



Cisco Unity Connection 10.x User Settings

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Search Users

Table 1-1 Search Users Page

Field	Description
Limit Search To	<p>Select the criteria by which to limit the display of search results:</p> <ul style="list-style-type: none"> • All—Display all search results, regardless of the Cisco Unity Connection location or partition to which they belong. • Partition—Display only results that belong to a particular partition. When you select this option, choose the name of the partition from the Where Name Is list. • Location—(<i>Applicable only to Cisco Unity Connection configurations</i>) Display only results that belong to a particular Unity Connection location. When you select this option, choose the name of the location from the Where Name Is list. • Local Site—(<i>Applicable only to Cisco Unity Connection configurations that are part of a networking site</i>) Display only results that belong to locations in the networking site to which this Unity Connection location belongs (including those results that belong to this location itself). • Remote Site—(<i>Applicable only to Cisco Unity Connection configurations that are part of a networking site</i>) Display only results that belong to locations in a remote networking site (a site that is linked to the site to which this location belongs via an intersite link). • Branch—Display only results that belong to a particular branch associated with the central Connection server. When you select this option, choose the name of the branch from the Where Name Is list. <p>If you limit the search by partition, also select whether to display only the primary extension in the partition, or both the primary extension and any alternate extensions that appear in the partition. If you select to display both the primary extension and any alternate extensions, multiple records may display for a single user in the search results.</p>
Alias	<p>A unique text name for the user.</p> <p>Select the Alias to go to the specific page for the user.</p>
Extension	(<i>Display only</i>) The extension that the phone system uses to connect to the user.
First Name	(<i>Display only</i>) The first name of the user.

Table 1-1 Search Users Page (continued)

Field	Description
Last Name	(Display only) The last name of the user.
Display Name	(Display only) The name of the user.
Delete Selected	To delete a user, check the check box to the left of the user display name, and select Delete Selected. You can delete multiple users at once.
Add New	To add a user, select the Add New button. A new page opens, on which you enter data applicable to the new user.
Bulk Edit	To edit multiple user accounts at one time, check the applicable user check boxes, and select Bulk Edit. If the user accounts that you want to edit in bulk do not all appear on one Search page, check all applicable check boxes on the first page, then go to the next page and check all applicable check boxes, and so on, until you have selected all applicable users. Then select Bulk Edit. For instructions, see the “To Edit User Account Settings in Bulk Edit Mode” procedure on page 1-10 .
Show Dependencies	Before deleting a user account, select the Show Dependencies button to launch a search for other objects in the database that have dependencies on the user. From the dependency search results, you can follow links to the affected objects and reassign the dependency to another user. When all dependencies have been reassigned, you can delete the user. Note that you cannot show dependencies for multiple users at one time.
Select All	When editing user accounts in Bulk Edit mode, check the check box in the far left corner of the header row of the Users table to select all users on every page, not just the page that is currently displayed.

See Also

Add New User

Table 1-2 Add New User Page

Field	Description
User Type	Select from the following: <ul style="list-style-type: none"> User With Mailbox—For users who need to receive voicemail or use personal call routing rules and other features of Cisco Unity Connection. User Without Mailbox—For users who do not need to receive voicemail, but need to be given access to administer the system. Users without voice mailboxes do not have a phone extension and are not counted as licensed users.
Based on Template	Select the template on which to base the new user account. The template affects most user settings. For importing Cisco Unified Communications Manager users, only templates for users with voicemail appear in the list.

Table 1-2 Add New User Page (continued)

Field	Description
Alias	<p>A unique text name for the user.</p> <p>Users enter the alias to sign in to the Cisco Personal Communications Assistant. Administrators enter the alias to sign in to Cisco Unity Connection Administration.</p> <p>Enter any combination of ASCII or Unicode alphanumeric characters, periods, commas, spaces, and the special characters ` , ~ , ! , @ , # , \$, % , ^ , & , - , _ , ' , up to a maximum of 64 characters. We recommend that you use only printable ASCII characters in the Alias field, because some messaging features do not support non-printing ASCII characters or Unicode. (The non-printing ASCII control characters are those below code 0x20.) For example, IMAP only supports user names that contain printable ASCII characters, so users with Unity Connection aliases that contain non-printing characters or Unicode are unable to access their Unity Connection messages via IMAP clients. In addition, the Cisco Object Backup and Restore Application Suite (COBRAS) will be unable to back up messages for such users, because COBRAS uses IMAP to perform the backup.</p> <p> Note Backslash("\") is not supported for the Alias field.</p>
First Name	The first name of the user.
Last Name	The last name of the user.
Display Name	<p>Enter a descriptive name for the user.</p> <p>Consider the following as you enter display names for users, contacts, and distribution lists:</p> <ul style="list-style-type: none"> • The voice-recognition conversation may have trouble recognizing display names that contain special characters and diacritical marks. • When a user, contact, or distribution list does not have a recorded name, Cisco Unity Connection tries to play the display name or the concatenated first and last names.
SMTP Address	<p>(Optional) Enter an SMTP address for the user. This address identifies the user in an SMTP-enabled client such as Outlook Express. If you do not provide one, Cisco Unity Connection uses the alias to form the address.</p> <p>Note that the SMTP address cannot include non-ASCII characters. Therefore, if the alias contains non-ASCII characters, you must provide an acceptable SMTP address.</p>
Mailbox Store	The mailbox store in which you want to create the mailbox for this user.
Extension	Enter the extension that the phone system uses to connect to the user.
Cross-Server Transfer Extension	<p>Enter the extension to release transfer calls to if a caller on another Cisco Unity Connection server attempts to transfer to the user but the cross-server transfer attempt is unsuccessful. The extension you enter here is also used to release transfer the call if cross-server transfer is not configured for the home Cisco Unity Connection server of the user on the originating server.</p> <p>Note If the cross-server transfer attempt succeeds, this field is not used, and the home server of the user handles the call according to the active call transfer rule configured for the user.</p>
Outgoing Fax Number	Enter the phone number of the fax machine that the user sends faxes to for printing.

See Also

- The “[Preparing to Add User Accounts in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.
- The “[Adding Cisco Unity Connection 10.x Accounts Individually](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit User Basics

See [Table 1-3](#) for information about the fields on the Edit User Basics page.

For instructions on editing user account information in Bulk Edit mode, see the “[To Edit User Account Settings in Bulk Edit Mode](#)” procedure on page 1-10.

Table 1-3 **Edit User Basics Page**

Field	Description
Alias	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) A unique text name for the user.</p> <p>Users enter the alias to sign in to the Cisco Personal Communications Assistant. Administrators enter the alias to sign in to Cisco Unity Connection Administration.</p> <p>When Unity Connection is integrated with an LDAP directory, the Alias field in Unity Connection cannot be changed for any user who is integrated with an LDAP user. However, if you are using Active Directory as the LDAP directory, you can change the value of the LDAP field that is mapped to the Alias field, and the change is replicated to Unity Connection the next time the Unity Connection database is synchronized with the LDAP directory.</p> <p> Caution If you are using an LDAP directory other than Active Directory and you change the value of the LDAP field that is mapped to the Unity Connection Alias field, the Unity Connection user will be converted to a non-LDAP-integrated user.</p> <p>If you do change the Unity Connection Alias for a user, note that you can enter any combination of ASCII or Unicode alphanumeric characters, periods, commas, spaces, and the special characters ` , ~, !, @, #, \$, %, ^, &, -, _, ' , up to a maximum of 64 characters. However, we recommend that you use only printable ASCII characters in the Alias field, because some messaging features do not support non-printing ASCII characters or Unicode. (The non-printing ASCII control characters are those below code 0x20.) For example, IMAP only supports user names that contain printable ASCII characters, so users with Unity Connection aliases that contain non-printing characters or Unicode are unable to access their Unity Connection messages via IMAP clients. In addition, the Cisco Object Backup and Restore Application Suite (COBRAS) will be unable to back up messages for such users, because COBRAS uses IMAP to perform the backup.</p>
First Name	(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) The first name of the user.
Last Name	(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) The last name of the user.

Table 1-3 Edit User Basics Page (continued)

Field	Description
Display Name	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter a descriptive name for the user.</p> <p>Consider the following as you enter display names for users, contacts, and distribution lists:</p> <ul style="list-style-type: none"> The voice-recognition conversation may have trouble recognizing display names that contain special characters and diacritical marks. When a user, contact, or distribution list does not have a recorded name, Cisco Unity Connection tries to play the display name or the concatenated first and last names.
SMTP Address	<p>(Optional. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter an SMTP address for the user. This address identifies the user in an SMTP-enabled client such as Outlook Express. If you do not provide one, Cisco Unity Connection uses the alias to form the address.</p> <p>Note that the SMTP address cannot include non-ASCII characters. Therefore, if the alias contains non-ASCII characters, you must provide an acceptable SMTP address.</p> <p>If you change the SMTP address for a user, Unity Connection automatically creates an SMTP proxy address for the previous address. This allows other Unity Connection users to reply to messages that were sent from the previous address and have the replies reach the user at the new address.</p>
Initials	(Optional. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter the initials of the user.
Title	(Optional. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter a title for the user.
Employee ID	(Optional. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter an ID for the user.
LDAP Integration Status	<p>Integrate with LDAP Directory—To integrate a Unity Connection user account with an LDAP user account, select this option. The Unity Connection alias must match the corresponding value in the LDAP directory. (On the System Settings > LDAP > LDAP Setup page, the LDAP Attribute for User ID list identifies the field in the LDAP directory for which the value must match the value of the Alias field in Unity Connection.)</p> <p>Do Not Integrate with LDAP Directory—To break the association between a Unity Connection user account and an LDAP directory user account, select this option. After you select Save:</p> <ul style="list-style-type: none"> If Unity Connection is configured to periodically synchronize with the LDAP directory, selected data for the Unity Connection user will no longer be updated when the corresponding data in the LDAP directory is updated. If Unity Connection is configured to authenticate passwords for web applications against the LDAP directory, the Unity Connection user will no longer authenticate against the LDAP password for the corresponding user. To enable the user to sign in to Unity Connection web applications, you must enter a new password on the User > Change Password page.
Extension	(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter the extension that the phone system uses to connect to the user.

Table 1-3 Edit User Basics Page (continued)

Field	Description
Cross-Server Transfer Extension	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter the extension to release transfer calls to if a caller on another Cisco Unity Connection server attempts to transfer to the user but the cross-server transfer attempt is unsuccessful. The extension you enter here is also used to release transfer the call if cross-server transfer is not configured for the home Cisco Unity Connection server of the user on the originating server.</p> <p>Note If the cross-server transfer attempt succeeds, this field is not used, and the home server of the user handles the call according to the active call transfer rule configured for the user.</p>
Outgoing Fax Number	<p>Enter the phone number of the fax machine that the user sends faxes to for printing.</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>
Outgoing Fax Server	<p>Select the applicable fax server for the user.</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>
Partition	<p>Select the partition to which the object belongs. Partitions are grouped together into search spaces, which are used to define the scope of objects (for example, users and distribution lists) that a user or outside caller can reach while interacting with Cisco Unity Connection. Most objects can belong only to one partition; the exception is users, who can have their primary extension in one partition and alternate extensions in other partitions. A partition can belong to more than one search space.</p> <p>Note that extensions must be unique within a partition, and that partitions can contain objects that do not have an associated extension (for example, some contacts and system distribution lists).</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>
Search Scope	<p>Select a search space to apply to the user account. Search spaces are used to define the scope of objects (for example, users and distribution lists) that the user can reach while interacting with Cisco Unity Connection.</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>
Phone System	<p>Select the phone system on which the user extension was created.</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>
Class of Service	<p>Select the class of service to which the user is assigned. The class of service controls many user settings.</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>
Active Schedule	<p>Select a schedule from the list to specify the days and times that the standard and closed greetings play, as well as the action that Cisco Unity Connection takes after the greeting.</p> <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>

Table 1-3 Edit User Basics Page (continued)

Field	Description
Set for Self-Enrollment at Next Sign-In	 <p>Note In Unity Connection 10.0(1) and later, when this check box is checked, a user can also record and play the standard video greetings. He or she will be able to record and play video greetings only if all the pre-checks required for a video call are satisfied.</p>
List in Directory	<p>Check this check box to list the user in the corporate directory, which outside callers can use to reach users.</p> <p>When allowed by the class of service, users can change this setting by phone or by using the Cisco Unity Connection Messaging Assistant.</p> <p>Default setting: Check box checked.</p>
Send Non-Delivery Receipts on Failed Message Delivery	<p>Check this check box so that Cisco Unity Connection routes non-delivery receipt (NDR) messages to the sender when message delivery fails.</p> <p>Default setting: Check box checked.</p>
Skip PIN When Calling From a Known Extension	<p>Check this check box if you do not want this user to be asked for a PIN when calling from this extension.</p> <p>Note There are security risks when using this setting. It is possible for a hacker to spoof the caller ID of a phone call. If a hacker can reach the Cisco Unity Connection system with a spoofed caller ID that matches a primary or alternate extension on which this setting has been enabled, the hacker has access to user mailboxes.</p>
Use Short Calendar Caching Poll Interval	<p>Check this check box so that the Outlook calendar information for the user is updated according to the frequency that is configured in the Calendars: Short Calendar Caching Poll Interval (In Minutes) field on the System Settings > Advanced > Unified Messaging Services page.</p> <p>When this check box is not checked, the Outlook calendar information for the user is updated according to the frequency that is configured in the Calendars: Normal Calendar Caching Poll Interval (In Minutes) field on the System Settings > Advanced > Unified Messaging Services page.</p> <p>Default setting: Check box not checked.</p>
Recorded Name	<p><i>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations)</i> This is the recorded name of the user, contact, distribution list, or handler. You can record the name here, or a user can record the name by using the self-enrollment conversation, the setup options, or by using the Cisco Unity Connection Messaging Assistant.</p> <p>To record the name here, use the Media Master. Use the Open File option on the Options menu of the Media Master to use a prerecorded WAV file as the recording.</p>
Address	<i>(Optional)</i> Enter the user address.
Building	<i>(Optional)</i> Enter the building the user is located in.
City	<i>(Optional)</i> Enter the city.
State	<i>(Optional)</i> Enter the state.
Postal Code	<i>(Optional)</i> Enter the postal code.

Table 1-3 Edit User Basics Page (continued)

Field	Description
Country	(Optional) Enter the country.
Use System Default Time Zone	<p>Check this check box to have Cisco Unity Connection apply the system default time zone to the hours selected in the active schedule.</p> <p>When this check box is not checked, you select a Time Zone from the list.</p>
Time Zone	<p>Select the desired time zone for the user, or check the Use System Default Time Zone check box. The default time zone is the time zone set on the Cisco Unity Connection server. Change this setting only for those users who are located in a different time zone than the Unity Connection server.</p> <p>The user time zone setting is used for:</p> <ul style="list-style-type: none"> • Message Received Time—When a user listens to messages by: <ul style="list-style-type: none"> – Phone: Unity Connection announces the time that a message was received by using the local time specified for the user. – Web Inbox: Unity Connection announces the time that a message was received by using the local time specified in the operating system. • Message Notification Schedule—The schedule displayed on the user message notification pages and in the Unity Connection Messaging Assistant uses the local time specified for the user. <p>Note that if you change the time zone setting for a user, the standard and closed greetings are also played as per the user's time zone settings.</p>
Language	<p>Select the language in which the Cisco Unity Connection conversation plays instructions to users. Select Use System Default Language or select a language from the list. Note that this setting does not apply to the voice-recognition conversation.</p> <p>The language setting for users also controls the language used for Text to Speech (TTS).</p> <p>The TTY language allows TTY users to read Unity Connection prompts and to record messages by using a TTY device. TTY functionality is supported only when G.711 is selected as the systemwide message recording and storage codec.</p> <p>Note Depending on your license settings, United States English may not be available.</p>
Department	(Optional) Enter the user department.
Manager	(Optional) Enter the name of the manager.
Billing ID	(Optional) Billing ID can be used for organization-specific information, such as accounting information, department names, or project codes. This information can be included in user reports.

Table 1-3 Edit User Basics Page (continued)

Field	Description
Corporate Email Address	<p>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) This field is populated in the following ways:</p> <ul style="list-style-type: none"> If you created the user by using the Bulk Administration Tool to import a CSV file, and if the CSV file contained a value for the corporate email address, the value appears in this field. If you created the user by using the Import Users tool to import user data from an LDAP directory, and if the LDAP directory included an email address, the value appears in this field. <p>If you created the user from data in an LDAP directory (by using either the Bulk Administration Tool or the Import Users tool), the field in the LDAP directory that is imported into the Corporate Email Address field is determined by the option you selected for the Mail ID field in the User Fields to Be Synchronized table on the System Settings > LDAP > LDAP Directory page in Cisco Unity Connection Administration.</p>
Generate SMTP Proxy Address From Corporate Email Address	<p>When you check this check box, Cisco Unity Connection automatically creates a new SMTP proxy address for the value in the Corporate Email Address field. An SMTP proxy address allows Unity Connection to map the sender to a user, and to map the message recipients to users or contacts, by comparing the SMTP addresses in the message header to its list of SMTP proxy addresses. Applicable SMTP proxy addresses are necessary when using either Cisco ViewMail for Microsoft Outlook with IMAP or the single inbox feature to send messages.</p>
Corporate Phone Number	<p>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) This field is populated in the following ways:</p> <ul style="list-style-type: none"> If you created the user by using the Bulk Administration Tool to import a CSV file, and if the CSV file contained a value for the corporate phone number, the value appears in this field. If you created the user by using the Import Users tool to import user data from an LDAP directory, and if the LDAP directory included a phone number, the value appears in this field. <p>If you created the user from data in an LDAP directory (using either the Bulk Administration Tool or the Import Users tool), the field in the LDAP directory that is imported into the Corporate Phone Number field is determined by the option you selected for the Phone Number field in the User Fields to Be Synchronized table on the System Settings > LDAP > LDAP Directory page in Cisco Unity Connection Administration.</p>
Bulk Edit Task Scheduling	<p>(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Modifying Individual User Accounts in Cisco Unity Connection 10.x” section in the “Modifying or Deleting Individual User Accounts in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

To Edit User Account Settings in Bulk Edit Mode

- Step 1** On the Search Users page, check the applicable user check boxes, and select **Bulk Edit**.

If the user accounts that you want to edit in bulk do not all appear on one Search page, check all applicable check boxes on the first page, then go to the next page and check all applicable check boxes, and so on, until you have selected all applicable users. Then select **Bulk Edit**.

- Step 2** To make a change to a setting, check the check box to the left of the field name to select it, and then set the field as usual. See the field definitions in [Table 1-3](#) for information on how to set each field.



Note The Status message at the top of the Edit User Basics page tells you how many user accounts are being edited. Also note that the page is populated only with the fields that you are allowed to edit in bulk mode, and that the fields available for edit also depend on whether all of the user accounts reside on the local server.

- Step 3** When you have set all applicable fields, including the Bulk Edit Task Scheduling fields, select **Submit**.
- Step 4** If applicable, continue to change settings for these user accounts on the related pages available from the Edit menu. As you make changes on each page, select **Submit** before going on to the next page to make additional changes.

Edit Password Settings

Table 1-4 Edit Password Settings Page

Field	Description
Choose Password	Select one of the following: <ul style="list-style-type: none"> Voicemail—To change settings associated with the voicemail PIN of a user. Web Application—To change settings associated with the web application password of a user. If Cisco Unity Connection is integrated with an LDAP directory and if LDAP authentication is configured, you must change the web application password in the LDAP directory; you cannot change the password in Unity Connection.
Locked by Administrator	Check this check box to prevent a user from accessing Cisco Unity Connection. To prevent a user from accessing voicemail, check this check box for the Voicemail PIN. To prevent a user from accessing the Cisco Personal Communications Assistant (PCA) or Cisco Unity Connection Administration, check this check box for the Web Application password.
User Cannot Change	Check this check box to prevent the Unity Connection user from changing the password or PIN. Use of this setting is most applicable for accounts that can be accessed by more than one person. When you check this check box, also check the Does Not Expire check box.

Table 1-4 Edit Password Settings Page (continued)

Field	Description
User Must Change at Next Sign-In	<p>Check this check box when you have set a temporary password or PIN, and want the user to set a new password or PIN the next time that the user signs in to Cisco Unity Connection. To help protect their accounts from unauthorized access and toll fraud, encourage users to specify long and non-trivial passwords and PINs (eight or more characters for passwords; six or more digits for PINs), or use the settings on the Edit Authentication Rule page to require them to do so.</p> <p>You cannot check this check box when the User Cannot Change check box is checked. The default setting for this check box specifies checked.</p>
Does Not Expire	<p>Check this check box to block the system from prompting the user to change this credential. Use of this check box is most applicable for low-security users or for accounts that can be accessed by more than one person.</p> <p>If this check box is checked, the user can still change this credential at any time. When this check box is unchecked, the expiration setting in the associated credential policy applies.</p> <p>The default setting for this check box specifies unchecked.</p>
Authentication Rule	Select the authentication policy to apply to the selected user password or PIN settings.
Time Last Changed	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Indicates the last date and time that a user password or PIN was changed.
Failed Sign-In Attempts	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Indicates the number of failed sign-in attempts that have occurred for this password or PIN. The number is reset to zero after a successful sign-in has occurred, or when an administrator selects Unlock Password.
Time of Last Failed Sign-In Attempt	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Indicates the date and time of the most recent failed sign-in attempt for this password or PIN.
Time Locked by Administrator	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Indicates the date and time that a user password or PIN was locked by an administrator.
Time Locked Due to Failed Sign-In Attempts	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Indicates the date and time that a user password or PIN was locked because the maximum number of allowed failed sign-in attempts was reached.
Unlock Password	<i>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Select Unlock Password to unlock the user password or PIN. When selected, Unlock Password also resets the Failed Sign-In Attempts to zero, and deletes the Time Locked value.
Bulk Edit Task Scheduling	<i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Passwords and PINs in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*,

available at

http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Change Password

Table 1-5 Change Password Page

Field	Description
Choose Password	<p>Select one of the following:</p> <ul style="list-style-type: none"> Voicemail—To change settings associated with the voicemail PIN of a user. Web Application—To change settings associated with the web application password of a user. <p>If Cisco Unity Connection is integrated with an LDAP directory and if LDAP authentication is configured, you must change the web application password in the LDAP directory; you cannot change the password in Unity Connection.</p>
Password	<p>Enter a password or PIN:</p> <ul style="list-style-type: none"> Phone PIN—use digits 0 through 9. Web application password—use any combination of alphanumeric characters, and the following special characters: ~!@#\$%^&*()-_+= { } [: ' " ; < > ? / \ , <p>To help protect Cisco Unity Connection from unauthorized access and toll fraud, enter a long and non-trivial password or PIN (eight or more characters for passwords; six or more digits for PINs). The maximum length for passwords is 80 characters; the maximum length for PINs is 24 digits.</p> <p>Note that requirements for password/PIN complexity and minimum credential length are set on the System Settings > Authentication Rule pages.</p>
Confirm Password	Enter the new password or PIN again to confirm the entry.
Bulk Edit Task Scheduling	<p><i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now.</p> <p>To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Passwords and PINs in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Roles

Table 1-6 *Edit Roles Page*

Field	Description
Assigned Roles	<p>Use in conjunction with the Available Roles setting to assign roles to users who administer the Cisco Unity Connection system. Select the up and down arrows to move the applicable roles from the Available Roles box to the Assigned Roles box.</p> <p>Select from the following pre-defined roles:</p> <ul style="list-style-type: none"> • Audio Text Administrator • Audit Administrator (<i>Cisco Unity Connection 8.5 and later only</i>) • Greeting Administrator • Help Desk Administrator • Mailbox Access Delegate Account • Remote Administrator • System Administrator • Technician • Tenant Administrator • User Administrator
Available Roles	<p>Use in conjunction with the Assigned Roles setting to assign roles to users who administer the Cisco Unity Connection system. Select the up and down arrows to move the applicable roles from the Available Roles box to the Assigned Roles box.</p> <p>Select from the following pre-defined roles:</p> <ul style="list-style-type: none"> • Audio Text Administrator • Audit Administrator (<i>Cisco Unity Connection 8.5 and later only</i>) • Greeting Administrator • Help Desk Administrator • Remote Administrator • System Administrator • Technician • Tenant Administrator • User Administrator
Bulk Edit Task Scheduling	<p><i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Roles in Cisco Unity Connection 10.x” section in the “[Preparing to Add User Accounts in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Message Waiting Indicators

Table 1-7 Message Waiting Indicators Page

Field	Description
Delete Selected	To delete a message waiting indicator (MWI), check the check box to the left of the MWI display name, and select Delete Selected. You can delete multiple MWIs at once.
Add New	To add a message waiting indicator (MWI), select the Add New button. A new page opens, on which you enter data applicable to the new MWI.
Reset All	To reset all message waiting indicators (MWIs) for the user (for example, when the MWIs need resynchronization), select the Reset All button.
Display Name	The name of the message waiting indicator (MWI). Select the Display Name to go to the specific page for the MWI.
Enabled	<i>(Display only)</i> Shows whether the message waiting indicator (MWI) is enabled.
Extension	<i>(Display only)</i> The extension that the phone system uses to connect to the user.
Current Status	<i>(Display only)</i> Shows whether the message waiting indicator (MWI) for the user is on or off.
Phone System	<i>(Display only)</i> The display name for the phone system that turns the message waiting indicator (MWI) on and off.
Send Message Counts	<i>(Display only)</i> Shows whether message counts are enabled. Note Sending message counts requires a Cisco Unified Communications Manager integration and Cisco IP phones that are capable of displaying the message count information.

See Also

- The “Message Waiting Indicators in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Message Waiting Indicators

Table 1-8 Edit Message Waiting Indicators Page

Field	Description
Enabled	Check this check box to enable the message waiting indicator (MWI) for the user.

Table 1-8 Edit Message Waiting Indicators Page (continued)

Field	Description
Display Name	Enter a descriptive name for the message waiting indicator (MWI).
Inherit User's Extension	Check this check box to use the primary extension for the user as the extension on which the message waiting indicator (MWI) appears. Note When editing multiple user accounts in Bulk Edit mode, you can check this check box to set each of the user accounts to inherit the user extension. However, if the user accounts you are editing in Bulk Edit mode had previously all been set to Inherit User's Extension, you cannot remove that setting (by unchecking the check box) while in Bulk Edit mode. Instead, you would need to edit each user account individually by unchecking the check box and also entering an applicable extension in the Extension field.
Extension	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> The extension on which the message waiting indicator (MWI) appears.
Phone System	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> The display name for the phone system that turns the message waiting indicator (MWI) on and off.
Current Status	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Shows whether the message waiting indicator (MWI) for the user is on or off.
Send Message Counts	Check this check box to send the count of messages for the user. Note Sending message counts requires a Cisco Unified Communications Manager integration and Cisco IP phones that are capable of displaying the message count information.
Bulk Edit Task Scheduling	<i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Message Waiting Indicators in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

New Message Waiting Indicator

Table 1-9 New Message Waiting Indicator Page

Field	Description
Enabled	Check this check box to enable the message waiting indicator (MWI) for the user.
Display Name	Enter a descriptive name for the message waiting indicator (MWI).
Inherit User's Extension	Check this check box to use the primary extension for the user as the extension on which the message waiting indicator (MWI) appears.

Table 1-9 **New Message Waiting Indicator Page (continued)**

Field	Description
Extension	<p>The extension on which the message waiting indicator (MWI) appears. When entering characters in this field, consider the following:</p> <ul style="list-style-type: none"> • Enter digits 0 through 9. • Do not use spaces, dashes, or parentheses between digits. • Enter , (comma) to insert a one-second pause. • Enter # and * to correspond to the # and * keys on the phone. • Enter + for country-to-country calling. <p>If the extension that you enter is intended to turn on an MWI on a phone that requires a different MWI on code than the phone that is associated with the primary extension, confirm that the phone system is programmed to support multiple MWI on and off codes.</p>
Phone System	Select the phone system that turns the message waiting indicator (MWI) on and off.
Current Status	<i>(Display only)</i> Shows whether the message waiting indicator (MWI) for the user is on or off.
Send Message Counts	<p>Check this check box to send the count of messages for the user.</p> <p>Note Sending message counts requires a Cisco Unified Communications Manager integration and Cisco IP phones that are capable of displaying the message count information.</p>

See Also

- The “Message Waiting Indicators in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Transfer Rules

Table 1-10 **Transfer Rules Page**

Field	Description
Enabled	Check or uncheck this check box and select Save to enable or disable one or more transfer rules. By design, the standard transfer rule cannot be disabled.
Rule Name	<p>The name of the transfer rule.</p> <p>Select the Rule Name to go to the specific page for the transfer rule.</p>
Extension	<i>(Display only)</i> The extension that the phone system uses to connect to the object.
End Date	<i>(Display only)</i> Indicates the date and time at which the rule is disabled, if it has been enabled until a specific end date.

See Also

- The “Call Transfer, Call Screening, and Call Holding in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Transfer Rule

Table 1-11 *Edit Transfer Rule Page*

Field	Description
Rule Name	(<i>Display only</i>) The name of the transfer rule.
When This Basic Rule Is Active	<p>(Available only when users are assigned to a class of service that has the Allow Users to Use Personal Call Transfer Rules feature enabled.) Select the applicable option:</p> <ul style="list-style-type: none"> • Apply Basic Settings on This Page—Cisco Unity Connection applies the settings on this page when this transfer rule is active. • Apply Personal Call Transfer Rules—Unity Connection ignores the settings on this page and applies personal call transfer rules when this transfer rule is active. <p>When using the Apply Personal Call Transfer Rules option, first verify that users have configured personal call transfer rule sets in the Personal Call Transfer Rules web tool. If no rule sets are configured, all calls are transferred to the primary extension.</p>
Status	<p>Indicate whether the transfer option is enabled and for how long:</p> <ul style="list-style-type: none"> • Disabled—The transfer option is not in effect. • Enabled With No End Date and Time—The transfer option is enabled until you disable it. • Enabled Until—Cisco Unity Connection performs the selected transfer option until the specified date and time arrives. Select Enabled Until, and then select the month, day, year, and time at which Unity Connection will automatically disable the transfer option. <p>Note By design, the standard transfer rule cannot be disabled.</p>
Transfer Calls To	<p>Select one of the following settings:</p> <ul style="list-style-type: none"> • Greeting—When this option is selected, the call is transferred as follows: <ul style="list-style-type: none"> – For user settings—to the user greeting, without ringing the user phone. – For call handler settings—to the call handler greeting. • Extension—Enter an extension to which the call is forwarded. <p>Note The Extension field is not available when editing user accounts in Bulk Edit mode; if you select the Extension setting, it will default to the extension that is already associated with the transfer rule for each of the user accounts you are editing.</p>

Table 1-11 Edit Transfer Rule Page (continued)

Field	Description
Transfer Type	<p>Select how Cisco Unity Connection transfers calls. Use this setting with caution and only if you understand its implications on the phone and voice messaging systems.</p> <ul style="list-style-type: none"> • Release to Switch—Unity Connection puts the caller on hold, dials the extension, and releases the call to the phone system. When the line is busy or is not answered, the phone system—not Unity Connection—forwards the call to the user or handler greeting. This transfer type allows Unity Connection to process incoming calls more quickly. Use Release to Switch only when call forwarding is enabled on the phone system. • Supervise Transfer—Unity Connection acts as a receptionist, handling the transfer. If the line is busy or the call is not answered, Unity Connection—not the phone system—forwards the call to the user or handler greeting. You can use supervised transfer whether or not the phone system forwards calls. <p>The Transfer Type option is unavailable when Transfer Incoming Calls is set to the My Personal Greeting option.</p> <p>Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p>
Rings to Wait For	<p>Select the number of times the extension rings before Cisco Unity Connection plays the user or handler greeting.</p> <p>Set this value to at least three to give users a chance to answer. Avoid setting to more than four, especially if the call may be transferred to another extension, where the caller might have to wait for another set of rings. This value should be at least two rings fewer than the phone system setting for forwarding calls.</p> <p>This option is unavailable when Transfer Incoming Calls is set to the Greeting option or when Release to Switch is selected.</p> <p>Note Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p>
Play the “Wait While I Transfer Your Call” Prompt	<p>Check this check box to have Cisco Unity Connection play “Wait while I transfer your call” to callers while performing the transfer.</p> <p>This option is unavailable when Transfer Incoming Calls is set to the Greeting option.</p> <p>Default setting: Check box checked.</p>

Table 1-11 Edit Transfer Rule Page (continued)

Field	Description
If Extension Is Busy	<p>Indicate how Cisco Unity Connection handles calls when the phone is busy. You may want to use holding options sparingly, because having calls on hold can tie up ports.</p> <ul style="list-style-type: none"> • Send Callers to Voicemail—Unity Connection plays the busy greeting and allows the caller to leave a voice message. • Put Callers on Hold Without Asking—Unity Connection puts callers on hold. • Ask Callers to Hold—Unity Connection gives the caller the option of holding <p>These options are unavailable when Release to Switch is selected or when Transfer Calls To is set to the Greeting option.</p> <p>Note Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p>
Tell Me When the Call Is Connected	<p>Check this check box to have Cisco Unity Connection say “transferring call” when the user answers the phone.</p> <p>This option is unavailable when Release to Switch is selected or when the Transfer Calls To setting is set to the Greeting option.</p> <p>Note Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p> <p>Default setting: Check box not checked.</p>
Tell Me Who the Call Is For	<p>Check this check box to have Cisco Unity Connection say “call for <recorded name of user or call handler>” or “call for <dial extension number>” when the user answers the phone. Use this setting when users share a phone or a user takes calls from more than one dialed extension.</p> <p>This option is unavailable when Release to Switch is selected or when the Transfer Calls To setting is set to the Greeting option.</p> <p>Note Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p> <p>Default setting: Check box not checked.</p>
Ask Me If I Want to Take the Call	<p>Check this check box to have Cisco Unity Connection ask users whether they want to take a call before transferring the call.</p> <p>This option is unavailable when Release to Switch is selected or when the Transfer Calls To setting is set to the Greeting option.</p> <p>Note Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p> <p>Default setting: Check box not checked.</p>

Table 1-11 Edit Transfer Rule Page (continued)

Field	Description
Ask for Caller's Name	<p>Check this check box to have Cisco Unity Connection prompt callers to say their names. When answering the phone, the user hears “Call from...” before Unity Connection transfers the call.</p> <p>This option is unavailable when Release to Switch is selected or when the Transfer Calls To setting is set to the Greeting option.</p> <p>Note Transfer options apply only to indirect calls; they do not apply when an unidentified caller or another user dials a user extension directly.</p> <p>Default setting: Check box not checked.</p>
Bulk Edit Task Scheduling	<p>(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Call Transfer, Call Screening, and Call Holding in Cisco Unity Connection 10.x” section in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Message Settings

Table 1-12 Edit Message Settings Page

Field	Description
Maximum Message Length	<p>Set the recording length (in seconds) allowed for messages left by unidentified callers.</p> <p>Users may want to limit the length of messages from unidentified callers. Some departments, such as Customer Service, may want to permit much longer messages.</p> <p>If enabled, callers hear a warning tone before the maximum message length is reached.</p> <p>Note The maximum recording length for messages left by other users is set on the applicable Edit Class of Service page. The maximum recording length for broadcast messages that users record (if applicable) is set on the System Settings > Advanced > Conversations page.</p> <p>Default setting: 300 seconds.</p>

Table 1-12 Edit Message Settings Page (continued)

Field	Description
Callers Can Edit Messages	<p>Check this check box to allow callers to be prompted to listen to, add to, rerecord, or delete their messages.</p> <p>Balance giving callers the additional control of editing messages with having voice messaging ports tied up for the additional time.</p> <p>Default setting: Check box checked.</p>
Language That Callers Hear	<p>Select the language in which system prompts are played to callers. The language setting affects system prompts such as “You may record your message at the tone.” Select from the following options:</p> <ul style="list-style-type: none"> • Use System Default Language—Unity Connection plays the system prompts in the system default language. • Inherit Language from Caller—Unity Connection determines the language to use for system prompts on a per-call basis, depending on the language set by the handler or routing rule that processed the call. If the language is set to Inherited for every rule and handler that processes a call, then the system prompts are played in the system default language. <p>Or select a specific language from the list.</p> <p>Note Depending on your license settings, United States English may not be available.</p>
Message Urgency	<p>Indicate the action that Cisco Unity Connection allows when a message has been left by an unidentified caller or by a user who has not explicitly signed in:</p> <ul style="list-style-type: none"> • Mark Normal—Messages left by unidentified callers are never marked urgent. • Mark Urgent—All messages left by unidentified callers are marked urgent. This may be useful for Sales or Technical Support calls. • Ask Callers—Unity Connection asks unidentified callers whether to mark their messages urgent.
Message Sensitivity	<p>Indicate the action that Cisco Unity Connection allows when a message has been left by an unidentified caller or by a user who has not explicitly signed in:</p> <ul style="list-style-type: none"> • Mark Normal—Messages left by unidentified callers are never marked private. • Mark Private—All messages left by unidentified callers are marked private. • Ask Callers—Unity Connection asks unidentified callers whether to mark their messages private.
Message Security—Mark Secure	<p>Check this check box to have Cisco Unity Connection mark messages as secure that are left for this user by unidentified callers or by users who have not explicitly signed in (when identified user messaging is enabled).</p>

Table 1-12 Edit Message Settings Page (continued)

Field	Description
Play after Message Recording	<p>Indicate the action that Cisco Unity Connection performs after a message has been sent by an unidentified caller or by a user who has not explicitly signed in:</p> <ul style="list-style-type: none"> • Do Not Play Recording—No recording will be played after the message has been sent. • System Default Recording—Play the default system recording after the message has been sent. • Play Recording—Play the customized recording after the message has been sent. Select the custom recording from the drop-down list. If no custom recording is available on Search Custom Recording page, then by default the Play Recording option will be disabled. <p>By Default the System Default Recording option will be selected.</p>
After Message Action	<p>Indicate the action that Cisco Unity Connection performs after a caller leaves a message:</p> <ul style="list-style-type: none"> • Call Action—Select the applicable action from the list: <ul style="list-style-type: none"> – Hang Up—Unity Connection immediately terminates the call when a caller presses the applicable key on the phone. – Route from Next Call Routing Rule—Unity Connection continues processing the call according to the applicable call routing table (direct or forwarded, depending on how the call was received from the phone system) starting at the next rule after the rule that Unity Connection previously applied to the call. • Call Handler—Sends the call to the system call handler that you specify. Specify whether the call should transfer to the call handler extension or go directly to the greeting of the handler. • Interview Handler—Sends the call to the interview handler that you specify. • Directory Handler—Sends the call to the directory handler that you specify. • Conversation—Sends the call to the conversation that you specify: <ul style="list-style-type: none"> – Broadcast Message Administrator—Sends the call to a conversation for sending broadcast messages. – Caller System Transfer—Sends the call to a conversation that allows users to transfer to a number that they specify. Unity Connection performs the transfer only when the restriction table permits it. – Greetings Administrator—Sends the call to a conversation for changing call handler greetings by phone. – Sign-In—Sends the call to the user sign-in conversation, which prompts the caller to enter an ID. – User System Transfer—Sends the call to a conversation that allows users to transfer to a number that they specify. Users are prompted to sign in and then can enter numbers that are not associated with Unity Connection users—such as lobby and conference room phones, and even phone numbers outside the organization. Unity Connection performs the transfer only when the user restriction table permits it. • User with Mailbox—Sends the call to the user extension that you specify. Specify whether the call should transfer to the user extension or go directly to the user greeting.

Table 1-12 Edit Message Settings Page (continued)

Field	Description
Bulk Edit Task Scheduling	(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Outside Caller Options in Cisco Unity Connection 10.x” section in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Caller Input

Table 1-13 Caller Input Page

Field	Description
Key	To edit caller input settings, select the applicable key. The Edit Caller Input page opens for that key.
Action	(Display only) Indicates the action that Cisco Unity Connection takes when a caller presses this key. If the key is configured for a call action such as “Ignore” or “Take Message,” the action is displayed; if the key is configured to send calls to a call handler, interview handler, directory handler, conversation, or user, “Send Caller To” is displayed, and the Target field shows the object that receives the call.
Target	(Display only) Indicates the object that receives the call if the key is configured to send calls to a call handler, interview handler, directory handler, conversation, or user. Otherwise, this field is blank.
Status	(Display only) Indicates whether Cisco Unity Connection allows additional input (Unlocked) or ignores additional input (Locked) when a caller presses this key.
Wait for Additional Digits _____ Milliseconds	<p>Indicate the amount of time that Cisco Unity Connection waits for additional input after callers press a single key that is not locked. If there is no input within this time, Unity Connection performs the action assigned to the single key.</p> <p>We recommend a value of 1,500 milliseconds (one and one-half seconds).</p> <p>Note This option is unavailable if Ignore Caller Input is enabled on the Greetings page.</p> <p>Default setting: 1,500 milliseconds.</p>

Table 1-13 Caller Input Page (continued)

Field	Description
Prepend Digits to Dialed Extensions—Enable	<p>Check this check box to simulate abbreviated extensions by using prepended digits for call handlers and user mailboxes. When such digits are defined, they are prepended to any extension that a caller dials while listening to the greeting for the call handler or user mailbox.</p> <p>Cisco Unity Connection first attempts to route the call to the prepended extension. If the prepended extension is not valid, Unity Connection attempts to route the call to the dialed extension.</p> <p>For example, a call handler named Sales is configured with the prepended digits 123. When a caller dials 1000 while listening to the greeting for the Sales call handler, Unity Connection attempts to route the call to extension 1231000; if the prepended extension is not valid, Unity Connection attempts to route the call to extension 1000.</p>
Digits to Prepend	Enter the digits that are prepended to any extension that a caller dials while listening to the greeting of the user or call handler.
Bulk Edit Task Scheduling	<p>(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now.</p> <p>To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Allowing Caller Input During Greetings” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.
- The “Abbreviated Extensions: Prepending Digits to Extensions That Callers Enter” section in the “[Managing Call Handlers in Cisco Unity Connection 10.x](#)” chapter of the *System Administration Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/administration/guide/10xcucsa gx.html.

Edit Caller Input

Table 1-14 Edit Caller Input Page

Field	Description
Key	(Display only) Indicates the phone keypad key to which the settings on the page apply.
Ignore Additional Input (Locked)	<p>Check this check box to have Cisco Unity Connection ignore additional input after callers press the key; Unity Connection performs the action assigned to the key. To create efficient caller input menus, lock all keys except those that begin extensions on your system. You also can lock a key to block calls to extensions that begin with that key.</p> <p>To lock the actions for all keys, check the Ignore Caller Input check box on the Edit Greeting page.</p> <p>Default setting: Check box not checked.</p>

Table 1-14 Edit Caller Input Page (continued)

Field	Description
Action	<p>Select from the following, to indicate the action that Cisco Unity Connection performs when the caller presses the applicable key:</p> <ul style="list-style-type: none"> • Call Action—Select the applicable action from the list: <ul style="list-style-type: none"> – Hang Up—Unity Connection terminates the call when a caller presses the applicable phone key. – Ignore—Unity Connection ignores the key press and continues playing the greeting. Use when you want only certain key presses to be responded to. – Restart Greeting—Unity Connection plays the greeting from the beginning. – Route from Next Call Routing Rule—Unity Connection continues processing the call according to the call routing table (direct or forwarded, depending on how the call was received from the phone system) starting at the next rule after the rule that Unity Connection previously applied to the call. – Skip Greeting—Unity Connection skips the greeting and performs the after-greeting action. – Take Message—Unity Connection records a message from the caller. – Transfer to Alternate Contact Number—Unity Connection transfers the call to the phone number that you specify in the Extension field, for example to a mobile phone or other external number. You can also specify whether Unity Connection transfers the call by releasing it to the phone system or by supervising the transfer. If you select Supervise Transfer as the transfer type, you can also specify the number of rings to wait before Unity Connection ends the attempt to transfer. • Call Handler—Sends the call to the system call handler that you specify. Specify whether the call should transfer to the call handler extension or go directly to the greeting of the handler. • Interview Handler—Sends the call to the interview handler that you specify. • Directory Handler—Sends the call to the directory handler that you specify. • Conversation—Sends the call to the conversation that you specify: <ul style="list-style-type: none"> – Broadcast Message Administrator – Caller System Transfer—A conversation that allows users to transfer to a number that they specify (only when the restriction table permits it). – Easy Sign-In (<i>available only on User Caller Input pages</i>)—A conversation that prompts the user only for a PIN to sign in (Unity Connection assumes that the caller is trying to sign in to the mailbox that was called). – Greetings Administrator—A conversation for changing call handler greetings. – Sign-In—A conversation that prompts the caller to enter an ID and a PIN. – User System Transfer—A conversation that allows users to transfer to a number that they specify. Users are prompted to sign in and then can enter numbers that are not associated with Unity Connection users—such as lobby phones or phone numbers outside the organization. Unity Connection performs the transfer only when the user restriction table permits it. • User with Mailbox—Sends the call to the user extension that you specify. Specify whether the call should transfer to the user extension or go directory to the user greeting.

Table 1-14 Edit Caller Input Page (continued)

Field	Description
Bulk Edit Task Scheduling	(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Allowing Caller Input During Greetings” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Mailbox

Table 1-15 Edit Mailbox Page

Field	Description
Mounted	(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) The check box is checked if the mailbox is available, or not checked if the mailbox is not available. If a mailbox is not available, the user cannot access existing messages, and new messages are queued for delivery to the mailbox when it is available again. Cisco Unity Connection automatically makes a mailbox unavailable: <ul style="list-style-type: none"> When the mailbox is being moved to another mailbox store. When the mailbox store that contains the mailbox is disabled.
Respond to Requests for Read Receipts	When one Cisco Unity Connection user sends another user a voice message, the person sending the message can request to be notified with a read receipt when the recipient has played the voice message. If you do not want Unity Connection to respond to requests for read receipts for this user, uncheck this check box.
Message Aging Policy	Select a message aging policy from the list. If you do not want messages to be aged, select a policy that is disabled or a policy in which all of the rules are disabled; both options have the same effect. By default, the Do Not Age Messages policy is disabled, and all rules are disabled.

Table 1-15 Edit Mailbox Page (continued)

Field	Description
Mailbox Quotas	<p>Mailbox quotas, along with message aging policy, help ensure that the hard disk space available for voice messages is not completely filled, as follows:</p> <ul style="list-style-type: none"> • Custom—For this user, use the Warning Quota, Send Quota, and Send/Receive Quota specified on this page. If you select this option, also select Custom or System Maximum (2 Gigabytes). If you select Custom, select the maximum number of bytes of voice messages allowed for this user for each of the following: <ul style="list-style-type: none"> – Warning Quota—When the mailbox for a user reaches this size, the user is warned that the mailbox is near the maximum size allowed. – Send Quota—When the mailbox for a user reaches this size, the user is prevented from sending any more voice messages. – Send/Receive Quota—When the mailbox for a user reaches this size, the user is prevented from sending or receiving any more voice messages. • Use System Settings—For this user, use the quotas specified on the Mailbox Quotas page. <p>If you enter custom quotas, the value for Warning Quota must be smaller than or equal to the value for Send Quota, and the value for Send Quota must be smaller than or equal to the value for Send/Receive Quota.</p>
Number of Messages	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> For this user, the total number of new messages, read messages, and messages that have been marked deleted (moved to the Deleted Items folder), but have not been permanently deleted.
Size	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> The total size, in bytes, of all voice messages for the current user.
Creation Time	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Shows the date and time when the mailbox was created.
Mailbox Store	<i>(Display only. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> The display name of the mailbox store that contains this mailbox.
Bulk Edit Task Scheduling	<i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Mailbox-Size Quotas in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.
- The “[Controlling the Size of Mailboxes in Cisco Unity Connection 10.x](#)” chapter of the *System Administration Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/administration/guide/10xcucsa gx.html.

- The “[Managing Mailbox Stores in Cisco Unity Connection 10.x](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/administration/guide/10xcucsa_gx.html)” chapter of the *System Administration Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/administration/guide/10xcucsa_gx.html.

Phone Menu

Table 1-16 Phone Menu Page

Field	Description
Touchtone Conversation Menu Style	<p>Select one of the following options for users when they use a touchtone conversation. Note that the voice-recognition conversation does not offer full and brief menu styles.</p> <ul style="list-style-type: none"> • Full—Users hear comprehensive instructions; select for a new user. • Brief—Users hear abbreviated versions of the full menus; select for a more experienced user. <p>Default setting: Full.</p>
Conversation Volume	<p>Select the volume level at which users hear the Cisco Unity Connection conversation:</p> <ul style="list-style-type: none"> • Low • Medium • High <p>Users can also adjust the volume temporarily from their phones.</p> <p>Default setting: Medium.</p>
Conversation Speed	<p>Select the speed at which Cisco Unity Connection plays prompts to users:</p> <ul style="list-style-type: none"> • Slow • Normal • Fast • Fastest <p>Default setting: Normal.</p>
Time Format	<p>Indicates the time format that Cisco Unity Connection uses to play time stamps when users listen to their messages by phone:</p> <ul style="list-style-type: none"> • 12-Hour Clock—The default. Users hear message time stamps in a 12-hour clock format. For example, users hear 1:00 p.m. when listening to the time stamp for a message left at 1:00 p.m. • 24-Hour Clock—Users hear message time stamps in a 24-hour clock format. For example, users hear 13:00 when listening to the time stamp for a message left at 1:00 p.m. <p>Note Users can set their own time format preferences in the Unity Connection Messaging Assistant.</p>

Table 1-16 Phone Menu Page (continued)

Field	Description
Use Voice Recognition Input Style	<p>(Available only when users are assigned to a class of service that has the Allow Users to Use Voice Recognition feature enabled.) Check this check box when the user prefers to use voice recognition as the primary way to interact with Cisco Unity Connection by phone.</p> <p>Note that when this check box is checked, the Touchtone Conversation setting is used as a backup if the voice-recognition services are unavailable, and at any time that users choose to use the keypad rather than voice commands to interact with Unity Connection.</p> <p>In case of a video call, voice-recognition conversation is not supported. For more information on voice recognition conversation, see the Touchtone and Voice-Recognition Conversations, page 16 section of the Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x chapter.</p>
Touchtone Conversation	<p>Select the Touchtone Conversation style that users hear when they listen to and manage their messages by phone:</p> <ul style="list-style-type: none"> • Alternate Keypad Mapping N • Alternate Keypad Mapping S • Alternate Keypad Mapping X • Classic Conversation • Custom Keypad Mapping 1 • Custom Keypad Mapping 2 • Custom Keypad Mapping 3 • Custom Keypad Mapping 4 • Custom Keypad Mapping 5 • Custom Keypad Mapping 6 • Optional Conversation 1 • Standard Conversation <p>You can use either full or brief menu style with each conversation style.</p>
Finding Messages with Message Locator—Enable	<p>Check this check box to allow users to find voice messages from other users and from unidentified callers when they check messages by phone.</p> <p>When this check box is checked, users are prompted to find messages from the Main menu in the Cisco Unity Connection conversation. Users can use the Message Locator feature to search their new and saved messages, for messages from a particular user, extension, or phone number (ANI or caller ID information).</p> <p>Default setting: Check box not checked.</p>

Table 1-16 Phone Menu Page (continued)

Field	Description
Message Locator Sort Order	<p>Select one of the following options:</p> <ul style="list-style-type: none"> • Last In, First Out • First In, Last Out <p>Use in conjunction with the Finding Messages with Message Locator—Enabled check box, to allow users to find specific messages by phone. Note that this setting is not available for the voice-recognition conversation.</p>
Enable Phone View	<p>(Available only for Cisco Unified Communications Manager phone systems on which Phone View is enabled. This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Check this check box to allow the user to see search results on the LCD screen of the Cisco Unified IP Phone when using the Find Message or the Display Message menu.</p> <p>Uncheck this check box to disable Phone View for the user.</p> <p>Default setting: Check box not checked.</p>
Times to Repeat Menu When User Does Not Respond	<p>Specify how many times Cisco Unity Connection repeats a menu when a user has not responded to it. The range of valid entries is 0 to 10.</p> <p>Note This setting is not available for the voice-recognition conversation.</p> <p>Default setting: 1 time.</p>
Wait for First Touchtone or Voice Command _____ Milliseconds	<p>Specify how long Cisco Unity Connection waits for a user to press a first key or say a voice command after playing a menu. This setting is also known as the “First Digit Timeout.” The range of valid entries is 500 to 10,000 milliseconds.</p> <p>Default setting: 5,000 milliseconds.</p>
Wait for Additional Key Presses When Entering Names, Extensions, and PINs _____ Milliseconds	<p>Specify how long Cisco Unity Connection waits for additional key presses after the user has pressed a key when entering usernames or extensions to address a message, update passwords or PINs, change call transfer or message notification numbers, and so on.</p> <p>The range of valid entries is 1,000 to 10,000 milliseconds.</p> <p>Default setting: 3,000 milliseconds.</p>
Wait for Additional Key Presses When Entering Multiple Digit Menu Options _____ Milliseconds	<p>Specify how long Cisco Unity Connection waits for additional key presses after the user has pressed a key that represents the first digit of more than one possible key combination in a particular phone menu.</p> <p>For example, in the After Message menu for the Classic conversation, users can press 4 to reply to a message, 42 to reply to all, or 44 to call the user.</p> <p>This setting also applies when using ## to switch addressing modes.</p> <p>The range of valid entries is 250 to 5,000 milliseconds.</p> <p>Default setting: 1,500 milliseconds.</p>

Table 1-16 Phone Menu Page (continued)

Field	Description
Wait Between Words in Voice Commands (Phrase Incomplete Timeout) _____ Milliseconds	<p>(Available only when users are assigned to a class of service that has the Allow Users to Use Voice Recognition feature enabled.) Specify how long Cisco Unity Connection waits for a user to say additional words before acting on the words already spoken. For example, a user might say “Play new messages,” pause for a moment, and then add, “from Harriet Smith.” In such cases, the value you enter here determines how long Unity Connection waits for the user to finish speaking before playing new messages. The range of valid entries is 300 to 10,000 milliseconds.</p> <p>Default setting: 750 milliseconds.</p>
Voice Recognition Confirmation Confidence Threshold	<p>(Available only when users are assigned to a class of service that has the Allow Users to Use Voice Recognition feature enabled.) Use this setting to adjust the likelihood that Cisco Unity Connection prompts the voice recognition user to confirm user intentions. For example, if users complain that the system mistakenly hears them say “cancel” or “hang up,” you can try increasing the value of this setting to prevent users from accidentally committing actions they did not intend. Alternatively, if users complain that the system prompts for confirmation too frequently, try adjusting this setting to a lower value.</p> <p>The range of valid entries is 0 to 100. When the value is set to 0, Unity Connection never asks for confirmation; when the value is set to 100, Unity Connection always asks for confirmation.</p> <p>A realistic range of values for this setting is 30 to 90. The default value should reliably filter out most errors and provide confirmation when necessary for most systems. Note that if the value is set too low, the system may improperly recognize and act on commands.</p>
Voice Recognition Speech Sensitivity (0 to 100)	<p>(Available only when users are assigned to a class of service that has the Allow Users to Use Voice Recognition feature enabled.) Use this setting to compensate for potential background noise on a call.</p> <p>A value of 0 indicates that the speech engine is not very sensitive, and the user must speak very loudly to be understood.</p> <p>A value of 100 indicates that the speech engine is very sensitive, and any noise at all is considered a speech event.</p> <p>Default setting: 50.</p>

Table 1-16 Phone Menu Page (continued)

Field	Description
After Sign-In, Play	<p>Check the following check boxes to indicate what Cisco Unity Connection plays after a user signs in:</p> <ul style="list-style-type: none"> • User's Recorded Name—Unity Connection plays the recorded name of the user. Default setting: Check box not checked. • Alternate Greeting Notification—Unity Connection notifies users when they have their alternate greeting turned on. Unity Connection plays the notification immediately after users sign in by phone, and then plays a menu from which users can choose to leave their alternate greeting on, turn it off, or play it. This check box controls only whether users are notified that their alternate greeting is enabled when they access Unity Connection by phone; users are always notified when their alternate greeting is enabled in the Cisco Personal Communications Assistant (PCA), even when this check box is not checked. Default setting: Check box checked. • User's New Messages Automatically—Unity Connection takes users directly to their new messages after they sign in; users do not hear message counts or the Main menu. However, if applicable, users hear about any of the following potential conditions before being taken to new messages: full mailbox warnings, broadcast messages, expired PIN notifications, and first time enrollment. Default setting: Check box checked.
When Exiting the Conversation	<p>Select from the following actions, to indicate the destination to which Cisco Unity Connection sends users when they exit the conversation:</p> <ul style="list-style-type: none"> • Call Action—Select the applicable action from the list: <ul style="list-style-type: none"> – Hang Up—Unity Connection immediately terminates the call. • Call Handler—Sends the call to the system call handler that you specify. Specify whether the call should transfer to the call handler extension or go directly to the greeting of the handler. • Interview Handler—Sends the call to the interview handler that you specify. • Directory Handler—Sends the call to the directory handler that you specify. • Conversation—Sends the call to the conversation that you specify: <ul style="list-style-type: none"> – Broadcast Message Administrator – Caller System Transfer – Greetings Administrator – Sign-In – User System Transfer • User with Mailbox—Sends the call to the Unity Connection user that you specify. Select one of the following options: <ul style="list-style-type: none"> – Attempt Transfer – Go Directly to Greetings <p>Note You cannot edit this field in Bulk Edit mode unless all of the user accounts reside on the local server.</p>

Table 1-16 Phone Menu Page (continued)

Field	Description
Bulk Edit Task Scheduling	(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Conversation and Phone Menu Options in Cisco Unity Connection 10.x” section in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.
- The “How Administrators Can Customize the User Conversation in Cisco Unity Connection 10.x” section in the “Cisco Unity Connection 10.x Conversation” chapter of the *System Administration Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/administration/guide/10xcucsa gx.html.

Playback Message Settings

All of the playback message settings on this page—with the exception of the For Draft Messages, Play field—are applicable both to Cisco Unity Connection messages and to messages stored externally, depending on whether users are enabled to access email in third party message stores, and/or are enabled to use the single inbox feature.

For information on configuring Unity Connection so that external messages are included in message counts, see the “Including External Messages in Message Counts” section in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Table 1-17 Playback Message Settings Page

Field	Description
Message Volume	<p>Select the volume level at which Cisco Unity Connection plays the body of user messages and recorded introductions for fax messages when users play their messages by phone:</p> <ul style="list-style-type: none"> • Low • Medium • High <p>Users can adjust the volume level in the Unity Connection Messaging Assistant and may also be able to adjust the volume temporarily from their phones. (Users can use the Media Master to adjust the volume of messages that they play by using computer speakers.)</p> <p>Default setting: Medium.</p>

Table 1-17 Playback Message Settings Page (continued)

Field	Description
Message Speed	<p>Select the speed at which Cisco Unity Connection plays the body of user messages and recorded introductions for fax messages when users play their messages by phone:</p> <ul style="list-style-type: none"> • Slow • Normal • Fast • Fastest <p>Users can adjust the speed in the Unity Connection Messaging Assistant.</p> <p>Users can use the Media Master to adjust the speed of messages that they play by using computer speakers.</p> <p>Default setting: Normal.</p>
For New Messages, Play	<p>Check the following check boxes, as applicable, to have Cisco Unity Connection announce message count totals for messages that are marked new.</p> <ul style="list-style-type: none"> • Total of All Message Count—When this check box is checked, Unity Connection announces the total number of messages that are marked new, including voice, email, and fax messages. • Voice Message Count—When this check box is checked, Unity Connection announces the total number of voice messages that are marked new. • Email Message Count—When this check box is checked, Unity Connection announces the total number of email messages that are marked new. • Fax Message Count—When this check box is checked, Unity Connection announces the total number of fax messages that are marked new. • Receipt Message Count—When this check box is checked, Unity Connection announces the total number of receipts that are marked new.
For Saved Messages, Play	<p>Check the Saved Message Count check box to have Cisco Unity Connection announce the total number of messages that have been saved.</p>
For Draft Messages, Play	<p>Check the Draft Message Count check box to have Cisco Unity Connection announce the number of messages that have been saved as drafts.</p> <p>If the When a Call Is Disconnected or the User Hangs Up setting on the Send Message Settings page is set to Save Message as Draft, Unity Connection can automatically save a message as a draft in cases where a call is disconnected or the user hangs up while recording the message. (You can also configure the setting for an alternate extension by selecting Show Advanced Settings on the Edit Alternate Extension page. The setting appears under the Message Addressing and Sending heading.)</p> <p>The user can also choose to save messages as drafts while composing them if you check the Allow Users to Save Draft Messages check box on the Send Message Settings page.</p>

Table 1-17 Playback Message Settings Page (continued)

Field	Description
Before Playing Messages, Play	<p>Check the Message Type Menu check box so that Cisco Unity Connection plays the following menu when users sign in to Unity Connection by phone:</p> <ul style="list-style-type: none"> • Press 1 to hear voice messages • Press 2 to hear emails • Press 3 to hear faxes • Press 4 to hear receipts <p>Note that although the email and fax options are available in the Message Type Menu, Unity Connection plays emails only when the user is assigned to a class of service that has the Allow Access to Exchange Email by Using Text to Speech (TTS) field enabled, and plays faxes only when fax features are enabled. For fax messages, Unity Connection plays only the message properties (the sender, date, and time).</p>
New Message Play Order	<p>Indicate the order in which Cisco Unity Connection plays new messages to the user:</p> <ul style="list-style-type: none"> • Sort by Message Type—Select a message type, and then select the Up and Down arrows to reorder the list of message types. Unity Connection plays messages in the order that you specify here. <p>Note that although the email and fax options are available in the Message Type Menu, Unity Connection plays emails only when the user is assigned to a class of service that has the Allow Access to Exchange Email by Using Text to Speech (TTS) field enabled, and plays faxes only when fax features are enabled. For fax messages, Unity Connection plays only the message properties (the sender, date, and time).</p> <ul style="list-style-type: none"> • Then By—Select Newest First or Oldest First to specify the order in which Unity Connection plays new or saved messages. <p>Note that except for receipts, urgent messages are always played before regular messages for each message type (receipts are sorted by the time that they were sent).</p>
Saved Message Play Order	<p>Indicate the order in which Cisco Unity Connection plays saved messages to the user.</p> <ul style="list-style-type: none"> • Sort by Message Type—Select a message type, and then select the Up and Down arrows to reorder the list of message types. Unity Connection plays messages in the order that you specify here. <p>Note that although the email and fax options are available in the Message Type Menu, Unity Connection plays emails only when the user is assigned to a class of service that has the Allow Access to Exchange Email by Using Text to Speech (TTS) field enabled, and plays faxes only when fax features are enabled. For fax messages, Unity Connection plays only the message properties (the sender, date, and time).</p> <ul style="list-style-type: none"> • Then By—Select Newest First or Oldest First.
Deleted Message Play Order	<p>Select Newest First or Oldest First to specify the message order for deleted messages.</p> <p>Note Except for receipts, urgent messages are always played before regular messages for each message type (receipts are sorted by the time that they were sent).</p>

Table 1-17 Playback Message Settings Page (continued)

Field	Description
Before Playing Each Message, Play	<p>Check the following check boxes, as applicable:</p> <ul style="list-style-type: none"> • Sender's Information—Check this check box so that Cisco Unity Connection plays caller information about a message sender before playing the message. The information played depends on how Unity Connection is set up. By default, Unity Connection plays the following information when the Sender's Information check box is checked: <ul style="list-style-type: none"> – For messages left by an identified user, Unity Connection plays the recorded name of the user. If the user does not have a recorded name, Unity Connection plays the primary extension associated with the user instead. – For messages left by an unidentified caller, Unity Connection does not provide the phone number (ANI or caller ID) information before playing the message. • Include Extension—Use in conjunction with the Sender's Information check box. Check this check box to have Unity Connection include the extension of the user who left the message, in addition to the recorded name, before playing the message. • Message Number—Check this check box to have Unity Connection announce the sequential number of a message (“Message one...”) before playing the message. • Time the Message Was Sent—Check this check box to have Unity Connection announce the time that the message was recorded by the caller. • Sender's ANI—For messages left by an unidentified caller, check this check box to have Unity Connection provide the phone number (ANI or caller ID) information before playing the message. • Message Duration—Check this check box to have Unity Connection announce the message duration as part of the message header. Forwarded messages include the duration of any recorded introductions as well as the original voice message.
While Playing Each Message	<p>Set the following, as applicable:</p> <ul style="list-style-type: none"> • Fast Forward Message by ____ Milliseconds—Specify the amount of time that Unity Connection skips ahead when users fast-forward while listening to messages. Note that Unity Connection does not skip ahead in a message based on speed-adjusted increments. Regardless of whether message playback speed is set to slow, normal, fast, or fastest, skipping ahead in each case jumps to the same point in the message. Default Setting: 5 seconds. • Rewind Message by ____ Milliseconds—Specify the amount of time that Unity Connection skips back when users rewind while listening to messages. Note that Unity Connection does not skip back in a message based on speed-adjusted increments. Regardless of whether message playback speed is set to slow, normal, fast, or fastest, skipping back in each case jumps to the same point in the message. Default Setting: 5 seconds.

Table 1-17 Playback Message Settings Page (continued)

Field	Description
When Disconnected or User Hangs Up During Message Playback	<p>Set the following, as applicable:</p> <ul style="list-style-type: none"> Create a Message Bookmark—Check this check box if you want Cisco Unity Connection to create a message bookmark when the call is disconnected or the user hangs up while listening to a message. A message bookmark allows the user to call back into Unity Connection within a specified period of time and resume listening to the message. <p>Unity Connection creates a message bookmark when the call disconnects during playback of new or saved messages. It does not create a message bookmark during playback of deleted messages, draft messages, or external email messages, nor during playback of messages generated by dynamic searches such as Message Locator (for example, “Find messages from <name of user>.”).</p> <p>Default setting: Check box not checked.</p> Mark a New Message—Indicate whether you want Cisco Unity Connection to leave messages marked as new or mark them as saved (read) if users access the message body and then hang up or are disconnected before indicating how to manage the message. (Unity Connection also retains the message as is unless users indicate otherwise after they reply to or forward a message, call the user, transfer to the operator or another extension, and so on.) <p>Default setting: Mark Message New.</p> <p>Note If you check the Create a Message Bookmark check box, we recommend that you set new messages to be marked as new when a call is disconnected during message playback. If new messages are set to be marked as saved on disconnect, the message bookmark will be created for the next new message and not the message that the user was listening to when disconnected.</p>

Table 1-17 Playback Message Settings Page (continued)

Field	Description
After Playing Each Message, Play	<p>Check the following check boxes, as applicable:</p> <ul style="list-style-type: none"> • Sender's Information—Check this check box so that Unity Connection plays caller information about a message sender after playing the message. The information played depends on how Unity Connection is set up. <ul style="list-style-type: none"> – For messages left by an identified user, Unity Connection plays the recorded name of the user. If the user does not have a recorded name, Unity Connection plays TTS display name and the primary extension associated with the user instead. If the user does not have display name, Unity Connection plays the primary extension. – For messages left by an unidentified caller, Unity Connection does not provide the phone number (ANI or caller ID) information after playing the message. <p>Default Setting: Check box not checked.</p> • Include Extension—Use in conjunction with the Sender's Information check box. Check this check box to have Unity Connection include the extension of the user who left the message, in addition to the recorded name, after playing the message. <p>Default Setting: Check box not checked.</p> • Sender's ANI—Use in conjunction with Sender's Information check box. For messages left by an unidentified caller, check this check box to have Unity Connection provide the phone number (ANI or caller ID) information after playing the message. <p>Default Setting: Check box not checked.</p> • Message Number—Check this check box to have Unity Connection announce the sequential number of a message (“Message one...”) after playing the message. <p>Default Setting: Check box not checked.</p> • Time the Message Was Sent—Check this check box to have Unity Connection announce the time that the message was recorded by the caller. <p>Default Setting: Check box checked</p> • Message Duration—Check this check box to have Unity Connection announce the message duration as part of the message footer. Forwarded messages include the duration of any recorded introductions as well as the original voice message. <p>Default Setting: Check box not checked.</p>
After Playing the After Message Menu	<p>Check the Automatically Advance to the Next Message check box to set Unity Connection to automatically move to the next message in the message stack without requiring user to perform any action in the After Message Menu options, such as Save or Delete.</p> <p>Default setting: Check box not checked.</p>
When Deleting a Message	<p>Check the Confirm Deletions of New and Saved Messages check box to have Cisco Unity Connection ask users to confirm their choice when they delete new and saved messages by phone. Consider checking this check box if users do not have access to deleted messages.</p> <p>Default setting: Check box not checked.</p>
Bulk Edit Task Scheduling	<p><i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Message Playback Options in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Send Message Settings

Table 1-18 Send Message Settings Page

Field	Description
User Can Send Broadcast Messages to Users on This Server	<p>Check this check box to allow users to send broadcast messages to all users on the local Cisco Unity Connection server.</p> <p>Default setting: Check box not checked.</p>
User Can Update Broadcast Messages Stored on This Server	<p>Check this check box to allow users to edit broadcast messages. By checking this check box, you also enable users to send broadcast messages to all users on the local Cisco Unity Connection server.</p> <p>Default setting: Check box not checked.</p>
Enter a Recipient By	<p>Select how the conversation prompts users to address messages to other users:</p> <ul style="list-style-type: none"> Spelling the Last Name Then First Name Entering the Extension Spelling the First Name Then Last Name <p>Note Addressing by name requires lettered keypads on user phones.</p> <p>This setting does not apply when using the voice-recognition conversation.</p> <p>Regardless of the option you select here, as users address a message by phone, they can switch between addressing by name and addressing by extension by pressing the # key twice. However, when the Disable Spelled Name Searches check box is checked on the System Settings > Advanced > Conversations page, users can address messages by phone only by entering user extensions.</p>
Confirm Recipient by Name	<p>Enable this option if you want users to hear a confirmation of a selected name when addressing users. By default, Cisco Unity Connection does not confirm by repeating the name of a user that was just selected from a list.</p> <p>You might want to enable this option when users address by ID rather than by spelling the name.</p> <p>Note Users always hear a confirmation when using the voice-recognition conversation.</p> <p>Default setting: Check box not checked.</p>

Table 1-18 Send Message Settings Page (continued)

Field	Description
Continue Adding Names After Each Recipient	<p>Enable this option so that Cisco Unity Connection asks users to continue adding names after each recipient when sending and forwarding messages to multiple recipients.</p> <p>By default, when users address messages by phone, Unity Connection allows them to add a single recipient and then prompts them to indicate what they want to do next with a key press (for example, “To add another recipient, press 1. For message options, press 3. To record, press #.”). Users who send and forward messages to multiple recipients may find pressing 1 to continue addressing after each recipient tedious and time-consuming. By enabling this option, you can significantly streamline the addressing process for users who frequently send and forward messages to multiple recipients.</p> <p>Note Users are always prompted to continue adding names when using the voice-recognition conversation.</p> <p>Default setting: Check box not checked.</p>
Automatically Add Recipients to Addressing Priority List	<p>Check this check box to have Cisco Unity Connection automatically add message recipients to a weighted list of names the first time that the user addresses to them, and then adjust the weight of names based on subsequent usage.</p> <p>When the user addresses messages by spelling part of a name, if there are multiple matching names, Unity Connection presents the matches that appear in the addressing priority list first, sorted by weight. When the user addresses messages by using voice commands, Unity Connection uses the weight of a name in the addressing priority list to increase the likelihood that the speech recognition engine selects the name as a match if it is phonetically similar to the name spoken by the user.</p> <p>Default setting: Check box not checked.</p>
Allow Users to Save Draft Messages	<p>Check this check box to allow the user to choose whether to save a message as a draft during message composition.</p> <p>When a message has been saved as a draft, a voice-recognition user can access the draft message in order to complete and send it by saying “Draft messages” from the main menu. In order for touchtone conversation users to access their draft messages, you must use the Custom Keypad Mapping tool to assign a key to the Edit Draft Messages option in a custom conversation, and also assign the users to the custom conversation.</p> <p>You can configure the number of days that messages are retained in user draft message folders by changing the value of the Draft Messages: Retention Period (in Days) setting on the System Settings > Advanced > Conversations page. If a draft message is not accessed and modified by the user during the specified time period, it is automatically deleted.</p>
Retain Urgency Flag When Forwarding or Replying to Messages	<p>Check this check box to have Cisco Unity Connection retain the urgency flag when users forward or reply to urgent messages by using the phone interface.</p> <p>This setting does not apply to messages sent by using the Unity Connection Web Inbox, an IMAP email client, or ViewMail.</p> <p>Default setting: Check box not checked.</p>

Table 1-18 Send Message Settings Page (continued)

Field	Description
When a Call Is Disconnected or the User Hangs Up	<p>Indicate whether you want Cisco Unity Connection to send or discard messages when calls are disconnected while users are in the process of sending, replying to, or forwarding a message.</p> <p>Calls can be intentionally or unintentionally disconnected when a user hangs up or a mobile phone loses its charge or signal, and so on. By default, Unity Connection sends the message if the call is disconnected in the following circumstances:</p> <ul style="list-style-type: none"> • When a user is replying to or sending a message—As long as the message has at least one recipient and the recording is more than one second (1,000 milliseconds) in length. This means that Unity Connection sends the message even though the user may not have finished recording or addressing the message. • When a user is forwarding a message—As long as the message has at least one recipient. This means that Unity Connection sends the message even though the user may not have recorded an introduction or completely addressed the message. <p>When Discard Message is selected, Unity Connection does not send a message unless users have pressed # to confirm that they are ready to send the message. If the call is disconnected before a user has a chance to send the message, Unity Connection deletes the message rather than sending it.</p> <p>When Save Message as Draft is selected, Unity Connection saves the message to the drafts folder. When a message has been saved as a draft, a voice-recognition user can access the draft message in order to complete and send it by saying “Draft messages” from the main menu. In order for touchtone conversation users to access their draft messages, you must use the Custom Keypad Mapping tool to assign a key to the Edit Draft Messages option in a custom conversation, and also assign the users to the custom conversation.</p> <p>You can configure the number of days that messages are retained in user draft message folders by changing the value of the Draft Messages: Retention Period (in Days) setting on the System Settings > Advanced > Conversations page. If a draft message is not accessed and modified by the user during the specified time period, it is automatically deleted.</p> <p>Default setting: Send Message.</p>
Bulk Edit Task Scheduling	<p>(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now.</p> <p>To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The “Message Addressing and Sending Options in Cisco Unity Connection 10.x” section in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Message Actions

Table 1-19 *Edit Message Actions Page*

Field	Description
Voicemail	<p>Select the action that Cisco Unity Connection takes when the user receives a voice message:</p> <ul style="list-style-type: none"> • Accept the Message—Unity Connection delivers the message to the user mailbox. • Reject the Message—Unity Connection rejects the message. If possible, Unity Connection sends a non-delivery receipt to the sender. • Relay the Message—Unity Connection forwards the message to the address that you specify in the Relay Address field. • Accept and Relay the Message—Unity Connection delivers the message to the user mailbox, and forwards a copy of the message to the address that you specify in the Relay Address field. <p>Note In order to configure Unity Connection to relay messages, you must first configure an SMTP Smart Host on the System Settings > SMTP Configuration > Smart Host page.</p> <p>If single inbox is turned on for this user in Unity Connection and the Relay Address is the same as the email address that is used for synchronization with Exchange, the two features interact as follows depending on the action selected:</p> <ul style="list-style-type: none"> • Accept the Message, Relay the Message, or Accept and Relay the Message—Unity Connection synchronizes voice messages with Exchange so that the messages can be accessed from either system. • Reject the Message—Unity Connection rejects voice messages and therefore does not synchronize them with Exchange. <p>If single inbox is turned on for this user but the Relay Address differs from the email address that is used for synchronization with Exchange, the two features interact as follows:</p> <ul style="list-style-type: none"> • Accept the Message—Unity Connection delivers voice messages to the user mailbox and synchronizes them with Exchange. • Relay the Message or Accept and Relay the Message—Unity Connection delivers voice messages to the user mailbox, synchronizes them with Exchange, and relays a copy of each message to the Relay Address. • Reject the Message—Unity Connection rejects voice messages and therefore does not synchronize them with Exchange. <p>Default setting: Accept the Message.</p>

Table 1-19 Edit Message Actions Page (continued)

Field	Description
Email	<p>Select the action that Cisco Unity Connection takes when the user receives an email message:</p> <ul style="list-style-type: none"> • Accept the Message—Unity Connection delivers the message to the user mailbox. • Reject the Message—Unity Connection rejects the message. If possible, Unity Connection sends a non-delivery receipt to the sender. • Relay the Message—Unity Connection forwards the message to the address that you specify in the Relay Address field. • Accept and Relay the Message—Unity Connection delivers the message to the user mailbox, and forwards a copy of the message to the address that you specify in the Relay Address field. <p>Note In order to configure Unity Connection to relay messages, you must first configure an SMTP Smart Host on the System Settings > SMTP Configuration > Smart Host page.</p> <p>If single inbox is turned on for this user in Unity Connection and the Relay Address on this page is the same as the email address that is used for synchronization with Exchange, the value of the Message Action for Email setting on the Unified Messaging service in use by this user overrides this setting, except if the Reject the Message option is selected here, in which case, Unity Connection rejects all incoming email messages and does not synchronize them with Exchange.</p> <p>If single inbox is turned on for this user but the Relay Address differs from the email address that is used for synchronization with Exchange, both settings take effect. If either setting is configured for Accept the Message or Accept and Relay the Message, the message is delivered to the Unity Connection mailbox. If the Message Action for Email setting on the Unified Messaging service in use by this user is configured for either Relay the Message or Accept and Relay the Message, the message is relayed to Exchange. Finally, if this setting is configured for either Relay the Message or Accept and Relay the Message, the message is relayed to the Relay Address.</p> <p>Default setting: Accept the Message.</p>

Table 1-19 Edit Message Actions Page (continued)

Field	Description
Fax	<p>Select the action that Cisco Unity Connection takes when the user receives a fax message:</p> <ul style="list-style-type: none"> • Accept the Message—Unity Connection delivers the message to the user mailbox. • Reject the Message—Unity Connection rejects the message. If possible, Unity Connection sends a non-delivery receipt to the sender. • Relay the Message—Unity Connection forwards the message to the address that you specify in the Relay Address field. • Accept and Relay the Message—Unity Connection delivers the message to the user mailbox, and forwards a copy of the message to the address that you specify in the Relay Address field. <p>Note In order to configure Unity Connection to relay messages, you must first configure an SMTP Smart Host on the System Settings > SMTP Configuration > Smart Host page.</p> <p>If single inbox is turned on for this user in Unity Connection and the Relay Address on this page is the same as the email address that is used for synchronization with Exchange, the value of the Message Action for Fax setting on the Unified Messaging service in use by this user overrides this setting, except if the Reject the Message option is selected here, in which case, Unity Connection rejects all incoming fax messages and does not synchronize them with Exchange.</p> <p>If single inbox is turned on for this user but the Relay Address differs from the email address that is used for synchronization with Exchange, both settings take effect. If either setting is configured for Accept the Message or Accept and Relay the Message, the message is delivered to the Unity Connection mailbox. If the Message Action for Fax setting on the Unified Messaging service in use by this user is configured for either Relay the Message or Accept and Relay the Message, the message is relayed to Exchange. Finally, if this setting is configured for either Relay the Message or Accept and Relay the Message, the message is relayed to the Relay Address.</p> <p>Default setting: Accept the Message.</p>

Table 1-19 Edit Message Actions Page (continued)

Field	Description
Delivery Receipt	<p>Select the action that Cisco Unity Connection takes when the user receives a delivery receipt:</p> <ul style="list-style-type: none"> • Accept the Message—Unity Connection delivers the message to the user mailbox. • Reject the Message—Unity Connection rejects the message. If possible, Unity Connection sends a non-delivery receipt to the sender. • Relay the Message—Unity Connection forwards the message to the address that you specify in the Relay Address field. • Accept and Relay the Message—Unity Connection delivers the message to the user mailbox, and forwards a copy of the message to the address that you specify in the Relay Address field. <p>Note In order to configure Unity Connection to relay messages, you must first configure an SMTP Smart Host on the System Settings > SMTP Configuration > Smart Host page.</p> <p>If single inbox is turned on for this user in Unity Connection and the Relay Address is the same as the email address that is used for synchronization with Exchange, the two features interact as follows depending on the action selected:</p> <ul style="list-style-type: none"> • Accept the Message, Relay the Message, or Accept and Relay the Message—Unity Connection synchronizes delivery receipts with Exchange so that the receipts can be accessed from either system. • Reject the Message—Unity Connection rejects delivery receipts and therefore does not synchronize them with Exchange. <p>If single inbox is turned on for this user but the Relay Address differs from the email address that is used for synchronization with Exchange, the two features interact as follows:</p> <ul style="list-style-type: none"> • Accept the Message—Unity Connection delivers delivery receipts to the user mailbox and synchronizes them with Exchange. • Relay the Message or Accept and Relay the Message—Unity Connection delivers delivery receipts to the user mailbox, synchronizes them with Exchange, and relays a copy of each receipt to the Relay Address. • Reject the Message—Unity Connection rejects delivery receipts and therefore does not synchronize them with Exchange. <p>Default setting: Accept the Message.</p>
Relay Address	<p>Select the address to which Cisco Unity Connection relays voicemail, email, fax, or delivery receipts when Unity Connection is configured to relay that message type. This field is not editable unless you have selected Relay the Message or Accept and Relay the Message as the message action for one or more message types.</p> <p>Note In order to configure Unity Connection to relay messages, you must first configure an SMTP Smart Host on the System Settings > SMTP Configuration > Smart Host page.</p>
Replaceable Tokens	<p><i>(Applicable only to Bulk Edit operations.)</i> Enter a combination of text and tokens that Cisco Unity Connection replaces with a value from the user profile. (For example, Unity Connection replaces %Alias% with the alias from each user profile when editing the corresponding user.) To add a token to the Relay Address field, select the name of the token in the Replaceable Tokens list, then select the arrow next to the Replaceable Tokens field.</p>

Table 1-19 Edit Message Actions Page (continued)

Field	Description
Bulk Edit Task Scheduling	(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- The “Message Actions in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Search Greetings

Table 1-20 Greetings Page

Field	Description
Enabled	Check this check box and select Save to enable a greeting indefinitely. When a greeting is enabled, Cisco Unity Connection plays the greeting in the applicable situation until the end date and time, or, if no end date and time is specified, until you disable the greeting.
Greeting	(Display only) The name of the greeting. Select the Greeting name to go to the specific page for that greeting.
End Date	(Display only) Indicates the date and time at which the greeting is disabled, if it has been enabled until a specific end date.
Source	(Display only) Indicates the type of recording that callers hear when the greeting plays: <ul style="list-style-type: none"> Blank—Callers hear nothing. Recording—Callers hear a personally recorded greeting. System—Callers hear the System Default Greeting.

See Also

- The “Greetings in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Greeting

Table 1-21 *Edit Greeting Page*

Field	Description
Status	<p>Indicate whether the selected greeting is enabled and for how long:</p> <ul style="list-style-type: none"> • Disabled—The applicable greeting is not in effect. • Greeting Enabled with No End Date and Time—The greeting is enabled until you disable it. • Enabled Until—Cisco Unity Connection plays the applicable greeting until the specified date and time arrives. Select Enabled Until, and then select the month, day, year, and time at which Unity Connection automatically disables the greeting.
Callers Hear	<p>Indicate the source for the selected greeting:</p> <ul style="list-style-type: none"> • System Default Greeting—Select to use the prerecorded system default greeting. Cisco Unity Connection plays a prerecorded greeting along with the recorded name of the user (for example, “Sorry, <user name> is not available”). If the user does not have a recorded name, Unity Connection plays the user extension instead. When a greeting is enabled but not recorded, Unity Connection plays a prerecorded system greeting. <p>Note Recording a greeting does not enable it.</p> <ul style="list-style-type: none"> • My Personal Recording—Select to use the personal recording of the user. • Nothing—Select to have no recording. When the greeting source is left blank, Unity Connection immediately performs the after-greeting action.
Play the “Record Your Message at the Tone” Prompt	<p>Check this check box to have Cisco Unity Connection prompt callers to wait for a tone before recording their message. This check box is enabled only when Call Action is set to “Take Message” in After Greeting field. When the option is set to System Default Greeting, the checkbox remains disabled and checked.</p> <p>Default setting: Check box checked.</p>
Callers See	<p>Indicate the source for the selected greeting:</p> <ul style="list-style-type: none"> • My Personal Recording—Select to use the personal video recording of the user.
Callers See—Play the “Record Your Message at the Tone” Prompt	<p>Check this check box to allow Cisco Unity Connection prompt callers wait for a tone before recording their video greeting.</p> <p>Default setting: Check box checked.</p>

Table 1-21 Edit Greeting Page (continued)

Field	Description
During Greeting	<p>Indicate the actions that Cisco Unity Connection performs during the greeting:</p> <ul style="list-style-type: none"> • Ignore Caller Input—Check this check box to ignore caller input during the greeting. When this check box is not checked, Unity Connection responds to key presses the caller makes while the greeting plays. Default setting: Check box not checked. • Allow Transfers to Numbers Not Associated with Users or Call Handlers—Check this check box to allow callers to transfer to extensions that are not assigned to other users or call handlers. Unity Connection attempts a release transfer as long as the number entered by the caller is allowed by the Default System Transfer restriction table. Default setting: Check box not checked. • Times to Re-Prompt Caller—Enter the number of times Unity Connection reprompts the caller for input. When the caller does not press any key after being reprompted, Unity Connection asks for confirmation that the caller is still there. If there is no response, Unity Connection performs the action selected in the If Caller Exits Send To field. Default setting: Zero. • Delay Between Re-Prompts—Indicate the number of seconds after prompting a caller for input that Unity Connection waits before prompting the caller again. Default setting: 2 seconds.

Table 1-21 Edit Greeting Page (continued)

Field	Description
After Greeting	<p>Indicate the action that Cisco Unity Connection performs after the greeting plays:</p> <ul style="list-style-type: none"> • Call Action—Select the applicable action from the list. <ul style="list-style-type: none"> – Hang Up—Unity Connection immediately terminates the call when a caller presses the applicable key on the phone. Use carefully; unexpected hang-ups can appear rude to callers. – Restart Greeting—Unity Connection replays the greeting. This option is typically used for the error greeting. – Route from Next Call Routing Rule—Unity Connection continues processing the call according to the applicable call routing table (direct or forwarded, depending on how the call was received from the phone system) starting at the next rule after the rule that Unity Connection previously applied to the call. – Take Message—Unity Connection records a message from the caller. The greeting should indicate that a message will be recorded. • Call Handler—Sends the call to the system call handler that you specify. Specify whether the call should transfer to the call handler extension or go directly to the greeting of the handler. • Interview Handler—Sends the call to the interview handler that you specify. • Directory Handler—Sends the call to the directory handler that you specify. • Conversation—Sends the call to the conversation that you specify. <ul style="list-style-type: none"> – Broadcast Message Administrator—Sends the call to a conversation for sending broadcast messages. – Caller System Transfer—Sends the call to a conversation that allows users to transfer to a number that they specify. Unity Connection performs the transfer only when the restriction table permits it. – Greetings Administrator—Sends the call to a conversation for changing call handler greetings by phone. – Sign-In—Sends the call to the user sign-in conversation, which prompts the caller to enter an ID. – User System Transfer—Sends the call to a conversation that allows users to transfer to a number that they specify. Users are prompted to sign in and then can enter numbers that are not associated with Unity Connection users—such as lobby and conference room phones, and even phone numbers outside the organization. Unity Connection performs the transfer only when the user restriction table permits it. • User with Mailbox—Sends the call to the user that you specify. Specify whether the call should transfer to the user extension or go directly to the user greeting.

Table 1-21 Edit Greeting Page (continued)

Field	Description
Caller Options	<p>(Applicable only to Alternate greetings) Indicate how Cisco Unity Connection handles calls to users. Check any or all of the following check boxes:</p> <ul style="list-style-type: none"> Transfer Callers to Greeting Without Ringing User's Phone <p>Note This setting is applicable only when calls are transferred from the automated attendant or a directory handler to the user extension; the setting does not apply when an unidentified caller or another user dials a user extension directly.</p> <ul style="list-style-type: none"> Prevent Callers from Skipping the User's Greeting Prevent Callers from Leaving Messages <p>Note that caller options do not apply when other Unity Connection users send messages by using the Unity Connection conversation ("Press 2 to send a message") or by using another Unity Connection client application.</p>
Recording	<p>If more than one language is installed on Cisco Unity Connection, greetings can be recorded in multiple languages. The Recorded Languages field displays each language in which the greeting has been recorded. (This field appears only when editing an individual user account or user template; it is not applicable to Bulk Edit operations.)</p> <p>To play or record the greeting here, select the language for the greeting that you will be recording, then select the Play/Record button to open the Media Master. On the Options menu of the Media Master, select Open File to use a prerecorded WAV file as the recording.</p> <p>Note that when a greeting recording is available in multiple languages, the recording that plays to a caller depends on the language that is set for the call. You can set the language via the Language That Callers Hear setting on the Edit Message Settings page for the user. When the Inherit Language from Caller option is selected for this setting, Connection determines the language to use on a per-call basis, depending on the language set by the call routing rule or handler that most recently processed the call. (If the language is set to inherited for every rule and handler that processes a call, when the call reaches the user greeting, the greeting that corresponds to the system default language is played.)</p>
Select Language	<p>Select the language in which you want to play/record the greetings.</p> <p> Note The language for the greetings is independent of any template or greeting. Therefore, if you change the language for one user template and if the browser cookie of the client is enabled, the same language gets reflected in all other templates and greetings.</p>
Bulk Edit Task Scheduling	<p>(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.</p>

See Also

- The "Greetings in Cisco Unity Connection 10.x" section in the "[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)" chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*,

available at

http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

- The “Setting Up System Transfers in Cisco Unity Connection 10.x” chapter of the *System Administration Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/administration/guide/10xcucsagx.html.

Post-Greeting Recording Settings

Table 1-22 Post-Greeting Recording Settings Page (Cisco Unity Connection 8.0(2) and Later Only)

Field	Description
Play Post-Greeting Recording	<p>Indicate whether Cisco Unity Connection plays a recording to callers before allowing them to leave a message for the user or call handler. You can also indicate whether all callers hear the recording or only unidentified callers:</p> <ul style="list-style-type: none"> • Do Not Play Recording—Select this setting to disable the feature. Before they leave a message, callers hear only the user or call handler greeting. • Play Recording to All Callers—Before they leave a message, users and outside callers hear the user or call handler greeting and then the recording. • Play Recording Only to Unidentified Callers—Before they leave a message, outside callers hear the user or call handler greeting and then the post-greeting recording. Likewise, users who call from a phone that is not associated with their account and do not sign in to Unity Connection hear the post-greeting recording. <p>Default: Do Not Play Recording.</p>
Play Post-Greeting Recording Selection	<p>Select the name of the post-greeting recording that plays after the greeting for this user or call handler. Note that this setting is ignored when the Do Not Play Recording option under Play Post-Greeting Recording is selected.</p>

Notification Devices

Table 1-23 Notification Devices Page

Field	Description
Delete Selected	To delete a notification device, check the check box to the left of the display name, and select Delete Selected. You can delete multiple notification devices at once.
Status	<i>(Display only)</i> If the Enabled check box on the Edit Notification Device page is checked for a notification device, the value of this column is Enabled. If the check box is not checked, the value is Disabled.
Display Name	The name of the notification device. Select the Display Name to go to the specific page for the notification device.
Type	<i>(Display only)</i> This column displays the value of the Notification Device Type list that was selected when the notification device was created. The type cannot be changed.

Table 1-23 Notification Devices Page (continued)

Field	Description
Destination	(Display only) For phones and pagers, this column displays the value of the Phone Number field on the Edit Notification Device page. For HTML, SMTP, and SMS devices, this column displays the value of the To field.
Phone System	(Display only) For phones and pagers, this column displays the value of the Phone System field on the Edit Notification Device page. For HTML, SMTP, and SMS devices, this column is blank.

See Also

- The “Notification Devices in Cisco Unity Connection 10.x” section in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

New Notification Device

Table 1-24 New Notification Device Page

Field	Description
Notification Device Type	Select a type of notification device from the list having the following options: <ul style="list-style-type: none"> Phone Pager SMTP HTML
Display Name	Enter a descriptive name for the notification device.
Phone Number	(Applicable only to phone and pager notification devices.) Enter the phone number, including trunk access code, of the selected device. Use digits 0 through 9 and the following dialing characters in the phone number: <ul style="list-style-type: none"> , (comma) to insert a one-second pause. # and * to correspond to the # and * keys on the phone. + for country-to-country calling Users can change this number by phone.
Extra Digits	(Applicable only to phone and pager notification devices.) Enter any extra digits that Cisco Unity Connection dials after the phone number. The effect of the extra digits depends on the selected device. For pagers, the extra digits are shown on the pager display. <p>For example, the extra digits could be used to include a callback number when sending notifications to numeric pager devices. Extra digits can also be used to reach an extension, where the notification is configured to dial a public 800 access number and the extra digits would be sent at the opening greeting in order to reach the target extension.</p>

Table 1-24 New Notification Device Page (continued)

Field	Description
Duration to Wait Before Dialing Extra Digits	<i>(Applicable only to phone and pager notification devices.)</i> Cisco Unity Connection can wait a specified number of seconds before dialing the digits in Extra Digits. Use this option if the automatic call progress detection is not reliable (for example, when phone lines are noisy or when ringing patterns are unusual).
Rings to Wait	<i>(Applicable only to phone and pager notification devices.)</i> Enter the number of times that Cisco Unity Connection allows the user phone to ring before ending the attempt. The setting must be at least 3 rings. Enter a higher number to give a user more time to answer the phone. Default setting: 4 rings.
Busy Retry Limit	<i>(Applicable only to phone and pager notification devices.)</i> Indicates the number of times that Cisco Unity Connection redials (after the first attempt) in order to reach a user number that is busy. Select a higher number to reach someone who uses the phone frequently. Default setting: 4 times.
Busy Retry Interval	<i>(Applicable only to phone and pager notification devices.)</i> Indicates the number of minutes that Cisco Unity Connection waits between attempts to reach a user number that is busy. Select a higher number to reach someone who has long phone conversations. Default setting: 5 minutes.
RNA Retry Limit	<i>(Applicable only to phone and pager notification devices.)</i> Indicates the number of times that Cisco Unity Connection redials (after the first attempt) in order to reach a user who does not answer the phone. Select a higher number to reach someone who steps away from the phone briefly. Select a lower number to avoid disturbing others. Default setting: 4 times.
RNA Retry Interval	<i>(Applicable only to phone and pager notification devices.)</i> Indicates the number of minutes that Cisco Unity Connection waits between attempts to reach a user who does not answer the phone. Select a higher number to reach a user who is away from the phone for long periods of time. Default setting: 15 minutes.

Table 1-24 New Notification Device Page (continued)

Field	Description
Retries After Successful Attempt	<p>(Applicable only to pager notification devices.) Indicates the number of times that Cisco Unity Connection calls the pager device after the first successful call to the device while the message that triggered the notification is still marked new. Use this setting in conjunction with the Retry Interval After Successful Attempt setting if users need additional reminders of new messages, or if users sometimes do not receive notifications even though the first call to the pager is successful.</p> <p>If set to a value greater than 0 (zero), Unity Connection makes periodic calls based on the Retry Interval After Successful Attempt until the user checks the message or the retry limit is reached. For example, if Retries After Successful Attempt is set to 2 and Retry Interval After Successful Attempt is set to 15, and the user receives a new message at noon, Unity Connection will call the pager device at noon. If that call is answered, but the user does not check the message before 12:15 pm, Unity Connection calls the pager device again at 12:15 pm. If the user does not check the message before 12:30 pm, Unity Connection calls the pager device a second time at 12:30 pm.</p> <p>Note This setting generates a series of notifications that is separate from the series that is generated if you enable the Repeat Notification If There Are Still New Messages setting on the Edit Notification Device page. To avoid confusing the user with multiple repeating notifications, we recommend that you use either the Retries After Successful Attempt setting or the Repeat Notification If There Are Still New Messages setting, but not both.</p> <p>Enter a value between 0 and 100. A value of 0 (zero) means that Unity Connection does not retry the notification after the first successful call to the pager.</p> <p>Default setting: 0.</p>
Retry Interval After Successful Attempt	<p>(Applicable only to pager notification devices.) Indicates the interval at which Cisco Unity Connection retries calling the pager device after the first successful call to the device if Retries After Successful Attempt is set to a value greater than 0 (zero) and the user has not yet checked the message. Use this setting in conjunction with the Retries After Successful Attempt setting if users need additional reminders of new messages, or if users sometimes do not receive notifications even though the first call to the pager is successful.</p> <p>Enter a value between 0 and 100 minutes. A value of 0 (zero) means that Unity Connection makes additional retries as soon as a port is available to dial the device.</p> <p>Default setting: 1 minute.</p>
Phone System	<p>(Applicable to phone and pager notification devices only.) Select the phone system that the notification device uses.</p>
Prompt for User ID on Notifications	<p>(Applicable only to phone notification devices.) Indicate whether Cisco Unity Connection should prompt the user to enter a user ID. The user is always asked for a PIN. Users may prefer not to enter a user ID in order to shorten the time that it takes to sign in.</p> <p>Note Use this setting with caution and only if the phone is never answered by anyone other than the user.</p>
SMPP Provider	<p>(Applicable only to SMS notification devices.) Select the applicable SMPP provider.</p>

Table 1-24 New Notification Device Page (continued)

Field	Description
To	<p>(Applicable only to SMTP and SMS notification devices.) Depending on whether you are setting up message notification for a text-compatible mobile phone or pager, or for SMS (SMPP) devices:</p> <ul style="list-style-type: none"> For SMTP text message notifications, enter the email address of the user text pager, text-compatible mobile phone, or another email account (such as a home email address). For SMS (SMPP) text message notifications, enter the phone number of the SMS-compatible device. The format and the number that you enter depends on the SMPP Provider. The provider may require that you include international country codes, beginning with a plus sign (+) and followed by the country code, area, city, or trunk code, and then the number for the device (for example, +12065551234). Do not start with a zero or the international dialing prefix. Do not include spaces, dashes, parentheses or other punctuation. <p>Up to 128 characters can be entered in this field.</p>
From	<p>(Applicable only to SMTP and SMS notification devices.) For text-compatible mobile phones or pagers, enter the phone number that the user calls to check messages, or enter alphanumeric text (as applicable) in this field. The From phone number appears in the last line of any SMTP notification. A user can press the Return Call button on many text-compatible mobile phones to dial the phone number. The mobile phone must support automatic callback in order to use this feature.</p> <p>For SMS (SMPP) devices, what you enter in this field depends on the SMPP Provider:</p> <ul style="list-style-type: none"> If the SMPP Provider requires a “source address” for the server sending the message, enter the IP address for the Cisco Unity Connection server. If the SMPP Provider does not require a “source address,” enter the number that the user calls to check messages. The format and the number that you enter depends on the SMPP Provider. The provider may require that you include international country codes, beginning with a plus sign (+) and followed by the country code, area, city, or trunk code, and then the number for the device (for example, +12065551234). Do not start with a zero or the international dialing prefix. Do not include spaces, dashes, parentheses or other punctuation. <p>Note Consider that some SMPP Providers replace the number that you enter in the From field with their own phone number. For an alternative method of including a call back number, try entering the number that the user calls to check messages in the Message Text field.</p> <p>Up to 40 characters can be entered in this field.</p>
Message Header	<p>(Applicable only to SMTP notification devices.) Enter text that Cisco Unity Connection will place in the header of the notification message. For example, you might enter a legal disclaimer to be sent with every notification message.</p>

Table 1-24 New Notification Device Page (continued)

Field	Description
Message Text	<p>(Applicable only to SMTP and SMS notification devices.) Enter the text message that the user wants to receive in a text notification. For example, you might enter “Urgent message for Technical Support” for a user who is on call for the technical support department. Every time a message arrives that matches the criteria selected in the message notification settings, Cisco Unity Connection sends the text you enter here.</p> <p>Note To include a call back number, try entering the number that the user calls to check messages within the message text (for example, enter the number in this format: tel:2065551212).</p> <p>Up to 160 characters can be entered in this field. (For SMS devices, depending on the character set you configure Unity Connection to use, it is possible that messages that are shorter than 160 characters may be truncated.)</p>
Message Footer	<p>(Applicable only to SMTP notification devices.) Enter text that Cisco Unity Connection will place in the footer of the notification message. For example, you might enter a legal disclaimer to be sent with every notification message.</p>
Include Message Information in Message Text	<p>(Applicable only to SMTP and SMS notification devices.) Check this check box to include information about the new message in the text string that is sent to the notification device. This information can include caller name and caller ID (if available); the type of message (voice, email, fax); the time that the message was received; and, if the message was marked private or urgent, an indication of this status.</p>
Include Message Count in Message Text	<p>(Applicable only to SMTP and SMS notification devices.) Check this check box if you want the notification to include a count of the number of new messages in the mailbox.</p>
Search Users, page 1-2 Include a Link to Full Web Inbox in Message Text	<p>(Applicable only to SMTP notification devices.) Check this check box if you want the notification to include a link to the Cisco Unity Connection Web Inbox in the text string that is sent to the SMTP notification device.</p>
To	<p>(Applicable only to HTML notification devices.) Enter the email address of the user.</p> <p>Note You can add multiple email addresses those are separated by a comma.</p>
Select HTML Template	<p>(Applicable only to HTML notification devices.) Select a default or a customized template.</p>
Outdial Number	<p>(Applicable only to HTML notification devices.) Enter the phone number that the user will use to check the voice messages using the telephone record and playback functionality. The number entered here can be E.164 compliant. For more information on the restriction rules, see the “Managing Restriction Tables in Cisco Unity Connection 10.x” chapter of the <i>System Administration Guide for Cisco Unity Connection</i>.</p>
Disable Outdial Number From Cisco PCA	<p>(Applicable only to HTML notification devices.) Check this checkbox to disallow the users to change the outdial number from the Cisco Personal Communications Assistant (PCA) and the Unity Connection Mini Web Inbox.</p>
Disable HTML Template selection from Cisco PCA	<p>(Applicable only to HTML notification devices.) Check this checkbox to disallow the users to change the HTML template assignment from the Cisco Personal Communications Assistant (PCA). In this case, the administrator can assign a template for a user, thereby, restricting user to change the template from Cisco PCA.</p>

Table 1-24 New Notification Device Page (continued)

Field	Description
Allow Voicemail as Attachments	<p>(Applicable only to HTML notification devices.) Enables users to send voice message as an attachment with HTML notifications. In case of forwarded messages, the attachment is sent only for the latest voice message.</p> <p>Note The secure and private voice messages cannot be sent as an attachment.</p> <p>Default setting: Check box not checked.</p>

See Also

- The “Notification Devices in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Notification Device

**Note**

Changes cannot be made to SMS notification devices in Bulk Edit mode.

Table 1-25 Edit Notification Device Page

Field	Description
Enabled	<p>Check this check box to enable the notification device.</p> <p> Note This setting will get overridden if a user selects different settings using Cisco PCA.</p>
Display Name	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Enter a descriptive name for the notification device.</p>
Delay Before First Notification Attempt	<p>Specify the delay (in minutes) from the time a message is received until the notification triggers if the message matches the criteria selected in the Notification Rule Events field. You can space notifications on different devices at regular intervals, such as 15 minutes, to achieve a cascading message notification effect.</p> <p>If the delay time takes the notification out to a time when the device schedule is no longer active, the notification does not take place until the schedule becomes active again (as long as the message is still new).</p> <p>Enter a value between 0 and 120 minutes.</p> <p>Default setting: 0 minutes.</p>

Table 1-25 Edit Notification Device Page (continued)

Field	Description
Repeat Notification If There Are Still New Messages	<p>Check this check box so that Cisco Unity Connection repeats notifications to a user as long as the user has one or more new messages. When you check this check box, you also enter a notification interval in the Notification Repeat Interval field. If additional new messages come in during the interval, Unity Connection combines notification for these messages with the original notification and sends a single notification at the end of the interval (provided there are still new messages in the user mailbox at this time). Use this setting if users want to receive a single “batch” notification for all new messages that repeats periodically until they check their messages.</p> <p>Note For pager notification devices, this setting generates a series of notifications that is separate from the series that is generated if you set the Retries After Successful Attempt setting to a non-zero value. To avoid confusing the user with multiple repeating notifications, we recommend that you use either the Retries After Successful Attempt setting or the Repeat Notification If There Are Still New Messages setting, but not both.</p> <p>Default setting: Check box not checked.</p>
Notification Repeat Interval	<p>Use this setting in conjunction with the Repeat Notification if There Are Still New Messages check box. Specify the interval (in minutes) at which Cisco Unity Connection repeats a notification after the initial notification is sent, and continues sending notifications at the specified interval. For example, if you set the repeat notification interval to 5 minutes at 11:47 a.m., Unity Connection notifies the user of new messages at 11:50 a.m., 11:55 a.m., 12:00 p.m., 12:05 p.m., 12:10 p.m., and so on. The notification schedule is effective for as long as the user has one or more new messages.</p> <p>The range for the Notification Repeat Interval is 0 to 60 minutes.</p> <p>Note A Notification Repeat Interval of 0 minutes disables repeat notification.</p> <p>Default setting: 0 minutes.</p>
On Notification Failure	<p><i>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) (Applicable only to phone, pager, and SMS notification devices.)</i> Message notification can be set to “chain” to a series of notification devices if an attempt to send notification to the first selected device fails. When configuring Cisco Unity Connection to send notification to another device when notification to the first (or previous) device fails, note the following:</p> <ul style="list-style-type: none"> • For On Notification Failure, select Send To, and select the device that you want Unity Connection to notify next if notification to this device fails. This applies to the first notification device and all others in the chain except the last. • For the second device and all subsequent devices in the chain, uncheck all Notification Rule Events check boxes. If you enable any notification events, message notification for this device starts immediately and does not wait for the notification failure of the previous device. Your notifications do not chain, they all trigger at once. • Do not configure SMTP devices for chaining message notification, except as the last device in the chain; Unity Connection does not detect notification failure for SMTP devices.

Table 1-25 Edit Notification Device Page (continued)

Field	Description
Event Type	<p>Check the following check boxes, as applicable, to have Cisco Unity Connection send a notification to this device when new messages are received.</p> <ul style="list-style-type: none"> • All Messages—Unity Connection sends a notification to this device when any new message is received, including dispatch and other voice messages, and fax messages. Check the Urgent Only check box to have Unity Connection send the notification only if the new message is marked urgent. • Dispatch Messages—Unity Connection sends a notification to this device when any new message is received that is marked as a dispatch message. Check the Urgent Only check box to have Unity Connection send the notification only if the new dispatch message is also marked urgent. • All Voice Messages—Unity Connection sends a notification to this device when any new voice message is received (including dispatch messages). Check the Urgent Only check box to have Unity Connection send the notification only if the new voice message is marked urgent. • Fax Messages—Unity Connection sends a notification to this device when any new fax message is received. Check the Urgent Only check box to have Unity Connection send the notification only if the new fax message is marked urgent. • Calendar Appointments (<i>Applicable only to SMTP and SMS notification devices</i>)—Unity Connection sends a notification to this device for an upcoming Outlook appointment. • Calendar Meetings (<i>Applicable only to SMTP and SMS notification devices</i>)—Unity Connection sends a notification to this device for an upcoming Cisco Unified MeetingPlace meeting.
Transcribe Voice Messages to Text	<p>(<i>Applicable only to SMTP and SMS notification devices.</i>) Check the Voice Messages check box to have voice message transcriptions sent to this device. If the user wants to receive transcriptions of urgent messages only, check the Urgent Only check box.</p> <p>Note To received transcriptions, you do not need to configure an Event Type. Configure an Event Type only if the user wants to be notified immediately that a voice message has arrived and that a transcription of the message will soon follow.</p>
Limit the Number of SMS Messages Per Transcription To	<p>(<i>Applicable only to SMS notification devices.</i>) Check this check box if you want to set a limit on the number of text messages that are sent for each voice transcription. Then enter the maximum number of messages to send for each transcription.</p> <p><i>Most SMPP providers limit the number of characters allowed in a single text messages, so transcriptions of long voice messages are sent as multiple text messages.</i></p>
Phone Number	<p>(<i>Applicable only to phone and pager notification devices.</i>) Enter the phone number, including trunk access code, of the selected device. Use digits 0 through 9 and the following dialing characters in the phone number:</p> <ul style="list-style-type: none"> • , (comma) to insert a one-second pause. • # and * to correspond to the # and * keys on the phone. • + for country-to-country calling <p>Users can change this number by phone.</p>

Table 1-25 Edit Notification Device Page (continued)

Field	Description
Extra Digits	<p>(Applicable only to phone and pager notification devices.) Enter any extra digits that Cisco Unity Connection dials after the phone number. The effect of the extra digits depends on the selected device. For pagers, the extra digits are shown on the pager display.</p> <p>For example, the extra digits could be used to include a callback number when sending notifications to numeric pager devices. Extra digits can also be used to reach an extension, where the notification is configured to dial a public 800 access number and the extra digits would be sent at the opening greeting in order to reach the target extension.</p>
Duration to Wait Before Dialing Extra Digits	<p>(Applicable only to phone and pager notification devices.) Cisco Unity Connection can wait a specified number of seconds before dialing the digits in Extra Digits. Use this option if the automatic call progress detection is not reliable (for example, when phone lines are noisy or when ringing patterns are unusual).</p>
Rings to Wait	<p>(Applicable only to phone and pager notification devices.) Enter the number of times that Cisco Unity Connection allows the user phone to ring before ending the attempt. The setting must be at least 3 rings. Enter a higher number to give a user more time to get to the phone.</p> <p>Default setting: 4 rings.</p>
Busy Retry Limit	<p>(Applicable only to phone and pager notification devices.) Indicates the number of times that Cisco Unity Connection redials (after the first attempt) in order to reach a user number that is busy. Select a higher number to reach someone who uses the phone frequently.</p> <p>Default setting: 4 times.</p>
Busy Retry Interval	<p>(Applicable only to phone and pager notification devices.) Indicates the number of minutes that Cisco Unity Connection waits between attempts to reach a user number that is busy. Select a higher number to reach someone who has long phone conversations.</p> <p>Default setting: 5 minutes.</p>
RNA Retry Limit	<p>(Applicable only to phone and pager notification devices.) Indicates the number of times that Cisco Unity Connection redials (after the first attempt) in order to reach a user who does not answer the phone. Select a higher number to reach someone who steps away from the phone briefly. Select a lower number to avoid disturbing others.</p> <p>Default setting: 4 times.</p>
RNA Retry Interval	<p>(Applicable only to phone and pager notification devices.) Indicates the number of minutes that Cisco Unity Connection waits between attempts to reach a user who does not answer the phone. Select a higher number to reach a user who is away from the phone for long periods of time.</p> <p>Default setting: 15 minutes.</p>

Table 1-25 Edit Notification Device Page (continued)

Field	Description
Retries After Successful Attempt	<p><i>(Applicable only to pager notification devices.)</i> Indicates the number of times that Cisco Unity Connection calls the pager device after the first successful call to the device while the message that triggered the notification is still marked new. Use this setting in conjunction with the Retry Interval After Successful Attempt setting if users need additional reminders of new messages, or if users sometimes do not receive notifications even though the first call to the pager is successful.</p> <p>If set to a value greater than 0 (zero), Unity Connection makes periodic calls based on the Retry Interval After Successful Attempt until the user checks the message or the retry limit is reached. For example, if Retries After Successful Attempt is set to 2 and Retry Interval After Successful Attempt is set to 15, and the user receives a new message at noon, Unity Connection will call the pager device at noon. If that call is answered, but the user does not check the message before 12:15 pm, Unity Connection calls the pager device again at 12:15 pm. If the user does not check the message before 12:30 pm, Unity Connection calls the pager device a second time at 12:30 pm.</p> <p>Note This setting generates a series of notifications that is separate from the series that is generated if you enable the Repeat Notification If There Are Still New Messages setting. To avoid confusing the user with multiple repeating notifications, we recommend that you use either the Retries After Successful Attempt setting or the Repeat Notification If There Are Still New Messages setting, but not both.</p> <p>Enter a value between 0 and 100. A value of 0 (zero) means that Unity Connection does not retry the notification after the first successful call to the pager.</p> <p>Default setting: 0.</p>
Retry Interval After Successful Attempt	<p><i>(Applicable only to pager notification devices.)</i> Indicates the interval at which Cisco Unity Connection retries calling the pager device after the first successful call to the device if Retries After Successful Attempt is set to a value greater than 0 (zero) and the user has not yet checked the message. Use this setting in conjunction with the Retries After Successful Attempt setting if users need additional reminders of new messages, or if users sometimes do not receive notifications even though the first call to the pager is successful.</p> <p>Enter a value between 0 and 100 minutes. A value of 0 (zero) means that Unity Connection makes additional retries as soon as a port is available to dial the device.</p> <p>Default setting: 1 minute.</p>
Phone System	<p><i>(Applicable to phone and pager notification devices only.)</i> Select the phone system that the notification device uses.</p>
Prompt for User ID on Notifications	<p><i>(Applicable only to phone notification devices.)</i> Indicate whether Cisco Unity Connection should prompt the user to enter a user ID. The user is always asked for a PIN. Users may prefer not to enter a user ID in order to shorten the time that it takes to sign in.</p> <p>Note Use this setting with caution and only if the phone is never answered by anyone other than the user.</p>
SMPP Provider	<p><i>(Applicable only to SMS notification devices.)</i> Select the applicable SMPP provider.</p>

Table 1-25 Edit Notification Device Page (continued)

Field	Description
To	<p>(Applicable only to SMTP and SMS notification devices.) Depending on whether you are setting up message notification for a text-compatible mobile phone or pager, or for SMS (SMPP) devices:</p> <ul style="list-style-type: none"> • For SMTP text message notifications, enter the email address of the user text pager, text-compatible mobile phone, or another email account (such as a home email address). • For SMS (SMPP) text message notifications, enter the phone number of the SMS-compatible device. The format and the number that you enter depends on the SMPP Provider. The provider may require that you include international country codes, beginning with a plus sign (+) and followed by the country code, area, city, or trunk code, and then the number for the device (for example, +12065551234). Do not start with a zero or the international dialing prefix. Do not include spaces, dashes, parentheses or other punctuation. <p>Up to 128 characters can be entered in this field.</p>
From	<p>(Applicable only to SMTP and SMS notification devices.) For text-compatible mobile phones or pagers, enter the phone number that the user calls to check messages, or enter alphanumeric text (as applicable) in this field. The From phone number appears in the last line of any SMTP notification. A user can press the Return Call button on many text-compatible mobile phones to dial the phone number. The mobile phone must support automatic callback in order to use this feature.</p> <p>For SMS (SMPP) devices, what you enter in this field depends on the SMPP Provider:</p> <ul style="list-style-type: none"> • If the SMPP Provider requires a “source address” for the server sending the message, enter the IP address for the Cisco Unity Connection server. • If the SMPP Provider does not require a “source address,” enter the number that the user calls to check messages. The format and the number that you enter depends on the SMPP Provider. The provider may require that you include international country codes, beginning with a plus sign (+) and followed by the country code, area, city, or trunk code, and then the number for the device (for example, +12065551234). Do not start with a zero or the international dialing prefix. Do not include spaces, dashes, parentheses or other punctuation. <p>Note Consider that some SMPP Providers replace the number that you enter in the From field with their own phone number. For an alternative method of including a call back number, try entering the number that the user calls to check messages in the Message Text field.</p> <p>Up to 40 characters can be entered in this field.</p>
Message Header	<p>(Applicable only to SMTP notification devices.) Enter any text you want Unity Connection to put into the header of the notification message. For example, you might enter a legal disclaimer that you want to be sent with every notification message.</p>

Table 1-25 Edit Notification Device Page (continued)

Field	Description
Message Text	<p>(Applicable only to SMTP and SMS notification devices.) Enter the text message that the user wants to receive in a text notification. For example, you might enter “Urgent message for Technical Support” for a user who is on call for the technical support department. Every time a message arrives that matches the criteria selected in the message notification settings, Cisco Unity Connection sends the text you enter here.</p> <p>Note To include a call back number, try entering the number that the user calls to check messages within the message text (for example, enter the number in this format: tel:2065551212).</p> <p>Up to 160 characters can be entered in this field. (For SMS devices, depending on the character set you configure Unity Connection to use, it is possible that messages that are shorter than 160 characters may be truncated.)</p>
Message Footer	<p>(Applicable only to SMTP notification devices.) Enter any text you want Unity Connection to put into the footer of the notification message. For example, you might enter a legal disclaimer that you want to be sent with every notification message.</p>
Include Message Information in Message Text	<p>(Applicable only to SMTP and SMS notification devices.) Check this check box to include information about the new message in the text string that is sent to the notification device. This information can include caller name and caller ID (if available); the type of message (voice, email, fax); the time that the message was received; and, if the message was marked private or urgent, an indication of this status.</p>
Include Message Count in Message Text	<p>(Applicable only to SMTP and SMS notification devices.) Check this check box if you want the notification to include a count of the number of new messages in the mailbox.</p>
Include a Link to Full Inbox in Message Text	<p>(Applicable only to SMTP notification devices.) Check this check box if you want the notification to include a link to the Cisco Unity Connection Web Inbox in the text string that is sent to the SMTP notification device.</p>
Urgent Only	<p>(Applicable only to HTML notification devices.) Check this check box to enable Unity Connection to send the notification only when the new voice message of that type is marked urgent.</p>
To	<p>(Applicable only to HTML notification devices.) Enter the email address of the user.</p> <p>Note You can add multiple email addresses those are separated by a comma.</p>
Select HTML Template	<p>(Applicable only to HTML notification devices.) Select a default or a customized template.</p>
Outdial Number	<p>(Applicable only to HTML notification devices.) Enter the phone number that the user will use to check the voice messages using telephone record and playback functionality. The number entered here can be E.164 compliant. For more information on the restriction rules, see the “Managing Restriction Tables in Cisco Unity Connection 10.x” chapter of the <i>System Administration Guide for Cisco Unity Connection</i>.</p>
Disable Outdial Number From Cisco PCA	<p>(Applicable only to HTML notification devices.) Check this checkbox to disallow the users to change the outdial number from the Cisco Personal Communications Assistant (PCA) and the Unity Connection Mini Web Inbox.</p>

Table 1-25 Edit Notification Device Page (continued)

Field	Description
Disable HTML Template selection from Cisco PCA	(Applicable only to HTML notification devices.) Check this checkbox to disallow the users to change the HTML template assignment from the Cisco Personal Communications Assistant (PCA). In this case, the administrator can assign a template for a user, thereby, restricting user to change the template from Cisco PCA .
Allow Voicemail as Attachments	(Applicable only to HTML notification devices.) Enables users to send voice message as an attachment with HTML notifications. In case of forwarded messages, the attachment is sent only for the latest voice message. Note The secure and private voice messages cannot be sent as an attachment. Default setting: Check box not checked.
Bulk Edit Task Scheduling	(Applicable only to Bulk Edit operations.) To immediately run a bulk edit operation, select Run Now . To schedule a bulk edit operation for a later date and/or time, select Run Later , and set the applicable date and time in the adjacent fields.

**Note**

If a user is updating a phone number via telephone user interface(TUI), it means the user is updating the Phone Number, Extra Digits, and Duration to Wait before Dialing Extra Digits fields. In case only phone number is entered then the other two fields will take the default value.

See Also

- The “Notification Devices in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Alternate Extensions

Table 1-26 Alternate Extension Page

Field	Description
Delete Selected	To delete an alternate extension, check the check box to the left of the display name, and select Delete Selected. You can delete multiple alternate extensions at once.
Add New	To add an alternate extension, select the Add New button. A new page opens, on which you enter data applicable to the new alternate extension.
Phone Number	The phone number of the alternate extension. Select the Phone Number to go to the specific page for the alternate extension.  Note With Unity Connection 10.5 and later, you can also enter SIP URI in the alternate extensions field.

Table 1-26 Alternate Extension Page (continued)

Field	Description
Display Name	(Display only) The name of the alternate extension.
Phone Type	(Display only) The type of phone number.

See Also

- The “Alternate Extensions in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmaxx.html.

New Alternate Extension

Table 1-27 New Alternate Extensions Page

Field	Description
Phone Type	Select the type of phone number from the list.
Display Name	Enter a descriptive name for the alternate extension.
Phone Number	<p>Enter a unique phone number for the alternate extension. Alternate extensions can be used for various reasons, such as handling multiple line appearances on user phones. Alternate extensions can make calling Cisco Unity Connection from an alternate device—such as a mobile phone, a home phone, or a phone at another work site—more convenient. When you specify the phone number for an alternative extension, Unity Connection handles all calls from that number in the same way that it handles calls from a primary extension (assuming that ANI or caller ID is passed along to Unity Connection from the phone system). This means that Unity Connection associates the alternate phone number with the user account, and when a call comes from that number, Unity Connection prompts the user to enter a PIN and sign in.</p> <p>When entering characters in the Phone Number field, consider the following:</p> <ul style="list-style-type: none"> You can enter an extension up to 40 characters in length. (SIP integrations can use up to 40 alphanumeric characters.) Each extension must be unique within the partition. For SIP integrations, you can also enter a valid alias for a SIP URL. For example, if the URL is SIP:aabade@cisco.com, enter aabade. Do not use spaces.
Partition	<p>Select the partition to which the object belongs. Partitions are grouped together into search spaces, which are used to define the scope of objects (for example, users and distribution lists) that a user or outside caller can reach while interacting with Cisco Unity Connection. Most objects can belong only to one partition; the exception is users, who can have their primary extension in one partition and alternate extensions in other partitions. A partition can belong to more than one search space.</p> <p>Note that extensions must be unique within a partition, and that partitions can contain objects that do not have an associated extension (for example, some contacts and system distribution lists).</p>

See Also

- The “Alternate Extensions in Cisco Unity Connection 10.x” and “Adding Alternate Extensions” sections in the “Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Edit Alternate Extension

Table 1-28 *Edit Alternate Extensions Page*

Field	Description
Phone Type	<i>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Select the type of phone number from the list.
Display Name	<i>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Enter a descriptive name for the alternate extension.
Phone Number	<p><i>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.)</i> Enter a unique phone number for the alternate extension. Alternate extensions can be used for various reasons, such as handling multiple line appearances on user phones. Alternate extensions can make calling Cisco Unity Connection from an alternate device—such as a mobile phone, a home phone, or a phone at another work site—more convenient. When you specify the phone number for an alternative extension, Unity Connection handles all calls from that number in the same way that it handles calls from a primary extension (assuming that ANI or caller ID is passed along to Unity Connection from the phone system). This means that Unity Connection associates the alternate phone number with the user account, and when a call comes from that number, Unity Connection prompts the user to enter a PIN and sign in.</p> <p>When entering characters in the Phone Number field, consider the following:</p> <ul style="list-style-type: none"> • You can enter an extension up to 40 characters in length. (SIP integrations can use up to 40 alphanumeric characters.) • Each extension must be unique within the partition. • For SIP integrations, you can also enter a valid alias for a SIP URL. For example, if the URL is SIP:aabade@cisco.com, enter aabade. Do not use spaces.
Partition	<p>Select the partition to which the object belongs. Partitions are grouped together into search spaces, which are used to define the scope of objects (for example, users and distribution lists) that a user or outside caller can reach while interacting with Cisco Unity Connection. Most objects can belong only to one partition; the exception is users, who can have their primary extension in one partition and alternate extensions in other partitions. A partition can belong to more than one search space.</p> <p>Note that extensions must be unique within a partition, and that partitions can contain objects that do not have an associated extension (for example, some contacts and system distribution lists).</p>

Table 1-28 Edit Alternate Extensions Page (continued)

Field	Description
Show/Hide Advanced Settings	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Select this button to show or hide the alternate extension advanced settings.</p> <p>There are several conversation settings that can be customized for alternate extensions. By default, each alternate extension uses the same settings that have been configured for the primary extension of the user. Custom settings for alternate extensions can be used to customize the conversation settings based on the phone number from which the user is calling.</p>
Skip PIN When Calling From Known Extension	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Check this check box if you do not want this user to be asked for a PIN when calling from this extension.</p> <p>Note There are security risks when using this setting. It is possible for a hacker to spoof the caller ID of a phone call. If a hacker can reach the Cisco Unity Connection system with a spoofed caller ID that matches a primary or alternate extension on which this setting has been enabled, the hacker has access to user mailboxes.</p>
Conversation Volume	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Select the volume level at which users hear the Cisco Unity Connection conversation:</p> <ul style="list-style-type: none"> • Low • Medium • High <p>Users can also adjust the volume temporarily from their phones.</p> <p>The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Conversation Speed	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Select the speed at which Cisco Unity Connection plays prompts to users:</p> <ul style="list-style-type: none"> • Slow • Normal • Fast • Fastest <p>The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
After Sign-In, Play User's New Messages Automatically	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Check this check box to have the user go directly to new messages after signing in. When you check this check box, the user does not hear message counts or the main menu.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Use Voice Recognition Input Style	<p>(This field appears only when editing an individual user account; not applicable to Bulk Edit operations.) Check this check box for the user to use voice recognition to interact with Cisco Unity Connection when calling from this alternate extension.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>

Table 1-28 Edit Alternate Extensions Page (continued)

Field	Description
Times to Repeat Menu When User Does Not Respond	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify how many times Cisco Unity Connection repeats a menu if the user has not responded to a menu when calling from this alternate extension. The range of valid entries is 0 to 10 times.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Wait for First Touchtone or Voice Command	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify how long Cisco Unity Connection waits for the user to press a first key or say a voice command after playing a menu when calling from this alternate extension. The range of valid entries is 500 to 10,000 milliseconds.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Wait for Additional Key Presses When Entering Names, Extensions, and PINs	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify how long Cisco Unity Connection waits for additional key presses after the user has pressed a key when entering usernames or extensions to address a message, update passwords or PINs, change call transfer or message notification numbers, and so on.</p> <p>The range of valid entries is 1,000 to 10,000 milliseconds.</p> <p>The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Wait for Additional Key Presses When Entering Multiple Digit Menu Options	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify how long Cisco Unity Connection waits for additional key presses after the user has pressed a key that represents the first digit of more than one possible key combination in a particular phone menu.</p> <p>The range of valid entries is 250 to 5,000 milliseconds.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Wait Between Words in Voice Commands (0 to 100)	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify how long Cisco Unity Connection waits for the user to say additional words before acting on the words already spoken when calling from this alternate extension. The range of valid entries is 300 to 10,000 milliseconds.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Voice Recognition Confirmation Confidence Threshold	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) (<i>Available only when users are assigned to a class of service that has the Allow Users to Use Voice Recognition feature enabled.</i>) Use this setting to adjust the likelihood that Cisco Unity Connection prompts the voice recognition user to confirm user intentions. For example, if users complain that the system mistakenly hears them say “cancel” or “hang up,” you can try increasing the value of this setting to prevent users from accidentally committing actions they did not intend. Alternatively, if users complain that the system prompts for confirmation too frequently, try adjusting this setting to a lower value.</p> <p>The range of valid entries is 0 to 100. When the value is set to 0, Unity Connection never asks for confirmation; when the value is set to 100, Unity Connection always asks for confirmation.</p> <p>A realistic range of values for this setting is 30 to 90. The default value should reliably filter out most errors and provide confirmation when necessary for most systems. Note that if the value is set too low, the system may improperly recognize and act on commands.</p> <p>The primary extension value for this setting is configured on the Phone Menu page for a user.</p>

Table 1-28 Edit Alternate Extensions Page (continued)

Field	Description
Voice Recognition Speech Sensitivity	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Use this setting to compensate for potential background noise on a call from this alternate extension. A value of 0 indicates that the speech engine is not very sensitive and the user might have to yell to be understood. A value of 100 indicates that the speech engine is extremely sensitive and any noise it hears is considered a speech event.</p> <p>Note The primary extension value for this setting is configured on the Phone Menu page for a user.</p>
Message Volume	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Select the volume level at which Cisco Unity Connection plays the body of messages and recorded introductions for fax messages when users play their messages when calling from this alternate extension:</p> <ul style="list-style-type: none"> • Low • Medium • High <p>Note The primary extension value for this setting is configured on the Playback Message Settings page for a user.</p>
Message Speed	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Select the speed at which Cisco Unity Connection plays the body of messages and recorded introductions for fax messages when users play their messages when calling from this alternate extension:</p> <ul style="list-style-type: none"> • Slow • Normal • Fast • Fastest <p>Note The primary extension value for this setting is configured on the Playback Message Settings page for a user.</p>
Fast Forward Message By	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify the amount of time that Cisco Unity Connection skips ahead when users fast-forward while listening to messages from this alternate extension.</p> <p>Note The primary extension value for this setting is configured on the Playback Message Settings page for a user.</p>
Rewind Message By	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Specify the amount of time that Cisco Unity Connection skips back when users rewind while listening to messages from this alternate extension.</p> <p>Note The primary extension value for this setting is configured on the Playback Message Settings page for a user.</p>
When a Call Is Disconnected or the User Hangs Up (Playback Settings)	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Select whether you want Cisco Unity Connection to consider messages new or to mark them as saved (read) if users access the message body and then hang up or are disconnected before indicating how to manage the message.</p> <p>Note The primary extension value for this setting is configured on the Playback Message Settings page for a user.</p>

Table 1-28 Edit Alternate Extensions Page (continued)

Field	Description
Confirm Deletions of New and Saved Messages	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Check this check box to have Cisco Unity Connection ask users to confirm their choice when they delete new and saved messages by phone.</p> <p>Note The primary extension value for this setting is configured on the Playback Message Settings page for a user.</p>
Enter a Recipient By	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Select how the conversation prompts users to address messages to other users:</p> <ul style="list-style-type: none"> • Spelling the Last Name Then First Name • Entering the Extension • Spelling the First Name Then Last Name <p>Note The primary extension value for this setting is configured on the Send Message Settings page for a user.</p>
Confirm Recipient by Name	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) By default, when addressing users, Cisco Unity Connection does not confirm by repeating the name of a user that was just selected from a list. Enable Confirm Recipient by Name if you want users to hear a confirmation of the selected name.</p> <p>Note The primary extension value for this setting is configured on the Send Message Settings page for a user.</p>
Continue Adding Names After Each Recipient	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Enable this option so that Cisco Unity Connection asks users to continue adding names after each recipient when sending and forwarding messages to multiple recipients.</p> <p>By default, when users address messages by phone, Unity Connection allows them to add a single recipient and then prompts them to indicate what they want to do next with a key press (for example, “To add another recipient, press 1. For message options, press 3. To record, press #.”). Users who send and forward messages to multiple recipients may find pressing 1 to continue addressing after each recipient tedious and time-consuming. By enabling this option, you can significantly streamline the addressing process for users who frequently send and forward messages to multiple recipients.</p> <p>Note Users are always prompted to continue adding names when using the voice-recognition conversation.</p> <p>The primary extension value for this setting is configured on the Send Message Settings page for a user.</p>
When a Call Is Disconnected or the User Hangs Up (Message Addressing and Sending)	<p>(<i>This field appears only when editing an individual user account; not applicable to Bulk Edit operations.</i>) Select whether you want Cisco Unity Connection to send or discard messages when calls are disconnected while users are in the process of sending, replying to, or forwarding a message.</p> <p>Note The primary extension value for this setting is configured on the Send Message Settings page for a user.</p>
Modify Alternate Extension	<p>(<i>Applicable only to Bulk Edit operations.</i>) To modify alternate extensions in Bulk Edit mode, select the Modify Alternate Extension field, and then select a phone from the list.</p>
Delete Alternate Extension	<p>(<i>Applicable only to Bulk Edit operations.</i>) To delete alternate extensions in Bulk Edit mode, select the Delete Alternate Extension field.</p>
Remove All Except the Right-Most	<p>(<i>Applicable only to Bulk Edit operations.</i>) To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Remove All Except the Right-Most check box, and then select the number of digits to remove from the list.</p>

Table 1-28 Edit Alternate Extensions Page (continued)

Field	Description
Remove All Except the Left-Most	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Remove All Except the Left-Most check box, and then select the number of digits to remove from the list.
Remove the Left-Most	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Remove the Left-Most check box, and then select the number of digits to remove from the list.
Remove the Right-Most	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Remove the Right-Most check box, and then select the number of digits to remove from the list.
Prepend These Digits	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Prepend These Digits check box, and then enter the digits to add to the beginning of each alternate extension.
Append These Digits	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Append These Digits check box, and then enter the digits to add to the end of each alternate extension.
Add This Value to the Extension	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Add This Value to the Extension check box, and then enter the value.
Subtract This Value from the Extension	<i>(Applicable only to Bulk Edit operations.)</i> To create alternate extensions in Bulk Edit mode that are based on the primary extension of each user, check the Subtract This Value from the Extension check box, and then enter the value.
Test Extension	<i>(Applicable only to Bulk Edit operations.)</i> Enter an extension and select Test to verify that the alternate extension works properly.
Bulk Edit Task Scheduling	<i>(Applicable only to Bulk Edit operations.)</i> To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

Edit Alternate Names

Table 1-29 Edit Alternate Names Page

Field	Description
First Name	The alternate first name of the user or contact. Note that you must specify both a first and last alternate name.
Last Name	The alternate last name of the user or contact.
Delete Selected	To delete an alternate name, check the check box to the left of the display name, and select Delete Selected. You can delete multiple alternate names at once.

See Also

- The “Alternate Names in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Private Distribution Lists

When you select the link to enter settings for private distribution lists owned by a user, the Cisco Personal Communications Assistant opens; private distribution list settings are not managed from within Cisco Unity Connection Administration.

You can find information related to private distribution list settings in the Cisco PCA Help.

Unified Messaging Accounts

Table 1-30 Unified Messaging Accounts Page

Field	Description
Delete Selected	To delete a unified messaging account, check the check box to the left of the display name, and select Delete Selected. You can delete multiple unified messaging accounts at once.
Add New	To add a unified messaging account, select the Add New button. A new page opens, on which you enter data applicable to the new unified messaging account.
Display Name	<i>(Display only)</i> The name of the unified messaging account. Select the Display Name to go to the specific page for the unified messaging account.
Service Type	<i>(Display only)</i> The type of server to which the unified messaging account connects.
Access Exchange Email by Using Text to Speech	<i>(Display only)</i> When this check box is checked, the unified messaging account enables users to access Exchange email messages by using text to speech.
Access Exchange Calendar and Contacts	<i>(Display only)</i> When this check box is checked, the unified messaging account enables users to hear notification of upcoming meetings on the phone.
Synchronize Unity Connection and Exchange Mailboxes (Single Inbox)	<i>(Display only)</i> When this check box is checked, the unified messaging account synchronizes voice messages in Unity Connection and Exchange.
MeetingPlace Scheduling and Joining	<i>(Display only)</i> When this check box is checked, the unified messaging account enables users to schedule and join Cisco Unified MeetingPlace meetings.
Primary Meeting Service	<i>(Display only)</i> When this check box checked, the unified messaging account schedules its own meetings. When this check box is not checked, the unified messaging account schedules meetings through another server.

See Also

- The “Configuring Cisco Unity Connection 10x and Cisco Unified MeetingPlace for Unified Messaging” chapter of the *Unified Messaging Guide for Cisco Unity Connection Release 10x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/unified_messaging/guide/10xc_ucumgx.html.
- The “Configuring Cisco Unity Connection 10x and Microsoft Exchange for Unified Messaging” chapter of the *Unified Messaging Guide for Cisco Unity Connection Release 10x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/unified_messaging/guide/10xc_ucumgx.html.

New Unified Messaging Account

Table 1-31 *New Unified Messaging Account Page*

Field	Description
Unified Messaging Service	Select the name of the unified messaging service that you want to enable for the user.
Service Type	<i>(Display only)</i> The type of server to which the unified messaging service connects.
Use This Email Address	<p><i>(Exchange only)</i> If you want Unity Connection to synchronize voice messages with an Exchange mailbox that you specify here:</p> <ul style="list-style-type: none"> • Select this option. • Enter an email address in user@domain format. <p>This email address must match the primary SMTP address of the mailbox in Exchange.</p>
Use Corporate Email Address	<p><i>(Exchange only)</i> If you want Unity Connection to synchronize voice messages with the Exchange mailbox specified in the Corporate Email Address field on the Edit User Basics page:</p> <ul style="list-style-type: none"> • Select this option. • Confirm that the Corporate Email Address field on the Edit User Basics page contains an email address in user@domain format. <p>This email address must match the primary SMTP address of the mailbox in Exchange.</p>

Table 1-31 New Unified Messaging Account Page

Field	Description
Sign-In Type	<p><i>Exchange 2003:</i> The Sign-In Type is applicable only when the user is using text to speech to access email in Exchange 2003 and when the unified messaging service is configured to use a specific Exchange 2003 server.</p> <p>Select the applicable option:</p> <ul style="list-style-type: none"> • Use Unity Connection Alias—This option is useful when the Exchange 2003 alias is the same as the Unity Connection user alias. Unity Connection signs the user into Exchange 2003 by using the Unity Connection user alias. • Use User ID Provided Below—This option is useful when the Exchange 2003 alias is different from the Unity Connection user alias. Unity Connection signs the user into Exchange 2003 by using the setting in the User ID field. <p><i>MeetingPlace:</i> Select the applicable option:</p> <ul style="list-style-type: none"> • Use Unity Connection Alias—This option is useful when the Cisco Unified MeetingPlace user ID is the same as the Unity Connection user alias. Unity Connection signs the user into MeetingPlace by using the Unity Connection user alias. • Use User ID Provided Below—This option is useful when the Cisco Unified MeetingPlace user ID is different from the Unity Connection user alias. Unity Connection signs the user into MeetingPlace by using the setting in the User ID field.
User ID	<p><i>Exchange 2003:</i> If you selected Use User ID Provided Below for the Sign-In Type, enter the Exchange 2003 alias in this field. Unity Connection signs the user into Exchange 2003 by using the setting in this field.</p> <p><i>MeetingPlace:</i> If you selected Use User ID Provided Below for the Sign-In Type, enter the Cisco Unified MeetingPlace user ID in this field. Unity Connection signs the user into MeetingPlace by using the setting in this field.</p>
Access Exchange Email by Using Text to Speech	<p><i>(Exchange only)</i> When this check box is checked, the current Unity Connection user can use text to speech to listen to Exchange email.</p> <p>When this check box is not checked, the user cannot use text to speech.</p> <p>This option appears only if it is enabled in the service that you selected from the Unified Messaging Service list. If you want to enable this option for the current user, you must either select a unified messaging service for which the option is enabled, or you must enable it for the selected unified messaging service.</p>
Access Exchange Calendar and Contacts	<p><i>(Exchange only)</i> When this check box is checked, the current Unity Connection user can access Exchange calendars and contacts.</p> <p>When this check box is not checked, the user cannot access Exchange calendars and contacts.</p> <p>This option appears only if it is enabled in the service that you selected from the Unified Messaging Service list. If you want to enable this option for the current user, you must either select a unified messaging service for which the option is enabled, or you must enable it for the selected unified messaging service.</p>

Table 1-31 New Unified Messaging Account Page

Field	Description
Synchronize Unity Connection and Exchange Mailboxes (Single Inbox)	<p><i>(Exchange only)</i> When this check box is checked, Unity Connection and Exchange mailboxes are synchronized for the current Unity Connection user.</p> <p>When this check box is not checked, mailboxes are not synchronized for the user.</p> <p>This option appears only if it is enabled in the service that you selected from the Unified Messaging Service list. If you want to enable this option for the current user, you must either select a unified messaging service for which the option is enabled, or you must enable it for the selected unified messaging service.</p> <p>If you disable and later re-enable single inbox for this user, Unity Connection resynchronizes the Unity Connection and Exchange mailboxes for the user. Note the following:</p> <ul style="list-style-type: none"> • If the user deletes messages in Exchange but does not delete the corresponding messages in Unity Connection while single inbox is disabled, the messages will be resynchronized into the Exchange mailbox when single inbox is re-enabled. • If messages are hard deleted from Exchange (deleted from the Deleted Items folder) before single inbox is disabled, the corresponding messages that are still in the Deleted Items folder in Unity Connection when single inbox is re-enabled will be resynchronized into the Exchange Deleted Items folder. • If a user deletes messages in Unity Connection but does not delete the corresponding messages in Exchange while single inbox is disabled, the messages remain in Exchange when single inbox is re-enabled. The user must delete the messages from Exchange manually. • If the user changes the status of messages in Exchange (for example, from unread to read) while single inbox is disabled, the status of Exchange messages will be changed to the current status of the corresponding Unity Connection messages when single inbox is re-enabled. • When you re-enable single inbox for a user, depending on the size of the user's Unity Connection and Exchange mailboxes, resynchronization for existing messages may affect synchronization performance for new messages.
Reset	<p>This button makes Unity Connection perform the following operations for the current Unity Connection mailbox:</p> <ul style="list-style-type: none"> • Synchronize any voice messages that have not already been synchronized. • Resynchronize the state of existing messages, for example, read/unread status. • Resubscribe for Exchange notifications, which cause Exchange to send Unity Connection notification of changes to a message (for example, a message was deleted) and notification of new voice messages that were created by using ViewMail for Outlook.
MeetingPlace Scheduling and Joining	<p><i>(Cisco Unified MeetingPlace only)</i> When this check box is checked, users are able to schedule and join meetings.</p> <p>When this check box is not checked, users are not able to schedule and join meetings.</p>
Primary Meeting Service	<p><i>(Cisco Unified MeetingPlace only)</i> When this check box is checked, Cisco Unified MeetingPlace meetings will be set up through this Cisco Unified MeetingPlace server.</p> <p>When this check box is not checked, the Cisco Unified MeetingPlace meetings will be set up through another server.</p>
Test	<p>Click the Test button to ensure the successful communication of Unity Connection with the Exchange server through the email address specified in Use This Email Address text box.</p>

See Also

- The “Configuring Cisco Unity Connection 10x and Cisco Unified MeetingPlace for Unified Messaging” chapter of the *Unified Messaging Guide for Cisco Unity Connection Release 10x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/unified_messaging/guide/10xucumgx.html.
- The “Configuring Cisco Unity Connection 10x and Microsoft Exchange for Unified Messaging” chapter of the *Unified Messaging Guide for Cisco Unity Connection Release 10x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/unified_messaging/guide/10xucumgx.html.

Edit Unified Messaging Account

Table 1-32 Edit Unified Messaging Account Page

Field	Description
Unified Messaging Service	<i>(Display only)</i> The unified messaging service associated with this unified messaging account.
Service Type	<i>(Display only)</i> The type of server to which the unified messaging service connects.
Use This Email Address	<i>(Exchange only)</i> If you want Unity Connection to synchronize voice messages with an Exchange mailbox that you specify here: <ul style="list-style-type: none"> • Select this option. • Enter an email address in user@domain format.
Use Corporate Email Address	<i>(Exchange only)</i> If you want Unity Connection to synchronize voice messages with the Exchange mailbox specified in the Corporate Email Address field on the Edit User Basics page: <ul style="list-style-type: none"> • Select this option. • Confirm that the Corporate Email Address field on the Edit User Basics page contains an email address in user@domain format.

Table 1-32 Edit Unified Messaging Account Page (continued)

Field	Description
Sign-In Type	<p><i>Exchange 2003:</i> The Sign-In Type is applicable only when the user is using text to speech to access email in Exchange 2003 and when the unified messaging service is configured to use a specific Exchange 2003 server.</p> <p>Select the applicable option:</p> <ul style="list-style-type: none"> • Use Unity Connection Alias—This option is useful when the Exchange 2003 alias is the same as the Unity Connection user alias. Unity Connection signs the user into Exchange 2003 by using the Unity Connection user alias. • Use User ID Provided Below—This option is useful when the Exchange 2003 alias is different from the Unity Connection user alias. Unity Connection signs the user into Exchange 2003 by using the setting in the User ID field. <p><i>MeetingPlace:</i> Select the applicable option:</p> <ul style="list-style-type: none"> • Use Unity Connection Alias—This option is useful when the Cisco Unified MeetingPlace user ID is the same as the Unity Connection user alias. Unity Connection signs the user into MeetingPlace by using the Unity Connection user alias. • Use User ID Provided Below—This option is useful when the Cisco Unified MeetingPlace user ID is different from the Unity Connection user alias. Unity Connection signs the user into MeetingPlace by using the setting in the User ID field.
User ID	<p><i>Exchange 2003:</i> If you selected Use User ID Provided Below for the Sign-In Type, enter the Exchange 2003 alias in this field. Unity Connection signs the user into Exchange 2003 by using the setting in this field.</p> <p><i>MeetingPlace:</i> If you selected Use User ID Provided Below for the Sign-In Type, enter the Cisco Unified MeetingPlace user ID in this field. Unity Connection signs the user into MeetingPlace by using the setting in this field.</p>
Access Exchange Email by Using Text to Speech	<p><i>(Exchange only)</i> When this check box is checked, the current Unity Connection user can use text to speech to listen to Exchange email.</p> <p>When this check box is not checked, the user cannot use text to speech.</p> <p>This option appears only if it is enabled in the service that you selected from the Unified Messaging Service list. If you want to enable this option for the current user, you must either select a unified messaging service for which the option is enabled, or you must enable it for the selected unified messaging service. Note that enabling the option for a service automatically enables it for every Unity Connection user who is configured to use that service.</p>
Access Exchange Calendar and Contacts	<p><i>(Exchange only)</i> When this check box is checked, the current Unity Connection user can access Exchange calendars and contacts.</p> <p>When this check box is not checked, the user cannot access Exchange calendars and contacts.</p> <p>This option appears only if it is enabled in the service that you selected from the Unified Messaging Service list. If you want to enable this option for the current user, you must either select a unified messaging service for which the option is enabled, or you must enable it for the selected unified messaging service. Note that enabling the option for a service automatically enables it for every Unity Connection user who is configured to use that service.</p>

Table 1-32 Edit Unified Messaging Account Page (continued)

Field	Description
Synchronize Unity Connection and Exchange Mailboxes (Single Inbox)	<p>(Exchange only) When this check box is checked, Unity Connection and Exchange mailboxes are synchronized for the current Unity Connection user.</p> <p>When this check box is not checked, mailboxes are not synchronized for the user.</p> <p>This option appears only if it is enabled in the service that you selected from the Unified Messaging Service list. If you want to enable this option for the current user, you must either select a unified messaging service for which the option is enabled, or you must enable it for the selected unified messaging service. Note that enabling the option for a service automatically enables it for every Unity Connection user who is configured to use that service.</p> <p>If you disable and later re-enable single inbox for this user, Unity Connection resynchronizes the Unity Connection and Exchange mailboxes for the user. Note the following:</p> <ul style="list-style-type: none"> • If the user deletes messages in Exchange but does not delete the corresponding messages in Unity Connection while single inbox is disabled, the messages will be resynchronized into the Exchange mailbox when single inbox is re-enabled. • If messages are hard deleted from Exchange (deleted from the Deleted Items folder) before single inbox is disabled, the corresponding messages that are still in the Deleted Items folder in Unity Connection when single inbox is re-enabled will be resynchronized into the Exchange Deleted Items folder. • If a user deletes messages in Unity Connection but does not delete the corresponding messages in Exchange while single inbox is disabled, the messages remain in Exchange when single inbox is re-enabled. The user must delete the messages from Exchange manually. • If the user changes the status of messages in Exchange (for example, from unread to read) while single inbox is disabled, the status of Exchange messages will be changed to the current status of the corresponding Unity Connection messages when single inbox is re-enabled. • When you re-enable single inbox for a user, depending on the size of the user's Unity Connection and Exchange mailboxes, resynchronization for existing messages may affect synchronization performance for new messages.
Reset	<p>This button makes Unity Connection perform the following operations for the current Unity Connection mailbox:</p> <ul style="list-style-type: none"> • Synchronize any voice messages that have not already been synchronized. • Resynchronize the state of existing messages, for example, read/unread status. • Resubscribe for Exchange notifications, which cause Exchange to send Unity Connection notification of changes to a message (for example, a message was deleted) and notification of new voice messages that were created by using ViewMail for Outlook.
MeetingPlace Scheduling and Joining	<p>(Cisco Unified MeetingPlace only) When this check box is checked, users are able to schedule and join meetings.</p> <p>When this check box is not checked, users are not able to schedule and join meetings.</p>
Primary Meeting Service	<p>(Cisco Unified MeetingPlace only) When this check box is checked, Cisco Unified MeetingPlace meetings will be set up through this Cisco Unified MeetingPlace server.</p> <p>When this check box is not checked, the Cisco Unified MeetingPlace meetings will be set up through another server.</p>
Test	<p>Click the Test button to ensure that the Unity Connection is able to find the mailbox on the Exchange Server and is able to communicate with the mailbox.</p>

See Also

- The “Configuring Cisco Unity Connection 10x and Cisco Unified MeetingPlace for Unified Messaging” chapter of the *Unified Messaging Guide for Cisco Unity Connection Release 10x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/unified_messaging/guide/10xc_ucumgx.html.
- The “Configuring Cisco Unity Connection 10x Microsoft Exchange for Unified Messaging” chapter of the *Unified Messaging Guide for Cisco Unity Connection Release 10x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/unified_messaging/guide/10xc_ucumgx.html.

Video Services Accounts

Table 1-33 Video Services Accounts Page

Field	Description
Delete Selected	To delete a video service account, check the check box to the left of the display name, and select Delete Selected.
Add New	To add a video service account, select the Add New button. A new page opens, on which you enter data applicable to the new video service account. You can create only one video service account for each user. 
	Note You cannot edit the video service account.
Status	<i>(Display only)</i> An icon that indicates the status of the video service account for a Cisco Unity Connection user. To identify whether the configuration of the video service account with video service, navigate to Video > Video Services Accounts Status in Cisco Unity Connection Administration.
Video Service	<i>(Display only)</i> The name of the video service account. Select the video service to go to the specific page of the video service account.
Service Type	<i>(Display only)</i> The type of server to which the video service account connects.
Enabled	Displays whether the video service account is configured with the specified video service.

See also:

- [Video Services Accounts Status](#), page 10-5
- [Configuring Video Services and Video Services Accounts in Cisco Unity Connection 10.x](#), page 11-5

New Video Service Account

Table 1-34 *New Video Service Account Page*

Field	Description
Video Service	Select the name of the video service that you want to enable for the user.
Service Type	<i>(Display only)</i> The type of server to which the video service connects.
Map Video Service	Check this check box to configure the video service with video service account.

See also:

- [Configuring Video Services and Video Services Accounts in Cisco Unity Connection 10.x, page 11-5](#)

SMTP Proxy Addresses

Table 1-35 *SMTP Proxy Addresses Page*

Field	Description
Delete Selected	To delete an SMTP proxy address, check the check box to the left of the display name, and select Delete Selected. You can delete multiple SMTP proxy addresses at once.
Add New	To add a new SMTP proxy address, select the Add New button. A new row appears in the SMTP Proxy Address table. Enter the SMTP proxy address in the new row and select Save.
SMTP Proxy Address	<p>Enter an SMTP proxy address for the user or contact. Cisco Unity Connection uses proxy addresses to map the sender and recipients of an incoming SMTP message to a user or contact.</p> <p>You can enter a pattern for the SMTP proxy address: a combination of text and tokens that Unity Connection replaces with a value from the user profile. (For example, Unity Connection replaces %Alias% with the alias from each user profile when editing the corresponding user.) The available tokens are:</p> <ul style="list-style-type: none"> • %FirstName% • %LastName% • %Alias% • %Extension% <p><i>(Only when single inbox is configured for the user)</i> The SMTP proxy address for a user must match the Exchange email address that is specified in the unified messaging account in which single inbox is enabled.</p>
Append SMTP Proxy Addresses	<i>(Applicable only to Bulk Edit operations.)</i> Select Append SMTP Proxy Addresses to add an SMTP proxy address to each user account or contact you are editing.
Override SMTP Proxy Addresses	<i>(Applicable only to Bulk Edit operations.)</i> Select Override SMTP Proxy Addresses to remove any currently-existing SMTP proxy addresses for each user account or contact, and replace them with the new SMTP proxy addresses you enter in the SMTP Proxy Address field.

Table 1-35 SMTP Proxy Addresses Page (continued)

Field	Description
Bulk Edit Task Scheduling	(Applicable only to Bulk Edit operations.) To immediately run a Bulk Edit operation, select Run Now. To schedule a Bulk Edit operation for a later date and/or time, select Run Later, and set the applicable date and time in the adjacent fields.

See Also

- For users, the “SMTP Proxy Addresses in Cisco Unity Connection 10.x” section in the “[Setting Up Features and Functionality That Are Controlled by User Account Settings in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*. For contacts, the “SMTP Proxy Addresses in Cisco Unity Connection 10.x” section in the “[Managing Contacts in Cisco Unity Connection 10.x](#)” chapter of the same guide, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Import Users

Table 1-36 Import Users Page

Field	Description
Find Users	<p>Select the type of user to import.</p> <p>In a Cisco Unified Communications Manager Business Edition (CMBE) configuration, the users are imported from the Default Switch.Unity Connection</p> <p>In a Cisco Unity Connection configuration, if you are importing data from Cisco Unified Communications Manager, you must also select the Cisco Unified CM server with the applicable user accounts. Only Cisco Unified CM servers for which an AXL server is configured appear in the list.</p> <p>In a Cisco Unity Connection configuration, if you have integrated Cisco Unity Connection with an LDAP directory and have synchronized Unity Connection with LDAP data (which imports LDAP data into a hidden Cisco Unified CM database on the Unity Connection server), you can choose to import LDAP data.</p>
Based on Template	<p>Select the template on which to base the new user account. The template affects most user settings.</p> <p>For importing Cisco Unified Communications Manager users, only templates for users with voicemail appear in the list.</p> <p> Caution When importing LDAP users, if you choose a template for administrators, users will not have mailboxes.</p>
Alias	<p>A unique text name for the user.</p> <p>Users enter the alias to sign in to the Cisco Personal Communications Assistant. Administrators enter the alias to sign in to Cisco Unity Connection Administration.</p>
First Name	The first name of the user or contact.
Last Name	The last name of the user or contact.

Table 1-36 Import Users Page (continued)

Field	Description
Phone Number (LDAP Only)	When you are importing data from an LDAP directory, the Phone Number column displays the value of the LDAP field that you mapped to the Corporate Phone Number field in Unity Connection when you added LDAP directory configurations in Connection Administration. (The Corporate Phone Number field appears on the Edit User Basics page.)
Extension	The extension that the phone system uses to connect to the object. When you are importing data from an LDAP directory, the Extension column displays the value of the Phone Number column after the regular expression on the System Settings > LDAP > Advanced LDAP Settings page has been applied.

See Also

- The “[Creating Multiple Cisco Unity Connection 10.x User Accounts from Cisco Unified Communications Manager Users](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.
- The “[Creating User Accounts from LDAP User Data or Changing LDAP Integration Status for Existing Users in Cisco Unity Connection 10.x](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

Synchronize Unified Communications Manager Users

Table 1-37 Synchronize Unified Communications Manager Users Page

Field	Description
Find Imported Users	Enter applicable search criteria. In a Cisco Unity Connection configuration, you must also select the Cisco Unified Communications Manager server with the applicable user accounts. Only the Cisco Unified CM servers for which an AXL server is configured appear in the list. In a Cisco Unified Communications Manager Business Edition (CMBE) configuration, synchronization happens automatically. There should be no need to manually synchronize users.
Alias	A unique text name for the user. Users enter the alias to sign in to the Cisco Personal Communications Assistant. Administrators enter the alias to sign in to Cisco Unity Connection Administration.
First Name	The first name of the user or contact.
Last Name	The last name of the user or contact.
Extension	The extension that the phone system uses to connect to the object.

See Also

- The “[Creating Multiple Cisco Unity Connection 10.x User Accounts from Cisco Unified Communications Manager Users](#)” chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 10.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html.

