



Networking

Each Unity Connection server (or cluster) has a maximum number of users that it can serve. When the messaging needs of your organization require more than one Unity Connection server or cluster; you need a way to combine multiple Unity Connection servers or connect Unity Connection with Cisco Unity in a network to allow the connected servers communicate with each other. The servers that are joined to the network are referred to as locations. You can use either of the following ways to setup a network:

- **VPIM (Voice Profile for Internet Mail) Network:** Involves creating a network of different locations, such as Unity Connection and Cisco Unity based on VPIM protocol that allows different voice messaging systems to exchange voice and text messages over the Internet or any TCP/IP network. For more information on VPIM network, see the “VPIM Networking in Cisco Unity Connection 10.x” chapter of the *Networking Guide for Cisco Unity Connection Release 10.x* at http://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html.
- **Legacy Network:** Involves creating a network of different locations, such as Unity Connection and Cisco Unity using intrasite and intersite links. For more information on legacy network, see the *Networking Guide for Cisco Unity Connection Release 10.x* at http://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/10x/networking/guide/10xcucnetx.html.
- **HTTPS Network:** Involves creating a network of different locations, such as Unity Connection and VPIM using the HTTPS link. For more information on HTTPS network, see the *HTTPS Networking Guide for Cisco Unity Connection Release 10.x* at http://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/10x/https_networking/guide/10xcuhttpsnetx.html.



Note A Cisco Unity location cannot be connected in an HTTPS network.

- **Cisco Unity Connection Survivable Remote Site Voicemail Network:** Involves creating a network of multiple branches (Unity Connection SRSV) and central (Unity Connection) location based on client-server architecture. Cisco Unity Connection Survivable Remote Site Voicemail (Unity Connection SRSV) is a backup voicemail solution that allows you to receive voice messages during WAN outages. For more information on Unity Connection SRSV, see the *Complete Reference Guide for Cisco Unity Connection Survivable Remote Site Voicemail (SRSV)* for Release 10.x at http://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/10x/srsv/guide/10xcucsrsvx.html.

See the following section:

- [Legacy Links](#)
- [Branch Management](#)

- [HTTPS Links](#)
- [Locations](#)
- [VPIM](#)
- [Connection Location Passwords](#)

Legacy Links

Legacy links include intrasite and intersite links. In a legacy or digital network, you can create, edit, or delete an intrasite or an intersite link.

See the following sections:

- [Intrasite Links](#)
- [Intersite Links](#)

Intrasite Links

You can connect multiple Unity Connection locations in an organization through an intrasite link. The network of locations connected through intrasite links is referred to as Unity Connection site.

Configuring an Intrasite Link

To Configure an Intrasite Link

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- Step 1** In Cisco Unity Connection Administration, expand **Networking > Legacy Links** and select **Intrasite Links**.
- The Search Intrasite Links page appears displaying the currently configured intrasite links.
- Step 2** Configure an intrasite link (For information on each field, select **Help > This Page**):
- To add an intrasite link, select **Join Site**. On the Join Site page, enter the required information and select **Auto Join Site** or **Upload** based on the option that you select in the **Method Used to Join Site** field.
 - To edit an intrasite link, select the intrasite link that you want to edit. On the **Edit Intrasite Link** page, enter the required information and select **Save**.
 - To delete an intrasite link:
 - a. On the Search Intrasite Links page, select the intrasite link that you want to delete.
 - b. Select **Remove Selected** or **Remove Self from Site**.
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Intersite Links

You can connect multiple Unity Connection sites through intersite links.

Configuring an Intersite Link

To Configure an Intersite Link

- Step 1** In Cisco Unity Connection Administration, expand **Networking > Legacy Links** and select **Intersite Links**.
- The Search Intersite Links page appears displaying the currently configured intersite links.
- Step 2** Configure an intersite link (For information on each field, select **Help > This Page.**):
- To add an intersite link, select **Add**. On the **New Intersite Link** page appears, enter the required information and select **Link**.
 - To edit an intersite link, select the intersite link that you want to edit. On the **Edit Intersite Link** page, enter the required information and select **Save**.
 - To delete an intersite link:
 - a. On the Search Intersite Links page, select the intersite link that you want to delete.
 - b. Select **Remove Selected**.
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Branch Management

Branch Management node allows you to perform various tasks, such as viewing branch synchronization results and updating branch information.

See the following sections:

- [Branches](#)
- [Branch Synch Results](#)

Branches

You can add one or more branches associated with a central Unity Connection location where each branch acts as a backup voicemail solution for receiving voice messages during WAN outages.

Configuring a Branch

To Configure a Branch

- Step 1** In Cisco Unity Connection Administration, expand **Networking > Branch Management** and select **Branches**.
- The **Branch Listing** page appears displaying the currently configured branches.
- Step 2** Configure a branch (For information on each field, select **Help > This Page.**):
- To add a branch, select **Add New**. The **New Branch** page appears. Enter the required information and select **Link**.
 - To edit a branch, select the branch that you want to edit. On the **Edit Branch** page, enter the required information and select **Save**.

- To delete a branch:
 - a. On the Branch Listing page, select the branch that you want to delete.
 - b. Select **Deleted Selected**.
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Branch Synch Results

You can view the details, such as synchronization type and start date associated with the different branches connected to a central Unity Connection location.

In Cisco Unity Connection Administration, expand **Networking > Branch Management** and then select **Branch Synch Results**. The Branch Synch Results page appears displaying the details of the currently configured branches. For information on each field, see **Help > This Page**.

HTTPS Links

HTTPS links allows you to create a network that is more scalable both in terms of number of Unity Connection locations and the total directory size.

Configuring an HTTPS Link

To Configure an HTTPS link

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- Step 1** In Cisco Unity Connection Administration, expand **Networking** and then select **HTTP(S) Links**. The Search HTTP(S) Links page appears displaying the details of the currently configured HTTPS links.
- Step 2** Configure an HTTPS link (For information on each field, select **Help > This Page**):
- To add an HTTPS link, select **Add**. On the New HTTP(S) Link page, enter the required information and select **Link**.
 - To edit an HTTPS link, select the HTTPS link that you want to edit. On the **Edit HTTPS Link** page, enter the required information and select **Save**.
 - To delete an HTTPS link:
 - a. On the Search HTTP(S) Links page, select the HTTPS link that you want to delete.
 - b. Select **Remove Selected** or **Remove Self from Site**.
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Locations

You can view a brief description (type and display name) of all the locations connected to a Unity Connection location.

To view the locations, in Cisco Unity Connection Administration, expand **Networking** and then select **Locations**. For information on each field, see **Help > This Page**.

VPIM

Unity Connection supports the Voice Profile for Internet Mail (VPIM) protocol, an industry standard that allows different voice messaging systems to exchange voice and text messages over the Internet or any TCP/IP network.

Configuring a VPIM Location

To Configure a VPIM location

- Step 1** In Cisco Unity Connection Administration, expand **Networking** and then select **VPIM**.
The Search VPIM Locations page displays the currently configured VPIM locations.
- Step 2** Configure a VPIM location (For information on each field, select **Help > This Page.**):
- To add a VPIM location, select **Add New**. On the New VPIM Location page, enter the required information and select **Save**.
 - To edit a VPIM location, select the VPIM location that you want to edit. On the Edit VPIM Location page, enter the required information and select **Save**.
 - To delete a VPIM location:
 - a. On the Search VPIM Locations page, select the VPIM location that you want to delete.
 - b. Select **Delete Selected**.
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Connection Location Passwords

You can configure remote access to other Cisco Unity Connection Administration locations in the network by saving login credentials of all the locations on one location.

To Configure Unity Connection Location Passwords

- Step 1** In Cisco Unity Connection Administration, expand **Networking** and then select **Connection Location Passwords**.
The Search Enterprise Administration Passwords page displays the currently configured location passwords.
- Step 2** Configure a location password (For information on each field, select **Help > This Page.**):
- To add a location password:
 - a. Select the location from the Connection Location drop-down and enter the required information.
 - b. Select **Add New** and then select **Save**.
 - To delete a location password:
 - a. On the Search Enterprise Administration Passwords page, select the location for which you want to delete the credentials.

b. Select **Delete Selected**.
