

Synchronize the Unity Failover Database between the Primary and Secondary Unity Servers Configuration Example

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Contents

Introduction

Prerequisites

- Requirements

- Components Used

- Conventions

Synchronize the Unity Failover Database between the Primary and Secondary Unity Servers

- Step-by-Step Instructions

Verify

Related Information

Introduction

This document explains how to synchronize the Cisco Unity failover database between the primary and secondary Unity servers that run Cisco Unity version 4.0(3).

When a failover happens, the changes made to the data in the SQL Database (UnityDb) are replicated from the primary server to the secondary server.

It is seen that after an upgrade to Cisco Unity 4.0(3) with failover:

- The new subscribers added to Cisco Unity while the primary server is active are not replicated over to the secondary server.
- When you open the SQL Enterprise Manager on the primary server, you might find that the Replication Monitor shows a red "X".
- Under **Replication Monitor > Publishers > {PrimarySvr} > UnityDBPublication:UnityDB**, the last action for **<SecondarySvr>:UnityDb** is `Could not find stored procedure 'sp_MSupd_ADDomain'`.

Prerequisites

Requirements

Ensure that failover is configured on the primary and secondary servers before you attempt this configuration. Refer to *Configuring Failover on the Primary and Secondary Servers* for more information.

Components Used

The information in this document is based on Cisco Unity version 4.0(3).

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

Conventions

Refer to the Cisco Technical Tips Conventions for more information on document conventions.

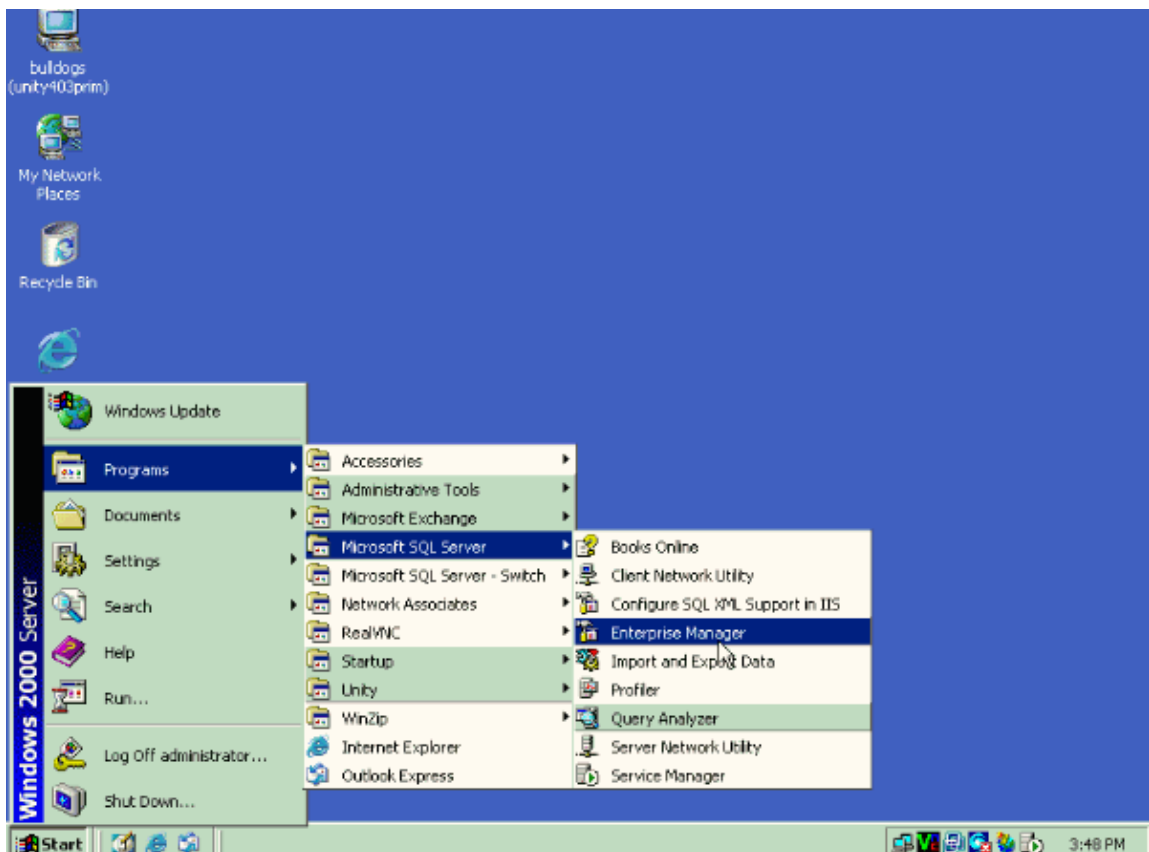
Synchronize the Unity Failover Database between the Primary and Secondary Unity Servers

In this section, you are presented with the information on how to synchronize the Cisco Unity failover database between the primary and secondary server.

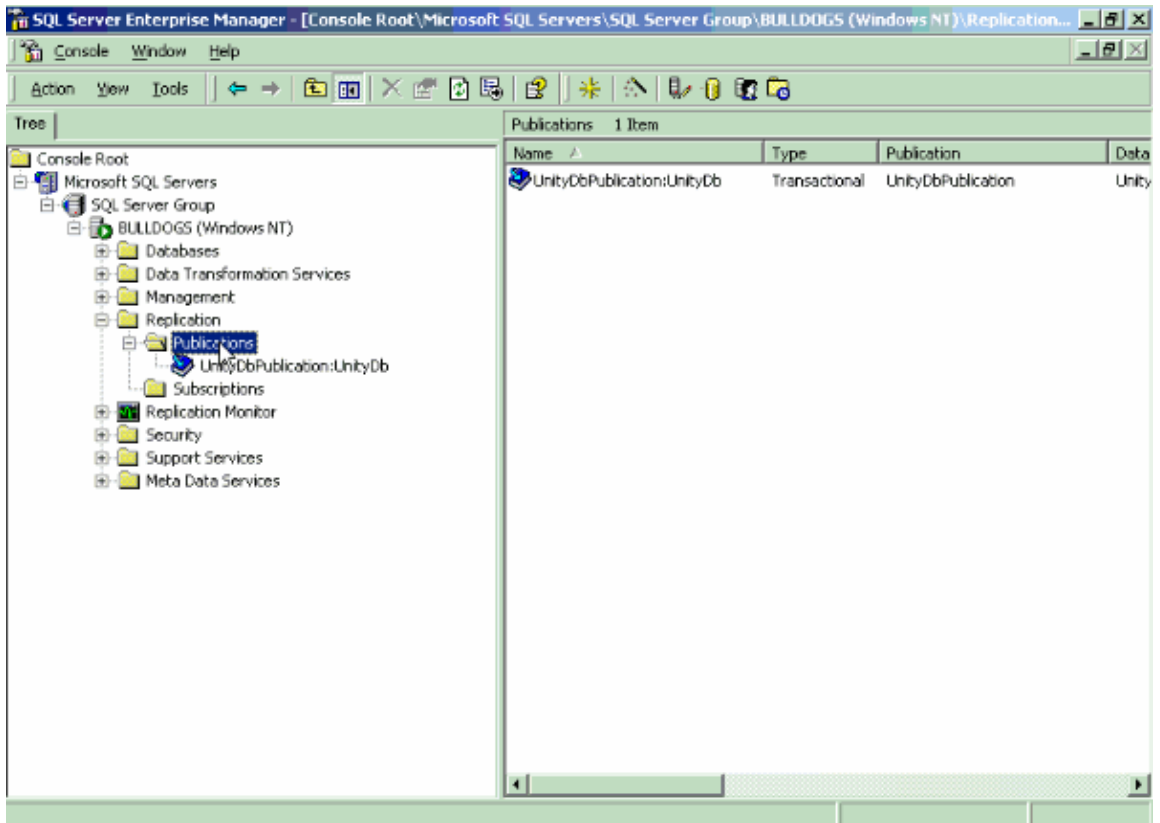
Step-by-Step Instructions

Complete these steps to synchronize the databases in the primary and secondary server.

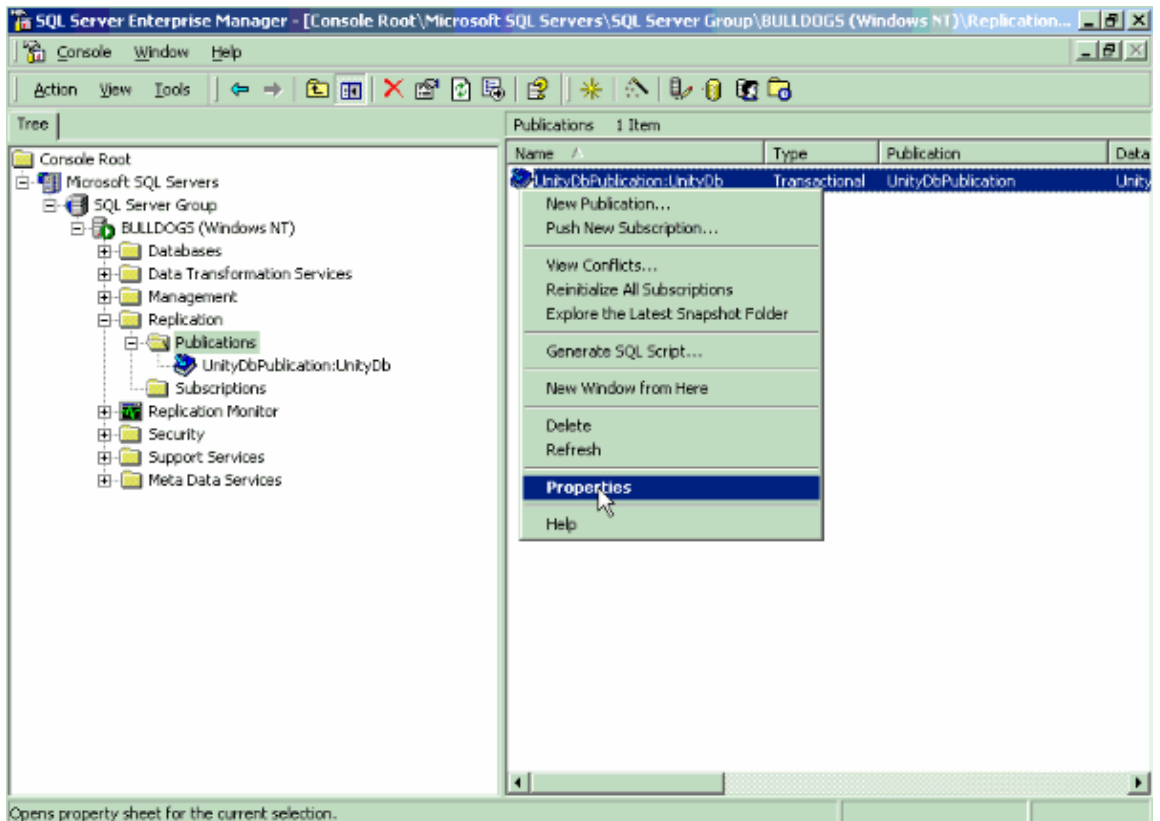
1. On the primary server, select **Start > Programs > Microsoft SQL Server > Enterprise Manager** to open the SQL Server Enterprise Manager.



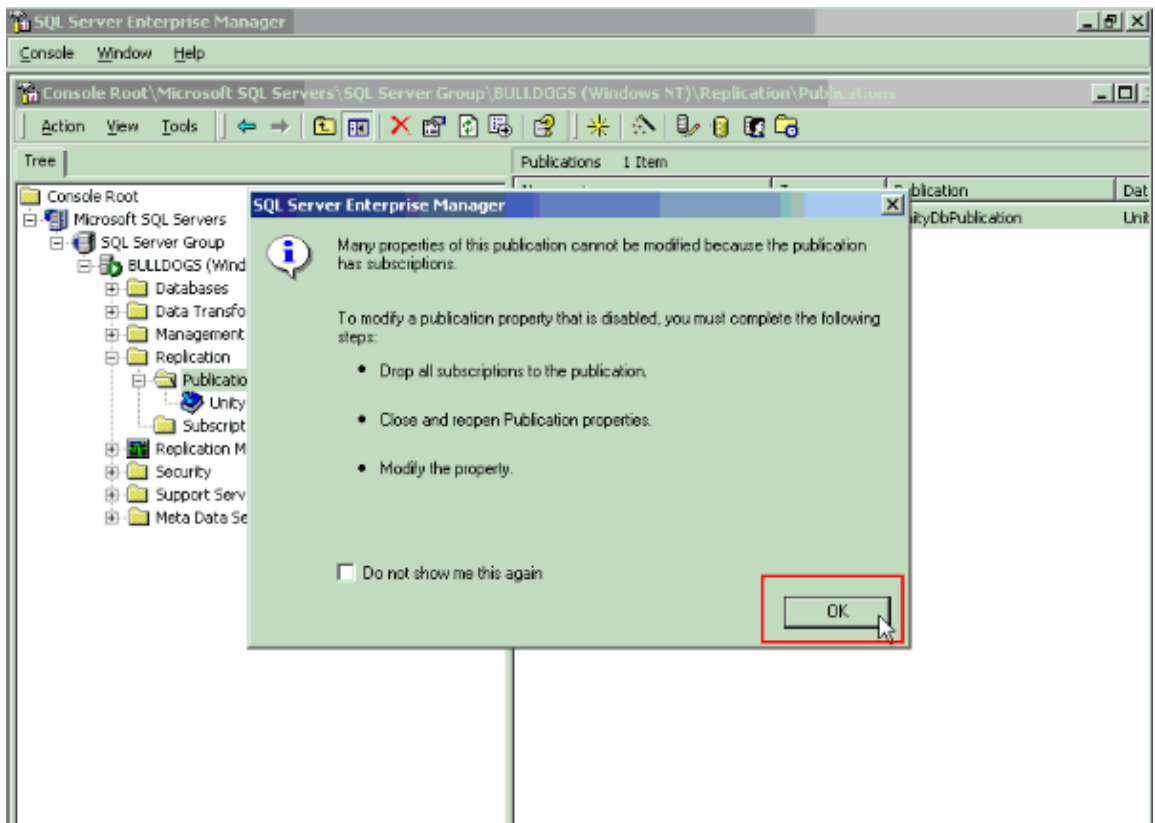
2. Select **Microsoft SQL Servers > SQL Server Group > {primary server} > Replication > Publications** in the left pane of the Console Root window.



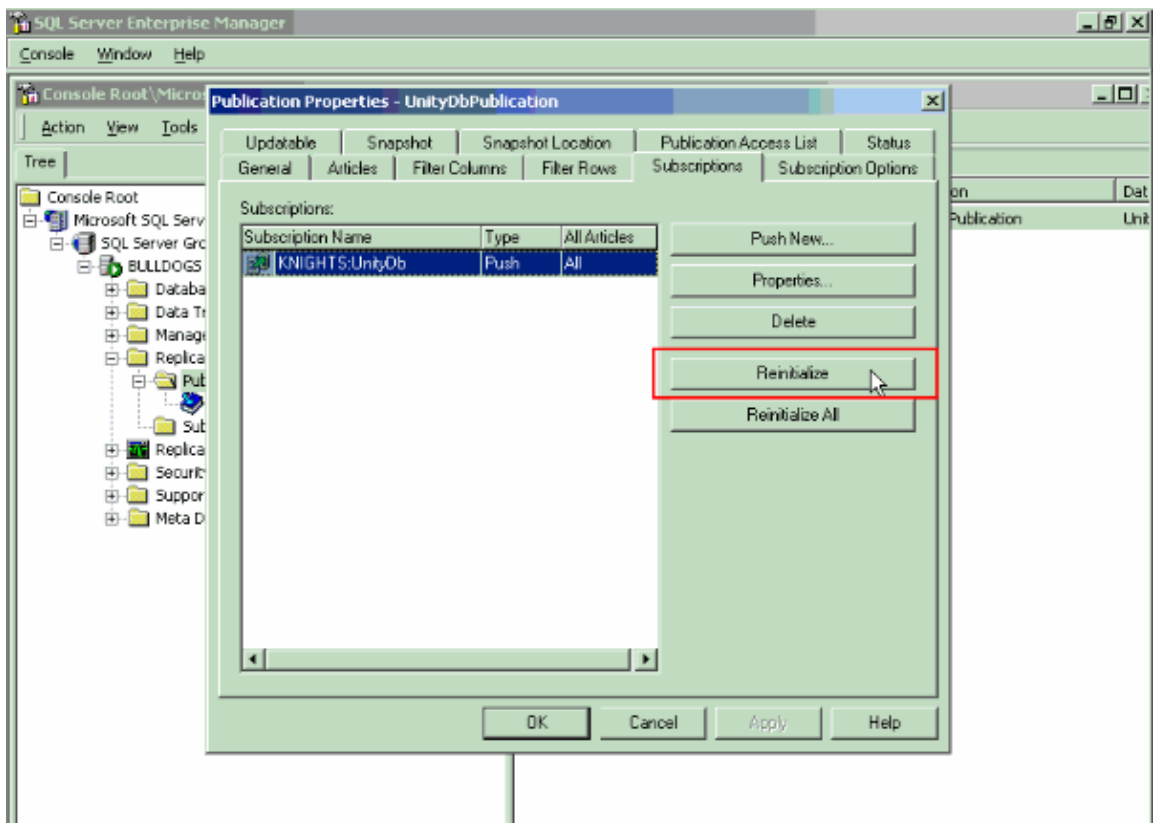
3. Right-click on **UnityDbPublication:UnityDb** and select **Properties**.



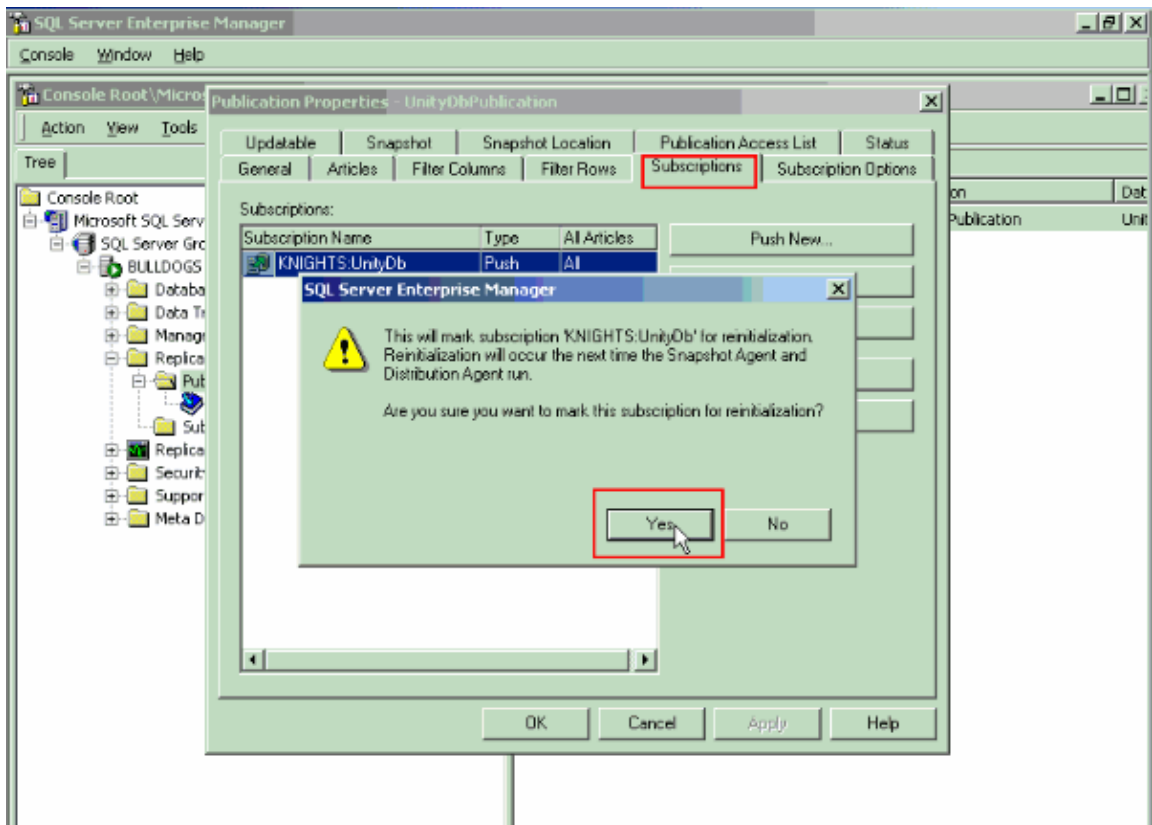
4. Click **OK** in the dialog box that starts with **Many properties....**



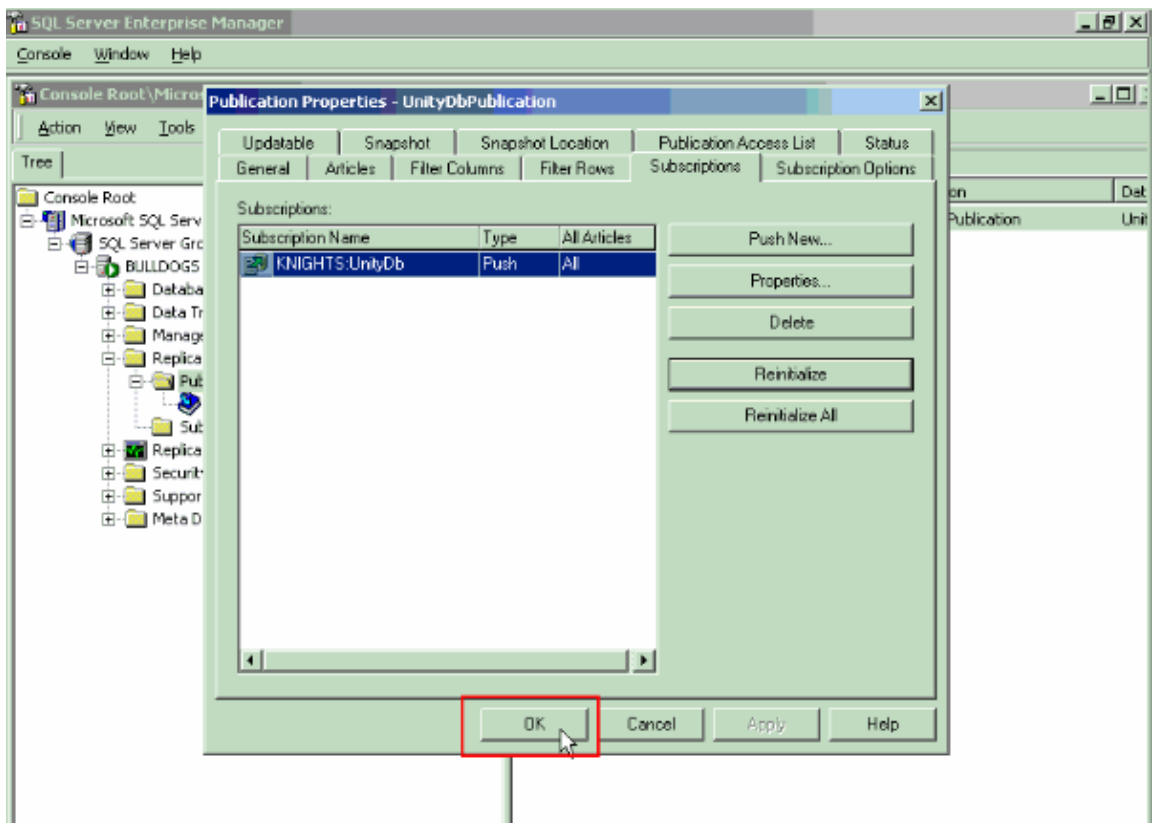
5. Go to the Subscriptions tab and click **Reinitialize**.



6. Click **Yes** in the dialog box that appears.

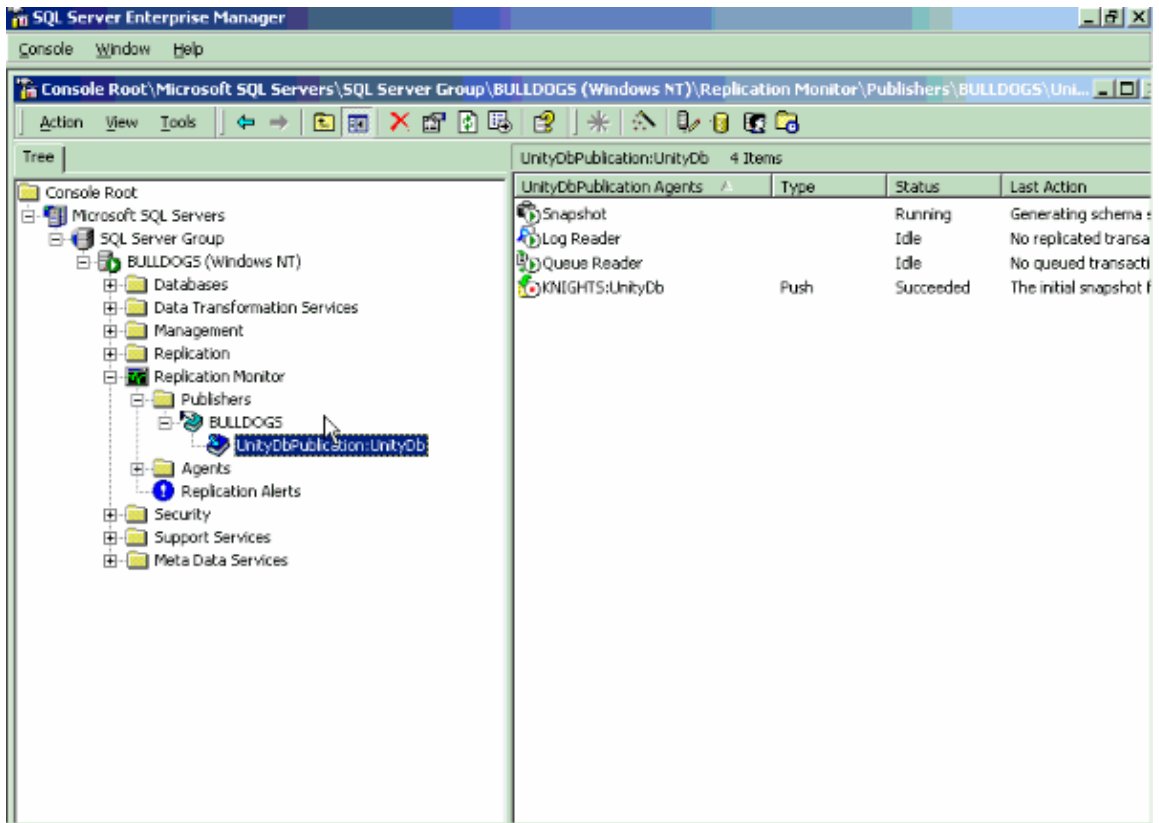


7. Click **OK**.

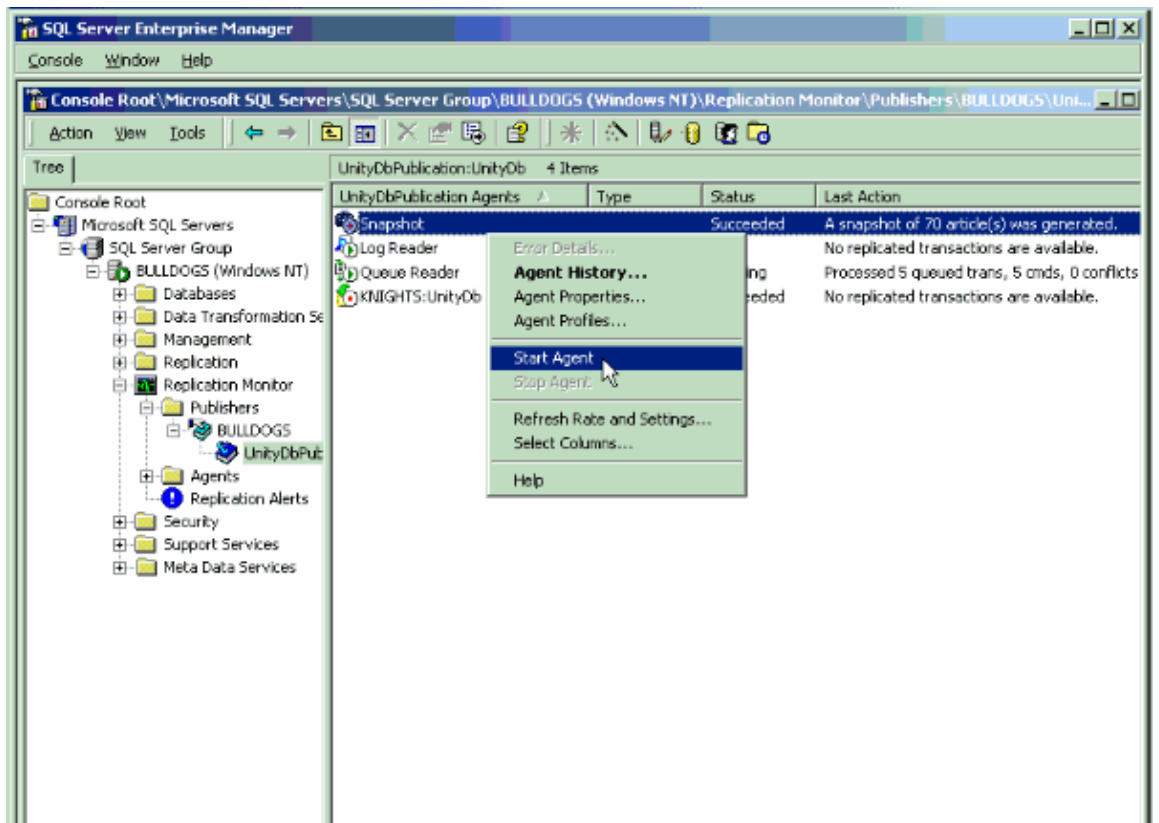


Complete these steps once the reinitialization is started:

1. Select **Replication Monitor > Publishers > {PrimarySvr} > UnityDbPublication:UnityDb**.



2. Right click on **Snapshot Agent** and select **Start Agent**. After the snapshot runs, the rest of the database should get replicated.



Verify

After you complete the steps in the Synchronize the Unity Failover Database between the Primary and Secondary Unity Servers section, the secondary database is replaced with data from the primary server.

Complete these steps to confirm that changes to UnityDb are replicated to the inactive server.

1. On the primary server, select **Start > Programs > Microsoft SQL Server > Enterprise Manager** from the Windows start menu.
2. Select **Replication Monitor > Agents node** in the left pane of the Console Root window.
3. Check for errors in the **Snapshot Agent, Log Reader Agent, Distribution Agent, and Queue Reader Agent**.

Ignore errors that do not apply to the time period when UnityDb changed. Replication is complete when both primary and secondary servers are running, the agents are not active, and the status of the agents is **Idle** or **Succeeded**. Any other status for any agent indicates that replication is not complete.

Refer to [Confirming That Failover and Failback Function Correctly](#) for more verification information.

Related Information

- [Cisco Unity Failover Configuration and Administration Guide \(With Microsoft Exchange\), Release 4.x](#)
- [How-to Configure the Cisco Unity Failover Wizard](#)
- [Voice Technology Support](#)
- [Voice and IP Communications Product Support](#)
- [Troubleshooting Cisco IP Telephony](#)
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