

# Cisco Unity Network Bandwidth

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## Introduction

This document discusses Cisco Unity network bandwidth.

## Prerequisites

### Requirements

There are no specific requirements for this document.

### Components Used

The information in this document is based on Cisco Unity for Exchange Unified Messaging.

The information in this document was created from the devices in a specific lab environment. All of the devices used in this document started with a cleared (default) configuration. If your network is live, make sure that you understand the potential impact of any command.

## What bandwidth is used when streaming on a network with Cisco Unity is used?

There is no exact way to measure the impact on a network (bandwidth) because there are many variables and every network is different. These numbers are approximate.

By default, messages are recorded in 8 K/sec MuLaw format 8K MuLaw samples at 8 k/sec. 8K MuLaw streams at 64 k/sec. Messages recorded in G.729a format roughly sample at 4 k/sec (roughly) and store at about 1 k/sec. G.729a streams at about 24 k/sec.

Since voice is a real time protocol (RTP), a switched network is required to ensure high voice quality.

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## Related Information

- **Voice Technology Support**
  - **Voice and Unified Communications Product Support**
  - **Recommended Reading: Troubleshooting Cisco IP Telephony**
  - **Technical Support & Documentation – Cisco Systems**
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