



Making Changes to HTTPS Networking Configuration in Cisco Unity Connection 10.x

See the following sections:

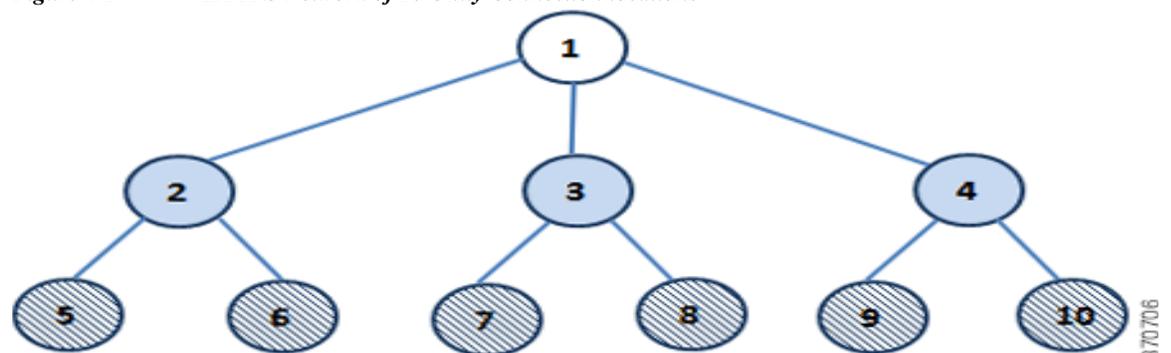
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When you remove an HTTPS link from an HTTPS network, the network gets divided into two parts. However, if you remove an HTTPS location from an HTTPS network, the network gets divided into the equal number of parts as the number of HTTPS links associated with the removed location. Then the each part of the network can be termed as a subtree. A subtree can be of the following two types with respect to a particular location:

- **Local subtree:** The subtree to which a Unity Connection location belongs is termed as local subtree.
- **Remote subtree:** The other subtree(s) to which a Unity Connection does not belong is termed as remote subtree.

For example, in figure 4-1 if you remove HTTPS link between location 1 and 2, it gets divided into two subtrees. One subtree comprising of locations 2, 5, and 6 whereas another comprising of locations 1, 3, 4, 7, 8, 9, and 10. Now with respect to location 2, the network of locations 5 and 6 becomes local subtree. However, the network of locations 1, 3, 4, 7, 8, 9, and 10 becomes the remote subtree for location 2.

Figure 4-1 *HTTPS Network of 10 Unity Connection locations*



Removing an HTTPS Link Between Two Unity Connection Locations

When you remove an HTTPS link between two Unity Connection locations, each location stops synchronizing directory information with the locations on the other side of the HTTPS link (which is referred as subtree), removes all objects that are homed on the remote subtree, and removes all configuration information about the mediator location. The mediator location is the location through which a location communicates with the rest of the network. We recommend that you carefully consider the impacts of removing an HTTPS link prior to doing so, particularly if you plan to relink the subtrees later. Consider the following impacts:

- Users, contacts, and system distribution lists on the local subtree are removed from distribution lists that are homed on the remote subtree and vice-versa. If you later relink the subtrees, you need to update distribution list membership to include any users, contacts, and distribution lists that belong to the remote subtree.
- System call handlers and interview handlers that are configured to send messages to a remote subtree user, contact, or distribution list are reconfigured to send messages to the undeliverable messages list of the location on which the handler is configured. If you later relink the subtrees, you need to update the recipients for these handlers to use the correct remote object. (Even if you do not plan to relink the subtrees, you should make sure that someone is checking messages that are sent to the Connection undeliverable messages list, or reassign handlers that use it as a recipient.)
- Partitions that were created for remote subtree locations are removed from search spaces in each Connection location in local subtree. If you later relink the subtrees, you need to review the partition membership of the search spaces that are owned on each location in each subtree. You need to manually re-add remote partitions to each search space or you may need to reorder the partitions within the search space to match the configuration that you had prior to removing the HTTPS link.
- On each location in the network, there are cross-server and SMTP routing configuration settings specific to other locations. When you remove an HTTPS link, these settings are removed and need to be configured again if you later re-add the HTTPS link.
- All HTTPS messaging, addressing between locations, and auto-attendant features will be unavailable after the HTTPS link is removed.

**Note**

If the location that you are removing from the network is a Unity Connection cluster, it is recommended to remove through the publisher server only.

Do the following procedure to remove an HTTPS link between two Unity Connection 10.x locations. If either of the location is a Unity Connection cluster, do the steps for that location only on the publisher server.

To Remove an HTTPS Link Between Two Unity Connection Locations

- Step 1** On either of the locations, remove the HTTPS link. This stops synchronization with the remote subtree and removes all remote subtree objects from the local subtree directory.
- a. In Cisco Unity Connection Administration, expand **Networking** and select **HTTPS Links**.
 - b. Check the check box next to the HTTPS link that you want to remove.
 - c. Select **Remove Selected**.
 - d. At the warning about deleting associated objects, select **OK** to confirm the removal.

- Step 2** Navigate to the **Search HTTPS link** page of the other location and select Sync button next to the HTTPS link that you want to remove. Make sure that the status for the HTTPS link is “**Link Removal Pending**”.
- Step 3** Optionally, review the schedule for the **Remove Objects Associated With Deleted Network Location** task. By default, to avoid affecting system performance during business hours, this task runs at once a day at 10:00 p.m., and the HTTPS link is not fully removed until the task has run. To review the schedule, either select the link to the task that is displayed in the Status message on the Search HTTPS Links page after you have removed the selected HTTPS link, or expand **Tools** and select **Task Management**; on the Task Definitions page, select **Remove Objects Associated With Deleted Network Location**.
-  **Caution** Because server performance can be impacted by large deletion activities, we strongly recommend that you allow the **Remove Objects Associated With Deleted Network Location** task to run on the default schedule (or at another time during non-business hours).
- Step 4** To verify that the link has been removed, expand **Networking**, and select **HTTPS Links**. On the **Search HTTPS Links** page, if the link has not yet been removed, it is displayed in the **HTTPS Links** table with (Link Removal Pending) listed after the **Display Name**. If the **Remove Objects Associated With Deleted Network Location** task has run and the link has been removed, the entry for the deleted link is not displayed in the HTTPS Links table.
- Step 5** Repeat [Step 3](#) through [Step 4](#) on the other location also.

Removing a Location from an HTTPS Network

When you remove a location from an HTTPS network, it stops replicating directory information with other locations in the network and all the objects that are homed on the server are removed from other locations. Similarly, all the objects that are homed on other locations of the network are removed from the server you are removing.

We recommend that you carefully consider the impacts of removing a location from the network prior to doing so, particularly if you plan to add the location back to the network later. Consider the following impacts:

- Users on the server are removed from distribution lists that are homed on other locations in the network, and users on other locations are removed from distribution lists that are homed on the server you remove. Later on, if you add the server back into the network, you need to update the distribution list membership on the re-added server to include any remote users, and update distribution list membership on all other locations in the network to include users on the re-added server.
- System call handlers and interview handlers on other locations that are configured to send messages to a user, contact, or distribution list that is homed on the server you remove are reconfigured to send messages to the undeliverable messages list of the location. Likewise, system call handlers and interview handlers on the server you remove that are configured to send messages to a user, contact, or distribution list that is homed on another location are reconfigured to send messages to the local undeliverable messages list. If you later add the server back into the network, you need to update the recipients for these handlers to use the correct remote object. (Even if you do not plan to add the server back into the network, you should make sure that someone is checking messages that are sent to the undeliverable messages list, or reassign handlers that use it as a recipient.)

- Partitions that are homed on the server are removed from search spaces that are homed on other locations in the network, and partitions that are homed on other locations are removed from search spaces that are homed on the server you remove. Later on, if you add the server back into the network, you need to review the partition membership of search spaces on the re-added server and on all other locations in the network. You need to manually re-add remote partitions to each search space or you may need to reorder the partitions within the search space to match the configuration that you had prior to removing the location.
- One location in the network retains a copy of search spaces that are homed on the server being removed, and the copy continues to be replicated amongst remaining locations in the network. Likewise, the server being removed makes a copy of remote search spaces that are homed on other locations. The copies replace the original search spaces on any objects that reference them. Later on, if you add the server back into the network, Unity Connection will automatically attempt to resolve the ownership of the search space copies to their original location and will then delete the copies. If you do not plan to add the server back into the network, you can reassign object references that use the search space copies to use other search spaces, and then delete the copies.
- On each location in the network, there are configuration settings specific to other locations (for example, the fields related to cross-server transfers and SMTP routing). When you remove a server from the network, the settings for all locations in the network are deleted from the server that you remove, and the settings for the server that you remove are deleted from all other locations in the network. Later on, if you add the server back into the network, you need to update the settings for the re-added server on all other locations in the network, and configure the settings for all other locations on the re-added server.

Do the following procedure to remove a location from the HTTPS network:

- [Using “Remove Self from Site” Option](#)

It is recommended that you remove only one Unity Connection location from a network at a time.

Depending on the size of the directory, removing a Unity Connection location can take a few minutes to a few hours. Even though the operation may have completed on the local location, it may continue to be in progress on remote locations. We recommend that you wait for the removal operation to complete on all locations in the network before making additional changes to the network.

Using “Remove Self from Site” Option

You can use this option to remove a Unity Connection location from the network using its own Cisco Unity Connection Administration interface.

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- Step 1** Remove the self-location from the network. This stops synchronization with the other locations in the network and removes all remote objects from the directory of the deleted location.
- In Cisco Unity Connection Administration, expand **Networking**, and then select **HTTPS Links**.
 - Select **Remove Self from Site**.
 - At the warning about deleting associated objects, select **OK** to confirm the removal. The status of all the locations on the **Search HTTPS** page becomes “**Link Removal Pending**”.
- Step 2** Synchronize other associated HTTPS link with the deleted location.
- Navigate to the Cisco Unity Connection Administration page of each associated HTTPS link.
 - In Cisco Unity Connection Administration, expand **Networking**, and then select **HTTPS Links**.
 - On the **Search HTTPS link** page, select **Sync** button next to the HTTPS link that you want to remove. Make sure that the status for the HTTPS link is “**Link Removal Pending**”.

- Step 3** Optionally, review the schedule for the **Remove Objects Associated With Deleted Network Location** task. By default, to avoid affecting system performance during business hours, this task runs at once a day at 10:00 p.m., and the HTTPS link is not fully removed until the task has run.
- To review the schedule, either select the link to the task that is displayed in the Status message on the Search HTTPS Links page after you have removed the selected HTTPS link, or expand **Tools** and select **Task Management**; on the Task Definitions page, select **Remove Objects Associated With Deleted Network Location**.



Caution Because server performance can be impacted by large deletion activities, we strongly recommend that you allow the **Remove Objects Associated With Deleted Network Location** task to run on the default schedule (or at another time during non-business hours).

- Step 4** To verify that the link has been removed, expand Networking, and select HTTPS Links.
- On the **Search HTTPS Links** page, if the link has not yet been removed, it is displayed in the HTTPS Links table with (Link Removal Pending) listed after the **Display Name**. If the **Remove Objects Associated With Deleted Network Location** task has run and the link has been removed, the entry for the deleted link is not displayed in the HTTPS Links table.
- Step 5** Repeat [Step 3](#) and [Step 4](#) on the other associated HTTPS links also.

Making Changes to a Unity Connection Location

The following changes are not supported on a Unity Connection location unless you unlink the location from the network. To make the changes in a Unity Connection location, you need to remove the location from the network, make the change, and add the location back to the network:

- Replacing the Unity Connection location or replacing the hard disk of the selected location.
- Changing the IP address of the Unity Connection location.
- Renaming the Unity Connection location.

To make any of these changes, do the following tasks:

1. Remove the Unity Connection location. See the “[Removing a Location from an HTTPS Network](#)” section.
2. Make the change on the Unity Connection location according to the instructions in the “Maintaining Cisco Unity Connection Server” chapter of the *Install, Upgrade, and Maintenance Guide for Cisco Unity Connection, Release 10.x*, available at http://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/10x/install_upgrade/guide/10xcuciumgx.html.
3. Relink the Unity Connection location to the network. See the “[Linking Unity Connection Servers with HTTPS Link](#)” section.

Updating Directly Connected Nodes in HTTPS Networking for IP or Hostname Change

In case of IP or Hostname Change for a location, the IP or Hostname needs to be updated on all the directly connected nodes for the respective location in a HTTPS network.

Do the following tasks:

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- Step 1** Find all directly connected nodes in the HTTPS network. Login to Cisco Unity Connection Administration and navigate to **Networking** and then select **HTTPS Links**.
 - Step 2** Login to Cisco Unity Connection Administration of all the nodes found in previous step.
 - Step 3** Navigate to **Networking** and select **HTTPS Links** and then modify the IP or Hostname.
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