

Access DCOSS Remotely  
over LAN / WAN / Internet

Access GL VQT Remotely  
over LAN / WAN / Internet

Client Supports Windows,  
Unix, and Linux

Many Clients to Many  
Servers

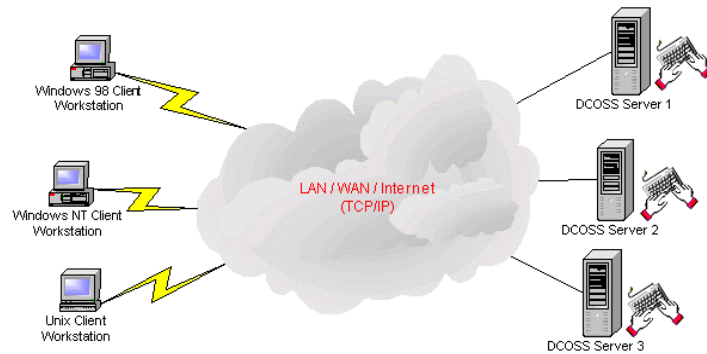
Full Developer Access to  
Client OCX/DLL

User-Friendly Client GUI

Supports Command-Line  
Client (scripting capability)

Instant Feedback from  
Server to Client

## DCOSS Remote Access (Client/Server)



GL offers Remote Access (client/server) functionality to the DCOSS product line. This functionality allows DCOSS operations to be remotely controlled by one (or several) clients over a LAN, WAN, or Internet. Each DCOSS client supports MS Windows, Unix, or Linux operating systems and includes an OCX/DLL component, which may be accessed through a user-developed GUI (Visual Basic is a simple developing tool), a scripting program, or a Testing Program. This allows for DCOSS script development, adding the DCOSS client to an existing regression test application, or adding user-defined methodology for executing DCOSS. The client OCX/DLL provides two-way traffic to the DCOSS server and so provides for instant feedback of client actions.

The OCX/DLL supplied with the DCOSS client is easily accessed so that the end user can develop a custom GUI or incorporate the DCOSS OCX/DLL into their own application in a relatively short time. Documentation and user help is supplied with the DCOSS client OCX/DLL.

Included with the DCOSS client is a user-friendly GUI application that allows easy access to most features/functions of DCOSS. Feedback from the DCOSS server to the DCOSS client application is accomplished in real-time and displayed on the DCOSS client GUI. Also included with the DCOSS client is a simple command-line prompt, which allows execution of the many features/functions of DCOSS.

### Main Features

- Send/Retrieve Files between Client and Server. These files include output from DCOSS event screens as well as Import/Export configurations.
- Many DCOSS servers may be simultaneously connected to a single DCOSS client. This allows a single client PC to access multiple DCOSS servers.
- Multiple DCOSS clients may access a single DCOSS server. Also, the DCOSS server is fully functional while being accessed as a server. Thus, a user may perform DCOSS operations on a DCOSS server while a client is accessing the same DCOSS server, in real-time.
- All DCOSS events/records/statistics screens may be remotely captured to an ASCII file and transferred directly to the DCOSS client. From the DCOSS client, the user may trash these screens as well as auto-view these screens using a single keystroke.
- A DCOSS client may load configurations for all DCOSS functions (including Master Configuration).
- The DCOSS client can remotely execute or exit the DCOSS application (or GL VQT application) as well as the DCOSS Initialization application. It can also browse the directories of the DCOSS Server for the files.
- DCOSS trunks may be opened/closed and DCOSS Bulk Calling may be started/stopped remotely by the DCOSS client.
- Manual Calls as well as Bulk Calling may be performed from the DCOSS client. Instant feedback describing the status of each timeslot as well as the type of traffic on each timeslot is displayed on the DCOSS client.
- Direct streaming of audio files to or from the DCOSS to the client remote speakers.

For more details on DCOSS Remote Access, please visit [http://www.gl.com/dcoas\\_remote.html](http://www.gl.com/dcoas_remote.html).



# GL Communications Inc.

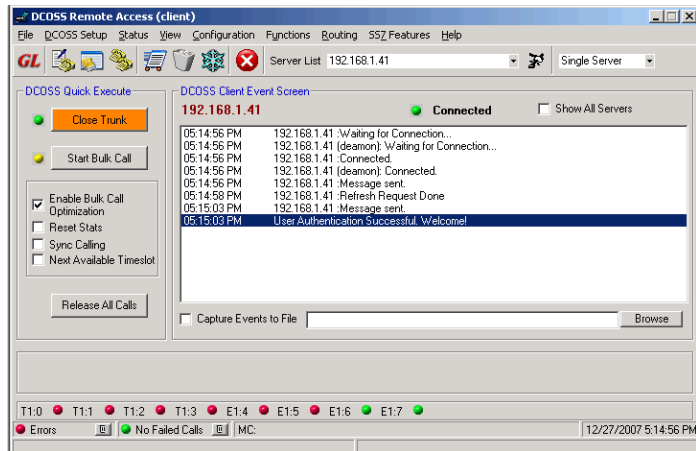
818 West Diamond Avenue - Third Floor. Gaithersburg, MD 20878 • (V) 301-670-4784 (F) 301-670-9187

Web Page Address: <http://www.gl.com/> • E-Mail Address: [gl-info@gl.com](mailto:gl-info@gl.com)

## DCOSS Client

The DCOSS client GUI provides a user-friendly interface that allows for most functions of the DCOSS to be accessed remotely. Each DCOSS client receives instant feedback from the DCOSS server, regardless of which client accessed the DCOSS server. DCOSS Client can be connected to multiple servers simultaneously.

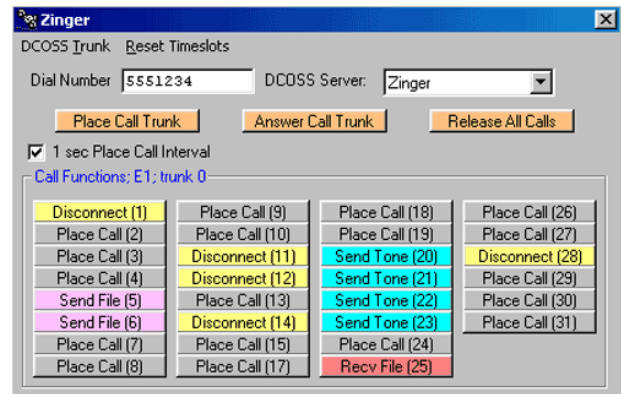
Send/Retrieve desired files between Client and Server. These files include output from DCOSS event screens (saved event/record screens) as well as Import/Export configurations. The desired file can be transferred between two DCOSS servers.



## Manual Call and Bulk Call Generation

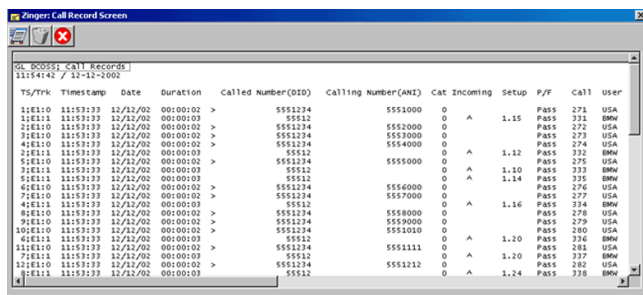
The DCOSS client Manual call as well as Bulk call generation can be used to place a call, answer a call, or disconnect a current call. The Manual Call Generation screens also display instant feedback as to what the status of each timeslot of the currently selected trunk.

Bulk Call Generation automatically generates a multitude of calls, for one, several or all specified timeslots/trunks. The user may configure individual timeslots for Bulk Call Generate, Bulk Call Reception, or Bulk Call Scripting or a combination of Bulk Call Generate, Bulk Call Receive, and Bulk Call Scripting to configure an entire DCOSS digital trunk.



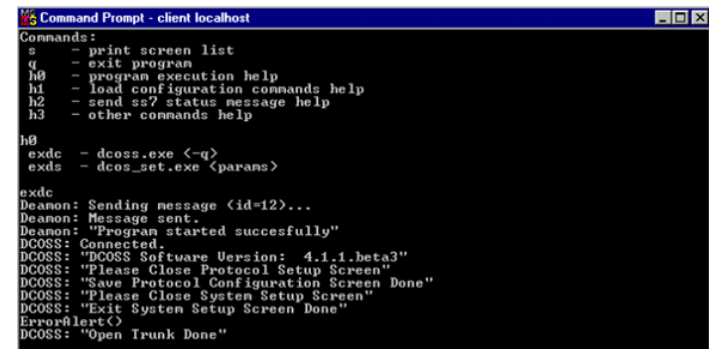
## DCOSS Events / Records / Statistics

All DCOSS events/records/statistics may be remotely captured to an ASCII file and transferred directly to the DCOSS client. The events / records includes call records, statistics, captured event list, captured error (all) events, captured script events, captured ss7 events, captured energy detector events, fax / modem generation/reception events, dtmf/mf digit generation/detection events, frequency tone generation/detection events, event search, trash events/records, and capture event to file.



## DCOSS Client Command Line Interface

The DCOSS client command-line interface allows a user to access DCOSS via a DOS, Unix, or Linux command-line prompt. The user may execute the command-line interface as either an application or through single commands from the DOS, Unix, or Linux command prompts. When operated within the command-line application, the user receives instant feedback from the DCOSS server. When operated from the command prompt using single commands, the user may create a DCOSS script using a simple command-line batch file.



## Buyer's Guide

For complete list of buyer's guide, please visit <http://www.gl.com/dcosscfig.html>.



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