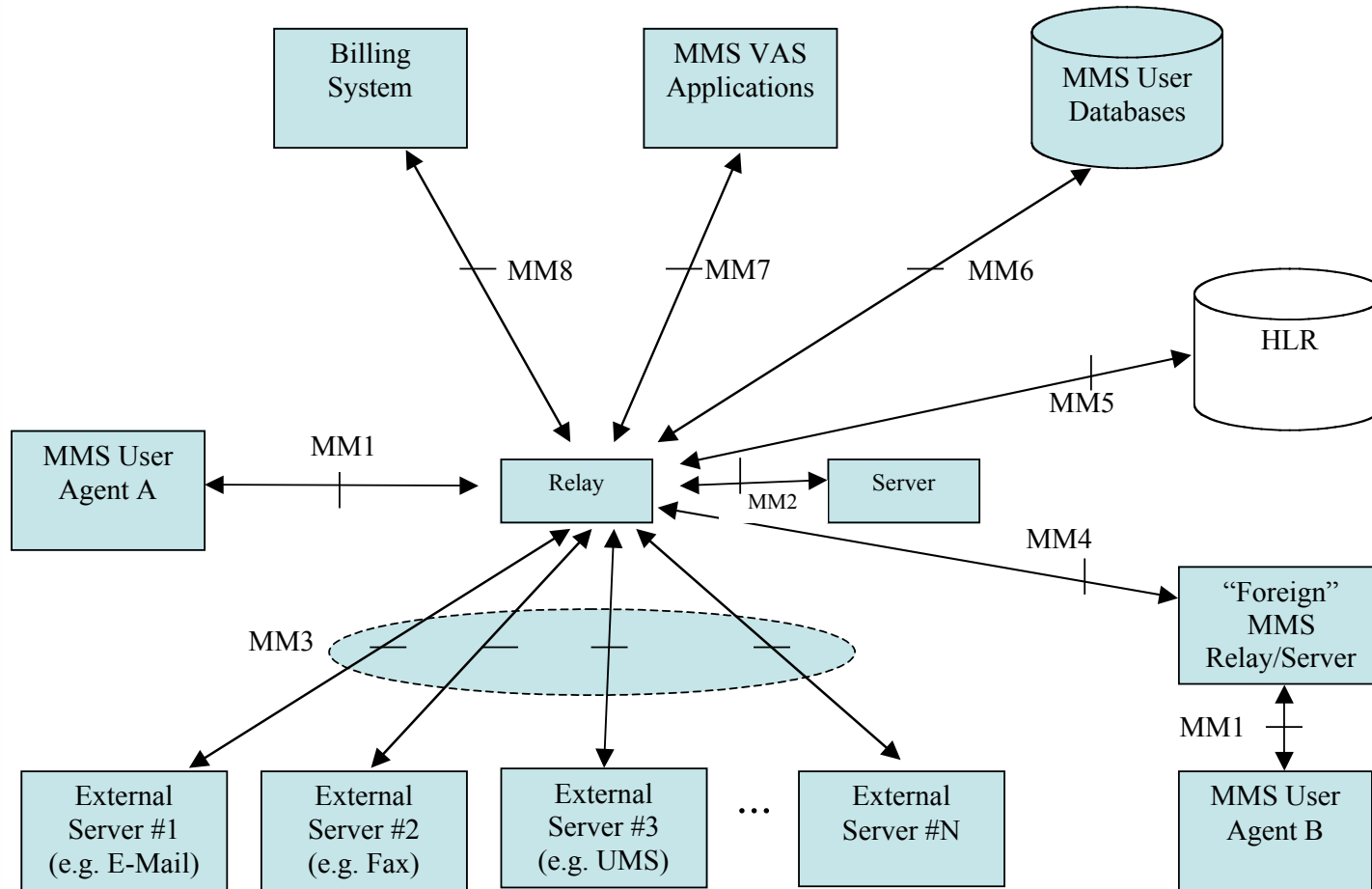


MMS in 3GPP2

Multimedia Messaging System in
Third Generation Public Partnership Two

“3GPP+”

MMS Reference Architecture



MMS Interfaces

- Defined by *Conceptual Usage*, not Protocol
- MM1: Client -- Server
- MM4: MMS Interworking
- MM3: All Non-MMS Systems
 - Message Exchange (Internet Email)
 - Message Access (Voice Mail, Fax, etc.)
 - SMS Messages
 - Etc.

MM1: Handset -- Server

- (3GPP: HTTP/WAP with WAP Encodings)
- HTTP/WAP with WAP Encodings
- HTTP (Textual Encodings)
 - Proposed
- M-IMAP
 - Proposed
- Authentication
 - Open

MM4: Server -- Server

- (3GPP: SMTP with X-MMS-* headers)
- SMTP with X-MMS-* headers)
- Native SMTP/Internet Message
 - Proposed

MM3: External Servers

- (3GPP: SMTP [vague])
- Native SMTP/Internet Message
 - Message Exchange
 - Proposed
- IMAP4 with SNAP
 - Message Access (External Store)
 - Proposed

MMS Elements

- No Distinction Between Envelope and Data
- All Elements Carried in X-MMS-* Headers
 - Message Unique ID
 - Message Expiration
 - Requests for Delivery Report
 - Etc.
- Delivery and Read Reports:
 - Text/Plain
 - Identified by Message Type Header

Formats and Codecs

- 3GPP: SMIL, MIME formats
 - Codecs somewhat vague
- 3GPP2: Now being discussed