



Network Settings

Primary Locations Profile Page

Table 14-1 Network > Primary Locations > Profile Page

Field	Considerations
Display Name	Displays the name of the primary location. To change the name, enter a new name here, and then click the Save icon.
Dial ID	<p>Enter the ID that identifies the primary location. Enter numbers only, up to a maximum of 10 digits. The default minimum length is 3 digits.</p> <p>Although the minimum length for Dial IDs can be reduced by using the Advanced Settings Tool, one- and two-digit Dial IDs may conflict with private distribution list IDs during an address search. When a subscriber addresses a message by entering a one- or two-digit number, Cisco Unity first searches for a matching private distribution list. If a match is found, the search stops. Therefore, when a subscriber addresses a message by entering a location Dial ID to narrow down the search scope to a particular location, if the number entered matches a private distribution list ID, the conversation offers only the private distribution list as a destination. If subscribers do not address messages to other locations by first entering a Dial ID, there is no conflict and the minimum length for Dial IDs can be reduced to accommodate complex dial plans.</p> <p>We recommend the following policies:</p> <ul style="list-style-type: none">• Establish a fixed length for Dial IDs and if possible, a fixed length for extensions.• Assign unique Dial IDs.• If you use variable-length Dial IDs and extensions, the Dial IDs should be in a different numbering range than extensions.• If you use variable-length Dial IDs, the first digits of each ID should be unique with respect to other Dial IDs. (For example, do not create Dial IDs like 432 and 4325.)• Even if the Dial ID will never be used by subscribers when they address messages, enter a number that does not conflict with extensions, such as 001 or 002.

Table 14-1 Network > Primary Locations > Profile Page (continued)

Field	Considerations
Recorded Name	<p>Record a name for the primary location. The recorded name for the location is played in the subscriber conversation in a number of places, including when:</p> <ul style="list-style-type: none"> • Subscribers who are associated with a Cisco Unity server in a different dialing domain address a message to subscribers associated with this location. (For example, assuming that New York is the recorded name for this location: “There are two matches. For John Smith, at New York, press 1. For Mary Smith press 2.”) • Subscribers who are associated with a Cisco Unity server in a different dialing domain listen to messages from subscribers associated with this location. (For example: “Message 1, a voice message, from John Smith at New York....”) • The setting Include Locations in Searches on the Network > Primary Location > Addressing Options page is enabled on another primary location. When subscribers at the other location address a message, the recorded name for this primary location may be played in the message addressing search results along with subscriber names. (For example: “There are two matches. For Chris Newton, press 1. For New York, press 2.”) <p>To record the name here, use the Media Master control bar. (Note that the Media Master is not available across a firewall that blocks DCOM communications.) Use the Options menu in the Media Master control bar to set recording and playback devices, if applicable, and to use other sound files.</p>

Table 14-1 Network > Primary Locations > Profile Page (continued)

Field	Considerations
Dialing Domain	<p>Select from the list or enter the name of the dialing domain of which this location is a member. The list contains dialing domain names already configured on at least one other Cisco Unity server in the network that have replicated to the local server. Add the Cisco Unity server to a dialing domain when it is integrated with the same phone system or phone system network as other Cisco Unity servers that access the same directory.</p> <p>Note that the dialing domain name is case sensitive and must be entered exactly the same on all of the servers. To ensure that all servers are correctly added to the same dialing domain, enter the dialing domain name on one Cisco Unity server and wait for the name to replicate to the other Cisco Unity servers. By doing so, you also confirm that replication is working correctly among the servers. The time that it takes for the primary location data from other Cisco Unity servers to be reflected on the local server depends on your network configuration and replication schedule.</p> <p>A dialing domain provides a means to set the search scope for message addressing and for call transfers from the auto attendant and directory handler(s). You must add the Cisco Unity server to a dialing domain before you enable the following features:</p> <ul style="list-style-type: none"> • Cross-server log in. • Cross-server transfers from the auto attendant and directory handler(s) • Live reply (“call the sender”) to another Cisco Unity subscriber on another networked Cisco Unity server. • Live reply to a user on another voice messaging system who has a corresponding AMIS, Bridge, or VPIM subscriber account on another networked Cisco Unity server. • Identified subscriber messaging for Cisco Unity subscribers on different networked Cisco Unity servers. • Identified subscriber messaging for AMIS, Bridge, and VPIM subscribers, even when your installation consists of only one Cisco Unity server. <p>The default setting is None. Use the default when:</p> <ul style="list-style-type: none"> • Your installation consists of only one Cisco Unity server, and the server is not configured for AMIS, Bridge, or VPIM Networking. • Your installation consists of two or more Cisco Unity servers, but each server is integrated with a separate phone system. <p>There is no limit to the number of Cisco Unity servers that can be assigned to a single dialing domain, and there is no limit to the number of dialing domains. However, a Cisco Unity server can be a member of only one dialing domain.</p>
SMTP Domain Name (for VPIM networking only)	Enter the name of the foreign domain used by the Interop Gateway.

Table 14-1 Network > Primary Locations > Profile Page (continued)

Field	Considerations
AMIS Node ID: Country Code, Area Code, Phone Number <i>(displayed only when licensed for AMIS)</i>	<p>Enter the numbers that are transmitted by Cisco Unity to identify itself to other voice messaging systems during outgoing AMIS calls.</p> <p>During an outgoing AMIS call (when Cisco Unity is the originating system), the Node ID becomes the system number in the system number frame. The system number is used by the destination voice messaging system to dial out to send reply messages, or optionally to screen and reject incoming AMIS calls.</p> <p>The Node ID should contain all the information necessary for the destination system to send a reply message. The numbers that you enter depend on the physical location of the voice messaging system with which Cisco Unity communicates. If the country code and area code are not needed by the other voice messaging system to send a reply message, you do not need to enter them here.</p> <p>The maximum number of digits for each field is:</p> <ul style="list-style-type: none"> • Country Code—4 digits • Area Code—3 digits • Phone Number—8 digits

Location Addressing Options Page

Table 14-2 Network > Locations > Addressing Options Page

Field	Considerations
Subscriber Searches: Limit Searches To	<p>Select the scope of the search that Cisco Unity performs when a subscriber addresses a message by using the phone, when members are being added to a public or private distribution list, and for incoming AMIS messages.</p> <ul style="list-style-type: none"> • Local Server—Limits the search to subscribers created on the local Cisco Unity server. • Dialing Domain—If a match is not found while searching the local Cisco Unity server, the search expands to include subscribers created on other Cisco Unity servers that are in the same dialing domain as the local Cisco Unity server. • Global Directory—After searching the local Cisco Unity server and then the dialing domain (if there is one), the search expands to include every subscriber created on other Cisco Unity servers in the directory.

Table 14-2 Network > Locations > Addressing Options Page (continued)

Field	Considerations
Include Locations in Searches	<p>Check this check box to have locations included in searches. This option is useful when the global directory is large and addressing a message by spelling the name results in many matches. For this setting to be helpful to subscribers, locations need to have recorded voice names.</p> <p>When checked, this setting allows subscribers to address a message in two steps. First subscribers select a particular location (by spelling the name or by entering the Dial ID). If Cisco Unity finds a matching location, the recorded voice name for the location is played (assuming one has been recorded). At this point, subscribers can spell the name of the recipient to limit the search to the specified location. Note that if the subscriber selected the location by entering the Dial ID, the subscriber needs to switch to spelling mode (by pressing # twice) to search for the subscriber.</p> <p>For example, assume there are two Cisco Unity servers configured for Digital Networking. Assume 100 is the Dial ID of the primary location for the Paris Cisco Unity server, and that a voice name (“the Paris sales office”) for the location has been recorded. John, a subscriber on the local Cisco Unity server, wants to send a message to Kelly Bader at the Paris location, but he does not know the correct extension.</p> <ol style="list-style-type: none"> 1. John logs on to Cisco Unity and presses 2 to send a message. 2. John enters 100# to select the Paris Cisco Unity server. 3. When the primary location 100 is found, the conversation plays, “For the Paris sales office, press #.” 4. John presses # to confirm; the conversation plays, “Enter the extension followed by #.” 5. John presses ##; the conversation plays, “Spell the name of a person or distribution list.” 6. John enters 22337#. Cisco Unity searches for a matching subscriber name at location 100, and matches on Kelly Bader. The conversation plays, “For Kelly Bader at extension 3047, press #.” 7. John presses # to confirm; the conversation plays, “Added. To add another name, press 1. To record the message, press #.”
Blind Addressing: Allowed Locations	<p>Select the scope of the blind addressing search for a matching delivery location that Cisco Unity performs when a subscriber addresses a message by using the phone. Select one of the following:</p> <ul style="list-style-type: none"> • None—Do not allow blind addressing searches. • Local Server—Limits the search to delivery locations that were created on your Cisco Unity server. • Dialing Domain—If a match is not found while searching the local Cisco Unity server, the blind addressing search expands to include those delivery locations created on other Cisco Unity servers that are in the same dialing domain as the local Cisco Unity server. • Global Directory—After searching the local Cisco Unity server and then the dialing domain (if there is one), the search expands to include every delivery location created on other Cisco Unity servers in the global directory.

Delivery Location Profile Settings Page

Table 14-3 Profile Settings Applicable to All Types of Delivery Locations

Field	Considerations
Name	Displays the name of the delivery location. To change the name, enter a new name here, and then click the Save icon.
Dial ID	<p>Enter the ID that identifies the location to Cisco Unity. Enter numbers only, up to a maximum of ten digits. The default minimum length is three digits.</p> <p>Although the minimum length for Dial IDs can be reduced by using the Advanced Settings Tool, one- and two-digit Dial IDs may conflict with private distribution list IDs during an address search. When a subscriber addresses a message by entering a one- or two-digit number, Cisco Unity first searches for a matching private distribution list. If a match is found, the search stops. Therefore, when a subscriber addresses a message by entering a location Dial ID (to narrow down the search scope to a particular location), if the number entered matches a private distribution list ID, the conversation offers only the private distribution list as a destination. If subscribers do not address messages to other locations by first entering a Dial ID, there is no conflict, and the minimum length for Dial IDs can be reduced to accommodate complex dial plans.</p> <p>When sending messages to a remote location, subscribers can dial a number that is made up of the Dial ID and the Remote mailbox number of the recipient.</p> <p>We recommend the following policies:</p> <ul style="list-style-type: none"> • Establish a fixed length for Dial IDs and if possible, a fixed length for extensions. • Assign unique Dial IDs. Dial IDs should not be the same as other Dial IDs or extensions. • Assign Dial IDs that have at least three-digits. • Use a different numbering range for Dial IDs than for extensions. • If you use variable-length Dial IDs, the first digits of each ID should be unique with respect to other Dial IDs. • Even if the Dial ID will never be used by subscribers when they address messages, enter a number that does not conflict with extensions, such as 001 or 002.
Recorded Name	<p>Record a name for the delivery location. The subscriber conversation plays this recorded name in a number of places. For example, assume that the setting Include Locations in Searches on the Network > Primary Location > Addressing Options page is enabled. When subscribers address a message by spelling the name, the recorded name for this delivery location is played in the message addressing search results along with subscriber names. (For example: “There are two matches. For Chris Newton, press 1. For New York, press 2.”)</p> <p>To record the name here, use the Media Master control bar. (Note that the Media Master is not available across a firewall that blocks DCOM communications.) Use the Options menu in the Media Master control bar to set recording and playback devices, if applicable, and to use other sound files.</p>

Table 14-3 Profile Settings Applicable to All Types of Delivery Locations (continued)

Field	Considerations
Destination Type	<p><i>Display only.</i> Indicates the type of delivery location. The Destination Type is specified when the delivery location is created, and it cannot be changed. The Destination Type is one of the following:</p> <ul style="list-style-type: none"> • AMIS—Indicates that the delivery location corresponds to an AMIS-compliant voice messaging system. Messages are sent by using the industry-standard Audio Messaging Interchange Specification analog (AMIS-a) protocol. • Bridge—Indicates that the delivery location corresponds to an Octel node in an Octel analog network. Messages are exchanged between Cisco Unity and the Octel system by using the Cisco Unity Bridge. Cisco Unity sends messages to the Bridge in Voice Profile for Internet Mail (VPIM) format with proprietary extensions. The Bridge converts the message format and sends it to the appropriate Octel server by using the Octel Analog Networking protocol. • VPIM—Indicates that the delivery location corresponds to a VPIM-compliant voice messaging system. Messages are sent by using the industry-standard VPIM protocol over the Internet or a private TCP/IP network.

Table 14-4 Profile Settings Specific to AMIS Delivery Locations

Field	Considerations
Delivery Phone Number	Enter the phone number, including trunk access code, that Cisco Unity dials for outgoing AMIS calls to the remote voice messaging system that corresponds to this delivery location.
Node ID: Country Code, Area Code, Phone Number	<p>Enter the numbers used to identify the remote voice messaging system that corresponds to this delivery location. This Node ID must match the Node ID that the corresponding remote voice messaging system transmits during incoming calls. Cisco Unity accepts messages only from known AMIS nodes, so the Node ID entered here must exactly match the Node ID that the remote voice messaging system transmits.</p> <p>Although the Node ID numbers should contain all the information necessary for Cisco Unity to send a reply message to the originating system, this is not enforced because of the different ways in which voice messaging systems implement the AMIS protocol. Therefore, the only requirement is that the numbers entered here match the Node ID that the corresponding remote voice messaging system transmits.</p> <p>The maximum number of digits for each field is:</p> <ul style="list-style-type: none"> • Country Code—4 digits • Area Code—3 digits • Phone Number—8 digits

Table 14-4 Profile Settings Specific to AMIS Delivery Locations (continued)

Field	Considerations
Disable Outbound Message Delivery to This AMIS Location	<p>By default, this check box is not checked. When an outbound AMIS call to this delivery location is answered by a person or a voice messaging system that is not AMIS-compliant (such as an answering machine), this check box is checked automatically. Checking the check box automatically prevents Cisco Unity from repeatedly attempting to deliver messages to an incorrect Delivery Phone Number.</p> <p>If the call is answered by a person, Cisco Unity plays a prompt that instructs the person to prevent further calls by pressing a touchtone. If the person presses the touchtone, Cisco Unity checks this check box and disables outbound calls to this location. If the person simply hangs up, or if a voice messaging system that is not AMIS-compliant answers (such as an answering machine), Cisco Unity retries the delivery phone number according to the settings on the Network > AMIS Options > Delivery Options page. When the maximum number of retries has been reached, Cisco Unity checks this check box to disable further calls to this number.</p> <p>Any messages that could not be delivered to this location remain in the UAmis mailbox until you confirm the delivery phone number and then uncheck this check box. An error is logged in the Windows Application Event log when messages remain in the UAmis mailbox for more than 24 hours.</p> <p>Note that when multiple Cisco Unity servers are networked together, you can view the contents of delivery locations created on other Cisco Unity servers, and edit this field from your local server.</p>

Table 14-5 Profile Settings Specific to Bridge Delivery Locations

Field	Considerations
Bridge Server Full Computer Name	Enter the fully qualified domain name of the Bridge server used for messaging with the Octel node represented by this delivery location. This is the name displayed on the Bridge server in the Windows System Control Panel on the Network Identification tab in the Full Computer Name field. The name entered here must also match the name entered in the Bridge Server Full Computer Name field on the Digital Networking page in the Bridge Administrator.
Octel Node Serial Number	<p>Enter the serial number of the Octel node that corresponds to this delivery location. This number must match the serial number of one of the nodes displayed on the Octel Nodes page in the Bridge Administrator. The number entered here must also match the serial number of a corresponding Octel node.</p> <p>The Octel Node Serial Number and the Remote Mailbox Length as a pair must be unique within the global directory. In the rare case that this is needed, you can create more than one Bridge delivery location with the same Octel Node Serial Number but with different Remote Mailbox Length values.</p>

Table 14-5 Profile Settings Specific to Bridge Delivery Locations (continued)

Field	Considerations
Remote Mailbox Length	<p>Enter the number of digits required for mailboxes as specified in Octel for the node that corresponds to this delivery location.</p> <p>You create at least one Bridge delivery location for each remote Octel node in the Octel analog network. Typically, there is a one-to-one correspondence of Bridge delivery locations and Octel nodes. However, it is possible (though rare) that an Octel server may be configured to have mailboxes with different lengths. In this case, you must create separate Bridge delivery locations that have the same Octel Node Serial Number but with a different number in the Remote Mailbox Length field.</p> <p>For example, assume that an Octel server with the serial number 45678 has been configured to allow mailboxes of length 4 and 5. When configuring the Cisco Unity bridgehead server, you create two Bridge delivery locations with the Octel Node Serial Number 45678; one delivery location has the Remote Mailbox Length set to 4, and the other has the Remote Mailbox Length set to 5.</p> <p>If you specify a prefix (or prefixes) for the location, then the value that you entered for the remote mailbox length is used to determine the recipient mailbox number. To determine the mailbox number when addressing a message, Cisco Unity starts at the end of the entered number, and keeps including digits until the number of digits equals the remote mailbox length.</p>

Table 14-6 Profile Settings Specific to VPIM Delivery Locations

Field	Considerations
SMTP Domain Name	<p>Enter the Internet-addressable SMTP domain name that is used to construct addresses for individuals who use the voice messaging system that corresponds to this delivery location. This is the right half of an e-mail address after the @ symbol (for example, london.cisco.com). Do not enter the @ symbol; Cisco Unity automatically inserts it.</p> <p>The Interop Gateway accepts VPIM messages only from addresses with a domain name that corresponds to an SMTP Domain Name in a VPIM Delivery Location. Therefore, the domain name entered here must exactly match the domain name that the remote voice messaging system uses when sending messages to Cisco Unity.</p>
Remote Phone Prefix	<p>Enter the number that is used to construct addresses for individual who use the voice messaging system that corresponds to this delivery location. The maximum allowable digits in the prefix is 64.</p> <p>Subscribers do not enter the prefix when addressing messages. On outgoing messages from Cisco Unity to the remote system, the Interop Gateway adds the prefix to the beginning of the recipient mailbox number to form the To address.</p> <p>On incoming messages to Cisco Unity from the remote system, the Interop Gateway removes the prefix from the beginning of the sender mailbox number to form the From address.</p> <p>If all delivery locations have a unique domain name, this field is optional. This field is required to be a unique number if you have multiple delivery locations with the same domain name.</p>

Table 14-6 Profile Settings Specific to VPIM Delivery Locations (continued)

Field	Considerations
Unity Phone Prefix	<p>Enter the number that is used to construct addresses for Cisco Unity subscribers who send messages to individuals who use the voice messaging system that corresponds to this delivery location. The maximum allowable digits in the prefix is 64.</p> <p>On outgoing messages from Cisco Unity subscribers to subscribers at this VPIM location, the Interop Gateway adds the prefix to the beginning of the sender mailbox number to form the From address.</p> <p>On incoming messages to Cisco Unity subscribers from subscribers at this VPIM location, the Interop Gateway removes the prefix from the beginning of the recipient mailbox number to form the To address.</p>
Audio Format Conversion: Incoming Messages	<p>Indicate whether incoming messages from the remote system that corresponds to this VPIM location should be converted to another audio format. Messages and voice names (if included) from the remote system will be stored in the selected audio format. Choose from the following:</p> <ul style="list-style-type: none"> • Do Not Convert Incoming Messages—Incoming messages are not converted to another audio format. Choose this option if you want the messages to be stored in the same format in which they were sent. Typically, you only choose this option when the remote system is another Cisco Unity server, which can send message in formats other than G.726. For other voice messaging systems, consult the documentation to determine the audio formats that the system supports for VPIM messages. • G.711 (mu-law)—Incoming messages are converted to G.711 format. This audio format is fully supported by Cisco Unity and Cisco Unified CM, and the codec is installed automatically by Windows. • GSM 6.10—Incoming messages are converted to GSM 6.10 format. This audio format is fully supported by Cisco Unity and Cisco Unified CM, and the codec is installed automatically by Windows. • G.729a—Incoming messages are converted to G.729a format. This audio format is fully supported by Cisco Unity and Cisco Unified CM, and the codec is installed automatically by Cisco Unity. <p>We recommend that incoming VPIM messages be stored in the same audio format that the local Cisco Unity server(s) use for recording and playing messages. However, if you want incoming VPIM messages to be stored in some other audio format, you will need to verify that the applicable codec is installed on all Cisco Unity servers, and other computers that access these messages. In particular:</p> <ul style="list-style-type: none"> • If your organization has multiple Cisco Unity servers networked together, all of the Cisco Unity servers must have the codec installed. • If subscribers use the DUC-enabled Notes client to listen to messages, the codec may need to be installed on each subscriber workstation.

Table 14-6 Profile Settings Specific to VPIM Delivery Locations (continued)

Field	Considerations
Audio Format Conversion: Outbound Messages	<p>Indicate whether outbound messages from Cisco Unity to the remote system that corresponds to this VPIM location should be converted to another audio format. Messages and voice names (if included) will be sent in the selected audio format. Choose from the following:</p> <ul style="list-style-type: none"> • Do Not Convert Outgoing Messages—Outbound messages are not converted to another audio format. Choose this option if you want the messages to be sent in the same format in which they were recorded. Typically, you only choose this option when the remote system is another Cisco Unity server. For other voice messaging systems, consult the documentation to determine the audio formats that the system supports for VPIM messages. • G.726—Outbound messages are converted to G.726 format. This is the format required by the VPIM Version 2 specification and supported by all VPIM-compliant voice messaging systems.
When Sending Messages from Cisco Unity Include the Sender's Recorded Name	<p>Check this check box to have the voice name of the sending Cisco Unity subscriber added to the beginning of each message sent to this VPIM location.</p> <p>Some legacy systems can create directory entries using the recorded name and vCard of the sender. If the remote system is Cisco Unity with Microsoft Exchange, the recorded name and vCard may be used to create or update directory entries. If the remote system does not have directory entries that correspond to local Cisco Unity subscribers, you may want to send the recorded voice name so that the sender is identified when recipients listen to messages.</p>
When Sending Messages from Cisco Unity Include the Sender's vCard	<p>Check this check box to have the Interop Gateway attach a vCard that contains information about the sending Cisco Unity subscriber to each outgoing message to this VPIM location. The vCard will contain the following information about the sender:</p> <ul style="list-style-type: none"> • Name • Phone Number • E-Mail Address <p>Some legacy systems can create directory entries by using the recorded name and vCard of the sender. If the remote system is Cisco Unity with Microsoft Exchange, the data may be used for creating or updating directory entries, if the remote system is configured to allow automatic creation, updates, and deletion of VPIM subscribers for the delivery location corresponding to this system.</p>

Delivery Location Prefixes Page

Table 14-7 Network > Delivery Locations > Prefixes Page

Field	Considerations
Prefixes Assigned to This Location	<p>Enter a prefix or prefixes for the Octel node that corresponds to this delivery location. Prefixes are optional, but you may enter as many prefixes as required by your numbering plan. Enter numbers only, up to a maximum of 21 digits. The minimum length is 1 digit. Each prefix must be unique with respect to other prefixes within the global directory.</p> <p>When Octel subscribers send messages to subscribers on other nodes in the Octel analog network, they enter a network address as the message destination. A network address consists of a node prefix, which identifies the remote server, and the mailbox number of the recipient. In many cases, the prefix is the same as either the area code where the destination node is located, or the prefix(es) defined in the phone system dialing plan. This allows subscribers to use the same number when addressing a network message as they do when calling.</p> <p>In Cisco Unity, prefixes are optional, depending on your numbering plan. Prefixes are not needed when Cisco Unity subscribers can send messages to Octel subscribers by entering the dial ID of the location followed by the recipient mailbox number.</p>
Assigned Location Prefixes	Displays prefixes that are in use for all delivery locations.

Delivery Location Subscriber Creation Page

Table 14-8 Network > Delivery Locations > Subscriber Creation Page

Field	Considerations
If the Text Name Has No Comma	<p>Indicate how Octel text names that do not contain commas should be parsed into first and last names for auto-created Bridge subscribers. Select one of the following:</p> <ul style="list-style-type: none"> • Treat as FirstName LastName • Treat as LastName FirstName <p>In Cisco Unity, the first and last names of subscribers are stored as distinct fields in the directory, which allows directory lookups to be configured by either the last or the first name. However, Octel subscriber names are stored as one single name. When the Bridge sends a request to create a new Bridge subscriber, the CsBridgeConnector service parses the single Octel text name by the rule you have selected here.</p> <p>For example, when Treat as FirstName LastName is selected, the Octel text name “Terry Campbell” is parsed such that “Terry” is the first name, and “Campbell” is the last name.</p> <p>When Treat as LastName FirstName is selected, the Octel text name “Bader Kelly” is parsed such that “Kelly” is the first name, and “Bader” is the last name.</p> <p>Default: Treat as LastName FirstName.</p>

Table 14-8 Network > Delivery Locations > Subscriber Creation Page (continued)

Field	Considerations
Mapping Text Names	<p>Indicate how Octel text names should be mapped to the names for auto-created Bridge subscribers. These settings control how Bridge subscriber names appear in the Notes address book. Typically, you will want to append text such as “- Voice Mail” to either the first or last name so that subscribers do not mistake a Bridge subscriber for a regular Notes mail user when they use Notes to address a message. Select one of the following.</p> <ul style="list-style-type: none"> • Map Octel Text Names Directly to Cisco Unity Bridge Subscriber Names: Click this option to have the names listed in the Notes address book for Bridge subscribers be based on what the CsBridgeConnector service uses for the first and last names of the subscribers, without any additional text appended to the names. • Append Text to First Name: Click this option to have the text that you enter below (in the Text to Append field) appended to the first name of the Bridge subscriber. Typically, you choose this option when Domino users are listed in the Notes address book in “last name, first name” format. For example, you may want to append the text “ -Voice mail” so that users are displayed as follows: Abade, Alex -Voice Mail Bader, Kelly -Voice Mail • Append Text to Last Name: Click this option to have the text that you enter below (in the Text to Append field) appended to the last name of the Bridge subscriber. Typically, you choose this option when Domino users are listed in the Notes address book in “first name last name” format. For example, you may want to append the text “ -Voice mail” so that users are displayed as follows: Alex Abade -Voice Mail Kelly Bader -Voice Mail <p>Default: Map Octel Text Names Directly to Cisco Unity Bridge Subscriber Display Names.</p>
Include Location Dial ID in Primary Extension on Auto-Created Bridge Subscribers	<p>Check this check box to have the primary extension consist of the delivery location dial ID added to the beginning of the remote mailbox number when the CsBridgeConnector service creates Bridge subscribers.</p>

Delivery Location Subscriber Creation Page

Table 14-9 Network > Delivery Locations > Subscriber Creation Page

Field	Considerations
Automatically Create VPIM Subscribers	<p>Check this check box to allow the CsVPIMConnector service to automatically create a VPIM subscriber and associated Active Directory contact when an Add-New-Subscriber request is received from the Voice Connector.</p> <p>When the check box is not checked, the Voice Connector does not generate Add-New-Subscriber requests when messages are received from senders at this delivery location.</p> <p>Default: Check box not checked.</p>

Table 14-9 Network > Delivery Locations > Subscriber Creation Page (continued)

Field	Considerations
Automatically Modify VPIM Subscribers	<p>Check this check box to allow the CsVPIMConnector service to automatically modify a VPIM subscriber and associated Active Directory contact when a Modify-Subscriber request is received from the Voice Connector.</p> <p>When the check box is checked, indicate when the Voice Connector should generate Modify-Subscriber requests:</p> <ul style="list-style-type: none"> • Only When the Text Name Changes—The VPIM subscriber record will be updated only when the text name received in the VPIM message does not match the display name of the VPIM subscriber. • With Each VPIM Message—Every incoming VPIM message from a remote sender at this delivery location will result in an update to the corresponding VPIM subscriber. <p>When the check box is not checked, the Voice Connector does not generate Modify-Subscriber requests when messages are received from senders at this delivery location.</p> <p>Default: Check box not checked.</p>
Automatically Delete VPIM Subscribers	<p>Check this check box to allow the CsVPIMConnector service to automatically delete a VPIM subscriber, the associated Active Directory contact, and all other associated properties such as public and private distribution list membership, when a Delete-Subscriber request is received from the Voice Connector.</p> <p>When the check box is not checked, the Voice Connector does not generate Delete-Subscriber requests when nondelivery receipts (NDRs) are received.</p> <p>Default: Check box not checked.</p>
Obtain VPIM Subscriber Information From	<p>Indicate the source from which to derive text name and extension information for creating or updating VPIM subscriber records. Choose one of the following:</p> <ul style="list-style-type: none"> • Sender's vCard—Use the vCard (an electronic business card) attachment. Only the vCard in the most recent portion of the message will be processed. If an incoming message does not contain a vCard, no directory update will be made. • VPIM Message Header—Use information from the fields in the VPIM message header. If the header does not contain all fields required for the directory change, no update will occur. <p>Default: Sender's vCard.</p>
VPIM Subscriber Template	<p>Select the template on which to base new VPIM subscriber accounts. The template chosen affects most subscriber settings.</p> <p>By default, the predefined {Default Subscriber} Template will be used for auto-created VPIM subscribers, but you may select any other template.</p>
Allow VPIM Subscriber Display Name Updates	<p>Check this check box to allow the CsVPIMConnector service to automatically modify the display name for a VPIM subscriber and associated Active Directory contact when a Modify-Subscriber request is received from the Voice Connector.</p> <p>When the check box is not checked, the CsVPIMConnector service will modify the first and last name fields and the recorded voice name when a Modify-Subscriber request is received, but will leave the display name unchanged. This could result in a mismatch between the display name shown in the address book and the first and last names used for spell-by-name, or a mismatch in the recorded name played as confirmation when a message is addressed to this subscriber. This is particularly true if the mailbox number has been reassigned to a different owner on the remote messaging system.</p> <p>Default: Check box checked.</p>

Table 14-9 Network > Delivery Locations > Subscriber Creation Page (continued)

Field	Considerations
Allow VPIM Subscribers Without Recorded Voice Names	<p>Check this check box to allow the CsVPIMConnector service to create or modify VPIM subscribers when the incoming VPIM message used as the basis for a directory update does not include a recorded voice name.</p> <p>When the check box is not checked, new VPIM subscribers will not be created for incoming messages that do not contain an Originator-Spoken-Name attachment. If the sender of an incoming message matches an existing VPIM subscriber, and if automatic modification of VPIM subscribers is enabled, the VPIM subscriber will be deleted if the recorded voice name is not present in the message.</p> <p>When the check box is checked, if the sender of an incoming message that does not include an Originator-Spoken-Name attachment matches an existing VPIM subscriber, and if automatic modification of VPIM subscribers is enabled, the existing recorded voice name will be deleted.</p> <p>Default: Check box checked.</p>
If the Text Name Has No Comma	<p>Applies to the automatic creation of Bridge subscribers when configured for a Bridge delivery location, or VPIM subscribers when configured for a VPIM delivery location. Indicate how text names that do not contain commas should be parsed into first and last names for auto-created entries. Select one of the following:</p> <ul style="list-style-type: none"> • Treat as FirstName LastName • Treat as LastName FirstName <p>In Cisco Unity, the first and last names of subscribers are stored as distinct fields in the directory, which allows directory lookups to be configured by either the last or the first name. However, text names sent by remote messaging systems may be transmitted as one single name. The single text name field is parsed by the rule that you select here.</p> <p>For example, when Treat as FirstName LastName is selected, the text name “Terry Campbell” is parsed such that “Terry” is the first name, and “Campbell” is the last name.</p> <p>When Treat as LastName FirstName is selected, the text name “Bader Kelly” is parsed such that “Kelly” is the first name, and “Bader” is the last name.</p> <p>Default for Bridge locations: Treat as LastName FirstName.</p> <p>Default for VPIM locations: Treat as FirstName LastName.</p>

Table 14-9 Network > Delivery Locations > Subscriber Creation Page (continued)

Field	Considerations
Mapping Text Names	<p>Indicate how text names on incoming messages should be mapped to the display names for auto-created entries. Select one of the following:</p> <ul style="list-style-type: none"> • Directly to VPIM Subscriber Display Names—Click this option to have the display names for VPIM subscribers match their corresponding text names. • Custom Mapping—Click this option and enter a rule that defines how text names will be mapped to VPIM subscriber display names. Enter the tokens <FirstName>, <LastName>, or <TextName> in any combination, along with any additional text. Always precede <FirstName>, <LastName>, or <TextName> with a space, comma, or semi-colon if not at the beginning of the rule, and always follow one of these tokens with a space, comma or semi-colon unless it comes at the end of the rule. In other words, you must enter a space, comma, or semi-colon separator between tokens and additional text, except at the beginning or end of a rule. <p>For example, assume that the text name is “Bader, Kelly.”</p> <p>The rule <TextName> produces the display name Bader, Kelly.</p> <p>The rule <FirstName> <LastName> produces the display name Kelly Bader.</p> <p>The rule <TextName> (Voice mail) produces the display name Bader, Kelly (Voice mail).</p> <p>Unless hidden, VPIM subscriber display names are shown in the address books for Microsoft Outlook and the Cisco Personal Communications Assistant. To help prevent others from sending e-mail to VPIM subscribers, you may want to append a term such as “(Voice mail)” to the names of VPIM subscribers.</p> <p>Default: Map Text Names Directly to VPIM Subscriber Display Names.</p>

Table 14-9 Network > Delivery Locations > Subscriber Creation Page (continued)

Field	Considerations
Map VPIM Subscriber Extensions To	<p>Indicate how the phone number on incoming messages should be mapped to the extension for auto-created VPIM subscribers. Select one of the following:</p> <ul style="list-style-type: none"> • Phone Number—Click this option to have the extensions for VPIM subscribers be the same as the phone numbers that are parsed from incoming VPIM messages. • Phone Number – Remote Phone Prefix—Click this option to have extensions for VPIM subscribers be formed by removing the remote phone prefix from the beginning of the phone number. • Location Dial ID + Phone Number—Click this option to have the extensions for VPIM subscribers be formed by adding the location Dial ID in front of the phone number. • Phone Number + Location Dial ID – Remote Phone Prefix—Click this option to have the extensions for VPIM subscribers be formed by removing the remote phone prefix from the beginning of the phone number, and then adding the location Dial ID in front of the resulting number. <p>This mapping is only applied to create the extension for the VPIM subscriber; it is not applied to the remote mailbox number. In addition, the extension mapping is only applied when the subscriber is created, and will not be changed by an automatic modification, even if the rule for mapping extensions has changed. If you wish to change the rule after subscribers have been created, extensions for existing VPIM subscribers can be updated manually using the Cisco Unity Administrator or the Bulk Edit tool, or the existing subscribers can be deleted, and when they are automatically created again, their extensions will follow the new mapping rule.</p> <p>Note that if the phone number in the incoming message cannot be successfully mapped to an extension by using the option selected, the creation of the VPIM subscriber will fail.</p> <p>Default: Phone Number.</p>
Include Location Dial ID in Primary Extension on Auto-Created Bridge Subscribers	<p>Check this check box to have the primary extension consist of the delivery location dial ID added to the beginning of the remote mailbox number when the CsBridgeConnector service creates Bridge subscribers.</p>

Table 14-9 Network > Delivery Locations > Subscriber Creation Page (continued)

Field	Considerations
Mapping Text Names	<p>Applies to the automatic creation of Bridge subscribers when configured for a Bridge delivery location, or VPIM subscribers when configured for a VPIM delivery location. Indicate how text names on incoming messages should be mapped to the display names for auto-created Bridge subscribers or VPIM subscribers. Select one of the following:</p> <ul style="list-style-type: none"> • Map Octel Text Names Directly to Cisco Unity Bridge Subscriber Names (Bridge delivery locations)—Click this option to have the display names for Bridge subscribers be the same as their corresponding Octel text names. • Directly to VPIM Subscriber Display Names (VPIM delivery locations)—Click this option to have the display names for VPIM subscribers match their corresponding text names. <p>Custom Mapping—Click this option and enter a rule that defines how text names are mapped to display names for auto-created entries. Enter the tokens <FirstName>, <LastName>, or <TextName> in any combination along with any additional text. Always precede <FirstName>, <LastName>, or <TextName> with a space, comma, or semicolon unless it appears at the beginning of the rule. In addition, always follow one of these tokens with a space, comma or semicolon unless it appears at the end of the rule. No additional characters are required at the beginning or end of a rule.</p> <p>For an example, assume that the text name is “Bader, Kelly.”</p> <p>The rule <TextName> produces the display name Bader, Kelly.</p> <p>The rule <FirstName> <LastName> produces the display name Kelly Bader.</p> <p>The rule <TextName> (Voice mail) produces the display name Bader, Kelly (Voice mail).</p> <p>Unless hidden, Bridge or VPIM subscriber display names are shown in the address books for Microsoft Outlook and the Cisco Personal Communications Assistant. To help prevent others from sending e-mail to these types of subscribers, you may want to append a term such as “(Voice mail)” to the display name.</p> <p>By default, text names will be directly mapped to Bridge or VPIM subscriber names.</p>

Dialing Domain Options Page

Table 14-10 Network > Dialing Domains > Dialing Domains Options Page

Field	Considerations
Subscribers Dial the Same Number to Log On to Cisco Unity <i>(available only with Cisco Unified CM integration)</i>	<p>Check this check box so that all subscribers in the dialing domain—no matter which server is their home Cisco Unity server—can use the pilot number of this Cisco Unity server to log on to Cisco Unity. You will also need to enter the pilot numbers of all of the other Cisco Unity servers in the dialing domain in the Pilot Numbers section. When a subscriber homed on another Cisco Unity server calls this server to log on, the home Cisco Unity server is called, and the call is handed off to the home Cisco Unity server so that the subscriber can log on.</p> <p>By default the check box is not checked.</p> <p>Note that subscriber phones must still be configured to forward calls to the home Cisco Unity server. Also, voice mail speed-dial or “Messages” buttons on subscriber phones must be configured to call the home Cisco Unity server.</p>

Table 14-10 Network > Dialing Domains > Dialing Domains Options Page (continued)

Field	Considerations
Transfer Options for Calls Transferred from Auto Attendant and Directory Handlers to Cisco Unity Subscribers on Other Cisco Unity Servers	<p>Indicate how calls from the automated attendant or a directory handler on this Cisco Unity server will be transferred to subscribers on other Cisco Unity servers in the dialing domain. Choose one of the following:</p> <ul style="list-style-type: none"> • Release Calls to the Phone System—On a release to phone system transfer, Cisco Unity dials the subscriber call transfer number and hangs up. Note the following limitations: <ul style="list-style-type: none"> – Call screening, call holding, and announce features are not available for the called subscriber. – Only the call transfer number for a subscriber is replicated among the Cisco Unity servers, the other call transfer settings are not. If a subscriber call transfer setting is set to “No (send directly to subscriber’s greeting),” Cisco Unity sets the call transfer number to the subscriber extension. If the subscriber extension is a valid extension on the phone system that Cisco Unity is integrated with, then the subscriber phone rings. If the subscriber extension is not a valid phone extension, what happens to the call after that depends on the phone system and how it is configured. If you do not configure the phone system to handle calls to the subscriber extensions, the caller may be disconnected. • Cross-Server Transfer: Pass Control to the Called Subscriber’s Cisco Unity Server (Available only with Cisco Unified CM integrations)—With this option, a call is first transferred to the Cisco Unity server that is home to the called subscriber. The home Cisco Unity then checks the call transfer settings of the called subscriber before transferring the call to the subscriber. To use this option, you will also need to enter the pilot numbers of all the other Cisco Unity servers in the dialing domain in the Pilot Numbers section.

Table 14-10 Network > Dialing Domains > Dialing Domains Options Page (continued)

Field	Considerations
Subscribers with Class of Service Rights Can Reply to Messages from Subscribers Homed on Other Cisco Unity Servers by Calling Them	<p>Indicate whether subscribers homed on this Cisco Unity server who have the applicable class of service rights are allowed to respond to a message from another subscriber on a different Cisco Unity server in the dialing domain by calling them. In other words, indicate whether live reply between subscribers on different Cisco Unity servers in the dialing domain is allowed. If the check box is checked, then indicate the transfer mechanism for the live reply call. Choose one of the following:</p> <ul style="list-style-type: none"> • Release Calls to the Phone System—On a release to phone system transfer, Cisco Unity dials the subscriber call transfer number and hangs up. Note the following limitations: <ul style="list-style-type: none"> – Call screening, call holding, and announce features are not available for the called subscriber. – Only the call transfer number for a subscriber is replicated among the Cisco Unity servers, the other call transfer settings are not. If a subscriber call transfer setting is set to “No (send directly to subscriber’s greeting),” Cisco Unity sets the call transfer number to the subscriber extension. If the subscriber extension is a valid extension on the phone system that Cisco Unity is integrated with, then the subscriber phone rings. If the subscriber extension is not a valid phone extension, what happens to the call after that depends on the phone system and how it is configured. If you do not configure the phone system to handle calls to the subscriber extensions, the caller may be disconnected. • Cross-Server Live Reply: Pass Control to the Called Subscriber’s Cisco Unity Server (Available only with Cisco Unified CM integrations)—The live reply call is first transferred to the home Cisco Unity server, which then checks the call transfer settings of the replied-to subscriber before transferring the call. To use this option, you will also need to enter the pilot numbers of all the other Cisco Unity servers in the dialing domain in the Pilot Numbers section. <p>With live reply, subscribers listening to messages by phone can reply to a subscriber message by pressing 4-4 to have Cisco Unity call the subscriber directly. (Subscribers using Optional Conversation 1 press 8-8 for live reply.) Note that whether subscribers have access to the live reply feature depends on their class of service settings. (Live reply is enabled on the Subscribers > Class of Service > Messages page.)</p> <p>By default, the check box is not checked, and subscribers cannot live reply to messages from Cisco Unity subscribers on other servers. Note that when subscribers use the live reply option to call back AMIS, Bridge, or VPIM subscribers with accounts on other Cisco Unity servers in the dialing domain, the live reply call is transferred through the phone system (release to switch) and does not use the cross-server transfer functionality.</p> <p>Note that if this check box is checked and Release Calls to the Phone System is selected, local live reply calls (between subscribers homed on the same Cisco Unity server) will also be affected. These calls will be released to the phone switch, overriding any transfer type, call holding, call screening, and announce features configured on the subscriber Call Transfer page for the subscriber being replied to.</p>
Play Prompt During Cross-Server Logon, Transfer, and Live Reply so That Callers Know Something Is Happening	<p>Check this check box so that callers hear a prompt during logons, transfers, and live replies to another Cisco Unity server. Depending on your phone system, it may take a few seconds for Cisco Unity to look up the home Cisco Unity server, dial the pilot number, and hand off control of the call to the home Cisco Unity server. You may want to have Cisco Unity play a “Please wait” prompt that lets callers know that something is happening.</p>
Server Name	<p><i>Display only.</i> Displays the name of another Cisco Unity server in the dialing domain.</p>

Table 14-10 Network > Dialing Domains > Dialing Domains Options Page (continued)

Field	Considerations
Dial String	Enter the phone number that the local Cisco Unity server dials when calling the Cisco Unity server named in the Server Name field in this row. Enter numbers only.
Number of Rings	Specify the number of rings that the local Cisco Unity server waits for the destination Cisco Unity server to answer. If the destination server does not answer after the specified number of rings, a prompt is played that says that the Cisco Unity server could not be reached, and the call is transferred to the opening greeting of the local Cisco Unity server. The default is 2.
Timeout	Specify how long the local Cisco Unity server will wait for a response from the destination Cisco Unity server after the destination server has answered the call. If the destination server does not respond within the specified time period, a prompt is played that says that the Cisco Unity server could not be reached, and the call is transferred to the opening greeting of the local Cisco Unity server. The default is 5,000 milliseconds.

AMIS Delivery Options Page

Table 14-11 Network > AMIS Options > Delivery Options Page

Field	Considerations
Deliver Urgent Messages Immediately	Check this check box to allow messages marked urgent to be delivered immediately. Checking this check box overrides both the Local Dial Restriction Table and the AMIS schedule. When the check box is not checked, Cisco Unity handles urgent messages the same as non-urgent messages.
Local Dial Restriction Table	Select a restriction table that determines which AMIS delivery numbers can be processed immediately. If an AMIS delivery number is allowed by the restriction table, messages to this number are delivered immediately. If the delivery number is not allowed by the restriction table, messages are queued in the UAmis mailbox until the AMIS schedule becomes active. By default, the Local Dial Restriction Table field is set to the predefined Default AMIS restriction table. You can modify the Default AMIS restriction table or select another restriction table. For example, you may want to modify this restriction table to disallow long distance delivery numbers, and adjust the AMIS schedule to become active when the long distance phone rates are lower.
If the Remote System Does Not Answer: Hang Up After This Many Rings	Specify the number of rings that Cisco Unity waits for the remote node to answer when making an AMIS call. After the specified number of rings, Cisco Unity hangs up. Default: 4 rings.
If the Remote System Does Not Answer: Try Calling This Many Times	Specify the number of times that Cisco Unity makes AMIS redelivery attempts when the remote system did not answer the initial call. When the schedule that allows AMIS deliveries becomes inactive, the count that Cisco Unity maintains for this setting is reset to 0. Default: 4 times.

Table 14-11 Network > AMIS Options > Delivery Options Page (continued)

Field	Considerations
If the Remote System Does Not Answer: Retry After This Many Minutes	Specify the number of minutes that Cisco Unity waits after an AMIS call is not answered before attempting the call again. Default: 5 minutes.
If the Remote System Is Busy: Try Calling This Many Times	Specify the number of times that Cisco Unity makes AMIS redelivery attempts when the initial attempt resulted in a busy signal. When the schedule that allows AMIS deliveries becomes inactive, the count that Cisco Unity maintains for this setting is reset to 0. Default: 4 times.
If the Remote System Is Busy: Retry After This Many Minutes	Specify the number of minutes that Cisco Unity waits after receiving a busy signal before attempting the AMIS call again. Default: 5 minutes.

AMIS Options Schedule Page

Table 14-12 Network > AMIS Options > Schedule Page

Field	Considerations
Click Individual Blocks to Set Hours	Click the blocks in the grid to change from inactive to active hours. Click the block again to undo your change. Messages queued in the UAmis mailbox are sent only during the active hours on the schedule. Note that you can set active and inactive hours for one day, then use the Copy Day's Schedule field to copy the settings to other days.
Copy Day's Schedule	To avoid clicking the same blocks for more than one day, use the Copy Day's Schedule and >> functions. Select a day to copy, then select which days to copy the schedule setting to.

Bridge Subscriber Creation Options Page

Table 14-13 Network > Bridge Options > Subscriber Creation Options Page

Field	Considerations
Subscriber Template	Select the template on which to base new Bridge subscriber accounts. The template affects most subscriber settings. By default, the predefined {Bridge Subscriber} Template will be used for auto-created Bridge subscribers, but you may select another template. By default, Bridge subscribers created by using the {Bridge Subscriber} Template are not added to the All Subscribers distribution list and are not listed in the Cisco Unity phone directory.

Table 14-13 Network > Bridge Options > Subscriber Creation Options Page (continued)

Field	Considerations
Allow Automatic Creation of Bridge Subscribers	<p>Check this check box to allow the CsBridgeConnector service to automatically create a Bridge subscriber and associated Person document when an Add-New-Subscriber request is received from the Bridge.</p> <p>When the check box is not checked, Add-New-Subscriber requests that do not match existing Bridge subscribers are discarded without processing.</p> <p>This setting supersedes the Allow Automatic Modification of Bridge Subscriber Names and Allow Automatic Modification of Bridge Subscriber Recorded Voice Name settings. If the Allow Automatic Creation of Bridge Subscribers check box is checked, and an Add-New-Subscriber request is received that does not match a remote address of an existing Bridge Subscriber, then the Bridge Subscriber will be created based on the text name and voice name (if applicable) received in the request, regardless of the Modification settings below.</p> <p>Default: Check box not checked.</p>
Allow Automatic Deletion of Bridge Subscribers	<p>Check this check box to allow the CsBridgeConnector service to automatically delete a Bridge subscriber and associated Person document when a Delete-Subscriber request is received from the Bridge.</p> <p>When the check box is not checked, Delete-Subscriber requests received from the Bridge are discarded without processing.</p> <p>Default: Check box not checked.</p>
Allow Automatic Modification of Bridge Subscriber Names (First, Last, Display)	<p>Check this check box to allow the CsBridgeConnector service to automatically modify the first, last and display name for a Bridge subscriber and associated Person document when a Change-Text-Name request is received from the Bridge. Additionally, the CsBridgeConnector service will modify the first, last and display name for a Bridge subscriber and associated Person document when an Add-New-Subscriber request is received from the Bridge that matches an existing Bridge subscriber.</p> <p>When the check box is not checked, Change-Text-Name requests and Add-New-Subscriber requests that match existing Bridge subscribers are discarded without processing.</p> <p>Default: Check box not checked.</p>
Allow Automatic Modification of Bridge Subscriber Recorded Voice Name	<p>Check this check box to allow the CsBridgeConnector service to automatically modify the recorded voice name for a Bridge subscriber when a Change-Spoken-Name request is received from the Bridge.</p> <p>Also allows the CsBridgeConnector service to automatically modify the recorded voice name for a Bridge subscriber when an Add-New-Subscriber request is received from the Bridge that matches an existing Bridge subscriber.</p> <p>When the check box is not checked, Add-New-Subscriber requests that match existing Bridge subscribers and Change-Spoken-Name requests are discarded without processing.</p> <p>Default: Check box not checked.</p>

Bridge Synchronization Options Page

Table 14-14 Network > Bridge Options > Bridge Synchronization Options Page

Field	Considerations
Unity Node IDs	Displays a list of the serial numbers that have been defined on Cisco Unity subscribers. These are the serial numbers of nodes that the Cisco Unity bridgehead and Bridge servers represent in the Octel analog network.
Cisco Unity Bridge Servers: Select	Check this check box next to each Bridge server address to which Cisco Unity subscriber information should be sent. Verify that the Bridge server(s) to which directory information will be sent is configured with a Unity Node for each serial number listed in the Unity Node ID table.
Synchronize	<p>Click this button to force a full synchronization of subscriber data on Cisco Unity with the subscriber directory on the selected Bridge server(s).</p> <p>For directory data about newly-created subscribers to be automatically sent to the Bridge, you first create the subscribers in Cisco Unity, and then create corresponding Unity Node(s) on the Bridge. If you do the reverse and create a Unity Node on the Bridge before creating any subscribers with the same serial number, you will have to force a synchronization. You can click Synchronize to force a full synchronization of the entire selected Bridge server, or you can delete and then add back the Unity Node on the Bridge server to force a synchronization of a specific Unity Node.</p> <p>During normal operation, Cisco Unity automatically synchronizes subscriber information with the Bridge on a regular basis. When a subscriber account is added, deleted, or modified, Cisco Unity sends the account information to the Bridge. The Bridge makes this information available to other Octel nodes when they make an administrative call to retrieve the voice and text names of Cisco Unity subscribers.</p> <p>You may want to force synchronization if the Cisco Unity server, the Bridge, or the network connection to the Bridge has been down for a long period of time, and if there have been numerous changes to subscriber information in Cisco Unity.</p> <p>Directory synchronization does not impact messaging. Subscribers can still send and receive messages when the directories are not synchronized.</p> <p>The time necessary for a full synchronization depends on many factors, such as the network connection to the Bridge, the size of the directory, whether subscribers have recorded voice names, and the codec used to record the voice names. (Voice name data is large in comparison with the other subscriber information that is sent to the Bridge.)</p> <p>To get an idea of how long full synchronization from Cisco Unity to the Bridge may take, here are a few examples obtained during testing:</p> <ul style="list-style-type: none"> • 1000 subscribers with 5-second voice names recorded with the G.711 codec—approximately 5 hours • 1000 subscribers with no recorded voice names—approximately 3 minutes • 1000 subscribers with 2.5-second voice names recorded with the G.711 codec—approximately 2.5 hours • 1000 subscribers with 2.5-second voice names recorded with the G.729a codec—approximately 1 hour

Bridge Unknown Caller Options Page

Table 14-15 Network > Bridge Options > Unknown Caller Page

Field	Considerations
Legacy Mailbox ID	<p>Enter the mailbox number to be used for messages left for Bridge subscribers from unidentified callers. For messages to be delivered to an Octel node, Octel analog networking requires that the message sender has a mailbox number and a serial number.</p> <p>Enter any combination of digits from 0 to 9. Do not include any spaces. Typical mailbox numbers contain 3 to 10 digits (although a maximum of 64 digits is accepted).</p>
Node ID	<p>Select from the list or enter the serial number to be used for messages left for Bridge subscribers from unidentified callers. Choose a serial number from among those assigned to Unity Node(s) on the Bridge server(s).</p> <p>Enter any combination of digits from 0 to 9. Do not include any spaces. Typical serial numbers contain 4 or 5 digits (although a maximum of 64 digits is accepted).</p>

Monitored Address Books Page

Table 14-16 Network > Digital Networking Options > Monitored Address Books Page

Field	Considerations
Server	The Domino server on which the address book is located.
Address Book	The address book that contains the user information that allows messaging with subscribers on another Cisco Unity server.
Display Name	The display name for the address book. This name allows you to more easily distinguish the address book from other address books that Cisco Unity may use. Note that the Display Name field does not correspond to any fields in the Domino Administrator.

