



# Making Changes to the Networking Configuration

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## Making Changes to the Networking Configuration

### Removing a Location From a Unity Connection Site

When you remove a location from a Cisco Unity Connection site, it stops replicating directory information with other locations, and all objects that are homed on the server are removed from other locations. Likewise, all objects that are homed on other locations on the site are removed from the server you are removing.

You should consider the impacts of removing a location from the site prior to doing so, particularly if you plan to add the location back to the site later. Consider the following impacts:

- Users on the server are removed from distribution lists that are homed on other locations in the site, and users on other locations are removed from distribution lists that are homed on the server you remove. If you later add the server back into the site, you need to update distribution list membership on the re-added server to include any remote users, and update distribution list membership on all other locations in the site 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 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 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 site, 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 site, you should make sure that someone is checking messages that are sent to the undeliverable messages list, or re-assign 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 site, and partitions that are homed on other locations are removed from search spaces that are homed on the server you remove. If you later add the server back into the site, you need to review the partition membership of search spaces on the re-added server and on all other locations in the site. Depending on the version of Unity Connection on the server and the search space configuration, you may 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 site 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 site. 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. If you later add the server back into the site, Unity Connection automatically attempts to resolve the ownership of the search space copies to their original location and then deletes the copies. If you do not plan to add the server back into the site, you can reassign object references that use the search space copies to use other search spaces, and then delete the copies.
- One location in the site 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 site. 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. If you later add the server back into the site, Unity Connection automatically attempts to resolve the ownership of the search space copies to their original location and then delete the copies. If you do not plan to add the server back into the site, 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 site, 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 site, the settings for all locations in the site 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 site. If you later add the server back into the site, you need to update the settings for the re-added server on all other locations in the site, and configure the settings for all other locations on the re-added server.
- If the location is part of a Cisco Voicemail Organization, all of the impacts listed above also apply for those objects and object properties that are replicated to and from the remote site.

Do the following procedure to remove a location from the site. You can remove only one Unity Connection location from a site 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. You should wait for the removal operation to complete on all locations in the site before making additional changes to the site.

## Removing a Location

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- Step 1** In Cisco Unity Connection Administration on any location in the site, expand **Networking > Links** and select **IntraSite Links**.
- Step 2** Check the check box to the left of the **Display Name** of the location that you want to remove.
- Step 3** Select **Remove Selected** and **OK** to confirm the removal.

**Caution** Until Unity Connection Administration returns a status message indicating that the removal is complete, avoid making other changes on the site (for example, removing another location, joining a new location to the site, creating an intersite link to another site, or initiating a directory push or pull).

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## Making Changes to a Unity Connection Site Gateway

The following changes are not supported on a Unity Connection site gateway unless you unlink the gateway from the remote site, remove the gateway from the local site, make the change, add the gateway back to the local site, and relink the sites:

- Replacing the site gateway server or hard disks.
- Changing the IP address of the site gateway.
- Renaming the site gateway.

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

1. Remove the intersite link. Depending on the type of site the gateway is linked to, see either the [Removing Intersite Link Between Two Unity Connection Sites](#).
2. If there are other locations in the Unity Connection site, remove the site gateway from the site. See the [Removing a Location From a Unity Connection Site](#).
3. Make the change on the site gateway server.
4. If there are other locations in the Unity Connection site, add the Unity Connection site gateway back into the site. See the [Setting Up a Unity Connection Site, page 2-1](#).
5. Relink the sites. Depending on the type of site the gateway was linked to, see either the [Linking Two Unity Connection Sites, page 2-15](#).

## Removing Intersite Link Between Two Unity Connection Sites

When you remove an intersite link between two Unity Connection sites, each site gateway stops synchronizing directory information with the other site, removes all objects that are homed on the remote site, and removes all configuration information about the remote site gateway.

You should consider the impacts of removing an intersite link prior to doing so, particularly if you plan to relink the sites later. Consider the following impacts:

- Users and system distribution lists on each site are removed from distribution lists that are homed on the other site. If you later relink the sites, you need to update distribution list membership to include any remote users and distribution lists.
- System call handlers and interview handlers that are configured to send messages to a remote site user 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 sites, you need to update the recipients for these handlers to use the correct remote object. (Even if you do not plan to relink the sites, you should make sure that someone is checking messages that are sent to the Unity Connection undeliverable messages list, or reassign handlers that use it as a recipient.)
- Partitions that were created for remote site locations are removed from search spaces in each Unity Connection site. If you later relink the sites, you need to review the partition membership of the search spaces that are owned on each location in each site. Depending on the version of Unity Connection on the server and the search space configuration, you may 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 intersite link.

- On each location in the site, there are cross-server configuration settings specific to other locations. When you unlink the sites, these settings are removed. If you later relink the sites, you need to reconfigure all location-specific settings in both sites.
- All intersite messaging, addressing between sites, and intersite auto-attendant features are unavailable after the link is removed.

Do the following procedure to remove an intersite link between two Unity Connection 14 sites. If either of the gateways is a Unity Connection cluster, do the steps for that gateway only on the publisher server.

## Steps to Remove an Intersite Link Between Two Unity Connection Sites

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**Step 1** On either site gateway, remove the intersite link. This stops synchronization with the remote site and removes all remote site objects from the local site directory.

- a) In Cisco Unity Connection Administration, expand **Networking**> **Links** and select **Intersite Links**.
- b) On the Search Intersite Links page, check the check box next to the intersite link corresponding to the remote site.
- c) Select **Remove Selected**.
- d) At the warning about deleting associated objects, select **OK**.

**Step 2** Optionally, review the schedule for the **Remove Objects Associated With Deleted Remote Sites** 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 intersite 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 Intersite Links page after you have removed the selected intersite link, or expand **Tools** and select **Task Management**; on the Task Definitions page, select **Remove Objects Associated With Deleted Remote Sites**.

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

**Step 3** To verify that the link has been removed, expand **Networking**> **Links** and select **Intersite Links**.

On the Search Intersite Links page, if the link has not yet been removed, it is displayed in the **Intersite Links** table with (Link Removal Pending) listed after the **Display Name**. If the **Remove Objects Associated With Deleted Remote Sites** task has run and the link has been removed, no entry is displayed in the **Intersite Links** table.

**Step 4** Repeat [Step 1](#) through [Step 3](#) on the other site gateway.

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