Push-to-talk over Cellular (PoC) service allows cell phones to be used as walkie-talkies. A group of users in a PoC session can communicate by simply pressing a button and speaking when the phone indicates it is OK to do so. The user releases the button when he or she is done speaking.

When a user begins to speak, the PoC server allocates resources and notifies other users in the PoC session that the user is speaking. The PoC server then delivers the speech packets to all the users in the session.

PoC is resource efficient as it allocates resources only when a user is actually speaking. This makes it suitable for applications where there are long gaps between individual session participants speaking.

This flow covers the case where PoC Client A invites PoC Client B to a Pre-established Session by sending SIP REFER request to PoC Server A.
Talk Burst from PoC Client A to B

- PoC Client A sends the RTP Media to PoC Client B via PoC Server A and PoC Server B.

- PoC Client B released the “Push-to-Talk” button to signal that he or she has stopped speaking.

- PoC Server A informs all users in the PoC session that the floor is available for another user to speak.

- Indicate to the user that the floor is available for speaking.

Talk Burst from PoC Client B to A

- Notify the user that the floor has been granted to PoC Client B.

- PoC Client B sends the RTP Media to PoC Client A via PoC Server B and PoC Server A.

- PoC Server A informs all users in the PoC session that the floor is available for another user to speak.

- Indicate to the user that the floor is available for speaking.