



# Cisco Unity Connection 10.x Networking Settings

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## Search Intrasite Links



**Note**

You cannot join a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site. This page is not available on Cisco Unified CMBE systems.

**Table 8-1 Search Intrasite Links**

Field	Description
Location	<i>(Display only)</i> The name of the location. The locations displayed in the Intrasite Links table are members of the Cisco Unity Connection site to which this server belongs.
Push Directory	<p><i>(Display only)</i> Indicates whether a directory push to the remote location is in progress.</p> <p>If an administrator has initiated a request on the local server to push the directory of this location to the remote location (indicated in the Location column) or has initiated a request on the remote server to pull the directory of this location to the remote location, this field displays In Progress. Otherwise, it displays Idle.</p>
Pull Directory	<p><i>(Display only)</i> Indicates whether a directory pull from the remote location is in progress.</p> <p>If an administrator has initiated a request on the local server to pull the directory of the remote location (indicated in the Location column) to this location or has initiated a request on the remote server to push the directory of the remote location to this location, this field displays In Progress. Otherwise, it displays Idle.</p>
Join Site	<p>To add a Cisco Unity Connection server to the site, select Join Site.</p> <p>You can use this button in the following ways:</p> <ul style="list-style-type: none"> <li>• To join this server to an existing site.</li> <li>• To join a remote server to the existing site to which this server belongs.</li> <li>• To create a site between this server and another server if neither is a member of an existing site.</li> </ul> <p><b>Note</b> You cannot join a Cisco Unified Communications Manager Business Edition server to a Unity Connection site.</p>
Remove Selected	<p>To remove a remote Cisco Unity Connection location from the site, check the check box to the left of the location display name and select Remove Selected. You can only remove one remote Unity Connection location from the site at a time. (To remove the local Unity Connection location from the site, select Remove Self from Site.)</p> <p><b>Note</b> Depending on the size of the directory, removing a Unity Connection location can take a few minutes to a few hours. Even though the operation may have completed on the local location, it may continue to be in progress on remote locations. We recommend that you wait for the removal operation to complete on all locations in the site before making additional changes to the site.</p>
Remove Self from Site	<p>To remove this location from the site, select Remove Self from Site.</p> <p><b>Note</b> Depending on the size of the directory, removing a Unity Connection location can take a few minutes to a few hours. Even though the operation may have completed on the local location, it may continue to be in progress on remote locations. We recommend that you wait for the removal operation to complete on all locations in the site before making additional changes to the site.</p>
Push Directory To	To initiate a one-time push of the entire local directory to a remote Cisco Unity Connection location, check the check box to the left of the remote location display name and select Push Directory To.
Stop Push	To stop an in-progress push of the local directory to a remote location, check the check box to the left of the remote location display name and select Stop Push.
Pull Directory From	To initiate a one-time pull of the entire directory of a remote Cisco Unity Connection location to this Unity Connection location, check the check box to the left of the remote location display name and select Pull Directory From.

**Table 8-1** Search Intrasite Links (continued)

Field	Description
Stop Pull	To stop an in-progress pull of the directory from a remote location, check the check box to the left of the remote location display name and select Stop Pull.

**See Also**

- The “Setting Up a Cisco Unity Connection 10.x Site” section in the “[Setting Up Networking Between Cisco Unity Connection 10.x Servers](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).
- The “Removing a Location From a Cisco Unity Connection 10.x Site” section in the “[Making Changes to the Networking Configuration in Cisco Unity Connection 10.x](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## Join Site

**Note**

You cannot join a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site. This page is not available on Cisco Unified CMBE systems.

**Table 8-2** Join Site Page

Field	Description
Method Used to Join Site	<p>Select one of the following options to indicate how to join this location to the Cisco Unity Connection site:</p> <ul style="list-style-type: none"> <li>• Automatically Join the Site—The Unity Connection server makes a request to the remote location that you specify, and automatically exchanges configuration information with the location.</li> <li>• Manually Join the Site—You join this location to the site manually by uploading the configuration file of this location to a remote location on the site, and by uploading the configuration file of the remote location to this location. You may need to use this manual method if you are unable to automatically join the location to the site.</li> </ul>
Remote Location	<i>(Applicable only when Automatically Join the Site is selected as the Method Used to Join Site)</i> Enter the IP address or Fully-Qualified Domain Name (FQDN) of the Cisco Unity Connection server to connect to in order to join the site.
Remote User Name	<i>(Applicable only when Automatically Join the Site is selected as the Method Used to Join Site)</i> Enter the username of an administrator on the remote location. The user must be assigned to the System Administrator role.
Remote Password	<i>(Applicable only when Automatically Join the Site is selected as the Method Used to Join Site)</i> Enter the password for the administrator specified in the Remote User Name field.

Table 8-2 Join Site Page (continued)

Field	Description
Auto Join Site	<p>(Applicable only when Automatically Join the Site is selected as the Method Used to Join Site) To join the server to the site, enter values for the Remote Location, Remote User Name, and Remote Password fields and select Auto Join Site.</p> <p>If the automatic join succeeds, to begin replication between the servers, open Cisco Unity Connection Serviceability, select Tools &gt; Service Management, and turn on the Unity Connection Digital Networking Replication Agent. This service must be turned on and started on all locations in the site. When the replication has been started on all locations, depending on the size of your directory, it can take a few minutes to a few hours in the background for data to be fully replicated between all locations.</p> <p>If the automatic join fails, try joining the server to the network by using the Manually Join the Site method.</p>
Download This Location's Configuration File	(Applicable only when Manually Join the Site is selected as the Method Used to Join Site) To download the configuration file from this location, select Download. Then, upload the configuration file on to the remote Cisco Unity Connection location.
Select the Remote Configuration File to Upload	<p>(Applicable only when Manually Join the Site is selected as the Method Used to Join Site) To manually join this location to the site, select Browse and browse to the location of the configuration file that you have downloaded from a remote location.</p> <p><b>Note</b> To manually join the site, you must upload the configuration file of this location to a remote location on the site and upload the configuration file of the remote location to this location. Once you have uploaded both files, to begin replication between the servers, open Cisco Unity Connection Serviceability, select Tools &gt; Service Management, and turn on the Unity Connection Digital Networking Replication Agent. This service must be turned on and started on all locations in the site. When the replication has been started on all locations, depending on the size of your directory, it can take a few minutes to a few hours in the background for data to be fully replicated between all locations.</p>
Upload	(Applicable only when Manually Join the Site is selected as the Method Used to Join Site) After browsing to the location of a configuration file that you have downloaded from a remote location, select Upload.

**See Also**

- The “Setting Up a Cisco Unity Connection 10.x Site” section in the “[Setting Up Networking Between Cisco Unity Connection 10.x Servers](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## Search Intersite Links

**Note**

You cannot join a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site. This page is not available on Cisco Unified CMBE systems.

**Table 8-3 Search Intersite Links**

Field	Description
Display Name	<p>The display name of the intersite link. By default, the display name of an intersite link is set to the name of the location that is designated as the gateway for the remote site.</p> <p>Select the Display Name to go to the specific page for the intersite link.</p> <p>If the Display Name is followed by an asterisk (*) the intersite link is homed on a different location in the local Cisco Unity Connection site.</p>
Directory Limit Exceeded	<p>(<i>Display only</i>) Indicates whether the remote site has exceeded the maximum supported number of directory objects.</p>
Synchronization	<p>To start an incremental directory synchronization to synchronize all remote site objects that have changed since the last synchronization, select Sync. Cisco Unity Connection runs the Synchronize Directory With Remote Network task, followed by the Synchronize Voice Names With Remote Network task. You can find detailed results for the incremental synchronization by selecting the start or end time at which the synchronization occurred in the Task Execution Results table on the Task Definition Basics page for each task. (In Cisco Unity Connection Administration, expand Tools and select Task Management, then select the name of the task on the Task Definitions page to get to the Task Definition Basics page).</p> <p>To start a full directory synchronization for remote site objects regardless of whether they have changed since the last synchronization, select Resync All. Unity Connection runs the Synchronize Directory With Remote Network task, followed by the Synchronize Voice Names With Remote Network Task. You can find detailed results for the full synchronization by selecting the start or end time at which the synchronization occurred in the Task Execution Results table on the Task Definition Basics page for each task.</p> <p>To completely remove all recorded names belonging to objects on the remote site, select Clear Recorded Names. (Recorded names are updated only if the remote and local filenames differ. If, for example, you change the outgoing codec on the remote site, the recorded names of remote site users are converted to the new codec when replicating them, but the local site will not pull the updated names because the filenames are still the same. Selecting Clear All will cause the outdated filenames to be removed.) To clear the names, Unity Connection runs the Synchronize Voice Names With Remote Network task. You can find detailed results for the removal by selecting the start or end time at which the removal occurred in the Task Execution Results table on the Task Definition Basics page for the Synchronize Voice Names With Remote Network task.</p>
Add	<p>To add a link to another site, select Add. A site may be linked to only one other site.</p> <p>You can use this button in the following ways:</p> <ul style="list-style-type: none"> <li>To join this Unity Connection site to another Unity Connection site.</li> <li>To join this Unity Connection site to a Cisco Unity server or Cisco Unity Digital Network.</li> </ul> <p>When you create an intersite link, the Unity Connection server on which you create the link becomes the local site gateway; the location to which you link becomes the remote site gateway. Gateways coordinate directory synchronization, and are responsible for message transport, between sites.</p> <p><b>Note</b> You cannot join a Cisco Unified Communications Manager Business Edition server to a Unity Connection site or to a Cisco Unity server or Cisco Unity Digital Network.</p>

**Table 8-3** Search Intersite Links (continued)

Field	Description
Remove Selected	<p>To remove a link to a remote site, check the check box to the left of the display name of the gateway for the site and select Remove Selected. In order for the link to be fully removed, it must be removed on both sites, and the removal task must run.</p> <p><b>Note</b> Depending on the size of the directory, removing a site link can take a few minutes to a few hours. We recommend that you wait for the removal operation to complete on all locations in the site before making additional changes to the site.</p>

**See Also**

- The “Linking Two Cisco Unity Connection 10.x Sites” section in the “[Setting Up Networking Between Cisco Unity Connection 10.x Servers](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).
- The “Setting Up an Intersite Link Between Cisco Unity and Cisco Unity Connection 10.x Gateways” section in the “[Setting Up Networking Between Cisco Unity and Cisco Unity Connection 10.x Servers](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).
- The “Removing an Intersite Link Between a Cisco Unity Connection 10.x Site and a Cisco Unity Site” section in the “[Making Changes to the Networking Configuration in Cisco Unity Connection 10.x](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## New Intersite Link

**Note**

You cannot link a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site or to a Cisco Unity Digital Network. This page is not available on Cisco Unified CMBE systems.

**Table 8-4**      **New Intersite Link Page**

Field	Description
Configuration Exchange	<p>Select one of the following options to indicate how to link this site to the remote site:</p> <ul style="list-style-type: none"> <li>• <b>Link to Cisco Unity Site or Cisco Unity Connection Site by Manually Exchanging Configuration Files</b>—You link this location to the remote site location manually by uploading the configuration file of this location to the remote site location and by uploading the configuration file of the remote site location to this location. Use this option if you are linking to a Cisco Unity site, or if you want to specify different options for Transfer Protocol, Synchronization, Synchronization Task, and Intersite SMTP Routing settings for each site gateway when creating the link.</li> <li>• <b>Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers</b>—This location makes a link request to the remote site location that you specify, and automatically exchanges configuration information with the remote site location. This option should only be used when linking to another Cisco Unity Connection site.</li> </ul> <p><b>Note</b> When you select this option, the Transfer Protocol, Synchronization, and Synchronization Tasks settings that you select on the New Intersite Link Page are copied to the remote site intersite link configuration. In addition, both sites are configured to route intersite SMTP messages directly to the remote site gateway rather than through a smart host. Consider reviewing and changing these settings if appropriate for the remote site in Cisco Unity Connection Administration on the remote site gateway after creating the link.</p> <p>When you create an intersite link, the Unity Connection server on which you create the link becomes the local site gateway; the location to which you link becomes the remote site gateway. Gateways coordinate directory synchronization between sites. Unity Connection gateways are also responsible for message transport between sites. (Cisco Unity utilizes the Interoperability Gateway for Microsoft Exchange and the Exchange organization for message transport between sites.)</p>
Local Site Configuration File	<i>(Applicable only when Link to Cisco Unity Site or Cisco Unity Connection Site by Manually Exchanging Configuration Files is selected as the Configuration Exchange method)</i> To download the configuration file from this location, select Download. Then, upload the configuration file on to the remote site location.
Remote Site Configuration File	<i>(Applicable only when Link to Cisco Unity Site or Cisco Unity Connection Site by Manually Exchanging Configuration Files is selected as the Configuration Exchange method)</i> To manually link to the remote site, select Browse and browse to the location of the configuration file that you downloaded from a remote location.
Host Name	<p><i>(Applicable only when Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected as the Configuration Exchange method)</i> Enter the IP address or Fully-Qualified Domain Name (FQDN) of the remote location with which to establish the intersite link. When you create the intersite link, the remote location becomes the remote site gateway.</p> <p><b>Note</b> If you will use Secure Sockets Layer (SSL) to secure the intersite link, the Host Name that you enter must exactly match the host name on the certificate for the remote location.</p>
User Name	<i>(Applicable only when Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected as the Configuration Exchange method)</i> Enter the username of an administrator on the remote location. The user must be assigned to the System Administrator role.
Password	<i>(Applicable only when Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected as the Configuration Exchange method)</i> Enter the password for the administrator specified in the User Name field.

**Table 8-4**      **New Intersite Link Page (continued)**

Field	Description
Use Secure Sockets Layer (SSL)	<p>Check this check box to encrypt the data passed between the site gateways when the local reader service synchronizes with the remote gateway (local reader requests and remote feeder responses). Uncheck this check box to have the data sent unencrypted.</p> <p>Default: Check box checked.</p> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote gateways.</p>
Accept Self-Signed Certificates	<p>Check this check box to allow the remote gateway to use a self-signed certificate to negotiate SSL with this site. Uncheck this check box to require that the remote gateway use a certificate signed by a certificate authority.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box checked.</p> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote gateways.</p>
Ignore Certificate Errors	<p>Check this check box to have Cisco Unity Connection ignore any problems with the SSL certificate of the remote site, both when creating the intersite link and when connecting to the remote site gateway to pull directory information. Certificate errors can include the following:</p> <ul style="list-style-type: none"> <li>• The certificate is missing or has not been provided.</li> <li>• The certificate is not yet valid.</li> <li>• The certificate has expired.</li> <li>• The name on the certificate does not match the host name.</li> </ul> <p>When this check box is checked, Unity Connection will create the intersite link and directory replication will proceed regardless of whether a certificate error occurs.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box not checked.</p> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote gateways.</p>



Table 8-4 New Intersite Link Page (continued)



Field	Description
Include Distribution Lists When Synchronizing Directory Data	<p>Check this check box to have system distribution lists created on the remote site replicated to the local site, so that users on the local site can address messages to them. (Note that only the list name and other information used in addressing are replicated; list membership is not replicated.) Uncheck this check box to prevent lists created on the remote site from being replicated to the local site.</p> <p>In order for individual system distribution lists to be offered for synchronization by the remote site gateway, they must also be marked to allow synchronization. By default, if the remote site is a Cisco Unity site, individual Cisco Unity lists are not marked to allow synchronization, and you must use the PDL Builder tool on the remote site gateway to allow it. If the remote site is a Cisco Unity Connection site, by default, system distribution lists are marked to allow synchronization, although this property may have been changed. Use the Bulk Administration Tool to check or change the synchronization status of system distribution lists on a Cisco Unity Connection site.</p> <p>Note that when you check this check box and save the page, you can no longer uncheck the check box. This prevents accidental removal of all replicated distribution lists, which may be in use as call handler recipients, local list members, and so on. You can stop replicating a particular list or lists by unmarking them for synchronization on the remote site.</p> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote site gateways.</p>
Convert Outgoing Recorded Names To	<p>Check this check box and select a codec to use to transcode recorded names when sending them to the remote site gateway for directory synchronization. Uncheck this check box to have Cisco Unity Connection send the recorded names in the audio format in which they are stored on the local site without transcoding them.</p> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote site gateways.</p>
Enable Task to Synchronize Directory Data After the Join	<p>Check this check box to have Cisco Unity Connection enable the task to synchronize all directory data (except recorded names) with the remote site gateway, to run on the default schedule (every 15 minutes). Uncheck this check box to keep the directory data and recorded name synchronization tasks disabled until you explicitly review and enable them. (Recorded name synchronization cannot begin until other directory data has been synchronized for the first time.)</p> <p>Once the link is created, you can review the directory data synchronization task by using the Related Links field in the upper right-hand corner of the Edit Intersite Link page, or by browsing to Tools &gt; Task Management and selecting the Synchronize Directory With Remote Network task.</p> <p></p> <p><b>Caution</b> If you do not enable the task at this time, you must review the task schedule details in order to enable it after the link is created, or directory synchronization will not occur.</p> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote gateways.</p>

Table 8-4 New Intersite Link Page (continued)

Field	Description
Enable Task to Synchronize Recorded Names After the Join	<p>Check this check box to have Cisco Unity Connection enable the task to synchronize all recorded names with the remote site gateway, to run on the default schedule (every 15 minutes). Uncheck this check box to keep the recorded name synchronization task disabled until you explicitly review and enable it. (When the Enable Task to Synchronize Directory Data After the Join check box is unchecked, this check box is automatically unchecked, because recorded name synchronization cannot begin until other directory data has been synchronized for the first time.)</p> <p>Once the link is created, you can review the recorded name synchronization task by using the Related Links field in the upper right-hand corner of the Edit Intersite Link page, or by browsing to Tools &gt; Task Management and selecting the Synchronize Voice Names With Remote Network task.</p> <div>  <p><b>Caution</b> If you do not enable the task at this time, you must review the task schedule details in order to enable it after the link is created, or recorded name synchronization will not occur.</p> </div> <div> <p><b>Note</b> If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, the value you select for this setting is applied to both the local and remote gateways.</p> </div>
Intersite SMTP Routing	<p>Select from the following, to indicate the SMTP host to which Cisco Unity Connection routes outgoing SMTP messages for addresses at the remote site:</p> <ul style="list-style-type: none"> <li>Route to this Remote Site Through (<i>Applicable only if Link to Cisco Unity Site or Cisco Unity Connection Site by Manually Exchanging Configuration Files is selected in the Configuration Exchange section; however, you can select this option on the Edit Intersite Link page on each site gateway after creating the link</i>)—Cisco Unity Connection routes messages for the site to the IP address you enter; for example, if the remote site is a Cisco Unity site, enter the IP address of the Microsoft Exchange host that will accept incoming messages for the site.</li> <li>Route to this Remote Site Through SMTP Smart Host (<i>Applicable only if Link to Cisco Unity Site or Cisco Unity Connection Site by Manually Exchanging Configuration Files is selected in the Configuration Exchange section; however, you can select this option on the Edit Intersite Link page on each Unity Connection site gateway after creating the link</i>)—Cisco Unity Connection routes messages for the site to the smart host configured on the System Settings &gt; SMTP Configuration &gt; Smart Host page.</li> <li>Route to this Remote Site Through the Remote Site Gateway—Cisco Unity Connection routes messages for the site to the remote site gateway to which you are creating the link. If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, both the local and remote gateways are automatically configured to use this option.</li> </ul>

**See Also**

- The “Linking Two Cisco Unity Connection 10.x Sites” section in the “[Setting Up Networking Between Cisco Unity Connection 10.x Servers](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).
- The “Setting Up an Intersite Link Between Cisco Unity and Cisco Unity Connection 10.x Gateways” section in the “[Setting Up Networking Between Cisco Unity and Cisco Unity Connection 10.x Servers](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x*

at

[http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## Edit Intersite Link



### Note

You cannot link a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site or to a Cisco Unity Digital Network. This page is not available on Cisco Unified CMBE systems.

**Table 8-5**      **Edit Intersite Link Page**

Field	Description
Display Name	Enter a descriptive name for the intersite link. By default, the display name of the intersite link is set to the name of the location that is designated as the gateway for the remote site.
Hostname	Enter the host name of the gateway for the remote site.
Time of Last Synchronization	<i>(Display only)</i> The timestamp of the last time the local reader service attempted to poll the remote site gateway feeder service for directory changes on the remote site, regardless of whether a response was received.
Time of Last Failure	<i>(Display only)</i> The timestamp of the last time the local reader service encountered an error while attempting to poll the remote site gateway feeder service. If the value of this field is 0, or if the Time of Last Synchronization value is later than the Time of Last Failure value, replication is likely to be progressing without problems.
Object Count	<i>(Display only)</i> The number of objects (users, system distribution lists if applicable, partitions, search spaces and Cisco Unity Connection locations) that the local site gateway has synchronized from the remote site.
Number of Changes Applied Since Join	<i>(Display only)</i> The total number of replicated changes (object adds, modifications, and removals) to remote site directory objects that have occurred since the intersite link was created.
Use Secure Sockets Layer (SSL)	Check this check box to encrypt the data passed between the site gateways when the local reader service synchronizes with the remote gateway (local reader requests and remote feeder responses). Uncheck this check box to have the data sent unencrypted.  Default: Check box checked.
Accept Self-Signed Certificates	Check this check box to allow the remote gateway to use a self-signed certificate to negotiate SSL with this site. Uncheck this check box to require that the remote gateway use a certificate signed by a certificate authority. This check box is unavailable when the Use Secure Sockets Layer (SSL) check box is unchecked.  Default: Check box checked.

**Table 8-5** *Edit Intersite Link Page (continued)*

Field	Description
Ignore Certificate Errors	<p>Check this check box to have Cisco Unity Connection ignore any problems with the SSL certificate of the remote site, both when creating the intersite link and when connecting to the remote site gateway to pull directory information. Certificate errors can include the following:</p> <ul style="list-style-type: none"> <li>• The certificate is missing or has not been provided.</li> <li>• The certificate is not yet valid.</li> <li>• The certificate has expired.</li> <li>• The name on the certificate does not match the host name.</li> </ul> <p>When this check box is checked, Unity Connection will create the intersite link and directory replication will proceed regardless of whether a certificate error occurs.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box not checked.</p>
Include Distribution Lists When Synchronizing Directory Data	<p>Check this check box to have system distribution lists created on the remote site replicated to the local site, so that users on the local site can address messages to them. (Note that only the list name and other information used in addressing are replicated; list membership is not replicated.) When unchecked, lists on created on the remote site are not replicated to the local site.</p> <p>In order for individual system distribution lists to be offered for synchronization by the remote site gateway, they must also be marked to allow synchronization. By default, if the remote site is a Cisco Unity site, individual Cisco Unity lists are not marked to allow synchronization, and you must use the PDL Builder tool on the remote site gateway to allow it. If the remote site is a Cisco Unity Connection site, by default, system distribution lists are marked to allow synchronization, although this property may have been changed. Use the Bulk Administration Tool to check or change the synchronization status of system distribution lists on a Cisco Unity Connection site.</p> <p>Note that when you check this check box and save the page, you can no longer uncheck the check box. This prevents accidental removal of all replicated distribution lists, which may be in use as call handler recipients, local list members, and so on. You can stop replicating a particular list or lists by unmarking them for synchronization on the remote site.</p>
Convert Outgoing Recorded Names To	<p>Check this check box and select a codec to use to transcode recorded names when sending them to the remote site gateway for directory synchronization. Uncheck this check box to have Cisco Unity Connection send the recorded names in the audio format in which they are stored on the local site without transcoding them.</p>
Enable Outgoing Secure Messages	<p>Check this check box so that messages marked as secure are sent to recipients at the remote site.</p> <p>Uncheck this check box so that messages marked as secure are not sent to recipients at the remote site. (The sender receives a non-deliverable receipt.)</p> <p>Default setting: Check box not checked.</p>
Enable Outgoing Private Messages	<p>Check this check box so that messages marked as private (cannot be forwarded) are sent to recipients at the remote site.</p> <p>Uncheck this check box so that messages marked as private are not sent to recipients at the remote site. (The sender receives a non-deliverable receipt.)</p> <p>Default setting: Check box not checked.</p>
Convert Outgoing Messages To	<p>Check this check box and select a codec to use to transcode messages when sending them to the remote site gateway. Uncheck this check box to have Cisco Unity Connection send the messages in the audio format in which they were recorded without transcoding them.</p>

**Table 8-5**      **Edit Intersite Link Page (continued)**

Field	Description
Incoming Message Settings	<p>Select from the following:</p> <ul style="list-style-type: none"> <li>Retain Secure Status of Incoming Messages—If a message is marked secure when it is received from the remote site, it will be delivered to recipients as a secure message.</li> <li>Mark All Incoming Messages Secure—All messages received from senders at the remote site are marked secure when they are delivered, regardless of whether they were marked secure when received from the remote site.</li> </ul> <p>Note that by default, Unity Connection does not allow relaying of secure messages to other systems in order to protect the security of the messages. If you select Mark All Incoming Messages Secure, and Unity Connection is not configured to relay secure messages, all messages from the remote site to users whose message actions settings are configured to relay or to accept and relay messages will result in nondelivery receipts (NDRs). The Allow Relaying of Secure Messages setting on the System Settings &gt; Advanced &gt; Messaging page allows you to control whether secure messages are relayed. If you configure Unity Connection to allow relaying of secure messages, the messages will be relayed as regular messages rather than as secure messages.</p>
Intersite SMTP Routing	<p>Select from the following, to indicate the SMTP host to which Cisco Unity Connection routes outgoing SMTP messages for addresses at the remote site:</p> <ul style="list-style-type: none"> <li>Route to this Remote Site Through—Cisco Unity Connection routes messages for the site to the IP address you enter; for example, if the remote site is a Cisco Unity site, enter the IP address of the Microsoft Exchange host that will accept incoming messages for the site.</li> <li>Route to this Remote Site Through SMTP Smart Host—Cisco Unity Connection routes messages for the site to the smart host configured on the System Settings &gt; SMTP Configuration &gt; Smart Host page.</li> <li>Route to this Remote Site Through the Remote Site Gateway—Cisco Unity Connection routes messages for the site to the remote site gateway to which you are creating the link. If Link to Cisco Unity Connection Site by Using Automatic Configuration Exchange Between Servers is selected in the Configuration Exchange section, both the local and remote gateways are automatically configured to use this option.</li> </ul>

**See Also**

- The “Linking Two Cisco Unity Connection 10.x Sites” section in the “[Setting Up Networking Between Cisco Unity Connection 10.x Servers](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).
- The “Setting Up an Intersite Link Between Cisco Unity and Cisco Unity Connection 10.x Gateways” section in the “[Setting Up Networking Between Cisco Unity and Cisco Unity Connection 10.x Servers](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).


# Branch Listing

**Table 8-6**      **Branch Listing Page**

Field	Description
Display Name	<i>(Display only)</i> Displays the name of the branch.
Server Address	<i>(Display only)</i> Displays the IP address/Fully Qualified Domain Name (FQDN) of the branch.
Enabled	<i>(Display only)</i> Displays whether the branch is active or not.
Status	<i>(Display only)</i> Displays whether the branch is connected with the central Unity Connection server or not.



## New Branch

**Table 8-7**      **New Branch Page**

Field	Description
Display Name	Enter a name for the branch.
Server Address	Enter the IP address/FQDN of the branch.
User Name	Enter the username of the branch administrator.
Password	Enter the password of the branch administrator.
SMTP Domain	Enter the Fully Qualified Domain Name (FQDN) of the branch.
PAT Port Number	Enter a PAT port number that the central Unity Connection server uses to communicate with the branch. This port number specifies the port on the public side of the NAT, which further maps to port 443 for communicating with the branch.
Partition	Select the partition that you want to assign to the branch from the drop-down list.
Operator	Select the subscriber that must be used as operator to manage the operator messages received at the branch during WAN outages.
Provisioning Sync Options	
Sync voice name for users	Check this check box to synchronize the recorded voice names of the branch users from central Unity Connection server to the branch.
Sync greetings for users	Check this check box to synchronize the greetings of the branch users from central Unity Connection server to the branch.
Save	Select this option to save the branch with the specified settings.
	 <b>Note</b> As soon as you save the branch details, buttons, such as Sync Provisioning and Voicemail Upload get visible. For more information, refer to the <a href="#">Edit Branch, page 8-15</a> section.

# Edit Branch

**Table 8-8**      *Edit Branch Page*

Field	Description
Enabled	Check this check box to enable or activate the branch for provisioning and voicemail upload operations.
Display Name	Enter a name for the branch.
Server Address	Enter the IP address/FQDN of the branch.
User Name	Enter the username of the branch administrator.
Password	Enter the password of the branch administrator.
SMTP Domain	Enter the Fully Qualified Domain Name (FQDN) of the branch.
PAT Port Number	Enter a PAT port number that the central Unity Connection server uses to communicate with the branch. This port number specifies the port on the public side of the NAT, which further maps to port 443 for communicating with the branch.
Partition	Select the partition that you want to assign to the branch from the drop-down list.
Operator	Select the subscriber that must be used as operator to manage the operator messages received at the branch during WAN outages.
Provisioning Sync Options	
Sync voice name for users	Check this check box to synchronize the recorded voice names of the branch users from central Unity Connection server to the branch.
Sync greetings for users	Check this check box to synchronize the greetings of the branch users from central Unity Connection server to the branch.
Save	Select this option to save the branch with the specified settings.
Delete	Select this option to delete the branch.
Test	Select this option to check the connectivity of the central Unity Connection sever with the branch.
Sync Provisioning	<p>Select this option to synchronize the user(s) that you created on the central Unity Connection server with the branch.</p> <div>  <p><b>Note</b> Before you start the provisioning of the user(s), the state of provisioning on the <b>Edit Branch</b> page remains “Idle”. As soon as you select the <b>Sync Provisioning</b> option, the state changes to “Scheduled” and then to “In Progress”. After the completion of provisioning, the state of provisioning again changes to “Idle”.</p> </div>
Voicemail Upload	<p>Select this option to upload voicemails of the user(s) from the branch to the central Unity Connection server.</p> <div>  <p><b>Note</b> Before you start uploading voicemails on the central Unity Connection server, the state of voicemail upload on the <b>Edit Branch</b> page remains “Idle”. As soon as you select the <b>Voicemail Upload</b> option, the state changes to “Scheduled” and then to “In Progress”. After the completion of voicemail upload, the state of voicemail upload again changes to “Idle”.</p> </div>

## Branch Sync Results

**Table 8-9** Branch Sync Results Page

Field	Description
Branch	(Display Only) Displays the name of the branch.
Sync Type	(Display Only) Displays the type of synchronization activity, such as Voicemail Upload or Provisioning, performed on the branch.
Result	<p>(Display Only) Displays the status or result of the synchronization activity performed. The result of synchronization can be any one of the following:</p> <ul style="list-style-type: none"> <li>• <b>In Progress:</b> Signifies that the synchronization activity is in progress.</li> <li>• <b>Success:</b> Signifies that the synchronization activity is completed successfully.</li> <li>• <b>Partial Success:</b> Signifies that the synchronization activity is partially completed. For Example, if you have initiated synchronization of users from central Unity Connection server to the branch, it might be possible that out of 4 users, which need to be synchronized, only 2 users are synchronized successfully and 2 are failed. In such scenarios, you need to check the error logs to find out the reason of the failure and take the appropriate action to resolve the problem. For more information on troubleshooting, refer to the “<a href="#">Troubleshooting Unity Connection SRSV in Cisco Unity Connection 10.x</a>” chapter of <i>Troubleshooting Guide for Cisco Unity Connection Release 10.x</i> at <a href="http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/troubleshooting/guide/10xcuctsgx.html">http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/troubleshooting/guide/10xcuctsgx.html</a>.</li> <li>• <b>Failed:</b> Signifies that the synchronization activity has failed. To check the reason for the failure, refer to the associated logs. For more information on troubleshooting, refer to the “<a href="#">Troubleshooting Unity Connection SRSV in Cisco Unity Connection 10.x</a>” chapter of <i>Troubleshooting Guide for Cisco Unity Connection Release 10.x</i> at <a href="http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/troubleshooting/guide/10xcuctsgx.html">http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/troubleshooting/guide/10xcuctsgx.html</a>.</li> </ul>
Start Date	(Display Only) Displays the start date and time of the synchronization activity.
End Date	(Display Only) Displays the end date and time of the synchronization activity. The text of the <b>End Date</b> appears as a hyperlink. When you click on the hyperlink, the “ <b>Task Execution Results</b> ” pop-up window appears specifying the detailed status of the synchronization activity. For example, if the <b>Details</b> column has “ <b>Total=1 Processed=1 Success=1 Failed=0</b> ” description with the synchronization activity as “ <b>Voicemail</b> ”, it means that there was only 1 voicemail to be synchronized and it is processed and synchronized successfully without any failure.



## Search HTTP(S) Links

**Table 8-10** Search HTTP(S) Links Page

Field	Description
Display Name	<p>The display name of the HTTP(S) link. By default, the display name of an HTTP(S) link is set to the hostname of the remote location.</p> <p>Select the Display Name to go to the specific page for the HTTP(S) link.</p>



Table 8-10 Search HTTP(S) Links Page (continued)

Field	Description
Directory Limit Exceeded	( <i>Display Only</i> ) Indicates whether the remote location has exceeded the maximum supported number of directory objects.
Synchronization	<p>To start an incremental directory synchronization to synchronize all the remote location objects that have changed since the last synchronization, select Sync. Cisco Unity Connection runs the Synchronize Directory With Local Network task, followed by the Synchronize Voice Names With Local Network task. You can find detailed results for the incremental synchronization by selecting the start or end time at which the synchronization occurred in the Task Execution Results table on the Task Definition Basics page for each task. (In Cisco Unity Connection Administration, expand Tools and select Task Management, then select the name of the task on the Task Definitions page to get to the Task Definition Basics page).</p> <p>To start full directory synchronization for remote location objects regardless of whether they have changed since the last synchronization, select Resync All. Unity Connection runs the Synchronize Directory With Local Network task, followed by the Synchronize Voice Names With Local Network Task. You can find detailed results for the full synchronization by selecting the start or end time at which the synchronization occurred in the Task Execution Results table on the Task Definition Basics page for each task.</p> <p>To completely remove all recorded names belonging to objects on the remote location, select Clear Recorded Names. To clear the names, Unity Connection runs the Synchronize Voice Names With Local Network task. You can find detailed results for the removal by selecting the start or end time at which the removal occurred in the Task Execution Results table on the Task Definition Basics page for the Synchronize Voice Names With Local Network task.</p>
Synchronization Role	<p>(<i>Display Only</i>) Specifies whether the directory synchronization is being performed with the publisher or the subscriber server when the remote location is cluster unity Connection. Synchronization role can either be Standard or Alert. If the synchronization role is “Standard”, it means the directory synchronization is being performed with the publisher. However, if the synchronization role is “Alert”, it means that the publisher is down or unreachable for some time and the directory synchronization is being performed with the subscriber.</p> <p> <b>Note</b> If the remote location is a standalone Unity Connection, the synchronization role always remains as “Standard”.</p>
Add	<p>To add a link to another Unity Connection location in the HTTP(S) network.</p> <p>Note: In an HTTP(S) network, you cannot join a Unity Connection with another Unity Connection that is already connected to a legacy network. In addition, you cannot add a Unity Connection system running a version earlier than 10.x to the HTTP(S) network.</p>
Remove Selected	<p>To remove a link to a remote location in the HTTP(S) network, check the check box to the left of the display name of the location that you want to delete and select Remove Selected. In order to remove the link completely, synchronization must be performed on the remote location and then the removal task must be run.</p> <p> <b>Note</b> If the removal task has run just before the synchronization is performed on the remote location, then you need to manually remove the link on the remote location. To completely remove the remote location, you need to re-execute the removal task.</p>
Remove Self from Site	To remove this location from the HTTP(S) network, select Remove Self from Site. In order to remove the location completely from the network, the removal task must be run.

# New HTTP(S) Link

**Table 8-11**      *New HTTP(S) Link Page*









Field	Description
Publisher (IP Address/FQDN/Hostname)	<p>Enter the IP address, Fully-Qualified Domain Name (FQDN) or Hostname of the remote location with which you want to establish the link. When you create the HTTP(S) link, the remote location becomes the local node in a network.</p> <p> <b>Note</b> If you will use Secure Sockets Layer (SSL) to secure the HTTP(S) link, the value entered in the Publisher field must exactly match the common name (CN) specified in the SSL certificate of the remote location.</p>
User Name	Enter the username of an administrator on the remote location. The user must be assigned to the System Administrator role.
Password	Enter the password for the administrator specified in the User Name field.
Use Secure Sockets Layer (SSL)	<p>Check this check box to encrypt the data passed between the locations when the local reader service synchronizes with the local node in a network (local reader requests and remote feeder responses). Uncheck this check box to have the data sent unencrypted.</p> <p>Default: Check box checked.</p> <p> <b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p>
Accept Self-Signed Certificates	<p>Check this check box to allow the local node in a network to use a self-signed certificate to negotiate SSL with this location. Uncheck this check box to require that the local node in a network use a certificate signed by a certificate authority.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box not checked.</p> <p> <b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p>

Table 8-11 New HTTP(S) Link Page (continued)

Field	Description
Ignore Certificate Errors	<p>Check this check box to specify that Cisco Unity Connection must ignore any problems with the SSL certificate of the remote location in a network, both when creating the HTTP(S) link and when connecting to the remote location in a network to pull directory information. Certificate errors can include the following:</p> <ul style="list-style-type: none"> <li>• The certificate is missing or has not been provided.</li> <li>• The certificate is not yet valid.</li> <li>• The certificate has expired.</li> <li>• The name on the certificate does not match the publisher.</li> </ul> <p>When this check box is checked, Unity Connection will create the HTTP(S) link and directory replication will proceed regardless of whether a certificate error occurs.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box not checked.</p> <p></p> <p><b>Note</b> The value that you select for this setting is applied to both the locations in a network.</p>
Enable Task to Synchronize Directory Data After the Join	<p>Check this check box to enable the task to synchronize all directory data (except recorded names) with the local node in a network. By default, this task runs after every 15 minutes. Uncheck this check box to keep the directory data and recorded name synchronization tasks disabled until you explicitly review and enable them. (Recorded name synchronization cannot begin until other directory data has been synchronized for the first time.)</p> <p>Once the link is created, you can review the directory data synchronization task by using the Related Links field in the upper right-hand corner of the <b>Edit HTTP(S) Link</b> page, or by browsing to <b>Tools &gt; Task Management</b> and selecting the <b>Synchronize Directory With Local Network</b> task.</p> <p></p> <p><b>Caution</b> If you do not enable the task at this time, you must review the task schedule details in order to enable it after the link is created otherwise the directory synchronization will not occur.</p> <p></p> <p><b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p>

**Table 8-11**      **New HTTP(S) Link Page (continued)**

Field	Description
Enable Task to Synchronize Recorded Names After the Join	<p>Check this check box to enable the task to synchronize all recorded names with the local node in a network. By default, this task runs after every 15 minutes. Uncheck this check box to keep the recorded name synchronization task disabled until you explicitly review and enable it. (When the Enable Task to <b>Synchronize Directory Data After the Join</b> check box is unchecked, this check box is automatically unchecked, because recorded name synchronization cannot begin until other directory data has been synchronized for the first time.)</p> <p>Once the link is created, you can review the recorded name synchronization task by using the Related Links field in the upper right-hand corner of the Edit HTTP(S) Link page, or by browsing to <b>Tools &gt; Task Management</b> and selecting the <b>Synchronize Voice Names With Local Network</b> task.</p> <div>  <p><b>Caution</b> If you do not enable the task at this time, you must review the task schedule details in order to enable it after the link is created otherwise the recorded name synchronization will not occur.</p> </div> <div>  <p><b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p> </div>

## Edit HTTP(S) Link

**Table 8-12**      **Edit HTTP(S) Link Page**





Field	Description
Display Name	Enter a descriptive name for the HTTP(S) link. By default, the display name of the HTTP(S) link is set to the name of the remote location.
Publisher (IP Address/FQDN/Hostname)	<p>Enter the IP address, Fully-Qualified Domain Name (FQDN) or Hostname of the remote location with which you want to establish the link. When you create the HTTP(S) link, the remote location becomes the local node in a network.</p> <div>  <p><b>Note</b> If you will use Secure Sockets Layer (SSL) to secure the HTTP(S) link, the value entered in the Publisher field must exactly match the common name (CN) specified in the SSL certificate of the remote location.</p> </div>
Subscriber (IP Address/FQDN/Hostname)	<i>(Display Only)</i> Specifies the IP address, Fully-Qualified Domain Name (FQDN), or Hostname of the subscriber associated with the publisher specified above.
Time of Last Synchronization	<i>(Display only)</i> The timestamp of the last time the local reader service attempted to poll the remote location feeder service for directory changes on the remote location, regardless of whether a response was received.

Table 8-12 Edit HTTP(S) Link Page (continued)

Field	Description
Time of Last Failure	(Display only) The timestamp of the last time the local reader service encountered an error while attempting to poll the remote location feeder service. If the value of this field is 0 or if the Time of Last Synchronization value is later than the Time of Last Failure value, replication is expected to be progressing without problems.
Object Count	(Display only) The number of objects (users, system distribution lists and their memberships if applicable, partitions, search spaces, contacts, and Cisco Unity Connection locations) that the local node has synchronized from the remote location.
Number of Changes Applied since Join	(Display only) The total number of replicated changes (object adds, modifications, and removals) to remote location directory objects that have occurred since the HTTP(S) link was created.
Last USN Received	(Display only) The sequence number of the last synchronization message received from the remote location.
Max USN	(Display Only) The highest sequence number that exists on the remote location.
Use Secure Sockets Layer (SSL)	<p>Check this check box to encrypt the data passed between the locations when the local reader service synchronizes with the local node in a network (local reader requests and remote feeder responses). Uncheck this check box to have the data sent unencrypted.</p> <p>Default: Check box checked.</p> <p></p> <p><b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p>
Accept Self-Signed Certificates	<p>Check this check box to allow the local node in a network to use a self-signed certificate to negotiate SSL with this location. Uncheck this check box to require that the local node in a network use a certificate signed by a certificate authority.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box not checked.</p> <p></p> <p><b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p>
Ignore Certificate Errors	<p>Check this check box to specify that Cisco Unity Connection must ignore any problems with the SSL certificate of the local node in a network, both when creating the HTTP(S) link and when connecting to the local location in a network to pull directory information. Certificate errors can include the following:</p> <ul style="list-style-type: none"> <li>• The certificate is missing or has not been provided.</li> <li>• The certificate is not yet valid.</li> <li>• The certificate has expired.</li> <li>• The name on the certificate does not match the publisher.</li> </ul> <p>When this check box is checked, Unity Connection will create the HTTP(S) link and directory replication will proceed regardless of whether a certificate error occurs.</p> <p>This option is only available when the Use Secure Sockets Layer (SSL) check box is checked.</p> <p>Default: Check box not checked.</p> <p></p> <p><b>Note</b> The value that you select for this setting is applied to both the local nodes in a network.</p>

**Table 8-12**      **Edit HTTP(S) Link Page (continued)**

Field	Description
Include Distribution Lists When Synchronizing Directory Data	<p>Check this check box to ensure that the system distribution lists as well as its members created on the local node in a network are replicated to the network so that users on the network can address messages to them. (Note that only the list name and other information used in addressing are replicated.)</p> <p>Uncheck this check box to prevent lists and their memberships created on the local node in a network from being replicated to the network.</p> <p>Note that when you check this check box and save the page, you can no longer uncheck the check box. This prevents accidental removal of all replicated distribution lists and their memberships, which may be in use as call handler recipients, local list members, and so on. You can stop replicating a particular list or lists by unmarking them for synchronization on the local node in a network.</p>

## Search Locations


**Note**

You cannot join or link a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site or link it to a Cisco Unity Digital Network. This page is not available on Cisco Unified CMBE systems.

**Table 8-13**      **Search Locations**

Field	Description
Type	<p>(<i>Display only</i>) For site rows, indicates whether the site is a local site (connected to this location via an intrasite link) or a remote site (connected to the local site via an intersite link). For location rows, indicates whether the location is a Cisco Unity Connection location or a Cisco Unity location.</p> <p><b>Note</b> You can view a visual representation of the site topology and get more information about the intrasite links in your network by navigating to Tools &gt; Voice Network Map in Cisco Unity Connection Serviceability.</p>
Display Name	<p>(<i>Display only</i>) For remote site rows, indicates the location that is designated as the gateway for the site. For local site rows, this field is blank. For location rows, indicates the name of the location. Select the Display Name of a location to edit settings for the location.</p>

## Edit Location


**Note**

You cannot join or link a Cisco Unified Communications Manager Business Edition (CMBE) server to a Cisco Unity Connection networking site or link it to a Cisco Unity Digital Network. This page is not available on Cisco Unified CMBE systems.

**Table 8-14**      **Edit Unity Connection Location Page**

Field	Description
Display Name	Enter a descriptive name for the location. <b>Note</b> The Display Name can only be modified on the location to which it applies.
Host Address	<i>(Display only)</i> The IP address of the location.
SMTP Domain Name	<i>(Display only)</i> The domain name of the location, used for addressing messages to users at the location.
System Version	<i>(Display only)</i> The release of Cisco Unity Connection or Cisco Unity running on the location.
Local Partition That Cisco Unity Users Can Address to By Extension	<p><i>(Applicable only to the local location when the location or site is linked to a Cisco Unity site)</i> Select the partition that is used to map Cisco Unity Connection extensions for objects homed on the local location to the Cisco Unity dialing domain.</p> <p>Only extensions belonging to this partition are replicated to Cisco Unity. These extensions can be used for message addressing as well as auto-attendant dialing at the Cisco Unity site. Replicated extensions are added to the dialing domain of the Cisco Unity site gateway.</p> <p>If the extension of a Unity Connection user conflicts with an existing extension in the dialing domain, and the user has alternate extensions available in the partition that Cisco Unity pulls from, Cisco Unity will attempt to assign one of the alternate extensions of the user as the extension of the corresponding contact object. If there are no alternate extensions available or if the alternate extensions all conflict with existing extensions in the dialing domain, the new object is created without an extension, and can only be addressed by name. Similarly, if the object does not have any extension in the partition that maps to the dialing domain, the new object is created without an extension.</p> <p>Because extensions within a dialing domain must be unique, the collection of all partitions chosen across the Unity Connection site should not contain duplicates of any extension. When the collection includes duplicate extensions, or extensions that already exist in the Cisco Unity site gateway Dialing Domain, warnings will appear in the Cisco Unity site gateway application event log indicating the owner of each omitted extension. After remedying any conflicts, you may need to do a manual resynchronization on the Cisco Unity site gateway (by selecting Total Sync on the Network &gt; Unity Connection Networking Profile page in Cisco Unity Administrator) in order to update the extensions</p>
Last USN Sent	<i>(Display only; applicable only to other Cisco Unity Connection locations on the local site, not to remote site locations.)</i> The sequence number of the last synchronization message sent to this remote location.
Last USN Received	<i>(Display only; applicable only to other Cisco Unity Connection locations on the local site, not to remote site locations.)</i> The sequence number of the last synchronization message received from the remote location.
Last USN Acknowledged	<p><i>(Display only; applicable only to other Cisco Unity Connection locations on the local site, not to remote site locations.)</i> The sequence number of the last synchronization message acknowledged by the remote location.</p> <p>If the Last USN Sent value is higher than the Last USN Acknowledged value, the locations are not synchronized. The Last USN Acknowledged value should continue to increase until the locations are synchronized; if it does not, this can indicate a synchronization problem that you may be able to clear by doing a one-time directory push to the remote location.</p>
Allow Cross-Server Sign-In to this Remote Location	<i>(Applicable only to remote locations.)</i> When this check box is checked, Cisco Unity Connection requests a cross-server hand-off to the remote location if a user homed on the remote location attempts to sign in to this server.

**Table 8-14**      **Edit Unity Connection Location Page (continued)**

Field	Description
Allow Cross-Server Transfer to this Remote Location	<i>(Applicable only to remote locations.)</i> When this check box is checked, Cisco Unity Connection requests a cross-server hand-off to the remote location if a caller on the local server attempts to transfer to a user or extension that is homed on the remote location.
Cross-Server Dial String	<i>(Applicable only to remote locations.)</i> Enter the number to dial to reach the remote location when attempting a cross-server sign-in or transfer.  You must enter a value in this field if either Allow Cross-Server Sign-In to this Remote Location or Allow Cross-Server Transfer to this Remote Location is checked.
Cross-Server Max Rings	<i>(Applicable only to remote locations.)</i> The maximum number of rings to wait for the remote location to answer when attempting a cross-server sign-in or transfer.
Cross-Server Send Delay	<i>(Applicable only to remote locations.)</i> The amount of time in milliseconds that the local Unity Connection location waits after the call connects before sending DTMF tones to the remote location to identify the call as a hand-off request when attempting a cross-server sign-in or transfer.
Cross-Server Response Timeout	<i>(Applicable only to remote locations.)</i> The amount of time in seconds that the local Unity Connection location waits for a response from the remote location when attempting a cross-server sign-in or transfer.  If this time limit is exceeded without receiving a response on a cross-server sign-in attempt, the originating Unity Connection location disconnects the call and notifies the user that the home server is unavailable. If the time limit is exceeded on a cross-server transfer attempt and the target user has a Cross-Server Transfer Extension configured, the originating location performs a release transfer to that extension; if the user does not have a Cross-Server Transfer Extension, the originating location allows the caller to leave a message for the user.
Route to this Remote Location Through SMTP Smart Host	<i>(Applicable only to other Cisco Unity Connection locations on the local site.)</i> Check this check box when any of the following conditions exists: <ul style="list-style-type: none"> <li>• The remote location is a Unity Connection cluster.</li> <li>• The remote location is separated by a firewall from the local location (the location on which you are accessing Cisco Unity Connection Administration).</li> <li>• Another smart host SMTP server is used to deliver messages to the remote location.</li> </ul> <p>To configure routing through the SMTP smart host for messages sent to locations in another site, on the local site gateway, browse to Networking &gt; Links &gt; Intersite Links and select the name of the remote site to go to the Edit Intersite Link page.</p> <p><b>Note</b> You configure the SMTP smart host on the System Settings &gt; SMTP Configuration &gt; Smart Host page.</p>



# Search VPIM Locations

**Table 8-15**      **Search VPIM Locations**

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"> <li>• All—Display all search results, regardless of the Cisco Unity Connection location or partition to which they belong.</li> <li>• 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.</li> <li>• Location—(<i>Applicable to Cisco Unity Connection configurations only</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.</li> </ul>
Delete Selected	<p>To delete a location, check the check box to the left of the display name, and select Delete Selected. You can delete multiple locations at once.</p> <p>To remove a link to a VPIM location in the HTTP(S) network, check the check box to the left of the display name of the location that you want to delete and select Delete Selected. In order to remove the link completely, the removal task must run on the VPIM bridgehead. You can also delete multiple locations at once.</p>
Display Name	( <i>Display only</i> ) The name of the location.

## See Also

- The “[VPIM Networking in Cisco Unity Connection 10.x](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

# New VPIM Location

**Table 8-16**      **New VPIM Location Page**

Field	Description
Display Name	Enter a descriptive name for the location.
Dial ID	Enter the Dial ID (DTMF Access ID) that identifies the location for Cisco Unity Connection.
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 8-16**      **New VPIM Location Page (continued)**

Field	Description
SMTP Domain Name	Enter the SMTP domain name of the remote voice messaging system. Cisco Unity Connection uses this domain name when formatting VPIM addresses for users at this VPIM location. For example, an outgoing VPIM message to Terry Campbell with the remote mailbox ID 2233 would be addressed to 2233@smtpdomainname.
IP Address	<p>Enter the IP address of the remote voice messaging system. Cisco Unity Connection allows SMTP connections from this address to accept incoming VPIM messages, and can connect to this address to deliver outgoing VPIM messages for this location. (Alternatively, you can configure Unity Connection to use a smart host to deliver outgoing messages for this location by checking the Route to this Location Through SMTP Smart Host check box on the Edit VPIM Location page for this location.)</p> <p><i>(If the remote voice messaging system is a Cisco Unity server)</i> Enter the IP address of the Exchange or Domino server with which Connection initiates an SMTP connection to deliver outgoing messages to Cisco Unity. In addition, if a different Exchange or Domino server initiates SMTP connections to Unity Connection to deliver incoming messages, you must manually add the IP address of the initiating server to the IP Address Access List so that Unity Connection will accept the connection. (To do so, browse to System Settings &gt; SMTP Configuration &gt; Server, then select Edit &gt; Search IP Address Access List.) Alternatively, if you plan to configure Unity Connection to use a smart host to deliver outgoing messages to Cisco Unity, enter the IP address of the initiating Exchange or Domino server here, then check the Route to this Location Through SMTP Smart Host check box on the Edit VPIM Location page for this location.</p>
Remote Phone Prefix	If needed to accommodate your numbering plan, or if there is more than one VPIM location with the same domain name, enter a number that is inserted before the recipient extension (for outgoing messages) or that is removed from the recipient extension (for incoming messages).

**See Also**

- The “Creating VPIM Locations” section in the “[VPIM Networking in Cisco Unity Connection 10.x](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* available at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## Edit VPIM Location

**Table 8-17**      **Edit VPIM Location Page**

Field	Description
Display Name	Enter a descriptive name for the location.
Dial ID	Enter the Dial ID (DTMF Access ID) that identifies the location for Cisco Unity Connection.

Table 8-17 Edit VPIM Location Page (continued)

Field	Description
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>
Search Scope	Select a search space to use as the search scope for the VPIM location. When Cisco Unity Connection receives a VPIM message from a sender at the location, Unity Connection searches this search space to match the extension that is displayed in the To: address field of the message to a Unity Connection user.
SMTP Domain Name	Enter the SMTP domain name of the remote voice messaging system. Cisco Unity Connection uses this domain name when formatting VPIM addresses for users at this VPIM location. For example, an outgoing VPIM message to Terry Campbell with the remote mailbox ID 2233 would be addressed to 2233@smtpdomainname.
IP Address	<p>Enter the IP address of the remote voice messaging system. Cisco Unity Connection allows SMTP connections from this address to accept incoming VPIM messages, and can connect to this address to deliver outgoing VPIM messages for this location. (Alternatively, you can configure Unity Connection to use a smart host to deliver outgoing messages for this location by checking the Route to this Location Through SMTP Smart Host check box on the Edit VPIM Location page for this location.)</p> <p><i>(If the remote voice messaging system is a Cisco Unity server)</i> Enter the IP address of the Exchange or Domino server with which Connection initiates an SMTP connection to deliver outgoing messages to Cisco Unity. In addition, if a different Exchange or Domino server initiates SMTP connections to Unity Connection to deliver incoming messages, you must manually add the IP address of the initiating server to the IP Address Access List so that Unity Connection will accept the connection. (To do so, browse to System Settings &gt; SMTP Configuration &gt; Server, then select Edit &gt; Search IP Address Access List.) Alternatively, if you plan to configure Unity Connection to use a smart host to deliver outgoing messages to Cisco Unity, enter the IP address of the initiating Exchange or Domino server here, then check the Route to this Location Through SMTP Smart Host check box on the Edit VPIM Location page for this location.</p>
Recorded Name	Select Play/Record to record a name for the VPIM contact.
Remote Phone Prefix	<i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> If needed to accommodate your numbering plan, or if there is more than one VPIM location with the same domain name, enter a number that is inserted before the recipient extension (for outgoing messages) or that is removed from the recipient extension (for incoming messages).
Cisco Connection Phone Prefix	<i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> If needed to accommodate your numbering plan, enter a number that is inserted before the Cisco Unity Connection user extension (for outgoing messages) or that is removed from the Unity Connection user extension (for incoming messages).


**Table 8-17**      **Edit VPIM Location Page (continued)**

Field	Description
Enable Audio Normalization	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box so that Cisco Unity Connection automatically adjusts the recording volume of voice messages to match the setting of the Target Decibel Level for Recordings and Messages field on the System Settings &gt; General Configuration page.</p> <p>Default setting: Check box not checked.</p>
Incoming Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Select an option for converting the audio format of messages that arrive from the remote voice messaging system:</p> <ul style="list-style-type: none"> <li>Do Not Convert Incoming Messages—Cisco Unity Connection does not transcode the audio format.</li> <li>System Codec—Unity Connection transcodes the audio format to the codec that is used for recording messages. To see this setting, expand System Settings, then select General Configuration; the system codec is in the Recording Format field.</li> </ul>
Outgoing Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Select an option for converting the audio format of messages that are sent to the remote voice messaging system:</p> <ul style="list-style-type: none"> <li>Do Not Convert Outgoing Messages—Cisco Unity Connection does not transcode the audio format. We recommend this setting when the remote voice messaging system is Unity Connection or Cisco Unity.</li> <li>G.726—Unity Connection transcodes the audio format to the G.726 codec. Typically, this setting is used when the remote voice messaging system is not Unity Connection or Cisco Unity.</li> </ul>
Sender's Recorded Name	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box to have Cisco Unity Connection include the recorded name of the sender in outgoing messages to this location.</p> <p>Default setting: Check box not checked.</p>
Enable Outgoing Secure Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box so that messages marked as secure are sent to the VPIM location.</p> <p>Uncheck this check box so that messages marked as secure are not sent to the VPIM location. (The sender receives an NDR.)</p> <p>Default setting: Check box not checked.</p>
Enable Outgoing Private Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box so that messages marked as private (cannot be forwarded) are sent to the VPIM location.</p> <p>Uncheck this check box so that messages marked as private are not sent to the VPIM location. (The sender receives an NDR.)</p> <p>Default setting: Check box not checked.</p>

**Table 8-17**      **Edit VPIM Location Page (continued)**

Field	Description
Allow Blind Addressing	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box to allow users to address messages to recipients at this location by entering a number that is made up of the VPIM location extension and the mailbox number of the recipient. Blind addressing allows users to send messages to recipients at the VPIM location even if the recipients are not defined as contacts in the Cisco Unity Connection directory.</p> <p>Uncheck this check box so that users can send messages only to contacts that are defined for this location in the Unity Connection directory.</p> <p>Default setting: Check box not checked.</p>
Remove Subject in Outgoing Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box to have Cisco Unity Connection remove the message subject line from a message before sending it to this location.</p> <p>Uncheck this check box to have Unity Connection include the message subject when sending messages to this location.</p> <p>Default setting: Check box not checked.</p>
Remove Text in Outgoing Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box to have Cisco Unity Connection remove all message body text and text attachments before sending messages to this location.</p> <p>Uncheck this check box to have Unity Connection include any message body text and text attachments when sending messages to this location.</p> <p>Default setting: Check box not checked.</p>
Remove Fax in Outgoing Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box to have Cisco Unity Connection remove all fax attachments before sending messages to this location.</p> <p>Uncheck this check box to have Unity Connection include any fax attachments when sending messages to this location.</p> <p>Default setting: Check box not checked.</p>
Remove Recorded Name from Incoming Messages	<p><i>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking)</i> Check this check box to have Cisco Unity Connection remove recorded names from incoming VPIM messages before delivering them to Unity Connection recipients.</p> <p>When an incoming VPIM message is received from a sender with a recorded name, and the message also contains the recorded name of the sender, the Unity Connection recipient might hear the sender name twice: once from the sender information that is played in the message header, and once again from the recorded name that is part of the message. When Remove Recorded Name from Incoming Messages is enabled, the recorded name that is part of the message is removed and thus the recipient hears only the recorded name from the message header.</p> <p>Note that when the check box is checked, recorded names in incoming VPIM messages will still be used for VPIM contact creation and updates, if enabled.</p> <p>Default setting: Check box checked.</p>

Table 8-17 Edit VPIM Location Page (continued)

Field	Description
Mark All Incoming Messages Secure	<p>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking) Check this check box to have Cisco Unity Connection mark all incoming messages from this location secure.</p> <p>By default, Unity Connection does not allow relaying of secure messages to other systems in order to protect the security of the messages. If you check Mark All Incoming Messages Secure, and Unity Connection is not configured to relay secure messages, all messages from this VPIM location to users whose message actions settings are configured to relay or to accept and relay messages will result in nondelivery receipts (NDRs). The Allow Relaying of Secure Messages setting on the System Settings &gt; Advanced &gt; Messaging page allows you to control whether secure messages are relayed. If you configure Unity Connection to allow relaying of secure messages, the messages will be relayed as regular messages rather than as secure messages.</p> <p>Uncheck this check box so that Unity Connection does not mark incoming messages from this location secure.</p> <p>Default setting: Check box not checked.</p> <div>  <p><b>Caution</b> Secure VPIM messages are not supported in Unity Connection version 7.x. If you check Mark All Incoming Messages Secure on a server that acts as a bridgehead to handle the VPIM configuration for a networking site that includes version 7.x servers, all incoming messages from the VPIM location to recipients homed on a version 7.x server will be placed in the Unity Connection MTA BadMail folder (UmssMtaBadMail) on the version 7.x server.</p> </div>
Use Read Receipt Headers	<p>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking) Check this check box to have Cisco Unity Connection respond to read receipt requests from this location by sending a read receipt notification. The notification is an SMTP report with Content-Type: multipart-report; report-type=disposition-notification, and a message part of Content-Type: message/disposition-notification that includes a Disposition: header with the appropriate value.</p> <p>Uncheck this check box to have Unity Connection respond to read receipt requests from this location by sending a delivery receipt notification. The notification is an SMTP report with Content-Type: multipart-report; report-type=delivery-status, and a message part of Content-Type: message/delivery-status that includes an Action: header with a value of delivered.</p> <p><b>Note</b> Uncheck this check box if this VPIM location is a Cisco Unity server and is using the Cisco Unity Voice Connector for Microsoft Exchange version 14.0(1) or earlier.</p> <p>Note that the actual event at which Unity Connection generates the receipt is controlled by the Use Read Receipt Timing setting. The Use Read Receipt Headers setting only controls the type of request that Unity Connection responds to and the format of the receipt.</p> <p>Default setting: Check box checked.</p>

**Table 8-17**      **Edit VPIM Location Page (continued)**

Field	Description
Use Read Receipt Timing	<p>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking) Check this check box to have Cisco Unity Connection respond to return receipt requests for a message at the time the recipient opens the message.</p> <p>Uncheck this check box to have Unity Connection respond to return receipt requests for a message at the time the message is placed in the recipient mailbox.</p> <p>Note that the type of return receipt request (either read receipt or delivery receipt) that Unity Connection responds to and the format of the response are controlled by the Use Read Receipt Headers setting. The Use Read Receipt Timing setting only controls the event that triggers Unity Connection to send the notification.</p> <p>Default setting: Check box checked.</p>
Route to this Remote Location Through SMTP Smart Host	<p>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking) Check this check box when either of the following conditions exists:</p> <ul style="list-style-type: none"> <li>The remote voice messaging system is outside the corporate firewall.</li> <li>Another smart host SMTP server is used to deliver the message to the remote voice messaging system.</li> </ul> <p><b>Note</b> You configure the SMTP smart host on the System Settings &gt; SMTP Configuration &gt; Smart Host page.</p>
Push Directory—All VPIM Locations	<p>(Applicable only for Legacy Networking and VPIM bridgehead in case of HTTP(S) Networking) Select this button to update the VPIM contacts on all remote voice messaging systems with new users and recorded names from the local Cisco Unity Connection server.</p>

**See Also**

- The “Customizing VPIM Locations” section in the “[VPIM Networking in Cisco Unity Connection 10.x](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* available at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## Alternate Names

**Table 8-18**      **Edit Alternate Names Page**


Field	Description
Add a New Alternate Name	Enter an alternate name for the VPIM location, then select Add New.
Display Name	The alternate name of the VPIM location.
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 “Adding Alternate Names for Each VPIM Location” section in the “[VPIM Networking in Cisco Unity Connection 10.x](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* available at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

# Contact Creation

**Table 8-19**      **Contact Creation Page**

Field	Description
Automatically Create VPIM Contacts	Check this check box to enable automatic creation of a VPIM contact record for this location when a VPIM message arrives and the sender does not already have a corresponding VPIM contact record.
Contact Template	If you have checked the Automatically Create VPIM Contacts check box, select the template on which to base the automatically created contacts.
Automatically Modify VPIM Contact	<p>Select one of the following to apply to VPIM contacts for this location:</p> <ul style="list-style-type: none"> <li>No Automatic Update of Contacts—The VPIM contact record is not updated with the sender information in a VPIM message when an incoming message has changed sender information.</li> <li>Only When the Text Name Changes—The VPIM contact record is updated only when the text name received in the VPIM message does not match the name of the VPIM contact.</li> <li>With Each VPIM message—Every incoming VPIM message from a VPIM contact at this location results in an update to the corresponding VPIM contact record.</li> </ul>
Automatically Delete VPIM Contact	Check this check box to enable automatic deletion of a VPIM contact for this location when a VPIM message is returned as undeliverable.
Allow VPIM Contact Display Name Updates	<p>Check this check box to enable automatic updates to the VPIM contact display name when an incoming message from this location has a changed display name for the sender.</p> <div>  <p><b>Note</b> This option will work only when you select either <b>Only When the Text Name Changes</b> or <b>With Each VPIM</b> message option.</p> </div>
Allow VPIM Contacts Without Recorded Names	Check this check box to enable automatic updates for this location to records for VPIM contacts that do not have a recorded name.



**Table 8-19**      **Contact Creation Page (continued)**

Field	Description
Mapping Text Names	<p>Select one of the following options to indicate how text names in incoming messages from this location are mapped to the display names for automatically created VPIM contact records:</p> <ul style="list-style-type: none"> <li>• Directly to VPIM Contact Display Names—The display names for VPIM contacts match the corresponding text names.</li> <li>• Custom—Enter the rule that defines how text names are mapped to display names for VPIM contacts. You can enter the tokens &lt;FN&gt;, &lt;LN&gt;, or &lt;TN&gt; (respectively first name, last name, or text name) in any combination, along with any additional text. Always precede &lt;FN&gt;, &lt;LN&gt;, or &lt;TN&gt; with a space, comma, or semicolon unless it appears at the beginning of the rule. In addition, always follow one of these tokens with a space, comma or semicolon unless it appears at the end of the rule. No additional characters are required at the beginning or end of a rule.</li> </ul>
Map VPIM Contact Extensions To	<p>Select one of the following settings to indicate how the phone number on incoming messages from this location are mapped to the extension for automatically created VPIM contact records:</p> <ul style="list-style-type: none"> <li>• Phone Number—Extensions are the same as the phone numbers that are parsed from incoming VPIM messages.</li> <li>• Phone Number - Remote Phone Prefix—Extensions are formed by removing the remote phone prefix from the beginning of the phone numbers.</li> <li>• Location Dial ID + Phone Number—Extensions are formed by adding the location Dial ID to the beginning of the phone numbers.</li> <li>• Location Dial ID + Phone Number - Remote Phone Prefix—Extensions are formed by removing the remote phone prefix from the beginning of the phone number, and adding the location Dial ID to the beginning of the resulting number.</li> </ul>

**See Also**

- The “Customizing VPIM Contact Directory Update Settings” section in the “[VPIM Networking in Cisco Unity Connection 10.x](#)” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* available at [http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/10x/networking/guide/10xcucnetx.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html).

## Search Enterprise Administration Passwords

**Table 8-20**      **Search Enterprise Administration Passwords Page**

Field	Description
Unity Connection Location	When creating a new enterprise administration password, select the network location for which to configure the password. Enterprise administration passwords are used for Bulk Edit and for the Voice Network Map tool in Cisco Unity Connection Serviceability.
Alias	Enter the alias of an administrator account with the System Administrator role on the Unity Connection Location.
Password	Enter the password for the administrator specified in the Alias field.
Add New	Select Add New to add the New Enterprise Administration Password information to the list of stored enterprise administration passwords.

**Table 8-20**      **Search Enterprise Administration Passwords Page (continued)**

Field	Description
Delete Selected	Check the check box to the left of a Unity Connection Location and select Delete Selected to remove the location from the list of stored enterprise administration passwords.
Save	Select Save to save changes after updating the alias and/or password for a Unity Connection Location in the list of stored enterprise administration passwords,

**See Also**

- The “Editing Cisco Unity Connection 10.x User Account Information in Bulk Edit Mode” section in the “[Managing Cisco Unity Connection 10.x User Accounts in Bulk](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html)” 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](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/10x/user_mac/guide/10xcucmacx.html).