this point the CSCF returns to the originating user (wife) a Response indicating the status of each of them. This mechanism is different from the normal transaction where the INVITE would be forwarded without any checking.

[0251] The user (Wife) who initiated the previous session based on the feedback response from the CSCF decides to send a message to both end users instead of establishing a direct call.

[0252] The message arrives to the CSCF and it checks the user profiles regarding their preferences. It once again checks and realizes that one of them does not want to be disturbed.

[0253] The message is directly forwarded to the user (Boss) that specified during the registration that he was free.

[0254] The message is stored for the third user (Lawyer) who is busy. Instead she will receive a notification that the message is waiting to be picked up.

[0255] Conclusion:

[0256] With the combination of both mechanisms can be provided a more complete service to the user and it will save some network resources in some aspects.

EXAMPLE 2

[0257] (See FIG. 16)

[0258] This example uses a similar combination of both Presence and Messaging systems for defining an innovative service.

[0259] The illustrated users (Husband, Wife) tried to make a reservation for having dinner in a Restaurant but it was fully booked. They left their contact information in case of any cancellation. Following is the message flow for implementing such a service:

[0260] The users make a registration with their information to the Presence Server. From then on all this data is available to be requested by the CSCF.

[0261] One of the users (Wife) is busy but she decides to subscribe for notification of any message because she had a good intuition.

[0262] The wife's subscription is registered at the Messaging Server.

[0263] Suddenly, one table is cancelled. The waiter checks the list of reservations in the computer and automatically (on click) sends a message to the people according to the order listed in the computer.

[0264] The CSCF connected to the Restaurant PC receives the request and check the user's status in the messaging server.

[0265] Based on the information from the MS the message is directly forwarded to one of the users (Husband).

[0266] The other user (Wife) is busy but she will receive a notification of the message. The notification will include sufficient information (in Subject header) to know if the message is important or not to be pulled out from the messaging center.

[0267] Although the invention has been shown and described with respect to a best mode embodiment thereof, it should be understood by those skilled in the art that the foregoing and various other changes, omissions and additions in the form and detail thereof may be made therein without departing from the spirit and scope of the invention

[0268] Appendixes

APPENDIX 1

Abbreviations	
API	Application Programming Interface
AuF	Authentication Function
BCC	Basic Call Control
BCSM	Basic Call State Model
BHCA	Busy Hour Call Attempt
CC	Call Control
CPS	Call Processing Server
CS	Circuit Switched
CSCF	Call State Control Function
E-GGSN	Enhanced Gateway GPRS Support Node
E-SGSN	Enhanced Serving GPRS Support Node
ETSI	European Telecommunications Standards Institute
FFS	For Further Study
GK	Gatekeeper
GGSN	Gateway GPRS Support Node
GPRS	General Packet Radio Service
GSM	Global System for Mobile telecommunications
GW	Gateway
HLF	Home Location Function
HLR	Home Location Register
HPoA	H.323 Point of Attachment
HSS	Home Subscriber Server
HTML	Hypertext Markup Language
HTTP	Hypertext Transfer Protocol
IANA	Internet Assigned Numbers Authority
I-CSCF	Interrogating Call State Control Function
IETF	Internet Engineering Task Force
IMSI	International Mobile Subscriber Identity
IP	Internet Protocol
IPTE	IP Terminal
ITU	International Telecommunications Union
IWF	Interworking Function
LAN	Local Area Network
LCS	Location Service
MBone	Multicast Backbone
MD5	Message Digest algorithm ver. 5
MGCF	Media Gateway Control Function
MGW	Media Gateway
MRF	Media Resource Function
MT	Mobile Terminal
NNI	Network to Network Interface
NPoA	Network Point of Attachment
O-CSCF	Originating Call State Control Function
PDP	Packet Data Protocol
PDU	Protocol Data Unit
PPP	Point-to-Point Protocol
PLMN	Public Land Mobile Network
PSTN	Public Switched Telephone Network
PTP	Point To Point
QoS	Quality of Service
RAN	Radio Access Network
RN	Roaming Number
R-SGW	Roaming Signaling Gateway
RSVP	Resource Reservation Protocol
RTCP	Real-Time Control Protocol
RTP	Real-Time Protocol
RTSP	Real-Time Streaming Protocol
RTT	Round-Trip Time
SAP	Session Announcement Protocol
SCN	Switched Circuit Network
SCP	Session Control Protocol
SCTP	Stream Control Transmission Protocol
S-CSCF	Serving Call State Control Function
SDP	Session Description Protocol