



Configuring Voice Messaging Ports Configuration for a Unity Connection Cluster

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Introduction

This chapter provides information for configuring voice messaging ports for a Unity Connection cluster.

The Cisco Unity Connection cluster feature provides high availability Unity Connection voice messaging through two Unity Connection servers.

For details on the Unity Connection cluster feature, see the [Configuring Cisco Unity Connection Cluster](https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/14/install_upgrade/guide/b_14cuciumg.html) chapter of the Install, Upgrade, and Maintenance Guide for Cisco Unity Connection, Release 14 available at https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/14/install_upgrade/guide/b_14cuciumg.html.

Voice Messaging Port for Unity Connection Cluster

For a Unity Connection cluster, you must know how the voice messaging ports function—which ports answer calls and which ports dial out (for setting MWIs and for sending message notifications). Depending on the function of the ports, you assign them to the applicable server in the Unity Connection cluster:

Answering ports	Beginning with the answering port that has the lowest number in its display name, assign half the answering ports to the subscriber server so that the subscriber server answer most incoming calls. Assign the remaining answering ports to the publisher server.
Dial-out ports (for MWIs and notifications)	Beginning with the dial-out port that has the lowest number in its display name, assign half the dial-out ports to the primary server so that the primary server handle MWIs and notification calls. Assign the remaining dial-out ports to the subscriber server.

For example, an eight-port system with six answering ports and two dial-out ports can be configured as follows.

Port Function	Port Display Name	Server
Answering	UCM1-001	Subscriber
	UCM1-002	Subscriber
	UCM1-003	Subscriber
	UCM1-004	Publisher
	UCM1-005	Publisher
	UCM1-006	Publisher
Dialing out	UCM1-007	Publisher
	UCM1-008	Subscriber

Under normal conditions, the Unity Connection cluster handles calls in the following manner:

- The subscriber server answer most incoming calls. If no answering ports on the subscriber server are available, the publisher server answer calls.
- The publisher server dial out for MWIs and notifications. If no dial-out ports on the publisher server are available, the subscriber server dial out for MWIs and notifications.

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Procedure

	Command or Action	Purpose
Step 1	In Cisco Unity Connection Administration, expand Telephony Integrations and select Port .	
Step 2	On the Search Ports page, select the display name of the first voice messaging port in the Unity Connection cluster.	Caution All ports for all Unity Connection servers must appear on the Search Ports page. Otherwise, the Unity Connection cluster has not been correctly configured and does not function correctly.
Step 3	On the Port Basics page, in the Server field, select the name of the applicable Unity Connection server depending on the port function. For details, see the Voice Messaging Port for Unity Connection Cluster .	
Step 4	Select Save .	
Step 5	Select Next .	
Step 6	Repeat Step 3 through Step 5 for all remaining voice messaging ports in the Unity Connection cluster.	