Sangoma Additional Channel LC0102

Product Name: Sangoma Additional Channel LC0102

Manufacturer: Sangoma Model Number: LC0102

Sangoma Additional Channel LC0102

Additional Channel for The Sangoma Vega 400 VoIP media gateway. Connecting digital telephony equipment to IP networks.

The Sangoma Vega 400 media gateways are supplied with four E1/T1 interfaces which are always fully available regardless of the license which has been purchased.

The unit is purchased pre– licensed to suit the initial requirements of the customer for the quantity of concurrent VoIP calls desired through to 8 VoIP channels. Future expansion is easily achieved in the field & provisioned by means of further licenses and expansion modules.

Each E1/T1 interface can be independently configured as network side or terminal side. The Vega 400 gateway can therefore be connected to a PBX & the PSTN simultaneously. This configuration provides:

- No disruption to the configuration of existing equipment
- · Flexibility & amp; choice for call routing

Service Provider Applications:

- Customer premises gateway for SIP trunking
- Low-density PSTN gateway
- Survivability for IP phones

Enterprise Applications:

- Enterprise VoIP networking
- PSTN trunking for IP-PBXs
- Enterprise IP telephony gateway

Enhanced Network Proxy (ENP) (Optional)

This option enables continuity of service during WAN/SIP outage and may be configured to operate in a number of ways including:

- Standalone proxy
- IP device survivability
- IP device call routing
- Emergency call routing
- SIP to SIP call routing

Open, Non– Proprietary Interfaces

The Vega 400 gateway supports the following signalling schemes:

- ETSI ISDN
- NI1, NI2, AT&T 5ESS, DMS100
- ISO QSIG Basic Call & DSIG feature transparency
- Channel Associated Signalling (CAS)

All VegaStream gateways can support SIP, H.323 & SAMP; T.38 FAX.

Sangoma Additional Channel LC0102

The Vega 400 gateway has proven interoperability with a wide range of existing telecommunications & DIP equipment.

Price: £25.00

