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RTP Payload for DTMF Digits, Telephony Tones and Telephony Signals

Status of this Memo

Copyright Notice

Abstract

This memo describes how to carry dual-tone multifrequency (DTMF) signaling, other tone signals and telephony events in RTP packets.

1 Introduction

This memo defines a payload type for carrying dual-tone multifrequency (DTMF) digits and other line and trunk signals in RTP [1] packets. A separate RTP payload type is desirable since low-rate voice codecs cannot be guaranteed to reproduce these tone signals accurately enough for automatic recognition. Defining a separate payload type also permits higher redundancy while maintaining a low bit rate. Finally, it moves the burden of recognizing tones from the end system to the PSTN gateway, which usually already has the necessary DSP resources.

A gateway has two options for handling DTMF digits and signals. First, it can simply measure the frequency components of the voice band signals and transmit this information to the RTP receiver. All tone signals in use in the PSTN are sequences of simple combinations of sine waves, either added or modulated.

As a second option, it can recognize the tones and translate them into a name, such as ringing or busy tone. The receiver then produces a tone signal or other indication appropriate to the signal. Generally, since the recognition of signals often depends on their on/off pattern or the sequence of several tones, this recognition can take several seconds. On the other hand, the gateway may have access to the actual signaling information that generates the tones and thus can generate the RTP packet immediately, without the detour through acoustic signals.

When calling a foreign country, the caller generally hears the tones as defined in the country called, rather than those familiar to him. On the other hand, this behavior is advantageous when a traveller calls home from abroad.

Thus, when possible, gateways SHOULD send both named signals (Section 2) and the tone representation (Section 4), letting the receiver choose the appropriate rendering. If a gateway cannot present a tone representation, it SHOULD send the audio tones as regular RTP audio packets (e.g., as payload type PCMU), in addition to the named signals.

2 RTP Payload Format for Named Telephone Events

2.1 Requirements

The DTMF payload type must be suitable for both gateway and end-to-end scenarios. In the gateway scenario, a gateway connecting a packet voice network to the PSTN recreates the DTMF tones and injects them into the PSTN. Since DTMF digit recognition takes several tens of milliseconds, the first few milliseconds of a digit will arrive as regular audio packets. Thus, careful time and power (volume) alignment is needed to avoid generating spurious digits.

For interactive voice response (IVR) systems directly connected to the packet voice network, time alignment and volume levels are not important, since the unit will not perform any signal analysis to detect DTMF tones from the audio stream.

DTMF digits and named events are carried as part of the audio stream, and SHOULD use the same sequence number and time-stamp base as the regular audio channel to simplify recreation of analog audio at a gateway. The default clock frequency is 8000 Hz, but the clock frequency can be redefined when assigning the dynamic payload type.

This format achieves a higher redundancy even in the case of sustained packet loss than the method proposed for the *Voice over Frame Relay Implementation Agreement* [2].

In circumstances where exact timing alignment between the audio stream and the DTMF digits is not important and data is sent unicast, such as the IVR example mentioned earlier, it may be preferable to use a reliable control stream such as H.245.

A source MAY send events and coded audio packets for the same time instants, using events as the redundant encoding for the audio stream, or it MAY block outgoing audio while event tones are active and only send named events as both the primary and redundant encodings.

This payload definition is used by five different payload types:

dtmf for DTMF tones (Section 2.7);

fax for fax-related tones (Section 2.8);

line for standard subscriber line tones (Section 2.9);

linex for country-specific subscriber line tones (Section 3) and;

trunk for trunk events (Section 3.1).

The payload format is identical, but the payload types assigned MUST be different.

> The separation into different payload types makes it easy for end systems to declare their capabilities using session description protocols such as SDP. If desired, end systems can declare support of a subset of these payload types by including a “fmtp” parameter listing the supported event types. Details are for further study.

A compliant implementation MUST support the events listed in Table 1. If it uses some other, out-of-band mechanism for signaling line conditions, it does not have to implement the other payload types.

In some cases, an implementation may simply ignore certain events, such as fax tones, that do not make sense in a particular environment. Depending on the available user interfaces, an implementation MAY render all tones in Table 4 the same or, preferably, use the tones conveyed by the concurrent “tone” payload or other RTP audio payload. Alternatively, it could provide a textual representation.

Note that end systems that emulate telephones only need to support the “dtmf” and “line” payload type. Systems that receive trunk signaling need to implement the “dtmf”, “fax”, “line”, and “trunk’ payload types, since MF trunks also carry most of the “line” signals. Systems that do not support fax functionality do not need to render fax-related events in the “fax” payload type.

The payload type distinguishes between a (line) DTMF 0 tone and a (trunk) MF 0 tone. They payload type is signalled dynamically (for example, within an SDP [3] or an H.245 message), or by some other non-RTP means.

2.2 Use of RTP Header Fields

Timestamp: The RTP timestamp reflects the measurement point for the current packet. The event duration described in Section 2.3 extends forwards [NOTE: was “backwards”, but that’s different from all other payloads and disagrees with RFC 1889] from that time.

2.3 Payload Format

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|     event     |R R| volume    |          duration             |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

events: The DTMF digits and line events are encoded as shown in Section 2.9; the trunk events are shown in Section 3.1.

volume: The power level of the digit, expressed in dBm0 after dropping the sign, with range from 0 to -63 dBm0. The range of valid DTMF is from 0 to -36 dBm0 (must accept); lower than -55 dBm0 must be rejected (TR-TSY-000181, ITU-T Q.24A). Thus, larger values denote lower volume. This value is defined only for DTMF digits. For other events, it is set to zero.

Note: Since the acceptable dip is 10 dB and the minimum detectable loudness variation is 3 dB, this field could be compressed by at least a bit by reducing resolution to 2 dB, if needed.

duration: Duration of this digit, in timestamp units. Thus, the digit began at the instant identified by the RTP timestamp minus the duration value.

For a sampling rate of 8000 Hz, this field is sufficient to express digit durations of upto approximately 8 seconds.

R: This field is reserved for future use. The sender MUST set it to zero, the receiver MUST ignore it.

An audio source SHOULD start transmitting event packets as soon as it recognizes an event and every 50 ms thereafter. (Precise spacing between event packets is not necessary.)

Q.24 [4], Table A-1, indicates that all administrations surveyed use a minimum signal duration of 40 ms, with signaling velocity (tone and pause) of no less than 93 ms.

If a digit continues for more than one period, it should send a new event packet with the RTP timestamp value corresponding to the beginning of the digit and the duration of the digit increased correspondingly. (The RTP sequence number is incremented by one for each packet.) If there has been no new digit in the last interval, the digit SHOULD be retransmitted three times (or until the next event is recognized) to ensure some measure of reliability for the last event.

> DTMF digits and events are sent incrementally to avoid having the receiver wait for the completion of the digit. Since some tones are two seconds long, this would incur a substantial delay. The transmitter does not know if digit length is important and thus needs to transmit immediately and incrementally. If the receiver application does not care about digit length, the incremental transmission mechanism avoids delay. Some applications, such as gateways into the GSTN, care about both delays and digit duration.

2.4 Reliability

To achieve reliability even when the network loses packets, the audio redundancy mechanism described in RFC 2198 [5] is used. The effective data rate is r times 64 bits (32 bits for the redundancy header and 32 bits for the DTMF payload) every 50 ms or r times 1280 bits/second, where r is the number of redundant DTMF digits carried in each packet. The value of r is an implementation trade-off, with a value of 5 suggested.

> The timestamp offset in this redundancy scheme has 14 bits, so that it allows a single packet to “cover” 2.048 seconds of DTMF digits at a sampling rate of 8000 Hz. Including the starting time of previous digits allows precise reconstruction of the tone sequence at a gateway. The scheme is resilient to consecutive packet losses spanning this interval of 2.048 seconds or r digits, whichever is less. Note that for previous digits, only an average loudness can be represented.

An encoder MAY treat the event payload as a highly-compressed version of the current audio frame. In that mode, each RTP packet during a DTMF tone would contain the current audio codec rendition (say, G.723.1 or G.729) of this digit as well as the representation described in Section 2.3, plus any previous digits as before.

> This approach allows dumb gateways that do not understand this format to function. See also the discussion in Section 1.

2.5 Example

A typical RTP packet, where the user is just dialing the last digit of the DTMF sequence “911”. The first digit was 200 ms long and started at time 0, the second digit lasted 250 ms and started at time 800 ms, the third digit was pressed at time 1.4 s and the packet shown was sent at 1.45 s. The frame duration is 50 ms. To make the parts recognizable, the figure below ignores byte alignment. Timestamp and sequence number are assumed to have been zero at the beginning of the first digit. In this example, the dynamic payload types 96 and 97 have been assigned for the redundancy mechanism and the DTMF payload, respectively.

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|V=2|P|X|  CC   |M|     PT      |       sequence number         |
```

```
| 2 |0|0|   0   |0|     96      |              28               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                          timestamp                            |
|                            12000                              |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|           synchronization source (SSRC) identifier            |
|                           0x5234a8                            |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|F|   block PT  |     timestamp offset      |   block length    |
|1|     97      |           12000           |         4         |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|F|   block PT  |     timestamp offset      |   block length    |
|1|     97      |            5600           |         4         |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|F|   Block PT  |
|0|     97      |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|     digit     |R R| volume    |          duration             |
|       9       |0 0|     7     |            1600               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|     digit     |R R| volume    |          duration             |
|       1       |0 0|    10     |            2000               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|     digit     |R R| volume    |          duration             |
|       1       |0 0|    20     |             400               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

2.6 Compact Reliability Scheme

[This section is more speculative.] A more compact representation could be achieved by measuring DTMF tones in a different sampling rate from that of the surrounding audio codec, e.g., as multiples of 1, 10, 40 or 50 ms. Each RTP payload type should have a fixed sampling rate, so choosing a value that depends on frame interval of the surrounding codec is not recommended. For a sampling interval of 50 ms, the following payload would “cover” 8 seconds of duration and offset:

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|    offset     |R R R|  digit  |R R| volume    |   duration    |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Event	encoding (decimal)	note
0–9	0–9	
$*$	10	
#	11	
A–D	12–15	

Table 1: DTMF events

Event	encoding (decimal)	note
Called station identification (CED)		
Calling tone (CNG)		
V.21 channel 1, “0”		
V.21 channel 1, “1”		
V.21 channel 2, “0”		
V.21 channel 2, “1”		

Table 2: Fax events

2.7 DTMF Events

Tables 1 summarizes the events belonging to the DTMF payload type. It uses the RTP encoding name “dtmf” and the MIME type “audio/dtmf”.

2.8 Fax Events

Table 2 summarizes the events and tones that can appear on a subscriber line with a fax machine. It uses the encoding name “fax” and the MIME type “audio/fax”.

CNG: After dialing the called fax machine’s telephone number (and before it answers), the calling Group III fax machine (optionally) begins sending a calling tone (CNG). [7]

CED: When the called fax machine answers, it replies with a 3-second 2,100-Hz tone, the Called Station Identification (CED).

V.21: V.21 describes a 300 b/s full-duplex modem that employs frequency shift keying (FSK). It is now used by Group 3 fax machines to exchange T.30 information. The calling transmits on channel 1 and receives on channel 2; the answering modem transmits on channel 2 and receives on channel 1.

2.9 Line Events

Table 3 summarizes the events and tones that can appear on a subscriber line. It uses the encoding name “line” and the MIME type “audio/line”.

ITU Recommendation E.182 [6] defines when certain tones should be used. It defines the following standard tones that are heard by the caller:

Dial tone: The exchange is ready to receive address information.

PABX internal dial tone: The PABX is ready to receive address information.

Special dial tone: Same as dial tone, but the caller's line is subject to a specific condition, such as call diversion or a voice mail is available. ("stutter dial tone")

Second dial tone: The network has accepted the address information, but additional information is required.

Ringing tone: The call has been placed to the callee and a calling signal (ringing) is being transmitted to the callee.

Special ringing tone: A special service, such as call forwarding or call waiting, is active at the called number.

Busy tone: The called telephone number is busy.

Congestion tone: Facilities necessary for the call are temporarily unavailable.

Calling card service tone: The calling card service tone consists of 60 ms of the sum of 941 Hz and 1477 Hz tones (DTMF '#'), followed by 940 ms of 350 Hz and 440 Hz (U.S. dial tone), decaying exponentially with a time constant of 200 ms.

Special information tone: The callee cannot be reached, but the reason is neither "busy" nor "congestion". This tone should be used before all call failure announcements, for the benefit of automatic equipment.

Comfort tone: The call is being processed. This tone may be used during long post-dial delays, e.g., in international connections.

Hold tone: The caller has been placed on hold. Replaced by *Greensleeves*.

Record tone: The caller has been connected to an automatic answering device and is requested to begin speaking.

Caller waiting tone: The called station is busy, but has call waiting service.

Pay tone: The caller, at a payphone, is reminded to deposit additional coins.

Positive indication tone: The supplementary service has been activated.

Negative indication tone: The supplementary service could not be

Off-hook warning tone: The caller has left the instrument off-hook for an extended period of time. activated.

The following tones can be heard be either calling or called party during a conversation:

Call waiting tone: Another party wants to reach the subscriber.

Warning tone: The call is being recorded. This tone is not required in all jurisdictions.

Intrusion tone: The call is being monitored, e.g., by an operator. (Use by law enforcement authorities is optional.)

Event	encoding (decimal)	note
Flash	16	
Off Hook	17	
On Hook	18	
Dial tone	32	
PABX internal dial tone		
Special dial tone		
Second dial tone		
Ringing tone		
Special ringing tone		
Busy tone		
Congestion tone		
Special information tone		
Comfort tone		
Hold tone		
Record tone		
Caller waiting tone		
Call waiting tone		
Pay tone		
Positive indication tone		
Negative indication tone		
Warning tone		
Intrusion tone		
Calling card service tone		
Payphone recognition tone		
CPE alerting signal (CAS)		caller id
Off-hook warning tone		

Table 3: E.182 line events

CPE alerting signal (CAS): A tone used to alert a device to an arriving in-band FSK data transmission. A CAS is a combined 2130 and 2750 Hz tone, both with tolerances of 0.5% and a duration of 80 to 80 ms. CAS is used with ADSI services and Call Waiting ID services, see Bellcore GR-30-CORE, Issue 2, December 1998, Section 2.5.2.

The following tones are heard by operators:

Payphone recognition tone: The person making the call or being called is using a payphone (and thus it is ill-advised to allow collect calls to such a person).

3 Extended Line Events

Table 4 summarizes country-specific events and tones that can appear on a subscriber line. It uses the encoding name “linex” and the MIME type “audio/linex”.

Event	encoding (decimal)	note
Acceptance tone		
Confirmation tone		
Dial tone, recall		
End of three party service tone		
Facilities tone		
Line lockout tone		
Number unobtainable tone		
Offering tone		
Permanent signal tone		
Preemption tone		
Queue tone		
Refusal tone		
Route tone		
Valid tone		
Waiting tone		
Warning tone (end of period)		
Warning Tone (PIP tone)		

Table 4: Line events, country specific

3.1 Trunk Events

Table 5 summarizes the events and tones that can appear on a trunk. It uses the encoding name "TRUNK" and the MIME type "audio/trunk". Note that trunk can also carry line events, as MF signaling does not include backward signals [8, p. 93].

[NOTE: the list below, below wink, does not agree with the MF description in van Bosse, p. 74.]

Wink: A brief transition, typically 120-290 ms, from on-hook (unseized) to off-hook (seized) and back to onhook, used by the incoming exchange to signal that the call address signaling can proceed.

Incoming seizure: Incoming indication of call attempt (off-hook).

Return seizure: Seizure by answering exchange, in response to outgoing seizure. [NOTE: Not clear why the difference here, but not for Unseize. Should probably be just Seizure.]

Unseize circuit: Transition of circuit from off-hook to on-hook at the end of a call.

Wink off: A brief transition, typically 100-350 ms, from off-hook (seized) to on-hook (unseized) and back to off-hook (seized). Used in operator services trunks. [CHECK!]

Continuity tone send: A tone of 2010 Hz.

Continuity tone detect: A tone of 2010 Hz.

Continuity test send: A tone of 1780 Hz is sent by the calling exchange. If received by the called exchange, it returns a "continuity verified" tone.

Event	encoding (decimal)	note
MF 0...9	0...9	
MF K0 or KP (start-of-pulsing)	10	
MF K1	11	
MF K2	12	
MF S0 to ST (end-of-pulsing)	13	
MF S1...S3	14...16	
Wink		
Wink off		
Incoming seizure		
Return seizure		
Unseize circuit		
Continuity test		
Default continuity tone		
Continuity tone (single tone)		
Continuity test (go tone, in dual-tone procedures)		
Continuity verified (response tone, in dual-tone procedures)		
Loopback		
Old milliwatt tone (1000 Hz)		
New milliwatt tone (1004 Hz)		

Table 5: Trunk events

Continuity verified: A tone of 2010 Hz.

Line test: 105 [EXPLAIN!] test line progress tones (2225 Hz at -10 dbm0).

4 RTP Payload Format for Telephony Tones

4.1 Requirements

As an alternative to describing tones and events by name, it is sometimes preferable to describe them by their acoustic properties. In particular, recognition is faster than for naming signals.

There is no single international standard for telephone tones such as dial tone, ringing (ringback), busy, congestion (“fast-busy”), special announcement tones or some of the other special tones, such as payphone recognition, call waiting or record tone. However, across all countries, these tones share a number of characteristics [9]:

- Tones consist of either a single tone, the addition of two or three tones or the modulation of two tones. (Almost all tones use two frequencies; only the Hungarian “special dial tone” has three.) Tones that are mixed have the same amplitude and do not decay.

- Tones for telephony events are in the range of 25 (ringing tone in Angola) to 1800 Hz. CED is the highest used tone at 2100 Hz. The telephone frequency range is limited to 3,400 Hz.

CNG	1100	0.5	3.0
CED	2100	3.0	–
V.21 “0”, channel 1	1180	0.033	
V.21 “1”, channel 1	980	0.033	
V.21 “0”, channel 2	1850	0.033	
V.21 “1”, channel 2	1650	0.033	
ITU dial tone	425	–	–
U.S. dial tone	350+440	–	–
ITU ringing tone	425	0.67–1.5	3–5
U.S. ringing tone	440+480	2.0	4.0
ITU busy tone	425		
U.S. busy tone	480+620	0.5	0.5
ITU congestion tone	425		
U.S. congestion tone	480+620	0.25	0.25

Table 6: Examples of telephony tones

- Modulation frequencies range between 16 2/3 Hz to 480 Hz (Jamaica). Non-integer frequencies are used only for frequencies of 16 2/3 and 33 1/3 Hz. (These fractional frequencies appear to be derived from older AC power grid frequencies.)
- Tones that are not continuous have durations of less than four seconds.
- ITU Recommendation E.180 [10] notes that different telephone companies proscribe a tone accuracy of between 0.5 and 1.5%. The Recommendation suggests a frequency tolerance of 1%.

4.2 Examples of Common Telephone Tone Signals

As an aid to the implementor, Table 6 summarizes some common tones. The rows labeled “ITU . . . ” refer to the general recommendation of Recommendation E.180 [10]. Note that there are no specific guidelines for these tones. In the table, the symbol “+” indicates addition of the tones, without modulation. [ADD ADDITIONAL COUNTRIES, IF DESIRED.] The meaning of some of the tones is described in Section 2.9.

4.3 Use of RTP Header Fields

Timestamp: The RTP timestamp reflects the measurement point for the current packet. The event duration described in Section 2.3 extends forwards [NOTE: was “backwards”, but that’s different from all other payloads and disagrees with RFC 1889] from that time.

4.4 Payload Format

Based on the characteristics described above, the payload format is shown in Fig. 1.

The payload contains the following fields:

modulation: The modulation frequency, in Hz. The field is a 9-bit unsigned integer, allowing modulation frequencies up to 511 Hz. If there is no modulation, this field has a value of zero.

```
0                   1                   2                   3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|    modulation   |T|  volume   |          duration             |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|R R R R|       frequency       |R R R R|       frequency       |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|R R R R|       frequency       |R R R R|       frequency       |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
......

+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|R R R R|       frequency       |R R R R|      frequency        |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 1: Payload format for tones

T: If the “T” bit is set (one), the modulation frequency is to be divided by three. Otherwise, the modulation frequency is taken as is.

volume: The power level of the digit, expressed in dBm0 after dropping the sign, with range from 0 to -63 dBm0. (Note: A preferred level range for digital tone generators is -8 dBm0 to -3 dBm0.)

duration: The duration of the tone, measured in timestamp units. The tone begins at the instant identified by the RTP timestamp and lasts for the duration value.

> The definition of duration corresponds to that for sample-based codecs, where the timestamp represents the sampling point for the first sample.

frequency: The frequencies of the tones to be added, measured in Hz and represented as a 12-bit unsigned integer. The field size is sufficient to represent frequencies up to 4095 Hz, which exceeds the range of telephone systems. A value of zero indicates silence.

R: This field is reserved for future use. The sender MUST set it to zero, the receiver MUST ignore it.

The RTP payload type is designated as “TONE”, the MIME type as “audio/tone”. The default timestamp rate is 8,000 Hz, but other rates may be used. Note that the timestamp rate does not affect the interpretation of the frequency, just the durations.

4.5 Reliability

Same as Section 2.4.

5 Combining Tones and Named Signals

The payload formats in Sections 2 and 4 can be combined into a single payload, as shown in the example depicted in Fig. 2. In the example, the RTP packet combines two TONE and one LINE payload. The payload types are chosen arbitrarily as 97 and 98, respectively, with a sample rate of 8000 Hz. Here, the redundancy format has the dynamic payload type 96. The packet represents a U.S. ringback tone that started 1.5 seconds ago, at RTP timestamp 60,000. Four seconds of silence preceded it, but since RFC 2198 only has a fourteen-bit offset, only 2.05 seconds (16383 timestamp units) can be represented. Even though the tone sequence is not complete, the sender was able to determine that this is indeed ringback, and thus includes the corresponding LINE event.

```
0                   1                   2                   3
0 1 2 3 4 5 6 7 8 9 0 1 2 3  4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|V=2|P|X|  CC   |M|     PT      |       sequence number         |
| 2 |0|0|   0   |0|     96      |              31               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                           timestamp                           |
|                             60000                             |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|           synchronization source (SSRC) identifier            |
|                            0x5234a8                           |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|F|   block PT  |     timestamp offset      |   block length    |
|1|     98      |             16383         |         4         |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|F|   block PT  |     timestamp offset      |   block length    |
|1|     97      |             16383         |         8         |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|F|   Block PT  |
|0|     97      |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|  event=ring   |0|0| volume=0  |     duration=44000            |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| modulation=0    |0| volume=63 |     duration=16383            |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|0 0 0 0|     frequency=0       |0 0 0 0|    frequency=0        |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| modulation=0    |0| volume=5  |     duration=12000            |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|0 0 0 0|     frequency=440     |0 0 0 0|    frequency=480      |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 2: Combining tones and events in a single RTP packet

6 History

- This draft combines draft-ietf-avt-dtmf-00 and draft-ietf-avt-telephone-tones-01.

- From draft draft-ietf-avt-dtmf-00, the interval was changed to be uniform at 50 ms, since audio frame interval may change based on codec.
- From draft-ietf-avt-telephone-tones-01, a generic tone representation was added.

7 IANA Considerations

This document defines three new RTP payload names and associated MIME Types, TONE (audio/tone), LINE (audio/line) and TRUNK (audio/trunk). Within the TRUNK and LINE RTP payload types, additional entries for events MUST be registered with IANA. Before registration, IANA should consult the current chair of the AVT working group or its successor to avoid duplication of definitions.

8 Acknowledgements

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