Cisco Unity Connection 9.x Tool Settings

See the following sections:

Task Definitions

Table 14-1   Task Definitions Page

Field	Description
Task Name	The name of the Cisco Unity Connection task. For more information on what a specified task does, how frequently it runs, and the results of the task (for example, whether the task succeeded or failed), select the name of the task.

See Also

- The "Cisco Unity Connection 9.x Task Management Tool" section in the "Administrative Tools in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx .html.

Task Definition Basics

Table 14-2   Task Definition Basics Page

Field	Description
Server	When a Cisco Unity Connection cluster is configured, select the server for which you want to view task information.
Display Name	The name of the task.
Summary	A brief overview of what the task does.
Run Now	*(Applicable only to the Monitor Disk Space and Check System Configuration tasks)* Select the Run Now button to immediately run the task.
	Note that when you choose to run a task immediately by selecting the Run Now button, it will be in addition to any scheduled task runs that you have set up on the Task Schedule page for the task.
	When you select the Run Now button, results usually display in the Task Execution Results table very quickly; you may need to wait a short time and then refresh the page to see the results.
Delete Selected	To delete a task definition, check the check box to the left of the display name, and select Delete Selected. You can delete multiple task definitions at once.
Severity	The maximum severity of the issues found by a task.
Time Started	The date and time that the task started running, in the format year-month-day hour:minute:second.thousandths of a second. To display the results for this task, select the link for the applicable date and time.
Time Completed	The date and time that the task finished running, in the format year-month-day hour:minute:second.thousandths of a second.

See Also

- The "Cisco Unity Connection 9.x Task Management Tool" section in the "Administrative Tools in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx .html.

Task Schedule

The default settings and schedules for each task are optimized for functionality and performance. We recommend that you not change the default settings and schedules.

> ⚠️
>
> **Caution**   Some tasks are critical to Cisco Unity Connection functionality. Disabling or changing the frequency of critical tasks may adversely affect performance or cause Connection to stop functioning.

Table 14-3   Task Schedule Page

Field	Description
Task Name	The name of the task.

Table 14-3   Task Schedule Page (continued)

Field	Description
Enabled	Check or uncheck the check box to specify whether you want the task to run automatically on the specified schedule.
Run on System Startup After ____ Minutes	Check this check box if you want the task to run every time that you restart the Cisco Unity Connection server in addition to running on a schedule, and then specify the number of minutes after startup that you want the task to run.
Run Task Every ____ Minutes	Select this option if you want the task to run more often than once a day, and then specify the frequency in minutes.
Run Task At	To set up the task to run on a regular schedule, select one of the following options: • Once each day—Specify the time, and select the Every Day option. • Once each week—Specify the time, and select the Every <day of the week> option. • Once each month—Specify the time, and select the Every <date> of Every Month option.
Save	Saves the specified settings.
Set to Defaults	Resets all values on this page to the default values recommended for the current task.

See Also

- The "Cisco Unity Connection 9.x Task Management Tool" section in the "Administrative Tools in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx.html.

Bulk Administration Tool

Table 14-4   Bulk Administration Tool Page

Field	Description
Select Operation	Select the applicable bulk operation: • Create • Update • Delete • Export
Do Not Delete Users With Items in Their Mailboxes	*(Applicable only when the Delete operation is selected)* Check this check box so that users who have messages in their mailboxes are not deleted. Default setting: Check box checked.

Table 14-4   Bulk Administration Tool Page (continued)

Field	Description
Select Object Type	Select the applicable type of objects: • Users (without Voice Mailboxes) • Users with Mailbox • Contacts • Distribution Lists • Distribution List Members • Users from LDAP Directory (Note that this option is available only if you integrated Cisco Unity Connection with an LDAP directory.) • Unified Messaging Accounts • Branches **Note** With Connection 9.1(1), you can now use Bulk Administration Tool (BAT) tool to configure Connection SRSV branches.
User Template	Indicate whether you want to override individual CSV field settings with the setting from a user template: • No • Yes (If you select Yes, also select the template from the list.)
CSV File	Enter the full path of the CSV file. **Note** Bulk Administration Tool supports only UTF-8 and UTF-16 character set encoding for the text in the CSV file.
Failed Objects Filename	Enter the full path to the failed objects report file.
Submit	Select Submit to initiate the bulk operation.
Display Last Operation	Select the Display Last Operation button to bring up a download link for the output file from the previous operation.

See Also

- The "Using the Cisco Unity Connection 9.x Bulk Administration Tool" appendix of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/user_mac/guide/9xcucmacx.html.

- The "Creating User Accounts from LDAP User Data or Integrating Existing Users with LDAP Users in Cisco Unity Connection 9.x" chapter of the *User Moves, Adds, and Changes Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/user_mac/guide/9xcucmacx.html.

Search Custom Keypad Mappings

Table 14-5   ***Search Custom Keypad Mappings Page***

Field	Description
Conversation Name	Select the applicable custom keypad mapping conversation from the available conversations.

See Also

- The "Custom Keypad Mapping Tool in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx .html.

Edit Custom Keypad Mapping

Table 14-6   ***Edit Custom Keypad Mapping Page***

Field	Description
Menu Tabs	Select the applicable menu tab to customize the conversation for that menu. There are eight conversation menus that can be customized: • Main menu • Message Playback menu (Header Tab, Body Tab, and Footer Tab) • After Message menu • Settings menu • Message Settings menu • Personal Settings menu
Option	The list of options that can be used for the selected menu. For a detailed description of each option, see the "Custom Keypad Mapping Tool in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx.ht ml.
Key Assignment	The key or keys that are assigned to each menu option. Note the following guidelines: • The only characters allowed are: 0 – 9, *, # or blank. • A maximum of 3 digits is allowed for each menu option. • Duplicate key entries are not allowed for any unique menu. (For example, you cannot map the "1" key to both Hear New Messages and Send a Message in the Main menu. However, you can map the "1" key to Hear New Messages in the Main menu and also to Greetings in the Settings menu.) • Leaving a key assignment blank disables that option for the menu. • When changes are saved, all new calls that use that conversation follow the new key mapping settings. • When you leave a key assignment black, uncheck the Option Voiced in Menu check box.

Table 14-6   Edit Custom Keypad Mapping Page (continued)

Field	Description
Option Voiced in Menu	Check or uncheck the check box to indicate whether the option is voiced in the menu.
	You can use this setting to assign a key or keys to an option but not have it presented in the menu. The option would still be enabled and Cisco Unity Connection would respond appropriately if the assigned key is pressed, but the user would not hear the option in the menu. For example, your users may know that "0" is always mapped to Help and "*" is always mapped to Cancel, but in an effort to keep menus as short as possible, you may not want to have those options voiced in every menu.
Move To	Select a menu option and use the Move To button or the up and down arrows to change the order in which options are voiced in the menu.
Action Description	*(Display only)* Describes the action that is taken for the selected option.
Reset Mappings on All Tabs To	Select the applicable conversation to use as the basis for this Custom Keypad Mapping conversation.
	You can change the key mappings for all menus to match that of an existing conversation. For example you can have all of the key mappings for the selected custom keypad mapping replaced with the mappings of Optional Conversation 1. This can be useful if you want to make a small number of changes to an existing conversation and do not want to manually remap every option.

See Also

- The "Custom Keypad Mapping Tool in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx .html.

Migrate Users

Table 14-7   Migrate Users Page

Field	Description
Server Name or IP Address	Enter the name or the IP address of the SSH server to which you exported Cisco Unity (version 4.0(1) or later) user data.
Path Name	Enter the path to the directory that contains the user data that you want to import.
	The format of the path depends on how you configured the SSH server application for access to that directory.
Username	Enter the account name for an account that has the permissions required to access the server and files to which you exported the data.
Password	Enter the password for the account that you entered in the Username field.
User Template	Select the template whose settings you want to apply to all of the users you are creating with the imported data.
Failed Objects Filename	Enter the file name for the log file in which you want Cisco Unity Connection to save information about users whose data could not be imported.
Submit	Select the Submit button to begin to import user data.

Migrate Messages

Table 14-8   Migrate Messages Page

Field	Description
Server Name or IP Address	Enter the name or the IP address of the SSH server to which you exported Cisco Unity (version 4.0(1) or later) messages.
Path Name	Enter the path to the directory that contains the messages that you want to import.
	The format of the path depends on how you configured the SSH server application for access to that directory.
Username	Enter the account name for an account that has the permissions required to access the server and files to which you exported the data.
Password	Enter the password for the account that you entered in the Username field.
Submit	Select the Submit button to begin to import messages.

Grammar Statistics

Table 14-9   Grammar Statistics Page

Field	Description
Name	*(Display only)* The name of the dynamic voice-recognition grammar.
Last Modified	*(Display only)* The last time the grammar was recompiled.
Number of Items	*(Display only)* The number of items in the grammar.
Pending Updates	*(Display only)* Indicates whether there are updates pending. If items have been added to the grammar (for example, a new name in the name grammar) and it has not been recompiled since the addition, Pending Updates is set to "yes." Otherwise it is set to "no."
Is Rebuilding	*(Display only)* Indicates whether the grammar is currently being recompiled.
Rebuild Grammars	Select the Rebuild Grammars button to force an immediate recompilation of all grammars. This action overrides the Voice Recognition Update Schedule (under System Settings > Schedules in Cisco Unity Connection Administration) if the schedule is currently inactive. (By default, all days and times are active for this schedule.) It also overrides the ten minute wait period after a bulk operation has been initiated.

See Also

- The "Cisco Unity Connection 9.x Grammar Statistics Tool" section in the "Administrative Tools in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at
  http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx .html.

Search Objects by SMTP Address

Table 14-10   *Search Objects by SMTP Address Page*

Field	Description
Alias	*(Display only)* The alias of the object that matches the search term. If more than one object is found that matches this SMTP address, Cisco Unity Connection uses the object marked with an asterisk (*) when trying to resolve the address to an object.
Object Type	*(Display only)* The type of the object (user, contact or system distribution list) that matches the search term.
Primary	*(Display only)* Indicates whether the term matches the primary SMTP address of the object. If it is set to no, the term matches an SMTP proxy address for the object.
Location	*(Display only)* The Cisco Unity Connection location on which the object is homed.

Show Dependency Results

Table 14-11   *Show Dependencies Page*

Field	Description
Display Name	Shows the display name of each object that was found to have a dependency on the selected search object.
Page in Connection Administration	Provides a hyperlink to the object that has a dependency on the selected search object.
Display Previous Results	To view the results of the most recent dependency search, select the Display Previous Results. To initiate a dependency search, browse to the search page for the object type.

See Also

- The "Cisco Unity Connection 9.x Show Dependency Results" section in the "Administrative Tools in Cisco Unity Connection 9.x" chapter of the *System Administration Guide for Cisco Unity Connection Release 9.x*, available at http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/administration/guide/9xcucsagx.html.