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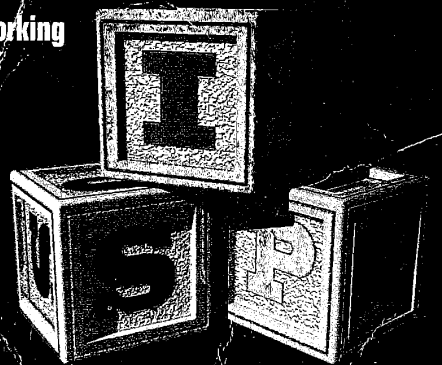
Expanded Edition

# NEWTON'S TELECOM DICTIONARY

**The Official Dictionary of Telecommunications**

- ◆ Computer Telephony ◆ The Internet ◆ IP Telephony ◆ Intranets, LANs & WANs
- ◆ Windows 95, NT, NetWare & Unix Networking
- ◆ Wired & Wireless Telecommunications
- ◆ Voice Processing ◆ Carrier Telephony
- ◆ The Intelligent Network ◆ ISDN & T-1
- ◆ Voice on The Internet & Intranets

**by Harry Newton**



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**Traffic Path** A path over which individual communications pass in sequence.

**Traffic Recorder** A device which measures traffic activity on a transmission channel. It's a recorder, not a processor. It's dumb.

**Traffic Table** A computer database into which a PBX enters a count of feature activity. Certain detected operating errors are also entered in the traffic table.

**Traffic Usage Recorder** A device for measuring and recording the amount of telephone traffic carried by a group, or several groups, of switches or trunks.

**Trail** As an ATM term, it is an entity that transfers information provided by a client layer network between access points in a server layer network. The transported information is monitored at the termination points.

**Trailer 1.** A nonstandard way of standard way of sending data. Trailers are used on some networks by 4BSD UNIX and some of its derivatives.

**Trailer 2.** A block of controlling information transmitted at the end of a message to trace error impacts and missing blocks. Also referred to as a trace block.

**Train** The creation of word reference data by presenting words to a recognizer. A voice recognition term.

**Training** A feature of some modems which adjust to the conditions including amplitude response, delay distortions, timing recovery, and echo characteristic, of a particular telecommunications connection by a receiving modem. See TRAINING UP.

**Training up** A technique that adjusts modems to current telephone line conditions. The transmitting modem sends a special training sequence to the receiving modem, which makes necessary adjustments for line conditions.

**Transaction 1.** It is a completed event that can be assembled in chronological sequence for an audit trail.

**Transaction 2.** An entry or an update in a database.

**Transaction Capabilities** Function that controls non-circuit-related information transfer between two or more nodes via a SS7 signaling network.

**Transaction Capabilities Application Part** TCAP. The application layer protocol of SS7. Transaction capabilities in the SS7 protocol are functions that control non-circuit-related information transferred between two or more signaling nodes. Definition from Bellcore in reference to its concept of the Advanced Intelligent Network.

**Transaction Detail** The detail of a transaction record.

**Transaction File** A collection of transaction records. A transaction data entry program allows for the creation of new transaction files used to update the data base.

**Transaction Link** Rockwell's link from its Galaxy ACD to an external computer. See OPEN APPLICATION INTERFACE.

**Transaction Tracking** Your software keeps track of each transaction as it happens. And if a component of your network fails, your transaction tracking software backs out of the incomplete transaction. This allows you to maintain your database's integrity. You may, however, lose the single transaction you were working on when your network got sick.

**Transactional Integrity** A term that describes how your computing/telecom system handles making sure that the transaction you just made is solid and clean and that the next time you want to get to the results of the transaction you can.

"Transactional integrity" becomes critical when you're storing bits and pieces of your transactions on different media, in different places. For example, you might want to store your data

on a magnetic hard drive and your associated images on a separate optical drive.

**Transceiver 1.** Any device that transmits and receives. In sending and receiving information, it often provides data packet collision detection as well.

**Transceiver 2.** In IEEE 802.3 networks, the attachment hardware connecting the controller interface to the transmission cable. The transceiver contains the carrier-sense logic, the transmit/receive logic, and the collision-detect logic.

**Transceiver 3.** A device to connect workstations to standard thick Ethernet-style (IEEE 802.3).

**Transceiver Cable** In local area networks, a cable that connects a network device such as a computer to a physical medium such as an Ethernet network. A transceiver cable is also called drop cable because it runs from a network node to a transceiver (a transmit/receiver) attached to the trunk cable. See TRANSCIVER.

**Transcoder** A device that combines two 1.544 megabit per second bit streams into a single 1.544 megabit per second bit stream to enable transmission of 44 or 48 voice conversations over a DS-1 medium.

**Tranocoding** A procedure for modifying a stream of data carried so that it may be carried via a different type of network. For example, tranocoding allows H.320 video encoding, carried via circuit switched TDM systems to be converted to H.323 so that it can connect with and be transmitted across packet switched ethernet LAN.

**Transcriptionist** A person who listens to a tape recording and types the words he hears. The word, transcriptionist, derives from the verb to transcribe. The most common employment of transcribers is in the medical industry, where busy doctors talk into tape recorders telling good and bad news of their patients. And even busier transcriptionists type those words into the patient's medical records, or whatever.

**Transducer** A device which converts one form of energy into another. The diaphragm in the telephone receiver and the carbon microphone in the transmitter are transducers. They change variations in sound pressure (your voice) to variations in electricity, and vice versa. Another transducer is the interface between a computer, which produces electron-based signals, and a fiber-optic transmission medium, which handles photon-based signals.

**Transfer** A telephone system feature which provides the ability to move a call from one extension to another. It is probably the most commonly used and misused feature on a PBX. Before you buy a PBX, check out how easy it is to transfer a call. If you have a single line phone, you should simply hit the touch hook, hear a dial tone and then dial the chosen extension number and hang up. This sounds easy in principle, but many people find it difficult since they associate the touch hook with hanging up the phone. Some companies have gotten around this by putting a "hook flash" button on the phone itself. Such a button is like having an autodial button which just makes the exact short tone you make when you quickly hit the hook flash button. An even better solution is an electronic phone with a button specially marked "transfer," or a button next to a screen which lights up "transfer." Failing to efficiently transfer a call is the easiest way to give your customers the wrong impression of your firm. Think of how many times have you called a company only to be told it wasn't the fellow's job and he will transfer the call, but "If we get cut off, please call Joe back on extension 2358." There are typically four types of Transfer: Transfer using Hold, Transfer using Conference, and Transfer with and without Announcement.