



## Renaming a Cisco Unity Server or Moving a Cisco Unity Server to Another Domain

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This chapter contains the following sections:

- [Renaming a Cisco Unity Server or Moving a Cisco Unity Server to Another Domain \(Without Failover\)](#), page 6-1
- [Renaming Both Cisco Unity Servers or Moving the Servers to Another Domain \(With Failover Configured\)](#), page 6-6

Renaming a server and moving a server to another domain are not related, but the procedures are nearly identical.

### Renaming a Cisco Unity Server or Moving a Cisco Unity Server to Another Domain (Without Failover)

Do the procedure in this section to change the Windows name of a Cisco Unity server or to move a Cisco Unity server that is a member server in one domain to a different domain (for example, to move the server from a Windows NT domain to a Windows Server 2003 domain).

The procedure in this section requires that you use the Cisco Unity Disaster Recovery tools (DiRT), which are supported for Domino with Cisco Unity 4.0(3) and later only. To rename a Cisco Unity server or move the server to another domain when it is running version 4.0(2) or earlier, first upgrade the existing server to the shipping version, then rename the server by doing the procedure in this section.



**Caution**

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When you reinstall software, you must install the exact version of Cisco Unity that was installed when you backed up the server. The Disaster Recovery Restore tool can restore data only to the exact version of Cisco Unity that was backed up.

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**Caution**

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Do the procedure only if the Cisco Unity server is the only server in the domain or if it is a member server. If the Cisco Unity server is the domain controller and it is not the only server in the domain, refer to Microsoft documentation for information on installing Active Directory on another server in the domain, transferring roles from the Cisco Unity server to the new domain controller, and other applicable tasks before you rename the Cisco Unity server or move it to another domain.

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### To Rename a Cisco Unity Server or Move a Cisco Unity to Another Domain (Without Failover)

- Step 1** Confirm that you have all of the disks necessary to reinstall the version of Cisco Unity currently installed on the Cisco Unity server. When you use DiRT to back up and restore Cisco Unity data, you must restore to the same version of Cisco Unity that you backed up.
- Step 2** Download the latest versions of the following applications to a network drive:
- The Cisco Unity Directory Walker (DbWalker) utility. The version for Cisco Unity 4.x is available at [http://ciscounitytools.com/App\\_DirectoryWalker4.htm](http://ciscounitytools.com/App_DirectoryWalker4.htm). The version for Cisco Unity 3.1(x) is available at [http://ciscounitytools.com/App\\_DirectoryWalker3.htm](http://ciscounitytools.com/App_DirectoryWalker3.htm).
  - The Cisco Unity Disaster Recovery Backup tool and Disaster Recovery Restore tool, available at [http://ciscounitytools.com/App\\_DisasterRecoveryTools.htm](http://ciscounitytools.com/App_DisasterRecoveryTools.htm).
- Step 3** On the Cisco Unity server, install the versions of DbWalker and the Disaster Recovery Backup tool that you downloaded in [Step 2](#).



**Note** Do not install the Disaster Recovery Restore tool now. When you reinstall the operating system, you delete all partitions, which deletes all data and applications.

- Step 4** Run DbWalker, and correct all errors that the utility finds. Refer to DbWalker Help for detailed instructions on running the utility and on correcting errors in the database. (The Help file, DbWalker.htm, is in the same directory as DbWalker.exe.)
- Step 5** Back up Cisco Unity data by using the Disaster Recovery Backup tool. Refer to DiRT Help for detailed instructions. (The Help file, UnityDisasterRecovery.htm, is in the same directory as UnityDisasterRecoveryBackup.exe.)



**Caution** Follow Help carefully. DiRT includes a variety of options that you must understand to use the tools successfully. In addition, the account you are logged on as when you back up Cisco Unity data must have sufficient permissions or the backup will fail.


- Step 6** Reinstall all software on the Cisco Unity server, including the operating system, by following the instructions in the applicable Cisco Unity installation guide for your configuration at [http://www.cisco.com/en/US/products/sw/voicesw/ps2237/prod\\_installation\\_guides\\_list.html](http://www.cisco.com/en/US/products/sw/voicesw/ps2237/prod_installation_guides_list.html).



**Caution** You must install the same version of Cisco Unity that was previously installed. Otherwise, the Disaster Recovery Restore tool cannot restore the data that you backed up earlier in this procedure.

Note the following:

- If you use a retail Windows disk to install Windows, delete and recreate all partitions to ensure that old applications and data are deleted.
- When you configure Windows, if there is more than one Cisco Unity server in the Active Directory forest, give each Cisco Unity server a name that is unique in the first 14 characters, or Cisco Unity will have problems communicating with the Lotus Domino accounts created by Cisco Unity. For example, the following names would cause communication problems: CiscoUnitySrvr1 and CiscoUnitySrvr2.

- If you are not replacing the phone system, you can skip the task on setting up or programming the phone system.
  - Install the same version of Cisco Unity that was running when you backed up Cisco Unity data. DiRT Restore can only restore data to the same version of Cisco Unity that you backed up.
  - If you are installing Cisco Unity 4.2(1) or later, and if you are making the Cisco Unity server a member server in an existing domain, add the server to a Windows 2000 Server domain or Windows Server 2003 domain. Beginning with Cisco Unity 4.2(1), adding the Cisco Unity server to a Windows NT domain is not supported.
- Step 7** On the Cisco Unity server, install the version of the Disaster Recovery Restore tool that you downloaded in [Step 2](#).
- Step 8** Restore Cisco Unity data by using the Disaster Recovery Restore tool and the backup that you made earlier. Refer to DiRT Help for detailed instructions. (The Help file, UnityDisasterRecovery.htm, is in the same directory as UnityDisasterRecoveryRestore.exe.)
-  **Caution** Follow Help carefully. DiRT includes a variety of options that you must understand to use the tools successfully.
- Step 9** Reapply any non-Cisco Unity custom registry settings. (DiRT backs up and restores Cisco Unity registry settings.)

## Enabling Subscribers to Use the Phone for Recording and Playback

IBM Lotus Notes with IBM Lotus Domino Unified Communications (DUC) for Cisco offers a VCR-style recorder/player in the message form. Subscribers can customize it to use a phone or a computer microphone and speakers as the recording and playback device. However, when you rename a Cisco Unity server, a phone does not work as a recording or playback device unless you manually update the Cisco Unity server name specified in each subscriber mail file.

To correct the problem, you can either run an agent on a Domino server to change each subscriber mail file and push the changed mail files out to subscriber workstations, or you can provide subscribers with an agent that the subscriber runs on the workstation to change the server name in the mail file.



**Note** You do not need to change anything for subscribers who use a computer microphone and speakers as their recording and playback devices.

The agents are located on the Cisco Unity server.

- The CommServer\Utilities\Domino\Agents\ClientUpdateUCProfileforTrap directory contains the following files:
  - CIUpUn.nsf—The agent that subscribers run on their workstations to change the Cisco Unity server name in their mail file. Note that the agent must be modified with the Cisco Unity server name before it is run.
  - Client Update Unity Profile Agent.txt—A text file that contains the LotusScript in CIUpUn.nsf. Note that the script must be modified with the Cisco Unity server name before it is run.
  - Readme.txt—A text file with instructions on using the agent.

- The CommServer\Utilities\Domino\Agents\UpdateUCProfileforTrap directory contains the following files:
  - UpdateUn.nsf—The agent that is run on a Domino server to change the Cisco Unity server name in each subscriber mail file. Note that the agent must be modified with the Cisco Unity server name and Domino server name before it is run.
  - Update Unity Profile Agent.txt—A text file that contains the LotusScript in UpdateUn.nsf. Note that the script must be modified with the Cisco Unity server name and Domino server name before it is run.
  - AgentLog.nsf—A Notes database that stores output from the agent that is run on the Domino server.
  - Readme.txt—A text file with instructions on using the agent.

See the following procedures for details on modifying and running the agents:

- [To Change the Cisco Unity Server Name for Every Subscriber Mail File on a Domino Server, page 6-4](#)
- [To Create an Agent that Changes the Cisco Unity Server Name in a Mail File on a Subscriber Workstation, page 6-5](#)
- [To Change the Cisco Unity Server Name in a Mail File on a Subscriber Workstation, page 6-6](#)

The following procedure is specific to Domino R6.5 and assumes that you have Full Access Administration rights or have been added to the access control list (ACL) of each subscriber mail file with sufficient rights. Change the steps as necessary if you are running another version of Domino.

The procedure describes using Update Unity Profile Agent.txt, but if you are familiar with agents, you can modify UpdateUn.nsf in Domino Designer by using the steps as a guideline.

#### To Change the Cisco Unity Server Name for Every Subscriber Mail File on a Domino Server

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- Step 1** Copy the Update Unity Profile Agent.txt located in the CommServer\Utilities\Domino\Agents\UpdateUCProfileforTrap directory on the Cisco Unity server to the Domino server where you will run Domino Designer.
  - Step 2** Copy **AgentLog.nsf** to your Domino data directory.
  - Step 3** Open Domino Designer, click **Open an Existing Database**, and open **Names.nsf**.
  - Step 4** In the Design pane for names.nsf (the pane on the left, underneath Recent Databases), click **Shared Code > Agents**.
  - Step 5** In the right pane, click the **New Agent** button. The Agent Properties box appears.
  - Step 6** On the Basics tab, enter a name for the agent in the Name field.
  - Step 7** In the Runtime section, for the Target, click **None**.
  - Step 8** Close the Agent Properties box.
  - Step 9** In the Programmer's pane on the right, click **LotusScript** from the Run menu.
  - Step 10** On the Objects tab, click **Declarations**.
  - Step 11** Open the file Update Unity Profile Agent.txt in Notepad, and copy the text from the beginning of the file to the line right above the line that contains "Sub Initialize." (Do not copy the "Sub Initialize" line.)
  - Step 12** Paste the text in the Script area of the Programmer's pane in Domino Designer.

- Step 13** Modify the agent text in the Script area of the Programmer's pane as follows:
- Replace the const values AGENTLOG\_SERVER and DUC\_SERVER with your Domino server name.
  - Replace the const value NEW\_UNITY\_SERVER\_NAME with the new Cisco Unity server name.
- Be sure that the server names are encapsulated in double quotes.
- Step 14** In the Objects tab, click **Initialize**. The lines "Sub Initialize" and "End Sub" with a blank line between them are displayed in the Script area of the Programmer's pane.
- Step 15** In the file Update Unity Profile Agent.txt in Notepad, copy the text between (but not including) the lines "Sub Initialize" and "End Sub."
- Step 16** Paste the text in the Script area of the Programmer's pane on the blank line between the lines "Sub Initialize" and "End Sub."
- Step 17** Exit Notepad.
- Step 18** Close and save the agent, and exit Domino Designer.
- Step 19** Open the Domino Administrator, click **File > Database > Open**, and open names.nsf.
- Step 20** Click **Actions > <Your Agent Name>** to run the agent.
- Step 21** Repeat [Step 1](#) through [Step 20](#) on every Domino server containing subscriber mail files that you want to change.

**Note**


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Subscribers will need to exit and reopen Notes on their workstations for the change to take effect.

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The procedure below is specific to Notes R6.5. Modify the steps as needed for other Notes versions. If you will be providing these instructions to subscribers, you will also need to provide them with the name of the Cisco Unity server. Consider customizing the instructions below with the name of your Cisco Unity server.

Note that the file Client Update Unity Profile Agent.txt contains only one line of script, and it is given in the procedure.

#### To Create an Agent that Changes the Cisco Unity Server Name in a Mail File on a Subscriber Workstation

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- Step 1** On a subscriber workstation, start Notes and open the subscriber mail file.
- Step 2** Click **Create > Agent**. The Agent Properties box appears.
- Step 3** On the Basics tab, enter a name for the agent in the Name field.
- Step 4** In the Runtime section, for the Target, click **None**.
- Step 5** Close the Agent Properties box.
- Step 6** In the Programmer's pane on the right, click **Formula** from the Run menu.
- Step 7** Copy and paste the following text to the Script area of the Programmer's pane:  
`@SetProfileField("ucprofile";"VoiceServerList";"<NewUnityServerName>");`
- Step 8** Replace <NewUnityServerName> with your Cisco Unity server name.
- Step 9** Verify that the server name is enclosed in double quotes, that each argument is separated with a semicolon, and that the entire formula ends with a semicolon.

**Step 10** Close and save the Agent.

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#### To Change the Cisco Unity Server Name in a Mail File on a Subscriber Workstation

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**Step 1** On a subscriber workstation, start Notes and open the subscriber mail file.

**Step 2** Click **Action** > <**Agent Name**>, where <Agent Name> is the name of the applicable agent.

**Step 3** Exit and then re-open Notes.

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## Renaming Both Cisco Unity Servers or Moving the Servers to Another Domain (With Failover Configured)

This section describes how to rename both the primary server and the secondary server, or how to move both servers to another domain Active Directory domain. (Both servers must be in the same domain.)

The following items are required:

- The latest versions of the following applications:
  - The Cisco Unity Directory Walker (DbWalker) utility, available at [http://ciscounitytools.com/App\\_DirectoryWalker4.htm](http://ciscounitytools.com/App_DirectoryWalker4.htm).
  - The Disaster Recovery Backup tool and the Disaster Recovery Restore tool, available at [http://ciscounitytools.com/App\\_DisasterRecoveryTools.htm](http://ciscounitytools.com/App_DisasterRecoveryTools.htm).
- Software for reinstalling the primary and secondary servers (must be the same versions installed on both servers).
- The applicable Cisco Unity installation guide for your configuration, available at [http://www.cisco.com/en/US/products/sw/voicesw/ps2237/prod\\_installation\\_guides\\_list.html](http://www.cisco.com/en/US/products/sw/voicesw/ps2237/prod_installation_guides_list.html).



#### Note

The voice messaging service does not function while the servers are being renamed or moved to another domain. During this time, callers and subscribers will not be able to record or listen to voice messages. We recommend that you replace the servers when phone traffic is light (for example, after business hours).

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Do the following procedures in the order listed.

#### To Manually Initiate Failover to the Secondary Server and Disable Automatic Failback

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**Step 1** If the primary server is not active, skip to [Step 4](#).

If the primary server is active, on the primary server, on the Windows Start menu, click **Programs** > **Cisco Unity** > **Failover Monitor**.

**Step 2** Click **Failover**.

**Step 3** Click **OK** to confirm that you want to fail over to the secondary server. The primary server becomes inactive, and the secondary server becomes active.

- Step 4** On the secondary server, on the Windows Start menu, click **Programs > Cisco Unity > Failover Monitor**.
- Step 5** Click **Configure**.
- Step 6** In the **Failback Type** field of the Failover Configuration dialog box, click **Manual**.
- Step 7** Click **OK** to close the Failover Configuration dialog box.
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#### To Stop File Replication on the Secondary and Primary Servers

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- Step 1** On the secondary server, on the Windows Start menu, click **Programs > Administrative Tools > Services**.
- Step 2** In the right pane, double-click **AvCsNodeMgr**.
- Step 3** On the General tab, click **Stop**.
- Step 4** In the Startup Type list, click **Disabled**.
- Step 5** Click **OK**.
- Step 6** Close the Services window.



**Caution** Because the Node Manager service is disabled, file replication stops. Replication is re-enabled when normal failover operation resumes.

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- Step 7** On the primary server, on the Windows Start menu, click **Programs > Administrative Tools > Services**.
- Step 8** In the right pane, double-click **AvCsNodeMgr**.
- Step 9** On the General tab, click **Stop**.
- Step 10** In the Startup Type list, click **Disabled**.
- Step 11** Click **OK**.
- Step 12** Close the Services window.
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#### To Stop SQL Replication on the Primary Server

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- Step 1** On the primary server, on the Windows Start menu, click **Programs > Microsoft SQL Server > Enterprise Manager**.
- Step 2** In the left pane of the Console Root window, browse to the **Replication** node for the primary server. Typically, the node is three levels under the Microsoft SQL Servers node.
- Step 3** Right-click the **Replication** node, and click **Disable Publishing**. The Disable Publishing and Distribution wizard appears.
- Step 4** On the Welcome page, click **Next**.

- Step 5 On the Disable Publishing page, click **Yes**, then click **Next**.
  - Step 6 On the Confirm Dropping of Publications page, click **Next**.
  - Step 7 On the Completing page, click **Finish**.
  - Step 8 When the process is completed, click **OK**.
  - Step 9 Close the Console Root window.
  - Step 10 Exit Enterprise Manager.
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#### To Check the Consistency of the Cisco Unity Database on the Secondary Server

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- Step 1 On the secondary server, install the latest version of DbWalker, if it is not already installed.
  - Step 2 Run DbWalker, and correct all errors that the utility finds. Refer to DbWalker Help for detailed instructions on running the utility and on correcting errors in the database. (The Help file, DbWalker.htm, is in the same directory as DbWalker.exe.)
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#### To Back Up Cisco Unity Data on the Secondary Server to a Network Storage Location

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- Step 1 On the secondary server, install the latest version of the Disaster Recovery Backup tool, if the tool is not already installed.
- Step 2 Back up Cisco Unity data by using the Disaster Recovery Backup tool. Refer to DiRT Help for detailed instructions. (The Help file, UnityDisasterRecovery.htm, is in the same directory as UnityDisasterRecoveryBackup.exe.)



**Caution** Follow Help carefully. DiRT includes a variety of options that you must understand to use the tools successfully. In addition, the account you are logged on as when you back up Cisco Unity data must have sufficient permissions or the backup will fail.

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- Step 3 Save the Cisco Unity data to a network storage location.
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#### To Remove the Primary and Secondary Servers from the Environment

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- Step 1 On the primary server, log on to Windows as a Cisco Unity administrator.
- Step 2 Right-click the **Cisco Unity** icon in the status area of the taskbar.  
(If the Cisco Unity icon is not in the taskbar, browse to the **CommServer** directory and double-click **AvCsTrayStatus.exe**.)
- Step 3 Click **Stop Cisco Unity**. Cisco Unity stops running when all calls are finished, and an “X” appears in the Cisco Unity icon.
- Step 4 Right-click the **SQL Server** icon in the status area of the taskbar.
- Step 5 Click **MSSQLServer - Stop**.

- Step 6** Disconnect the network cable from the primary server.
- Step 7** On the secondary server, repeat [Step 1](#) through [Step 6](#).
- Step 8** Remove the computer accounts from the domain, depending on the operating system:

Windows 2000	Remove the primary and secondary servers from Active Directory Users and Computers.
Windows NT	Remove the primary and secondary servers from the primary domain controller.

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### To Reinstall All Software on the Primary and Secondary Servers

- Step 1** Follow the instructions in the applicable Cisco Unity installation guide for your configuration to install the replacement primary and secondary servers. Refer to “Part 1: Installing and Configuring the Cisco Unity Server” and “Part 2: Installing the Secondary Server for Cisco Unity Failover” in the “Overview of Mandatory Tasks for Installing Cisco Unity” chapter. Note that you must install the updated license files on the replacement primary server.

Note the following:

- If you use a retail Windows disk to install Windows, delete and recreate all partitions to ensure that old applications and data are deleted.
- When you configure Windows, if there is more than one Cisco Unity server in the Active Directory forest, give each Cisco Unity server a name that is unique in the first 14 characters, or Cisco Unity will have problems communicating with the Lotus Domino accounts created by Cisco Unity. For example, the following names would cause communication problems: CiscoUnitySrvr1 and CiscoUnitySrvr2.
- If you are not replacing the phone system, you can skip the task on setting up or programming the phone system.
- Install the same version of Cisco Unity that was running when you backed up Cisco Unity data. DiRT Restore can only restore data to the same version of Cisco Unity that you backed up.
- If you are installing Cisco Unity 4.2(1) or later, and if you are making the Cisco Unity server a member server in an existing domain, add the server to a Windows 2000 Server domain or Windows Server 2003 domain. Beginning with Cisco Unity 4.2(1), adding the Cisco Unity server to a Windows NT domain is not supported.

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### To Restore Cisco Unity Data on the Primary Server from the Network Storage Location

- Step 1** On the primary server, install the latest version of the Disaster Recovery Restore tool, if it is not already installed.

- Step 2** Restore Cisco Unity data by using the Disaster Recovery Restore tool and the backup that you made earlier. Refer to DiRT Help for detailed instructions. (The Help file, UnityDisasterRecovery.htm, is in the same directory as UnityDisasterRecoveryRestore.exe.)



**Caution** Follow Help carefully. DiRT includes a variety of options that you must understand to use the tools successfully.

- Step 3** Reapply any non-Cisco Unity custom registry settings. (DiRT backs up and restores Cisco Unity registry settings.)

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### To Configure Failover on the Primary Server

- Step 1** In Windows Explorer, browse to the **CommServer** directory.
- Step 2** Double-click **FailoverConfig.exe** to start the Configure Cisco Unity Failover wizard.
- Step 3** On the Welcome page, click **Next**.
- Step 4** On the Specify Server Role page, click **Primary Server**, and click **Next**.
- Step 5** On the Enter the Name of Your Server page, click **Browse**, select the name of the secondary server, and click **OK**. The IP address for the secondary server is filled in automatically.
- Step 6** Click **Next**.
- Step 7** On the Enter Failover Account Information page, click **Browse**, and double-click the name of the directory and message store services account. This is the account that the failover service will log on as. The account you select must have the right to act as part of the operating system and to log on as a service, and must be a member of the Local Administrators group.



**Caution** You must specify the same account on both the primary and secondary servers.

- Step 8** In the Password field, enter the password for the account that the failover service will log on as, and click **Next**.
- Step 9** On the Begin Configuring Your Server page, click **Configure**. The wizard verifies settings and configures failover on the primary server.
- If the wizard does not finish the configuration successfully, an error message explains why the wizard failed. Exit the wizard, correct the problem, and click **Configure** again.
- Step 10** On the Completing page, click **Finish**.

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### To Configure Failover on the Secondary Server

- Step 1** On the Windows taskbar, double-click the system clock. The Date/Time Properties dialog box appears.
- Step 2** Set the time to the same hour and minute as shown on the primary server, and click **OK**.
- Step 3** In Windows Explorer, browse to the **CommServer** directory.
- Step 4** Double-click **FailoverConfig.exe** to start the Configure Cisco Unity Failover wizard.

- Step 5** On the Welcome page, click **Next**.
- Step 6** On the Specify Server Role page, click **Secondary Server**, and click **Next**.
- Step 7** On the Enter the Name of Your Server page, click **Browse**, select the name of the primary server, and click **OK**. The IP address for the primary server is filled in automatically.
- Step 8** Click **Next**.
- Step 9** On the Enter Failover Account Information page, click **Browse**, and double-click the name of the directory and message store services account. This is the account that the failover service will log on as. The account you select must have the right to act as part of the operating system and to log on as a service, and must be a member of the Local Administrators group.



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**Caution** You must specify the same account on both the primary and secondary servers.

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- Step 10** In the Password field, enter the password for the account that the failover service will log on as, and click **Next**.
- Step 11** On the Begin Configuring Your Server page, click **Configure**. The wizard verifies settings and configures failover on the secondary server.
- If the wizard does not finish the configuration successfully, an error message explains why the wizard failed. Exit the wizard, correct the problem, and click **Configure** again.
- Step 12** On the Completing page, click **Finish**.
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## Enabling Subscribers to Use the Phone for Recording and Playback

IBM Lotus Notes with IBM Lotus Domino Unified Communications (DUC) for Cisco offers a VCR-style recorder/player in the message form. Subscribers can customize it to use a phone or a computer microphone and speakers as the recording and playback device. However, when you rename a Cisco Unity server, a phone does not work as a recording or playback device unless you manually update the Cisco Unity server name specified in each subscriber mail file.

To correct the problem, you can either run an agent on a Domino server to change each subscriber mail file and push the changed mail files out to subscriber workstations, or you can provide subscribers with an agent that the subscriber runs on the workstation to change the server name in the mail file.



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**Note** You do not need to change anything for subscribers who use a computer microphone and speakers as their recording and playback devices.

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The agents are located on the Cisco Unity server.

- The CommServer\Utilities\Domino\Agents\ClientUpdateUCProfileforTrap directory contains the following files:
  - CIUpUn.nsf—The agent that subscribers run on their workstations to change the Cisco Unity server name in their mail file. Note that the agent must be modified with the Cisco Unity server name before it is run.

- Client Update Unity Profile Agent.txt—A text file that contains the LotusScript in CIUpUn.nsf. Note that the script must be modified with the Cisco Unity server name before it is run.
- Readme.txt—A text file with instructions on using the agent.
- The CommServer\Utilities\Domino\Agents\UpdateUCProfileforTrap directory contains the following files:
  - UpdateUn.nsf—The agent that is run on a Domino server to change the Cisco Unity server name in each subscriber mail file. Note that the agent must be modified with the Cisco Unity server name and Domino server name before it is run.
  - Update Unity Profile Agent.txt—A text file that contains the LotusScript in UpdateUn.nsf. Note that the script must be modified with the Cisco Unity server name and Domino server name before it is run.
  - AgentLog.nsf—A Notes database that stores output from the agent that is run on the Domino server.
  - Readme.txt—A text file with instructions on using the agent.

See the following procedures for details on modifying and running the agents:

- [To Change the Cisco Unity Server Name for Every Subscriber Mail File on a Domino Server, page 6-4](#)
- [To Create an Agent that Changes the Cisco Unity Server Name in a Mail File on a Subscriber Workstation, page 6-5](#)
- [To Change the Cisco Unity Server Name in a Mail File on a Subscriber Workstation, page 6-6](#)

The following procedure is specific to Domino R6.5 and assumes that you have Full Access Administration rights or have been added to the access control list (ACL) of each subscriber mail file with sufficient rights. Change the steps as necessary if you are running another version of Domino.

The procedure describes using Update Unity Profile Agent.txt, but if you are familiar with agents, you can modify UpdateUn.nsf in Domino Designer by using the steps as a guideline.

#### To Change the Cisco Unity Server Name for Every Subscriber Mail File on a Domino Server

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- Step 1** Copy the Update Unity Profile Agent.txt located in the CommServer\Utilities\Domino\Agents\UpdateUCProfileforTrap directory on the Cisco Unity server to the Domino server where you will run Domino Designer.
  - Step 2** Copy **AgentLog.nsf** to your Domino data directory.
  - Step 3** Open Domino Designer, click **Open an Existing Database**, and open **Names.nsf**.
  - Step 4** In the Design pane for names.nsf (the pane on the left, underneath Recent Databases), click **Shared Code > Agents**.
  - Step 5** In the right pane, click the **New Agent** button. The Agent Properties box appears.
  - Step 6** On the Basics tab, enter a name for the agent in the Name field.
  - Step 7** In the Runtime section, for the Target, click **None**.
  - Step 8** Close the Agent Properties box.
  - Step 9** In the Programmer's pane on the right, click **LotusScript** from the Run menu.
  - Step 10** On the Objects tab, click **Declarations**.
  - Step 11** Open the file Update Unity Profile Agent.txt in Notepad, and copy the text from the beginning of the file to the line right above the line that contains "Sub Initialize." (Do not copy the "Sub Initialize" line.)

- Step 12** Paste the text in the Script area of the Programmer's pane in Domino Designer.
- Step 13** Modify the agent text in the Script area of the Programmer's pane as follows:
- Replace the const values AGENTLOG\_SERVER and DUC\_SERVER with your Domino server name.
  - Replace the const value NEW\_UNITY\_SERVER\_NAME with the new Cisco Unity server name.
- Be sure that the server names are encapsulated in double quotes.
- Step 14** In the Objects tab, click **Initialize**. The lines "Sub Initialize" and "End Sub" with a blank line between them are displayed in the Script area of the Programmer's pane.
- Step 15** In the file Update Unity Profile Agent.txt in Notepad, copy the text between (but not including) the lines "Sub Initialize" and "End Sub."
- Step 16** Paste the text in the Script area of the Programmer's pane on the blank line between the lines "Sub Initialize" and "End Sub."
- Step 17** Exit Notepad.
- Step 18** Close and save the agent, and exit Domino Designer.
- Step 19** Open the Domino Administrator, click **File > Database > Open**, and open names.nsf.
- Step 20** Click **Actions > <Your Agent Name>** to run the agent.
- Step 21** Repeat [Step 1](#) through [Step 20](#) on every Domino server containing subscriber mail files that you want to change.

**Note**


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Subscribers will need to exit and reopen Notes on their workstations for the change to take effect.

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The procedure below is specific to Notes R6.5. Modify the steps as needed for other Notes versions. If you will be providing these instructions to subscribers, you will also need to provide them with the name of the Cisco Unity server. Consider customizing the instructions below with the name of your Cisco Unity server.

If Cisco Unity is configured for failover, you will need to provide subscribers with the names of both the primary and secondary Cisco Unity servers. Subscribers will actually create two agents: one that saves the secondary Cisco Unity server name to the mail file (for when Cisco Unity has failed over to the secondary), and one that saves the primary Cisco Unity server name to the mail file (for when Cisco Unity has failed back to the primary).

Note that the file Client Update Unity Profile Agent.txt contains only one line of script, and it is given in the procedure.

#### To Create an Agent that Changes the Cisco Unity Server Name in a Mail File on a Subscriber Workstation

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- Step 1** On a subscriber workstation, start Notes and open the subscriber mail file.
- Step 2** Click **Create > Agent**. The Agent Properties box appears.
- Step 3** On the Basics tab, enter a name for the agent in the Name field.
- Step 4** In the Runtime section, for the Target, click **None**.
- Step 5** Close the Agent Properties box.
- Step 6** In the Programmer's pane on the right, click **Formula** from the Run menu.

- Step 7** Copy and paste the following text to the Script area of the Programmer's pane:  
`@SetProfileField("ucprofile";"VoiceServerList";"<NewUnityServerName>");`
- Step 8** Replace <NewUnityServerName> with your Cisco Unity server name. If Cisco Unity failover is configured, enter the primary or secondary server name, as applicable.
- Step 9** Confirm that the server name is enclosed in double quotes, that each argument is separated with a semicolon, and that the entire formula ends with a semicolon.
- Step 10** Close and save the Agent.
- Step 11** If Cisco Unity failover is configured, repeat [Step 1](#) through [Step 10](#).
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#### To Change the Cisco Unity Server Name in a Mail File on a Subscriber Workstation

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- Step 1** On a subscriber workstation, start Notes and open the subscriber mail file.
- Step 2** Click **Action** > <**Agent Name**>, where <Agent Name> is the name of the applicable agent. (If Cisco Unity failover is configured, there are two agents.)
- Step 3** Exit and then reopen Notes.
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