

Toward network independent  
media processing.  
Media Device Control Protocol  
(MDCP)

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# Purpose

- To create a *generic* protocol for the control of media processors.
- Applicable to a wide variety of applications
  - VoIP gateways (residential, access and trunking)
  - Interactive Voice Response systems
  - Media Bridges
  - Network Access Servers
- Scalable to multi-media
- Low overhead to scale both up and down.

# Approach

- Model of resources and connections (object oriented) in a generic media box
- Each resource has properties to be set at connection setup and modified during a connection
- Resources can send asynchronous events to the controller
- Controller can send events to a resource
- Allow the creation of new resource types
- Flexible command set for all kinds of connections
- Scripting processor(s)
- Channel associated signaling resources (ISUP, Q.931, H.225, H.245)
- Profiles (scripting macros) for standard applications