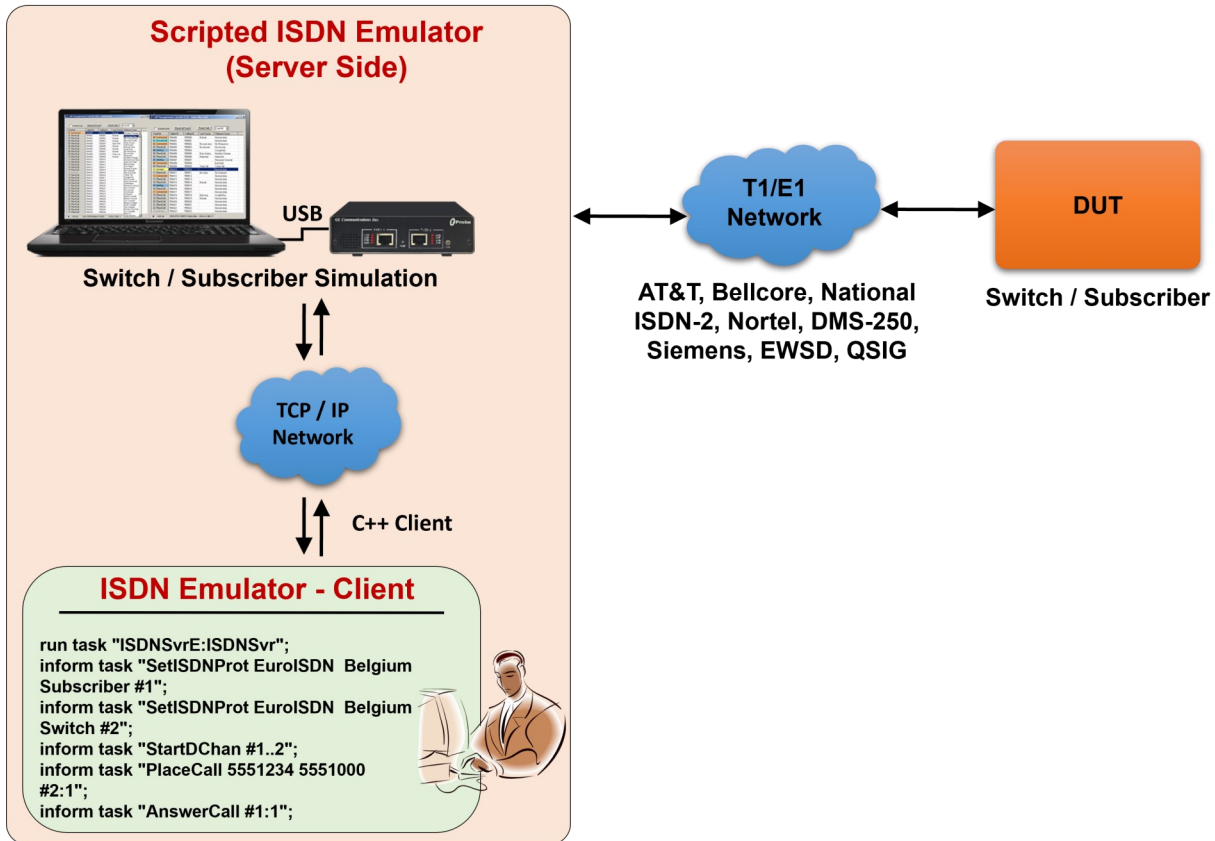


Command Line based ISDN Emulator



Overview

GL's flexible and versatile ISDN Emulator is available as GUI based and scripted applications with T1/E1 Analyzer, through which the various ISDN configurations can easily be created. The scripted ISDN Emulator is similar to GUI ISDN Emulator functionality, which emulates ISDN calls over T1/E1 links. It also allows configuring the ISDN layer parameters, called/calling numbering plan/type, ISDN service type, place / accept call for each timeslot or for the whole trunk, switch and subscriber emulation, simple NFAS setup for T1, and performs various other tasks on remote clients. Additionally, the Windows Client-Server based ISDN Emulator application offers following advantages –

- Simultaneous testing of high capacity T1/E1 systems through a single client
- Remotely control ISDN emulation using simple commands by client applications
- Collection of call records from remote locations

For more details, refer to [Command-line based ISDN Emulator](#) webpage.

Main Features

- Switch and Subscriber emulation
- Performs simple NFAS setup for T1
- Call records for complete or incomplete calls
- Place call or accept call for each timeslot or for the whole trunk



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Specifications

ISDN Standards Compliance

- **USA ISDN** - AT&T, Bellcore, National ISDN-2, Nortel, DMS-250, Siemens EWSD
- **Euro ISDN** - Belgium, China, Europe, France, Britain, Germany, Sweden
- **ASIA ISDN** - Australia, Hong Kong, Japan, Singapore and QSIG

ISDN Signaling

- **Available Protocol Layers** - LAPD, Q.931
- **Maximum Links** - 1 to 4

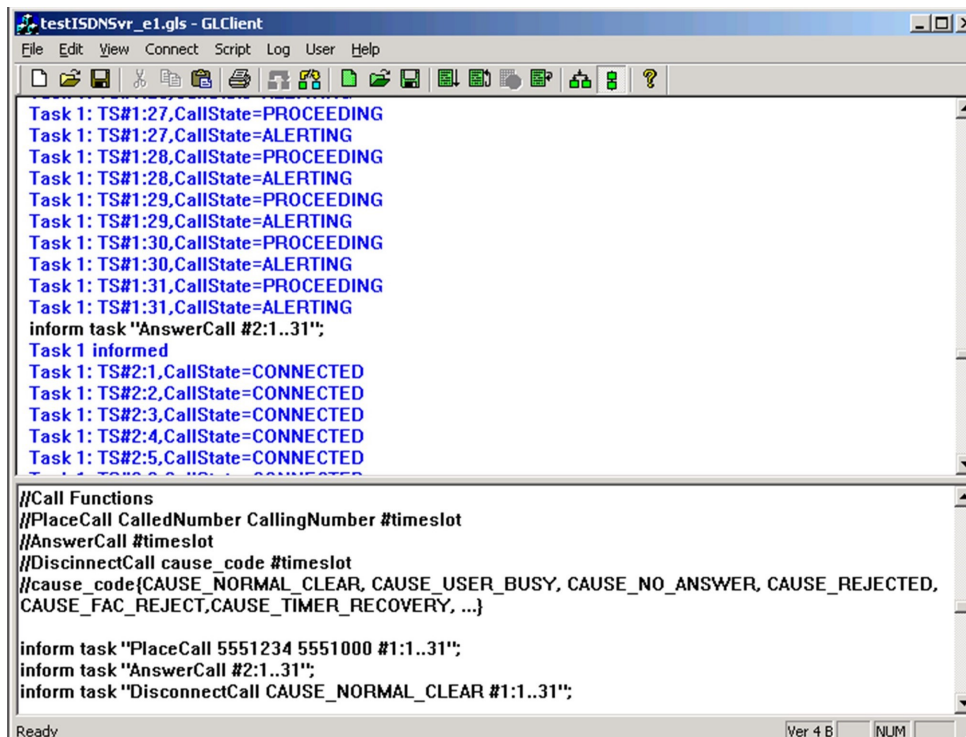
Scripted ISDN Emulation

The client-side application initializes ISDN Emulator on server side, and configures the ISDN layer parameters such as called / calling numbering plan/type, type of ISDN service, switch and subscriber emulation, and place call or accept call for each timeslot or for the whole trunk. The sample script below demonstrates a simple ISDN place-answer call scenario.

Sample script for Call Function

```
run task "ISDNSvrT:ISDNSvr";
inform task 1 "SetISDNProt USA AT&T#4ESS Subscriber #1";
inform task 1 "SetISDNProt USA AT&T#4ESS Switch #2";
inform task 1 "GetISDNProt #1..2";
inform task 1 "StartDChan #1..2";
inform task * "PlaceCall 5551234 5551000 #1:1..31";
inform task * "AnswerCall #2:1..31";
inform task * "DisconnectCall CAUSE_NORMAL_CLEAR #1:1..31";
```

The above script places a call by specifying the called and calling number on all timeslots of card #1. The next task answers the call on all timeslots of card #2. With the third task the successfully established call is disconnected for the specified cause code (Normal_Clear).



ISDN Call Functions

Call Placed on Single TS (T1)

The script places the call on TS 23 of Trunk 2 and answered on TS 23 of Trunk 4. So, the signaling channel on Trunk 2 and 4 is free for Traffic.



Buyer's Guide

Item No	Product Description
XX629	WCS based ISDN Emulator

Item No	Related Software
XX105	ISDN Emulator - GUI based (T1 or E1)
XX100	ISDN Analysis Software (T1 or E1)
XX090	HDLC Capture and Playback Software (T1 or E1)
XX130	T1 or E1 Real-Time Frame Relay Protocol Analyzer

Item No	Related Hardware
PTE001	tProbe™ T1 E1 Base Unit
FTE001	QuadXpress T1 E1 Main Board (Quad Port– requires additional licenses)
ETE001	OctalXpress T1 E1 Main Board plus Daughter Board (Octal Port– requires additional licenses)
XTE001	Dual Express (PCIe) T1 E1 Boards

Note: PCs which include GL hardware/software require Intel or AMD processors for compliance.

For more details, refer to [Command-line based ISDN Emulator](#) webpage.



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