

OsmoBSC - Bug #5176

Long call start time

06/11/2021 12:39 PM - Rolariali

Status: Rejected	Start date: 06/11/2021
Priority: Low	Due date:
Assignee:	% Done: 0%
Category:	
Target version:	
Spec Reference:	
Description	
Attempting to establish a 20(and more) simultaneous calls causes the last call executes in 10 (and more) seconds.	
I am going to use the simultaneous calls for notifying the occurrence of emergencies. Is there a way to avoid this delay (more 10 seconds)?	
I've been experimenting on PAGING_TIMER in the source file: https://github.com/osmocom/osmo-bsc/blob/master/src/osmo-bsc/paging.c#L60	
If I assign this var	
<pre>#define PAGING_TIMER 0, 50000</pre>	
The simultaneous calls in this case start within two seconds. I'm satisfied this result but there's doubt it is the right fix.	

History

#1 - 06/12/2021 05:40 PM - laforge

Hi Rolariali,

On Fri, Jun 11, 2021 at 12:39:34PM +0000, Rolariali [REDMINE] wrote:

Attempting to establish a 20(and more) simultaneous calls causes the last call executes in 10 (and more) seconds.

where are your log files and pcap files showing what happens in detail? GSM is a quite low-capacity technology, and you have to have the radio resources for 20 simultaneous calls.

I am going to use the simultaneous calls for notifying the occurrence of emergencies.

Any technology using Unicast / poin-to-point or otherwise dedicated resources per user is likely to suffer from overload situations

You may want to look into cell broadcast and ETWS/CMAS/WEA/KPAS/... instead.

#2 - 09/15/2021 09:42 AM - laforge

- Status changed from New to Rejected