



Framework 7.6

T-Server for Cisco CallManager

Deployment Guide

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Preface

Welcome to the *Framework 7.6 T-Server for T-Server for Cisco CallManager Deployment Guide*. This document introduces you to the concepts, terminology, and procedures relevant to T-Servers® in general and provides detailed reference information about T-Server for T-Server for Cisco CallManager. The reference information includes, but is not limited to, configuration options, limitations, and switch-specific functionality. You must configure the configuration objects and options described in this document in the Framework Configuration Layer.

Use this document only after you have read through the *Framework 7.6 Deployment Guide*, and the Release Note for your T-Server.

Note: For releases of this document created for other releases of this product, please visit the Genesys Technical Support website, or request the Documentation Library CD, which you can order by e-mail from Genesys Order Management at orderman@genesyslab.com.

This preface provides an overview of this document, identifies the primary audience, introduces document conventions, and lists related reference information:

- [Intended Audience, page 12](#)
- [Chapter Summaries, page 12](#)
- [Document Conventions, page 14](#)
- [Related Resources, page 16](#)
- [Making Comments on This Document, page 17](#)

T-Server is the Genesys software component that provides an interface between your telephony hardware and the rest of the Genesys software components in your enterprise. It translates and keeps track of events and requests that come from, and are sent to, the CTI (computer-telephony integration) link in the telephony device. T-Server is a TCP/IP-based server that can also act as a messaging interface between T-Server clients. It is the critical point in allowing your Genesys solution to facilitate and track the contacts that flow through your enterprise.

Intended Audience

This guide is intended primarily for system administrators, both those who are new to T-Server and those who are familiar with it.

- If you are new to T-Server, read the *Framework 7.6 Deployment Guide* and the Release Note mentioned earlier, and then read all of the sections of this document that apply to your software and its accompanying components. Refer back to the *Framework 7.6 Deployment Guide* as needed.
- If you are an experienced T-Server user—someone with computer expertise, who is used to installing, configuring, testing, or maintaining Genesys software—you may find it more time efficient to go to the Index to see what is new or different in T-Server release 7.6. If you take that approach, please also read Release Notes and refer to other related resources, such as the *Genesys 7 Events and Models Reference Manual* and *Voice Platform SDK 7.6 .NET (or Java) API Reference* for technical details of T-Library functions.

In general, this document assumes that you have a basic understanding of, and familiarity with:

- Computer-telephony integration concepts, processes, terminology, and applications.
- Network design and operation.
- Your own network configurations.
- Your telephony hardware and software.
- Genesys Framework architecture and functions.
- Configuration Manager interface and object-managing operations.

Based on your specific contact center environment and your responsibilities in it, you may need to be familiar with a much wider range of issues as you deploy T-Server.

Reading Prerequisites

You must read the *Framework 7.6 Deployment Guide* before using this *T-Server Deployment Guide*. That book contains information about the Genesys software you must deploy before deploying T-Server.

Chapter Summaries

This *T-Server Deployment Guide* encompasses all information, including conceptual, procedural, and reference information, about Genesys T-Servers in general, and switch-specific T-Server for Cisco CallManager in particular. Depending on the subject addressed in a particular section, the document style may move from narration, to instructions, to technical reference. To distinguish

between general T-Server sections and those chapters intended for your particular T-Server, this document is divided into two main parts.

Part One—Common Functions and Procedures

Part One of this T-Server document, “Common Functions and Procedures,” consists of Chapters 1 through 5. These chapters contain architectural, functional, and procedural information common to all T-Servers:

- Chapter 1, “T-Server Fundamentals,” on [page 21](#), describes T-Server, its place in the Framework 7 architecture, T-Server redundancy, and multi-site issues. It does not, however, stop short of provide configuration and installation information.
- Chapter 2, “T-Server General Deployment,” on [page 35](#), presents Configuration and Installation procedures for all T-Servers.
- Chapter 3, “High-Availability Deployment,” on [page 51](#), helps you navigate the configuration and installation of a given T-Server. It follows the same general format you became familiar with during the configuration and installation of other Framework components, such as the Management Layer.
- Chapter 4, “Multi-Site Support,” on [page 63](#), describe the variations available for T-Server implementations across geographical locations.
- Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), describes how, and in what order, to start up T-Server among other Framework components. It also provides possible stopping commands.

Although you certainly would refer to these chapters if you have never before configured or installed T-Server, you might also use them, even if you are already familiar with T-Server, to discover any changes to functionality, configuration, and installation since you last deployed this component.

Genesys recommends that you use wizards to deploy T-Server. If you do, first read Chapter 1, to familiarize yourself with T-Server, and then proceed with the deployment process using Framework wizards.

Part Two—Reference Information

Part Two of this T-Server document, Reference Information consists of Chapters 6 through 11. These chapters contain reference information specific to T-Server for T-Server for Cisco CallManager. However, they also contain information on all T-Server options, both those specific to your T-Server and those common to all T-Servers.

- Chapter 6, “Switch-Specific Configuration,” on [page 131](#), describes compatibility and configuration information specific to this T-Server, including instructions for setting the DN properties, and recommendations for configuring the switch.

- Chapter 7, “Supported Functionality,” on [page 137](#), describes the features that are supported by this T-Server including T-Library functionality, and error messages.
- Chapter 8, “Common Configuration Options,” on [page 173](#), describes log configuration options common to all Genesys server applications.
- Chapter 9, “T-Server Common Configuration Options,” on [page 195](#), describes configuration options common to all T-Server types including options for multi-site configuration.
- Chapter 10, “Configuration Options for T-Server for Cisco CallManager,” on [page 219](#), describes configuration options specific to this T-Server including the link-related options—those that address the interface between T-Server and the switch.
- Chapter 11, “Stream Manager Configuration,” on [page 239](#), describes the configuration options that enable Stream Manager to work with T-Server for Cisco CallManager.

Document Conventions

This document uses certain stylistic and typographical conventions—introduced here—that serve as shorthands for particular kinds of information.

Document Version Number

A version number appears at the bottom of the inside front cover of this document. Version numbers change as new information is added to this document. Here is a sample version number:

76fr_ref_09-2007_v7.6.000.00

You will need this number when you are talking with Genesys Technical Support about this product.

Type Styles

Italic

In this document, italic is used for emphasis, for documents’ titles, for definitions of (or first references to) unfamiliar terms, and for mathematical variables.

- Examples:**
- Please consult the *Genesys 7 Migration Guide* for more information.
 - *A customary and usual practice* is one that is widely accepted and used within a particular industry or profession.
 - Do *not* use this value for this option.
 - The formula, $x + 1 = 7$ where x stands for . . .

Monospace Font

A monospace font, which looks like teletype or typewriter text, is used for all programming identifiers and GUI elements.

This convention includes the *names* of directories, files, folders, configuration objects, paths, scripts, dialog boxes, options, fields, text and list boxes, operational modes, all buttons (including radio buttons), check boxes, commands, tabs, CTI events, and error messages; the values of options; logical arguments and command syntax; and code samples.

- Examples:**
- Select the Show variables on screen check box.
 - Click the Summation button.
 - In the Properties dialog box, enter the value for the host server in your environment.
 - In the Operand text box, enter your formula.
 - Click OK to exit the Properties dialog box.
 - The following table presents the complete set of error messages T-Server distributes in EventError events.
 - If you select true for the inbound-bsns-calls option, all established inbound calls on a local agent are considered business calls.

Monospace is also used for any text that users must manually enter during a configuration or installation procedure, or on a command line:

- Example:**
- Enter exit on the command line.

Screen Captures Used in This Document

Screen captures from the product GUI (graphical user interface), as used in this document, may sometimes contain a minor spelling, capitalization, or grammatical error. The text accompanying and explaining the screen captures corrects such errors *except* when such a correction would prevent you from installing, configuring, or successfully using the product. For example, if the name of an option contains a usage error, the name would be presented exactly as it appears in the product GUI; the error would not be corrected in any accompanying text.

Square Brackets

Square brackets indicate that a particular parameter or value is optional within a logical argument, a command, or some programming syntax. That is, the parameter's or value's presence is not required to resolve the argument, command, or block of code. The user decides whether to include this optional information. Here is a sample:

```
smcp_server -host [/flags]
```

Angle Brackets

Angle brackets indicate a placeholder for a value that the user must specify. This might be a DN or port number specific to your enterprise. Here is a sample:

```
smcp_server -host <confighost>
```

Related Resources

Consult these additional resources as necessary:

- The *Framework 7.6 Deployment Guide*, which will help you configure, install, start, and stop Framework components.
- The *Framework 7.6 Configuration Options Reference Manual*, which will provide you with descriptions of configuration options for other Framework components.
- The *Framework 7.6 Configuration Manager Help*, which will help you use Configuration Manager.
- The *Genesys 7 Migration Guide*, also on the Genesys Documentation Library CD, which contains a documented migration strategy from Genesys product releases 5.x and later to all Genesys 7.x releases. Contact Genesys Technical Support for additional information.
- The *Genesys 7 Events and Models Reference Manual* and *Voice Platform SDK 7.6 .NET (or Java) API Reference* for technical details of T-Library functions which contains the T-Library API, information on TEvents, and an extensive collection of call models.
- The *Genesys Technical Publications Glossary*, which ships on the Genesys Documentation Library CD and which provides a comprehensive list of the Genesys and CTI terminology and acronyms used in this document.
- The Release Notes and Product Advisories for this product, which are available on the Genesys Technical Support website at <http://genesyslab.com/support>.

Information on supported hardware and third-party software is available on the Genesys Technical Support website in the following documents:

- *Genesys 7 Supported Operating Systems and Databases*
- *Genesys 7 Supported Media Interfaces*

Genesys product documentation is available on the:

- Genesys Technical Support website at <http://genesyslab.com/support>.
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Part

1

Part One: Common Functions and Procedures

Part One of this *T-Server Deployment Guide* familiarizes the reader with T-Server in general. It addresses architectural, functional, and procedural information common to all T-Servers.

The information in Part One is divided into the following chapters:

- Chapter 1, “T-Server Fundamentals,” on [page 21](#), describes T-Server, its place in the Framework 7 architecture, T-Server redundancy, and multi-site issues. It stops short of providing configuration and installation information.
- Chapter 2, “T-Server General Deployment,” on [page 35](#), presents configuration and installation procedures for all T-Servers.
- Chapter 3, “High-Availability Deployment,” on [page 51](#), addresses high availability (HA).
- Chapter 4, “Multi-Site Support,” on [page 63](#), details the variations available for T-Server implementations across geographical locations.
- Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), describes how, and in what order, to start up T-Server among other Framework components. It also provides possible stopping commands.

New for All T-Servers in 7.6

Before looking at T-Server's place in Genesys solutions and in the architecture of the Genesys Framework, note the following general changes that have been implemented in the 7.6 release of T-Server:

- **ISCC Transaction Monitoring support.** This release of T-Server supports the ISCC Transaction Monitoring that allows T-Server clients to monitor ISCC transactions of the call data transfer between T-Servers in a multi-site environment. See "ISCC Transaction Monitoring Feature" on [page 102](#) for details.
- **ANI information distribution control.** This release introduces a new configuration option that controls the distribution of the ANI information in TEvent messages. See "ani-distribution" on [page 196](#) for details.
- **Enhancement of use-data-from configuration option.** This option now includes the new valid value `active-data-original-call`. See "use-data-from" on [page 206](#) for details.
- **Enhanced agent session ID reporting.** T-Server now generates and reports a session ID associated with each new agent login (key `AgentSessionID` in `AttributeExtensions`) in agent-state events (`EventAgentLogin`, `EventAgentLogout`, `EventAgentReady`, and `EventAgentNotReady`), and also in the `EventRegistered` and `EventAddressInfo` messages for resynchronization. The agent session IDs are not synchronized with a backup T-Server and new agent session IDs will be assigned to existing agent sessions after a T-Server switchover. See the T-Server client's documentation for agent session ID reporting. Refer to the *Genesys 7 Events and Models Reference Manual* and/or *Voice Platform SDK 7.6 .NET (or Java) API Reference* for details on the key `AgentSessionID` in `AttributeExtensions`.
- **Client-side port definition support.** This release of T-Server supports a new security feature that allows a client application to define its connection parameters before connecting to the server application. Refer to the *Genesys 7.6 Security Deployment Guide* for details.

Notes:

- Configuration option changes common to all T-Servers are described in "Changes from Release 7.5 to 7.6" on [page 218](#).
 - For information about the new features that are available in your T-Server in the initial 7.6 release, see Part Two of this document.
-



Chapter

1

T-Server Fundamentals

This chapter provides general information about T-Server features and functionality and about its configuration and installation. For reference information about your specific T-Server and about options for all T-Servers, see “Part Two: Reference Information.”

This chapter has various levels of information, some of it intended for people who have configured, installed, and used previous releases of T-Server, and some of it aimed at those less familiar with such T-Server operations. That means some sections will not necessarily be relevant for you.

- If you are an experienced user of T-Server, start with “New for All T-Servers in 7.6” on [page 20](#), and then move to the chapters comprising Part Two of this document, where specific information about your T-Server is available.
- If you are new to T-Server, begin with “[Learning About T-Server](#).” Once you have read through that and subsequent sections, you are ready for the other chapters in Part One that go into detail about T-Server configuration and installation.

Generally, this chapter presents overview information that applies to all T-Servers (and Network T-Servers) and their deployment. This chapter is divided into the following sections:

- [Learning About T-Server, page 22](#)
- [Advanced Disconnect Detection Protocol, page 28](#)
- [Redundant T-Servers, page 29](#)
- [Multi-Site Support, page 32](#)
- [Agent Reservation, page 32](#)
- [Client Connections, page 33](#)
- [Next Steps, page 33](#)

Learning About T-Server

The *Framework 7.6 Deployment Guide* provides you with a high-level introduction to the role that T-Server plays in the Genesys Framework. If you have already looked through that guide, you may recall that T-Server is the most important component of the Framework Media Layer (the other two components are Load Distribution Server (LDS) and HA Proxy). The Media Layer enables Genesys solutions to communicate with various media, including traditional telephony systems, voice over IP (VoIP), e-mail, and the Web. This layer also provides the mechanism for distributing interaction-related business data, also referred to as *attached data*, within and across solutions.

Framework and Media Layer Architecture

Figure 1 illustrates the position Framework holds in a Genesys solution.

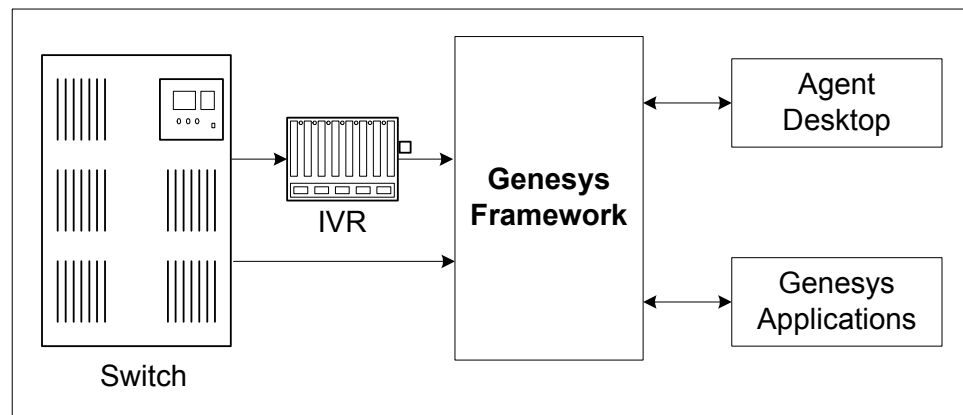


Figure 1: Framework in a Genesys Solution

Moving a bit deeper, Figure 2 presents the various layers of the Framework architecture.

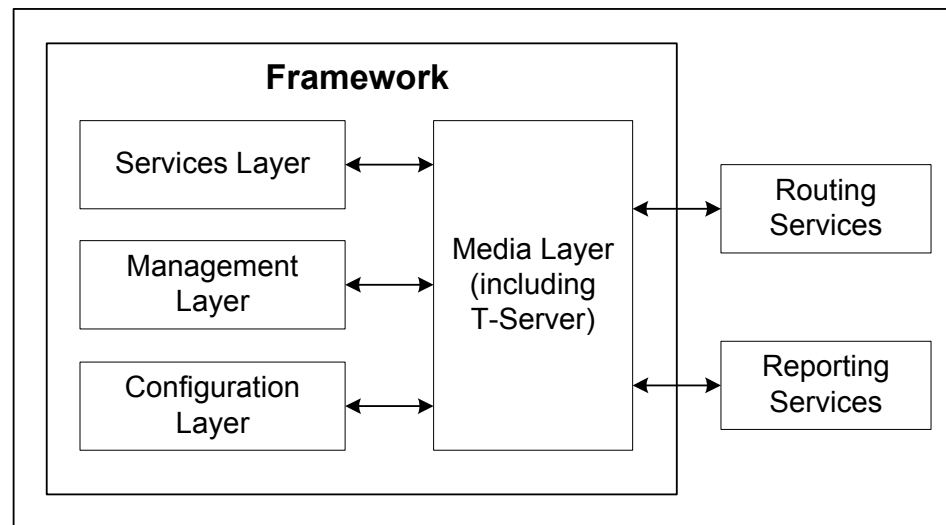


Figure 2: The Media Layer in the Framework Architecture

T-Server is the heart of the Media Layer—translating the information of the media-device realm into information that Genesys solutions can use. It enables your contact center to handle the computer-based form of the interactions that arrive and it translates the information surrounding a customer contact into reportable and actionable data.

Figure 3 presents the generalized architecture of the Media Layer.

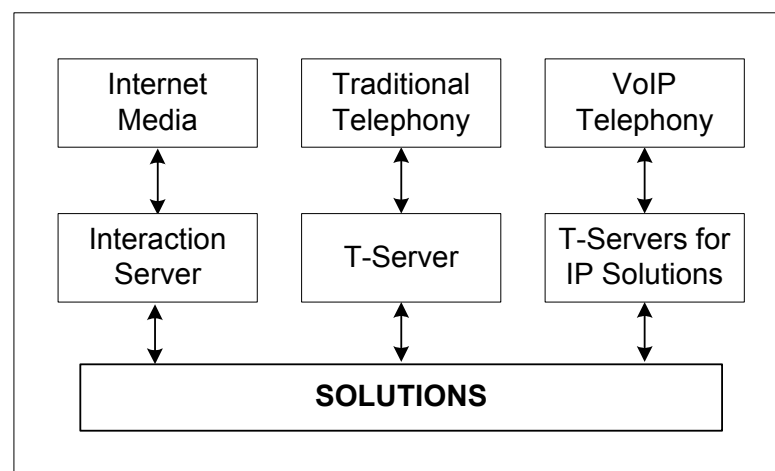


Figure 3: Media Layer Architecture

In addition to being the most important component of the Media Layer, T-Server plays the most significant role in making information about telephony traffic and its data available to Framework as a whole.

One or more components in practically every solution are T-Server clients. Solutions comprise a number of different Genesys software packages, from

collections of components for various types of routing to those that allow for outbound dialing to still others. Framework in general, and T-Server in particular, enable these solutions to function in your enterprise.

T-Server has several typical clients: Stat Server, Call Concentrator, Universal Routing Server, and agent desktop applications. T-Server gets the information it needs about the enterprise from Configuration Server. Additionally, if you use the Management Layer, T-Server provides its ongoing status and various other log messages to server components of the Management Layer (for instance, allowing you to set alarms).

T-Server Requests and Events

This section outlines the roles that T-Server plays in a contact center. While it is possible to describe roles for all T-Servers, at a detailed level, T-Server's functionality depends on the hardware to which it is connected. (For example, when connected to a traditional switch, it performs CTI functions, but when connected to a VOIP-based telephony device, it controls IP traffic.) The CTI connection is only for the switch.

Details of T-Server Functionality

T-Server is a TCP/IP server that enables intelligent communication between media-specific protocols (such as the various CTI protocols, including CSTA and ASAI) and TCP/IP-based clients of T-Server. Applications that are clients to T-Server use the T-Library format to transmit requests to T-Server through a TCP/IP socket. T-Server can then either translate those requests to CTI protocol for switch use or relay them directly to other TCP/IP clients.

T-Server performs three general functions in the contact center: Bridging, Messaging, and Interaction Tracking.

Bridging

T-Server acts as a platform-independent interface between media devices and business applications. In the case of a telephony device, for instance, it receives messages from and sends commands to the telephony equipment using either CTI links provided by the switch manufacturer or interface protocols provided by telephony network vendors.

On the client-application end, T-Server offers three models (call model, agent model, and device model) unified for all switches. The core functionality (such as processing an inbound call, an agent login, or a call-forwarding request) translates into a unified application programming interface (API) called T-Library, so that applications do not need to know what specific switch model they are dealing with. On the other hand, T-Library accommodates many functions that are unique to a specific switch, so that client applications are able to derive the maximum functionality offered by a particular switch.

Refer to the *Genesys 7 Events and Models Reference Manual* for complete information on all T-Server events and call models and to the `TServer.Requests` portion of the *Voice Platform SDK 7.6 .NET (or Java) API Reference* for technical details of T-Library functions.

Messaging

In addition to translating requests and events for the client application involved in an interaction, T-Server:

- Provides a subscription mechanism that applications can use to receive notifications about interaction-related and non-interaction-related events within the contact center.
- Broadcasts messages of major importance (such as a notification that the link is down) to all clients.
- Broadcasts messages originated by a T-Server client to other T-Server clients.

The subscription mechanism consists of two parts, the DN subscription and event-type masking. Applications must register for a DN or a set of DNs to receive notifications about all events that occur in association with each registered DN. For example, when two softphone applications are registered for the same DN, and the first application initiates a call from the DN, T-Server notifies both applications that the call is initiated from the DN.

Client applications can also specify one or more types of events, and T-Server will filter out events of the non-specified types and only send events of the requested types. For example, if agent supervisors are interested in receiving agent-related events, such as `AgentLogin` and `AgentLogout`, they have to mask `EventAgentLogin` and `EventAgentLogout`, provided that a particular T-Server supports these events.

The combination of each client's subscription for DNs and masking of event types defines what messages T-Server distributes to what client.

Interaction Tracking

T-Server maintains call information for the life of the call (or other T-Server-supported media type) and enables client applications to attach user data to the call. Call information includes:

- A unique identifier, connection ID, that T-Server assigns when creating the call.
- Automatic Number Identification (ANI) and Dialed Number Identification Service (DNIS), if reported by the CTI link.
- User data that a client application (such as an Interactive Voice Response unit or Genesys Universal Routing Server) provides.

Difference and Likeness Across T-Servers

Although Figure 3 on [page 23](#) (and other figures) depicts T-Server that works with telephony systems as a single product, this is a simplification. Because almost every traditional telephony device has its own characteristics and communication protocols, Genesys makes different T-Servers for different telephony systems. (That means T-Server you have will not work with another switch.) Thus, all T-Servers play a common role in the architecture, but their specific features differ from implementation to implementation, based on the media device in use.

Despite their switch-based differences, T-Servers for telephony systems are similar to one another in at least one important respect: they are all built with a certain amount of shared software code. This shared code is rolled into a single unit and is called T-Server Common Part (TSCP). TSCP is the central, common component for all T-Servers and has its own Release Note, which is accessible via a hyperlink from your T-Server's Release Note.

Note: This document separates common-code features based on TSCP into separate sections and chapters, such as the “T-Server Common Configuration Options” chapter. These are the options for all T-Servers that TSCP makes available for configuration.

T-Server Functional Steps During a Sample Call

The following example, [Figure 4](#), outlines some basic steps that T-Server might take when a call arrives from outside the contact center. In this scenario, T-Server starts tracking the call even before it is delivered to the agent. T-Server then informs the selected agent that a call has arrived. When the switch delivers the call to the agent's extension, T-Server presents account information, collected at an Interactive Voice Response (IVR) unit, to the agent at the agent desktop application.

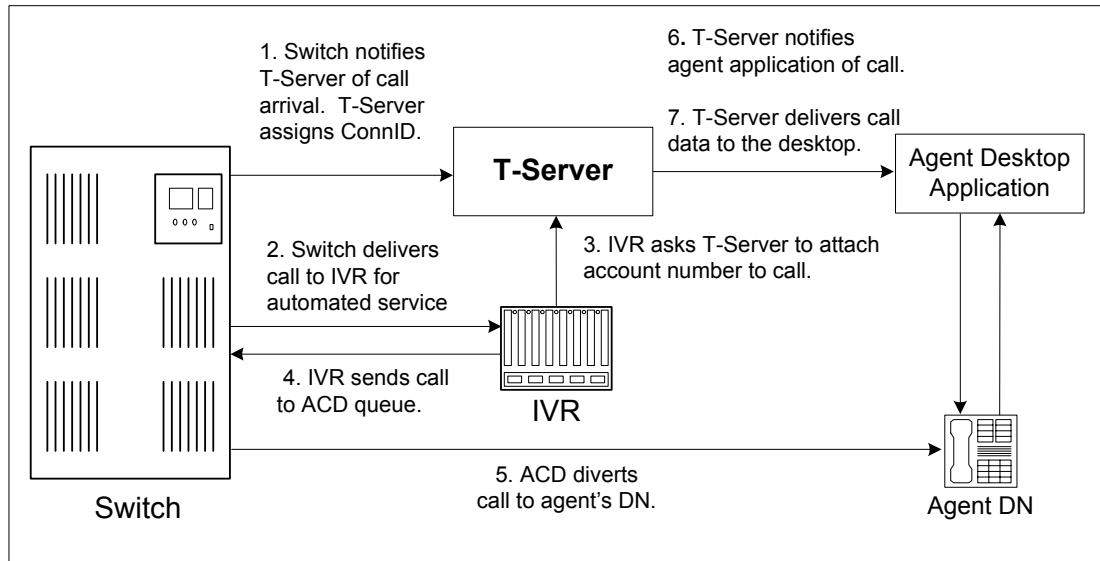


Figure 4: Functional T-Server Steps

Step 1

When the call arrives at the switch, T-Server creates a call in its internal structure. T-Server assigns the call a unique identifier, connection ID.

Step 2

The switch delivers the call to an Interactive Voice Response (IVR) unit, which begins automated interactions with the caller.

Step 3

IVR acquires user information from the caller through prompts and requests T-Server to attach that information to the call. T-Server updates the call with the user information.

Step 4

IVR sends the call to an ACD (Automated Call Distribution) queue.

Step 5

The ACD unit distributes the call to an available agent logged in to a particular DN (directory number).

Step 6

T-Server notifies the agent desktop application that the call is ringing on the agent's DN. The notification event contains call data including ANI, DNIS, and account information that the IVR has collected.

Step 7

The agent desktop application presents the account information, including the name of the person whose account this is, on the agent's screen, so that the agent answering the call has all the relevant information.

These seven steps illustrate just a small part of T-Server's bridging, messaging, and interaction-processing capabilities.

Advanced Disconnect Detection Protocol

Since the 6.0 release of T-Server, the Advanced Disconnect Detection Protocol (ADDP) has replaced the Keep-Alive Protocol (KPL) as the method to detect failures for certain T-Server connections, including connections between two T-Servers and between a T-Server and its clients.

Notes:

- Starting with release 7.5, the KPL backward-compatibility feature is no longer supported.
- ADDP applies only to connections between Genesys software components.

With ADDP, protocol activation and initialization is made on the client's side and you can change these parameters. No additional messages are sent when there is existing activity over the connection. T-Server client applications and the remote T-Server (if any) must be listening to the socket and respond promptly to the polling signal for the connection to be preserved.

If you are going to enable ADDP, you must do it using the [protocol](#), [addp-timeout](#), [addp-remote-timeout](#), and [addp-trace](#) configuration options. When configuring a timeout, consider the following issues:

- The configured timeout must be at least twice as long as the maximum network latency.
- There may be an interval when T-Server does not check for network activity.
- If the link connection fails but the client is not notified (for example, because the host is turned off, or because a network cable is unplugged), the maximum reaction time to a link-connection failure is equal to double the configured timeout plus the established network latency.

Also keep in mind that the T-Server receiving the polling signal may not respond immediately, and that a delay occurs between the polling signal and the response to travel from one T-Server to another. If you don't account for these contingencies when configuring a timeout, the connection that ADDP is monitoring will be dropped periodically.

Redundant T-Servers

T-Servers can operate in a high-availability (HA) configuration, providing you with redundant systems. The basics of each T-Server's redundant capabilities differ from T-Server to T-Server. One basic principle of redundant T-Servers is the standby redundancy type, which dictates how quickly a backup T-Server steps in when the primary T-Server goes down.

The Framework Management Layer currently supports two types of redundant configurations: warm standby and hot standby. All T-Servers offer the warm standby redundancy type and, starting with release 7.1, the hot standby redundancy type is implemented in T-Servers for most types of switches. (See [Table 1](#).)

Instructions for configuring T-Server redundancy are available in Chapter 3, "High-Availability Configuration and Installation." Specifics on your T-Server's HA capabilities are outlined in Part Two of this document.

Notes:

- Network T-Servers use a load-sharing redundancy schema instead of warm or hot standby. Specifics on your T-Server's HA capabilities are discussed in Part Two of this document.
 - IVR Server does not support simultaneous configuration of both Load Balancing functionality and warm standby. Only one of these is supported at a time.
-

Support for Hot Standby Redundancy in Various T-Servers

Use [Table 1](#) to determine whether your T-Server supports the hot standby redundancy type. The table also indicates whether HA Proxy components are required for this support, and, if so, how many are required per pair of redundant T-Servers (or per link if so noted).

[Table 1](#) only summarizes hot standby redundancy support in various T-Servers. For detailed, up-to-date information on the subject, see the *Genesys 7 Supported Media Interfaces* white paper located on the Technical Support website at <http://genesyslab.com/support/dl/retrieve/default.asp?item=A9CB309AF4DEB8127C5640A3C32445A7&view=item>.

Table 1: T-Server Support of the Hot Standby Redundancy Type

T-Server Type	Hot Standby Supported	HA Proxy Required	Number of HA Proxy Components
Alcatel A4200/OXO	Yes	No	—
Alcatel A4400/OXE	Yes	No	—
Aspect ACD	Yes	No	1
Avaya Communication Manager	Yes	No ^a	—
Avaya INDeX	Yes	No	—
Cisco CallManager	Yes	No	—
DataVoice Dharma	Yes	No	—
Digitro AXS/20	Yes	No	—
EADS Intecom M6880	Yes	No	—
EADS Telecom M6500	Yes	No	—
eOn eQueue	Yes	No	—
Ericsson MD110	Yes	No	—
Fujitsu F9600	Yes	No	—
Huawei C&C08	Yes	No	—
Mitel SX-2000/MN-3300	Yes	No	—
NEC NEAX/APEX	Yes	No	—
Nortel Communication Server 2000/2100	Yes	Yes ^b , No ^c	1 per link
Nortel Communication Server 1000 with SCCS/MLS	Yes	No	—
Philips Sopho iS3000	Yes	No ^d	1
Radvision iContact	No	—	—
Rockwell Spectrum	Yes	No	—
Samsung IP-PCX IAP	Yes	No	—
Siemens Hicom 300/HiPath 4000 CSTA I	Yes	No	—
Siemens HiPath 3000	Yes	No	—

Table 1: T-Server Support of the Hot Standby Redundancy Type (Continued)

T-Server Type	Hot Standby Supported	HA Proxy Required	Number of HA Proxy Components
Siemens HiPath 4000 CSTA III	Yes	No	—
Siemens HiPath DX	Yes	No	—
SIP Server	Yes	No	—
Tadiran Coral	Yes	No	—
Teltronics 20-20	Yes	Yes	1
Tenovis Integral 33/55	Yes	No	—
Network T-Servers^e			
AT&T	No	—	—
Concert	No	—	—
CRSP	No	—	—
DTAG	No	—	—
GenSpec	No	—	—
ISCP	No	—	—
IVR Server, using network configuration	No	—	—
KPN	No	—	—
MCI	No	—	—
NGSN	No	—	—
Network SIP Server	No	—	—
Sprint	No	—	—
SR3511	No	—	—
Stentor	No	—	—

- a. With release 7.1, T-Server for Avaya Communication Manager no longer uses HA Proxy for its support of hot standby. Earlier releases of this T-Server require two HA Proxies (for which there is a Configuration Wizard) to support hot standby.

- b. For T-Server for Nortel Communication Server 2000/2100 in high-availability (hot standby) configuration, Genesys recommends that you use link version SCAl14 or above with call-progress and noncontroller-released messages enabled. See the switch-specific information in Part 2 of this *Deployment Guide* for additional information on HA configurations.
- c. Starting with release 7.5, T-Server for Nortel Communication Server 2000/2100 supports HA without HA Proxy when operating in Dual CTI Links mode. See the switch-specific information in Part 2 of this *Deployment Guide* for additional information on HA configurations.
- d. Starting with release 6.5.3, T-Server for Philips Sopho iS3000 supports HA both with and without HA Proxy.
- e. Although they do not support high availability per se, Network T-Servers do support a load-sharing schema.

Multi-Site Support

Multi-site configuration implies the existence of two or more switches that belong to the same enterprise or service provider, and that share the Genesys Configuration Database. (In some cases this may include isolated partitions on a given switch served by different T-Servers.) The main goal of T-Server support for multi-site operations is to maintain critical information about a call as it travels from one switch to another.

For instructions on installing and configuring a multi-site environment, including information on the Inter Server Call Control (ISCC) features, please see Chapter 4, “Multi-Site Support,” on [page 63](#).

Agent Reservation

T-Server provides support for clients to invoke the agent reservation function, `TReserveAgent()`. This function allows a server application that is a client of T-Server to reserve a DN along with an agent, a Place, or both, so that no other T-Server client can route calls to it during a specified reservation interval. Alternatively, when clients use the ISCC feature (see “ISCC Call Data Transfer Service” on [page 65](#)), they can use an agent reservation embedded in an ISCC request. (To do so, clients have to specify a certain `Extensions` attribute in an ISCC request when initiating an ISCC transaction. See [page 70](#) for the list of ISCC requests.)

The reservation does not currently prevent the reserved objects from receiving direct calls or calls distributed from ACD Queues; agent reservation is intended as a way of synchronizing the operation of several clients. See `RequestReserveAgent` in the *Voice Platform SDK 7.6 .NET (or Java) API Reference* for more details on this function from the client’s point of view.

In addition to invoking the `TReserveAgent` function, you can customize the Agent Reservation feature by configuring options in the `T-Server Application`

object. See “Agent-Reservation Section” on [page 203](#) in the “T-Server Common Configuration Options” chapter in Part Two for more details.

Client Connections

The number of connections T-Server can accept from its clients depend on the operating system that T-Server runs. [Table 2](#) illustrates the number of client connections that T-Server support.

Table 2: Number of T-Server’s Client Connections

Operating System	Number of Connections
AIX 32-bit and 64-bit modes (versions 5.1, 5.2, 5.3)	32767
HP-UX 32-bit and 64-bit modes (versions 11.0, 11.11, 11i v2)	2048
Linux 32-bit mode (versions RHEL 3.0, RHEL 4.0)	32768
Solaris 32-bit mode (versions 2.7, 8, 9)	4096
Solaris 64-bit mode (versions 2.7, 8, 9, 10)	65536
Tru64 UNIX (versions 4.0F, 5.1, 5.1B)	4096
Windows Server 2003	4096

Next Steps

Now that you have gained a general understanding of the roles and features available with T-Servers, you’re ready to learn how T-Servers are installed and configured. That information is presented in the next few chapters of this *Deployment Guide*. So unless you are already familiar with T-Server deployment and operation procedures, continue with Chapter 2, “T-Server General Deployment,” on [page 35](#). Otherwise, you may want to jump to Part Two of this *Deployment Guide*, where you will find information about your specific T-Server.



Chapter

2

T-Server General Deployment

This chapter contains general information for the deployment, configuration, and installation of your T-Server. You may have to complete additional configuration and installation steps specific to your T-Server and switch. You will find these steps in Part Two of this document.

This chapter contains these sections:

- [Prerequisites, page 35](#)
- [Deployment Sequence, page 40](#)
- [Wizard Deployment of T-Server, page 41](#)
- [Manual Deployment of T-Server, page 43](#)
- [Next Steps, page 50](#)

Note: You *must* read the *Framework 7.6 Deployment Guide* before proceeding with this T-Server guide. That book contains information about the Genesys software you must deploy before deploying T-Server.

Prerequisites

T-Server has a number of prerequisites for deployment. Read through this section before deploying your T-Server.

Software Requirements

Framework Components

You can only configure T-Server after you have deployed the Configuration Layer of Genesys Framework. This layer contains DB Server, Configuration Server, Configuration Manager, and, at your option, Deployment Wizards. If you intend to monitor or control T-Server through the Management Layer, you must also install and configure components of this Framework layer, such as Local Control Agent (LCA), Message Server, Solution Control Server (SCS), and Solution Control Interface (SCI), before deploying T-Server.

Refer to the *Framework 7.6 Deployment Guide* for information about, and deployment instructions for, these Framework components.

Media Layer and LCA

To monitor the status of components in the Media Layer through the Management Layer, you must load an instance of LCA on every host running Media Layer components. Without LCA, Management Layer cannot monitor the status of any of these components. If you do not use the Management Layer, LCA is not required.

Supported Platforms

Refer to the *Genesys 7 Supported Operating Systems and Databases* white paper for the list of operating systems and database systems supported in Genesys releases 7.x. You can find this document on the Genesys Technical Support website at <http://genesyslab.com/support/dl/retrieve/default.asp?item=B6C52FB62DB42BB229B02755A3D92054&view=item>.

For UNIX-based (UNIX) operating systems, also review the list of patches Genesys uses for software product builds, and upgrade your patch configuration if necessary. A description of patch configuration is linked to installation `read_me.html` files for the Genesys applications that operate on UNIX, and is available within the installation packages.

Security

Starting with release 7.5, T-Server supports the Genesys Transport Layer Security (TLS) and can be configured for secure data exchange with the other Genesys components that support this functionality.

The Genesys TLS is not supported on all operating systems that T-Server itself supports. For information about the supported operating systems, see the *Genesys 7.6 Security Deployment Guide*.

Hardware and Network Environment Requirements

Hosting

Genesys recommends that you or your IT specialist assign host computers to Genesys software before you start Genesys installation. Remember the following restrictions:

- Do not install all the Genesys server applications on the same host computer.
- When installing a few server applications on the same host computer, prevent them (except for Configuration Server) from using the swap area.

Installation Privileges

During deployment, be sure to log in with an account that will permit you to perform administrative functions—that is, one that has root privileges.

Server Locations

Refer to the “Network Locations for Framework Components” chapter of the *Framework 7.6 Deployment Guide* for recommendations on server locations.

Supported Platforms

Refer to the *Genesys Supported Media Interfaces* white paper for the list of supported switch and PABX versions. You can find this document on the Genesys Technical Support website at

<http://genesyslab.com/support/dl/retrieve/default.asp?item=A9CB309AF4DEB8127C5640A3C32445A7&view=item>.

Licensing Requirements

All Genesys software is licensed—that is, it is not shareware. Genesys products are protected through legal license conditions as part of your purchase contract. However, the level of technical license-control enforcement varies across different solutions and components.

Before you begin to install T-Server, remember that, although you may not have had to use technical licenses for your software when you deployed the Configuration and Management Layers in their basic configurations, this is not the case with the Media Layer.

T-Server requires seat-related DN technical licenses to operate even in its most basic configuration. Without appropriate licenses, you cannot install and start T-Server. If you have not already done so, Genesys recommends that you install License Manager and configure a license file at this point. For complete

information on which products require what types of licenses, and on the installation procedure for License Manager, refer to the *Genesys 7 Licensing Guide* available on the Genesys Documentation Library CD.

The sections that follow briefly describe the T-Server license types.

Note: Starting with release 7.2, the licensing requirements for T-Server have changed from previous releases. Please read this section carefully and refer to the *Genesys 7 Licensing Guide* for complete licensing information.

Licensing Basic Implementations

A stand-alone T-Server serving a single site requires licenses to register all DNs it monitors. DNs that agents use in day-to-day contact center operations, such as Extensions and ACD Positions, have to be registered using licenses that control agent seats.

Note: Configure all seat DNs that agents use (Extensions and ACD Positions) in the Configuration Layer. This enables detailed call monitoring through Genesys reporting, and generally allows you to control access to individual DNs.

Licensing HA Implementations

T-Servers operating with the hot standby redundancy type require a special CTI HA technical license, which allows for high-availability implementations, in addition to regular T-Server licenses. Neither T-Server in a redundant pair configured for hot standby starts if this license is unavailable. Moreover, the primary and backup T-Servers must use the same licenses to control the same pool of DNs. If your T-Servers are configured with the hot standby redundancy type, order licenses for CTI HA support.

Licensing Multi-Site Implementations

T-Servers performing multi-site operations require licenses that allow for such operations, in addition to regular T-Server licenses. If some of your T-Servers are configured for multi-site routing while others are not, either order licenses for multi-site support for all T-Servers or install an additional License Manager to handle the T-Servers involved in multi-site routing.

Note: You do not need licenses for multi-site support if some T-Server clients include the local location as the `location` attribute value in their requests for routing within the same site.

Configuring License Files

You need a license to configure and install Media Layer components. Genesys recommends that, if you have not already done so, at this point you:

1. Install License Manager.
2. Configure license files.

Note: If you use the `<port>@<server>` format when entering the name of the license server during installation, remember that some operating systems use `@` as a special character. In this case, the installation routine is unable to write license information for T-Server to the Configuration Layer or the `run.sh` file. Therefore, when you use the `<port>@<server>` format, you must manually modify the command-line license parameter after installing T-Server.

For information about which products require what types of licenses and for the installation procedure for License Manager, refer to the *Genesys 7 Licensing Guide* available on the Genesys Documentation Library CD.

About Configuration Options

Configuring T-Server is not a onetime operation. It is something you do at the time of installation and then in an ongoing way to ensure the continued optimal performance of your software. You must enter values for T-Server configuration options in the relevant Wizard screens or on the `Options` tab of your T-Server `Application` object in Configuration Manager. The instructions for configuring and installing T-Server that you see here are only the most rudimentary parts of the process. You must refer extensively to the configuration options chapters located in Part Two of this book. Pay particular attention to the configuration options specific to your own T-Server.

Configuration options common to all T-Servers, independent of switch type, are described in Chapter 9, “T-Server Common Configuration Options,” on [page 195](#). *Switch-specific* configuration options are described in a separate chapter. T-Server also supports unified Genesys log options, as described in the “Common Configuration Options” chapter.

Options that configure values for the TSCP software in your T-Server are common to all T-Servers. Options based on the custom features of your switch apply to your T-Server only. Familiarize yourself with both types of options. You will want to adjust them to accommodate your production environment and the business rules that you want implemented there.

Deployment Sequence

Genesys recommends deploying T-Server by using the Media Configuration Wizard. However, if for some reason you must manually deploy T-Server, you will also find instructions for doing that in this chapter.

The recommended sequence to follow before deploying T-Server is described below. Steps 1 through 3 apply for both Wizard-based and manual deployment. For Wizard deployment, Steps 4 and 5 take place within the Wizard deployment process itself.

Wizard or Manual Deployment

1. Deploy Configuration Layer objects and ensure Configuration Manager is running (see the *Framework 7.6 Deployment Guide*).
2. Deploy Network objects (such as Host objects).
3. Deploy the Management Layer (see the *Framework 7.6 Deployment Guide*).

When manually deploying T-Server, you must continue with the next two steps. If you are deploying T-Server with the Configuration Wizard, the next two steps take place within the Wizard deployment process itself, where you can create and configure all the necessary objects for T-Server deployment.

Manual Deployment

4. Configure Telephony objects (see “Manual Configuration of Telephony Objects” on [page 44](#)):
 - Switching Offices
 - Switches
 - Agent Logins
 - DNs
5. Deploy the Media Layer:
 - T-Server (beginning with “Manual Configuration of T-Server” on [page 46](#)).
 - HA Proxy for a specific type of T-Server (applicable if you are using the hot standby redundancy type and your switch requires HA Proxy; see Table 1 on [page 30](#)).

If, during the installation procedure for any of the Genesys applications, the script warns you that Configuration Server is unavailable and that the configuration cannot be updated, continue with the installation. Following the installation, you must complete the information on the **Start Info** tab to ensure that T-Server will run.

Verifying Starting Parameters

When installation is complete, verify the information on the **Start Info** tab to ensure that T-Server will run. See “Verifying the manual installation of T-Server” on [page 50](#).

Wizard Deployment of T-Server

Configuration Wizards facilitate component deployment. T-Server configuration and installation involves many steps, and Genesys strongly recommends that you set up T-Server using the Wizard rather than manually. T-Server Wizard guides you through a series of steps and options to customize your deployment of T-Server.

Wizard Configuration of T-Server

The first step to take for a Wizard-based configuration is to install and launch Genesys Wizard Manager. (Refer to the *Framework 7.6 Deployment Guide* for instructions.) When you first launch Genesys Wizard Manager, it suggests that you set up the Management Layer and then the Framework. The Framework setup begins with configuring and creating the objects related to T-Server, starting with the Switch and Switching Office objects, and the T-Server's Application object itself.

Note: With the Wizard, you create your T-Server Application object in the course of creating your Switch object.

During creation of the Switch object, you also have an opportunity to run the Log Wizard to set up T-Server logging. Then, you can specify values for the most important T-Server options. Finally, you can create contact center objects related to T-Server, such as DNS, Agent Logins, and some others.

Note: During configuration of a Switch object, the Wizard prompts you to copy a T-Server installation package to an assigned computer. After that package is copied to the destination directory on the T-Server host, complete the last steps of the T-Server configuration. Then, install T-Server on its host.

After you complete the Framework configuration, the Genesys Wizard Manager screen no longer prompts you to set up the Framework. Instead, it suggests that you set up your solutions or add various contact center objects to the Framework configuration, including the Switch, DNS and Places, Agent Logins, Agent Groups, Place Groups, and, in a multi-tenant environment, a Tenant. In each case, click the link for the object you wish to create. Again, you create a new T-Server Application object in the course of creating a new Switch object.

Wizard Installation of T-Server

After creating and configuring your T-Server and its related components with the Wizard, you proceed to T-Server installation. That installation process closely mimics that of previously installed components.

Note: Certain Wizard-related procedures are not described in this document. Refer to the *Framework 7.6 Deployment Guide* for general instructions.

Warning! Genesys does not recommend installation of its components via a Microsoft Remote Desktop connection. The installation should be performed locally.

Procedure: Installing T-Server on UNIX using Wizard

Start of procedure

1. In the directory to which the T-Server installation package was copied during Wizard configuration, locate a shell script called `install.sh`.
2. Run this script from the command prompt by typing `sh` and the file name. For example: `sh install.sh`.
3. When prompted, confirm the host name of the computer on which T-Server is to be installed.
4. When prompted, confirm the application name of the T-Server that is to be installed.
5. Specify the destination directory into which T-Server is to be installed, with the full path to it.
6. If asked which version of the product to install, the 32-bit or the 64-bit, choose the one appropriate to your environment.
7. Specify the license information that T-Server is to use.
8. As soon as the installation process is finished, a message appears announcing that installation was successful. The process places T-Server in the directory with the name specified during the installation.

End of procedure

Next Steps

- To test your configuration and installation, go to Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), and try it out.

- To configure and install redundant T-Servers, see Chapter 3, “High-Availability Deployment,” on [page 51](#).
- To install T-Servers for a multi-site environment, proceed to Chapter 4, “Multi-Site Support,” on [page 63](#).

Procedure: Installing T-Server on Windows using Wizard

Start of procedure

1. Open the directory to which the T-Server installation package was copied during Wizard configuration.
2. Locate and double-click `Setup.exe` to start the installation. The `Welcome` screen launches.
3. When prompted, specify the connection parameters to the Configuration Server associated with this T-Server.
4. Identify the T-Server Application object in the Configuration Layer to be used by this T-Server.
5. Specify the license information that T-Server is to use.
6. Specify the destination directory into which T-Server is to be installed.
7. Click `Install` to begin the installation.
8. Click `Finish` to complete the installation.

By default, T-Server is installed as a Genesys service (Windows Services) with `Automatic` startup type.

End of procedure

Next Steps

- To test your configuration and installation, go to Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), and try it out.
- To configure and install redundant T-Servers, see Chapter 3, “High-Availability Deployment,” on [page 51](#).
- To install T-Servers for a multi-site environment, proceed to Chapter 4, “Multi-Site Support,” on [page 63](#).

Manual Deployment of T-Server

Deploying T-Server manually requires that you configure a number of different objects in the Configuration Layer prior to setting up your T-Server

objects and then install T-Server. This section describes the manual deployment process.

Manual Configuration of Telephony Objects

This section describes how to manually configure T-Server Telephony objects if you are using Configuration Manager.

Recommendations

Genesys recommends registering (configuring) only those entities you plan to use in the current configuration. The more data there is in the Configuration Database, the longer it takes for the CTI setup to start, and the longer it will take to process configuration data. Remember that adding configuration objects to the Genesys Configuration Database does not cause any interruption in contact center operation.

Depending on how much work is required to manually configure all applications and objects, consider registering more `Person` objects first, with a set of privileges that lets them perform configuration tasks.

Switching Offices

Your telephony network may contain many switching offices, but you should only configure those that are involved with customer interactions.

Using Configuration Manager, be sure to register a `Switching Office` object that accommodates your `Switch` object under `Environment`. Until you have done this, you cannot register a `Switch` object under `Resources` (single-tenant environment) or a `Tenant` (multi-tenant environment).

Note: The value for the switching office name must not have spaces in it.

Switches

1. Configure a `Switch` object for each switch on your telephony network. Assign each `Switch` object to the appropriate `T-Server` object.
2. If implementing the multi-site configuration, specify access codes for all switches on the network so that the call-processing applications can route and transfer calls between switches.

Two types of access codes exist in a Genesys configuration:

- Default access codes that specify how to reach this switch from any other switch in the Genesys environment.

- Switch-to-switch access codes that specify how to reach a particular switch from any other switch. Use this type when either a nondefault dial number or routing type is required between any two locations. When a switch-to-switch access code is configured, its value has a higher priority than that of a default access code.

See Chapter 4, “Multi-Site Support,” on [page 63](#), for step-by-step instructions.

Note: When the numbering plan uses unique directory number (DN) assignment across sites and multi-site routing is not used, you do not have to configure access codes.

DNs and Agent Logins

Note: Starting with release 7.2, the requirements for configuring DNs in the Configuration Layer have changed. Refer to Part Two of this guide for information about the requirements on configuring specific DN types for your T-Server.

For each T-Server for which you are configuring DNs, you must configure all DNs that agents and their supervisors use in day-to-day contact center operation—so-called *seat-related DNs*—such as Extensions and ACD Positions. Otherwise, T-Server does not register such DNs.

1. To configure Telephony objects within each switch, consult the switch documentation. Information specific to your T-Server in Part Two of this document contains tables that indicate how to set DN types in the Genesys Configuration Database depending on the switch DN types and configuration.
2. Check the numbering plan for different types of DNs, to see if you can save time by registering Ranges of DNs. Usually, DNs of the same type have consecutive numbers, which will make an otherwise tedious configuration task easy. Agent Login objects almost always have consecutive numbers, which means you can register them through the Range of Agent Logins feature as well.
3. If you plan to use Virtual Queues and Virtual Routing Points in the contact center operation, Genesys recommends registering them after you have outlined the call-processing algorithms and identified your reporting needs.

Note: Remember that CTI applications, not the switch, generate telephony events for DNs of these types.

Warning! DNs with the `Register` flag set to `false` may not be processed at T-Server startup; therefore, associations on the switch will be created only when T-Server client applications require DN registration.

Multi-Site Operations

See the section, “Configuring Multi-Site Support” on [page 103](#), for information on setting up DNs for multi-site operations.

Manual Configuration of T-Server

Note: Use the *Framework 7.6 Deployment Guide* to prepare accurate configuration information. You may also want to consult *Configuration Manager Help*, which contains detailed information about configuring objects.

Recommendations

Genesys recommends using an Application Template when you are configuring your T-Server application. The Application Template for your particular T-Server contains the most important configuration options set to the values recommended for the majority of environments. When modifying configuration options for your T-Server application later in the process, you can change the values inherited from the template rather than create all the options by yourself.

Procedure: Configuring T-Server manually

Start of procedure

1. Follow the standard procedure for configuring all `Application` objects to begin configuring your T-Server `Application` object. Refer to the *Framework 7.6 Deployment Guide* for instructions.
2. In a `Multi-Tenant` environment, specify the `Tenant` to which this T-Server belongs on the `General` tab of the `Properties` dialog box.
3. On the `Connections` tab:
 - Add all Genesys applications to which T-Server must connect.

Note: For multi-site deployments you should also specify T-Server connections on the `Connections` tab for any T-Servers that may transfer calls directly to each other.

4. On the `Options` tab, specify values for configuration options as appropriate for your environment.

Note: For T-Server option descriptions, see Part Two of this document. The configuration options common to all T-Servers are described in the “T-Server Common Configuration Options” chapter. The switch-specific configuration options are described in a separate chapter. T-Server also uses common Genesys log options, described in the “Common Configuration Options” chapter.

5. In a multi-site environment, you must complete additional T-Server configuration steps to support multi-site operations; see Chapter 4, “Multi-Site Support,” on [page 63](#).

End of procedure

Next Steps

- See “Manual Installation of T-Server” on [page 48](#).

Procedure: Configuring multiple ports

Purpose: To configure multiple ports in T-Server for its client connections.

Start of procedure

1. Open the T-Server Application Properties dialog box.
2. Click the `Server Info` tab.
3. In the `Ports` section, click `Add Port`.
4. In the `Port Properties` dialog box, on the `Port Info` tab:
 - a. In the `Port ID` text box, enter the port ID.
 - b. In the `Communication Port` text box, enter the number of the new port.
 - c. In the `Connection Protocol` box, select the connection protocol, if necessary.
 - d. Select the `Listening Mode` option.

Note: For more information on configuring secure connections between Framework components, see *Genesys 7.6 Security Deployment Guide*.

e. Click OK.

5. Click OK to save the new configuration.

End of procedure

Manual Installation of T-Server

The following directories on the Genesys 7.6 Media product CD contain T-Server installation packages:

- `media_layer/<switch>/<platform>` for UNIX installations, where `<switch>` is your switch name and `<platform>` is your operating system.
- `media_layer\<switch>\windows` for Windows installations, where `<switch>` is your switch name.

Procedure: Installing T-Server on UNIX manually

Note: During installation on UNIX, all files are copied into the directory you specify. No additional directories are created within this directory. Therefore, do not install different products into the same directory.

Start of procedure

1. In the directory to which the T-Server installation package was copied, locate a shell script called `install.sh`.
2. Run this script from the command prompt by typing `sh` and the file name. For example: `sh install.sh`.
3. When prompted, confirm the host name of the computer on which T-Server is to be installed.
4. When prompted, specify the host and port of Configuration Server.
5. When prompted, enter the user name and password to access Configuration Server.
6. When prompted, select the T-Server application you configured in “Configuring T-Server manually” on [page 46](#) from the list of applications.
7. Specify the destination directory into which T-Server is to be installed, with the full path to it.

8. If asked which version of the product to install, the 32-bit or the 64-bit, choose the one appropriate to your environment.
9. Specify the license information that T-Server is to use: either the full path to, and the name of, the license file, or the license server parameters.
10. As soon as the installation process is finished, a message appears announcing that installation was successful. The process places T-Server in the directory with the name specified during the installation.

End of procedure

Next Steps

- To verify manual installation, go to “Verifying the manual installation of T-Server” on [page 50](#).
- To test your configuration and installation, go to Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), and try it out.
- To configure and install redundant T-Servers, see Chapter 3, “High-Availability Deployment,” on [page 51](#).
- To install T-Servers for a multi-site environment, proceed to Chapter 4, “Multi-Site Support,” on [page 63](#).

Procedure: Installing T-Server on Windows manually

Start of procedure

1. In the directory to which the T-Server installation package was copied, locate and double-click `Setup.exe` to start the installation.
2. When prompted, specify the connection parameters to the Configuration Server associated with this T-Server.
3. When prompted, select the T-Server Application you configured in “Configuring T-Server manually” on [page 46](#) from the list of applications.
4. Specify the license information that T-Server is to use: either the full path to, and the name of, the license file, or the license server parameters.
5. Specify the destination directory into which T-Server is to be installed.
6. Click `Install` to begin the installation.
7. Click `Finish` to complete the installation.

By default, T-Server is installed as a Genesys service (Windows Services) with `Automatic` startup type.

End of procedure

Next Steps

- To verify manual installation, go to “Verifying the manual installation of T-Server” on [page 50](#).
- To test your configuration and installation, go to Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), and try it out.
- To configure and install redundant T-Servers, see Chapter 3, “High-Availability Deployment,” on [page 51](#).
- To install T-Servers for a multi-site environment, proceed to Chapter 4, “Multi-Site Support,” on [page 63](#).

Procedure:

Verifying the manual installation of T-Server

Purpose: To verify the completeness of the manual installation of T-Server to ensure that T-Server will run.

Prerequisites

- [Installing T-Server on UNIX manually, page 48](#)
- [Installing T-Server on Windows manually, page 49](#)

Start of procedure

1. Open the Properties dialog box for a corresponding Application object in Configuration Manager.
2. Verify that the State Enabled check box on the General tab is selected.
3. Verify that the Working Directory, command-line, and Command-Line Arguments are specified correctly on the Start Info tab.
4. Click Apply and OK to save any configuration updates.

End of procedure

Next Steps

At this point, you have either used the Wizard to configure and install T-Server, or you have done it manually, using Configuration Manager. In either case, if you want to test your configuration and installation, go to Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), and try it out. Otherwise, if you want to configure and install redundant T-Servers, see Chapter 3, “High-Availability Deployment,” on [page 51](#). If you want to install T-Servers for a multi-site environment, proceed to Chapter 4, “Multi-Site Support,” on [page 63](#).



Chapter

3

High-Availability Deployment

This chapter describes the general steps for setting up a high-availability (HA) environment for your T-Server. The high-availability architecture implies the existence of redundant applications, a primary and a backup. These are monitored by a management application so that, if one application fails, the other can take over its operations without any significant loss of contact center data.

Every switch/T-Server combination offers different high-availability options. The Framework Management Layer currently supports two types of redundant configurations: warm standby and hot standby. All T-Servers offer the warm standby redundancy type and, starting with release 7.1, the hot standby redundancy type is implemented in T-Servers for most types of switches. Some T-Servers support a switch's ability to provide two CTI links to two T-Servers or even one CTI link to two T-Servers. Other T-Servers require Genesys's HA Proxy in order to support the hot standby redundancy type. See Table 1 on [page 30](#) and the T-Server-specific information later in this document for details on your T-Server.

This chapter describes the redundant architecture and how to configure T-Server so that it operates with either type. Information in this chapter is divided into the following sections:

- [Warm Standby Redundancy Type, page 52](#)
- [Hot Standby Redundancy Type, page 53](#)
- [Prerequisites, page 55](#)
- [Warm Standby Deployment, page 56](#)
- [Hot Standby Deployment, page 58](#)
- [Next Steps, page 62](#)

Warm Standby Redundancy Type

Genesys uses the expression *warm standby* to describe the redundancy type in which a backup server application remains initialized and ready to take over the operations of the primary server. The warm standby redundancy type reduces to a minimum the inability to process interactions that may have originated during the time it took to detect the failure. It also eliminates the need to bring a standby server online, thereby increasing solution availability.

Warm Standby Redundancy Architecture

Figure 5 illustrates the warm standby architecture. The standby server recognizes its role as a backup and does not process client requests until the Management Layer changes its role to primary. When a connection is broken between the primary server and the Local Control Agent (LCA, not shown in the diagram) running on the same host, a failure of the primary process is reported, and the switchover occurs; or, if the host on which the T-Server is running fails, the switchover also occurs. (See the *Framework 7.6 Deployment Guide* for information on LCA.) As a result:

1. The Management Layer instructs the standby process to change its role from backup to primary.
2. A client application reconnects to the new primary.
3. The new primary (former backup) starts processing all new requests for service.

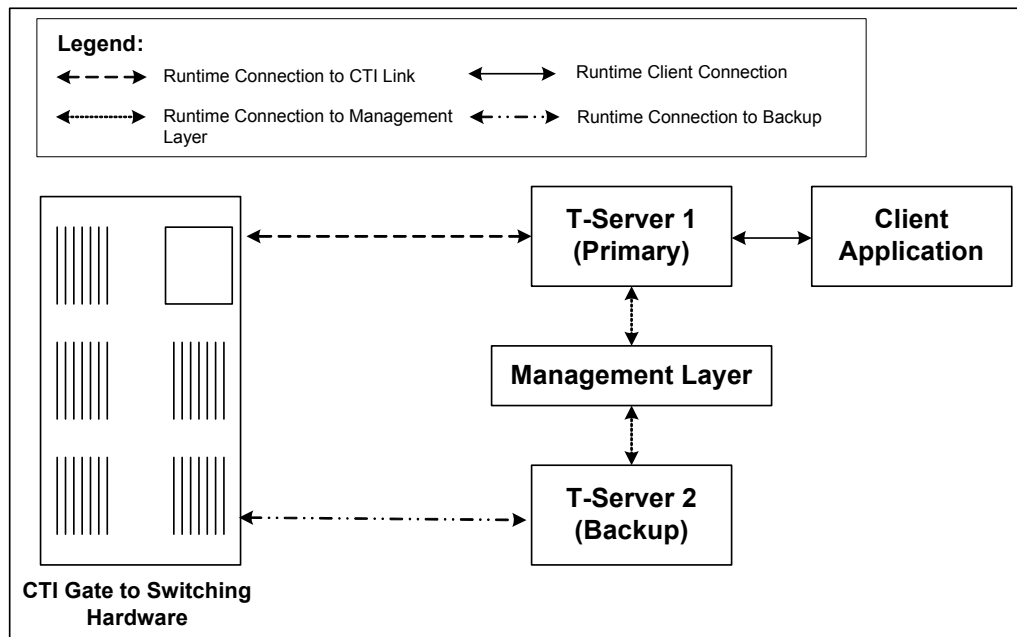


Figure 5: Warm Standby Redundancy Architecture

Although normal operations are restored as soon as the backup process takes over, the fault management effort continues. That effort consists of repeated attempts to restart the process that failed. Once successfully restarted, the process is assigned the backup role.

Note: You can find full details on the role of the Management Layer in redundant configurations in the *Framework 7.6 Deployment Guide*.

Hot Standby Redundancy Type

Genesys uses the expression *hot standby* to describe the redundancy type in which a backup server application remains initialized, clients connect to both the primary and backup servers at startup, and the backup server data is synchronized from the primary server. Data synchronization and existing client connections to the backup guarantee higher availability of a component. (See Figure 6 on [page 54](#).)

Starting with release 7.1, the hot standby redundancy type is implemented in T-Servers for most types of switches. However, for some switches, you must compensate for the lack of link redundancy by using an additional Genesys component called *HA Proxy*.

Note: Although most of T-Servers support hot standby (for which the documentation appears in this guide), IVR Server does not support this feature.

Hot Standby Redundancy Architecture

[Figure 6](#) illustrates the switch-independent side of a hot standby implementation. Here, T-Servers start simultaneously and connect to the switch. At T-Server startup, the Management Layer assigns the role of the primary server to T-Server 1, and the role of backup to T-Server 2. T-Server clients register with both T-Servers, but only the primary T-Server handles client requests other than the registration requests. The internal T-Server information, such as a DN status, ConnID, UserData, and Call Type, is synchronized between the primary and backup T-Servers. Therefore, the backup T-Server has the same information as the primary T-Server.

If T-Server 1 fails, the Management Layer makes T-Server 2 the new primary server, and it starts processing client requests. The Management Layer attempts to restart T-Server 1, and if it is successful, it makes T-Server 1 the new backup server.

The details of hot standby redundancy implementation between T-Servers and their switches vary depending on switch support for multiple CTI links. If your

T-Server supports hot standby (see Table 1 on [page 30](#)), refer to Part Two for detailed information on the available hot standby schema.

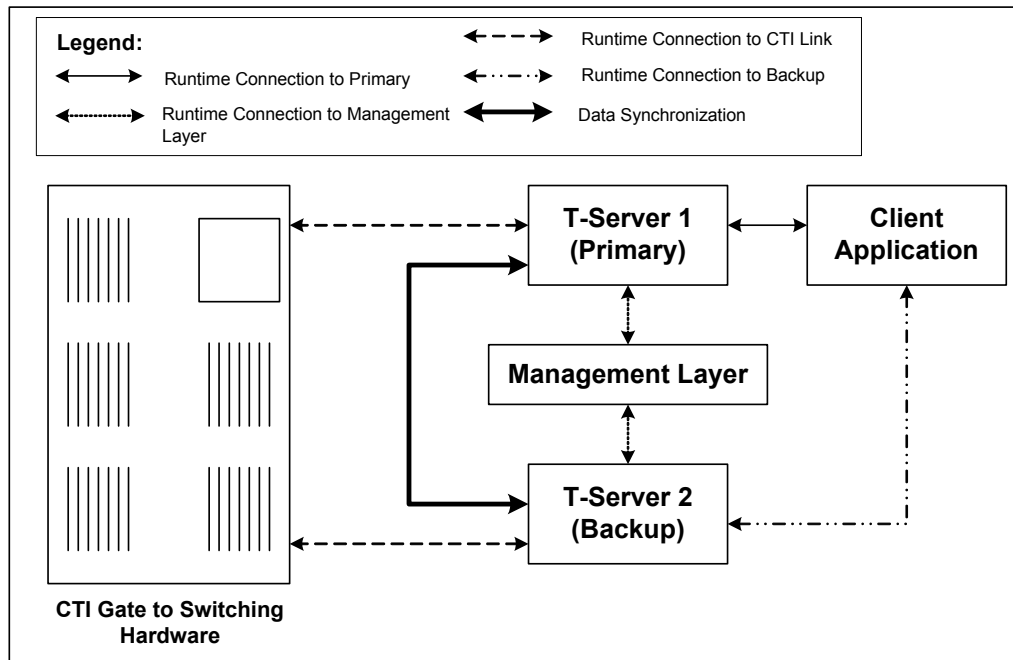


Figure 6: Hot Standby Redundancy Architecture

Benefits of Hot Standby Redundancy

The hot standby redundancy type provides the following benefits over the warm standby type:

- Using hot standby ensures the processing of interactions in progress if a failure occurs. After the primary T-Server (T-Server 1) fails, T-Server 2 handles all new interactions and takes over the processing of interactions that are currently in progress.
- T-Servers perform one-way (from primary to backup) synchronization of call-associated data, including, but not limited to:
 - Connection IDs.
 - Attached user data.
 - Inter Server Call Control (ISCC; formerly called External Routing) call references to another site in a multi-site environment (to support the ISCC/COF feature).

Note: Refer to “ISCC Call Data Transfer Service” on [page 65](#) for ISCC feature descriptions.

- Allocation of ISCC-controlled resources.

- When mirrored links are not available, HA Proxy helps T-Server synchronize the current states of agents, calls, parties, and devices between the primary and backup T-Servers.

However, keep the following hot standby limitations in mind:

- Client requests sent during the failure and switchover may be lost.
- Routing requests sent by the switch during the failure and switchover may be lost.
- T-Server does not synchronize interactions that begin before it starts.
- Some T-Library events might be duplicated or lost.
- Reference IDs from client requests can be lost in events.

Prerequisites

This section presents basic requirements and recommendations for configuring and using redundant T-Servers.

Requirements

You must install the Management Layer if you are installing redundant T-Server applications. In particular, install Local Control Agent (LCA) on each computer that runs T-Server.

Warning! Genesys strongly recommends that you install the backup and primary T-Servers on different host computers.

Synchronization Between Redundant T-Servers

When T-Servers operate in a high-availability environment, the backup T-Server must be ready to take on the primary role when required. For this purpose, both T-Servers must be running and must have the same information. When you configure redundant T-Servers to operate with the hot standby type, the primary T-Server uses the connection to the backup to deliver synchronization updates. Genesys recommends that you enable the Advanced Disconnect Detection Protocol (ADDP), described in Chapter 2, for this connection. Do so using the configuration options in the “Backup-Synchronization Section” section. Refer to the “T-Server Common Configuration Options” chapter for option descriptions.

Configuration Warnings

When configuring T-Servers to support either the warm standby or hot standby redundancy type, remember:

1. When at least one of the two T-Servers that operate in a redundant mode is running, do not change a redundancy type, host, or port in either T-Server configuration.
2. When both the primary and backup T-Servers are running, do not remove the backup T-Server `Application` object from the configuration.

You are responsible for the option synchronization in the configuration of the primary and backup T-Servers; Configuration Server does not synchronize either options or their values in different T-Server `Application` objects. That is, you must configure both T-Servers to have the same options with the same values. If you change a value in one T-Server configuration, you must change it in the other T-Server configuration manually. The log options in the primary T-Server can differ from those in the backup T-Server configuration. The link configuration options in the primary T-Server can also differ from those in the backup T-Server configuration.

Warm Standby Deployment

This section describes how to configure redundant T-Servers to work with the warm standby redundancy type, including details on their connections and settings.

General Order of Deployment

The general guidelines for T-Server warm standby configuration are:

Wizard Deployment

- If you used wizards to configure T-Servers and selected the warm standby redundancy type, no additional configuration is required for your T-Servers.

Manual Deployment

- If you did not use wizards to configure T-Servers:
 - a. Manually configure two T-Server `Application` objects as described in “Manual Configuration of T-Server” on [page 46](#).
 - b. Make sure the `Switch` object is configured for the switch these T-Servers should serve, as described in “Manual Configuration of T-Server” on [page 46](#).
 - c. Modify the configuration of the primary and backup T-Servers as instructed in the following sections.

After completing the configuration steps, ensure that both T-Servers are installed (see [page 58](#)).

Manual Modification of T-Servers for Warm Standby

Modify the configuration of both the primary and backup T-Server Application objects as described in the following sections.

Note: Starting with release 7.5, you can configure multiple ports for any application of type server. When multiple ports are configured for a server in a warm standby redundancy pair, the number of ports, their Port IDs, and the Listening Mode settings of the primary and backup servers must match respectively.

Procedure:

Modifying the primary T-Server configuration for warm standby

Start of procedure

1. Stop both the primary and backup T-Servers if they are already running.
2. Open the Configuration Manager main window.
3. Open the Properties dialog box of the Application object for the T-Server that you want to configure as a primary server.
4. Click the Switches tab.
5. Ensure that it specifies the Switch that this T-Server Application should serve. If necessary, select the correct Switch using the Browse button.
6. Click Apply to save the configuration changes.
7. Click the Server Info tab.
8. Specify the T-Server Application you want to use as the backup server. Use the Browse button next to the Backup Server field to locate the backup T-Server Application object.
9. Select Warm Standby as the Redundancy Type.
10. Click Apply to save the configuration changes.
11. Click the Start Info tab.
12. Select Auto-Restart.
13. Click Apply and OK to save the configuration changes.

End of procedure

Next Steps

- [Modifying the backup T-Server configuration for warm standby, page 58](#)

Procedure: Modifying the backup T-Server configuration for warm standby

Start of procedure

1. Make sure the two T-Servers are *not* running.
2. Open the Configuration Manager main window.
3. Open the Properties dialog box of the Application object for the T-Server that you want to configure as a backup server.
4. Click the Switches tab.
5. Using the Browse button, select the same Switch object you associated with the primary T-Server Application object.
6. Click Apply to save the configuration changes.
7. Click the Start Info tab.
8. Select Auto-Restart.
9. Click Apply and OK to save the configuration changes.

End of procedure

Warm Standby Installation of Redundant T-Servers

The installation of a redundant T-Server is the same as that for the stand-alone T-Server. If you have not installed the primary and backup T-Servers yet, follow the instructions in “Manual Installation of T-Server” on [page 48](#) for both installations.

Hot Standby Deployment

This section describes how to configure redundant T-Servers to work with the hot standby redundancy type, including details on their connections and settings.

General Order of Deployment

The general guidelines for T-Server hot standby configuration are:

Wizard Deployment

- If you used wizards to configure T-Servers and selected the hot standby redundancy type, no additional configuration is required for your T-Servers.

**Manual
Deployment**

- If you did not use wizards to configure T-Servers:
 - a. Manually configure two T-Server Applications objects as described in “Configuring T-Server manually” on [page 46](#).
 - b. Make sure the Switch object is configured for the switch these T-Servers should serve, as described in “Manual Configuration of Telephony Objects” on [page 44](#).
 - c. Modify the configuration of the primary and backup T-Servers as instructed in the following sections.

After completing the configuration steps, ensure that both T-Servers are installed (see [page 62](#)).

Table 1 on [page 30](#) summarizes hot standby redundancy support in various T-Servers. For detailed, up-to-date information on the subject, see the *Genesys 7 Supported Media Interfaces* white paper located on the Technical Support website at

<http://genesyslab.com/support/dl/retrieve/default.asp?item=A9CB309AF4DEB8127C5640A3C32445A7&view=item>.

Manual Modification of T-Servers for Hot Standby

Modify the configuration of both the primary and backup T-Server Application objects for hot standby redundancy as described in the following sections.

Note: Starting with release 7.5, you can configure multiple ports for any application of type server. When multiple ports are configured for a server in a hot standby redundancy pair, the number of ports, their Port IDs, and the Listening Mode settings of the primary and backup servers must match respectively.

Procedure: Modifying the primary T-Server configuration for hot standby

Start of procedure

1. Stop both primary and backup T-Servers if they are already running.
2. Open the Configuration Manager main window.
3. Open the Properties dialog box of the Application object for the T-Server that you want to configure as a primary server.
4. Click the Switches tab.
5. Ensure that it specifies the Switch that this T-Server Application should serve. If necessary, select the correct Switch using the Browse button.

6. Click Apply to save the configuration changes.
7. Click the Server Info tab.
8. In the Ports section, select the port to which the backup server will connect for HA data synchronization and click Edit Port.

Note: For information on adding multiple ports, see “Configuring multiple ports” on [page 47](#).

- a. In the Port Properties dialog box, on the Port Info tab, select the HA sync check box.
- b. Click OK.

Note: If the HA sync check box is not selected, the backup T-Server will connect to the *default* port of the primary T-Server.

9. Specify the T-Server Application you want to use as the backup server. Use the Browse button next to the Backup Server field to locate the backup T-Server Application object.
10. Select Hot Standby as the Redundancy Type.
11. Click Apply to save the configuration changes.
12. Click the Start Info tab.
13. Select Auto-Restart.
14. Click Apply to save the configuration changes.
15. To enable ADDP between the primary and backup T-Servers, click the Options tab. Open or create the backup-sync section and configure corresponding options.

Note: For a list of options and valid values, see the “Backup-Synchronization Section” section of “T-Server Common Configuration Options” chapter in Part Two of this document.

16. Click Apply and OK to save the configuration changes.

End of procedure

Next Steps

- [Modifying the backup T-Server configuration for hot standby, page 61](#)

Procedure: Modifying the backup T-Server configuration for hot standby

Start of procedure

1. Make sure the two T-Servers are *not* running.
2. Open the Configuration Manager main window.
3. Open the Properties dialog box of the Application object for the T-Server that you want to configure as a backup server.
4. Click the Switches tab.
5. Using the Browse button, select the same Switch object you associated with the primary T-Server Application.
6. Click the Server Info tab.
7. In the Ports section, select the port to which the primary server will connect for HA data synchronization and click Edit Port.

Note: For information on adding multiple ports, see “Configuring multiple ports” on [page 47](#).

- a. In the Port Properties dialog box, on the Port Info tab, select the HA sync check box.
- b. Click OK.

Note: If the HA sync check box is not selected, the primary T-Server will connect to the *default* port of the backup T-Server.

8. Click Apply to save the configuration changes.
9. Click the Start Info tab.
10. Select Auto-Restart.
11. Click the Options tab.
12. Modify the values for all necessary configuration options. Genesys recommends that you set all configuration options for the backup T-Server to the same values as for the primary T-Server; the only exceptions are the log options and the server-id option.
13. Click Apply and OK to save the configuration changes.

End of procedure

Hot Standby Installation of Redundant T-Servers

The installation of a redundant T-Server is the same as that for the stand-alone T-Server. If you have not installed the primary and backup T-Servers yet, follow instructions in “Manual Installation of T-Server” on [page 48](#) for both installations.

Next Steps

At this point, you have learned how to configure and install redundant T-Servers. Go to Chapter 5, “Start and Stop T-Server Components,” on [page 117](#), to test your configuration and installation, or continue with Chapter 4, “Multi-Site Support,” on [page 63](#), for more possibilities.



Chapter

4

Multi-Site Support

This chapter contains general information about multi-site environments, as well as information on deploying a multi-site environment for your T-Server.

This chapter is divided into the following sections:

- [Multi-Site Fundamentals, page 64](#)
- [ISCC Call Data Transfer Service, page 65](#)
- [ISCC/COF Feature, page 83](#)
- [Number Translation Feature, page 87](#)
- [Network Attended Transfer/Conference Feature, page 95](#)
- [Event Propagation Feature, page 97](#)
- [ISCC Transaction Monitoring Feature, page 102](#)
- [Configuring Multi-Site Support, page 103](#)
- [Next Steps, page 116](#)

Note: Each switch/T-Server combination offers different multi-site options. For details describing your specific switch/T-Server environment, refer to Chapter 9, “T-Server Common Configuration Options,” on [page 195](#).

The following instructions apply to both local and remote switches and T-Servers. Because different vendor switches can be installed at the local and remote locations, this chapter covers several, but not all, possible configurations. To help determine which sections of this chapter apply to your situation, refer to Table 3 on [page 79](#) and Table 4 on [page 84](#).

For more information on your specific switch/T-Server environment, refer to the multi-site topics in Part Two of this guide.

Multi-Site Fundamentals

A multi-site configuration has two or more switches that belong to the same enterprise or service provider and that share the Genesys Configuration Database. (In some cases, this may include isolated partitions on a given switch served by different T-Servers.) The main goal of T-Server support for multi-site operations is to maintain critical information about a call as it travels from one switch to another.

T-Server supports multi-site operations using its *Inter Server Call Control* (ISCC; formerly called External Routing), which supports the following functions:

- **Call matching**—To link instances of a call distributed across multiple sites and to re-attach essential data associated with the call (ConnID, UserData, call history). The following T-Server features support this capability:
 - ISCC Call Data Transfer Service (active external routing)—when requested by a T-Server client by specifying the desired destination in the location parameter, and also with various ISCC strategies performed by direct dial or by using the Transfer Connect Service. See “ISCC Transaction Types” on [page 70](#) and “Transfer Connect Service Feature” on [page 82](#).
 - Inter Server Call Control/Call Overflow (ISCC/COF) feature (passive external routing)—applicable when calls are overflowed to another site either directly or manually (see [page 83](#)).
 - Number Translation feature (see [page 87](#)).
 - Network Attended Transfer/Conference (NAT/C) feature (see [page 95](#)).

Note: When ISCC detects call instance reappearance on a given site, the call is assigned a unique ConnID and the user data is synchronized with the previous call instances. This ensures that ConnIDs assigned to different instances of the same call on a given site are unique.

- **Call data synchronization between associated call instances (ISCC Event Propagation)**—To provide the most current data to call instances residing on remote T-Servers. The following T-Server features support this capability:
 - User Data propagation (see [page 97](#))
 - Party Events propagation (see [page 99](#))

Note: ISCC automatically detects topology loops and prevents continuous updates.

Note: In distributed networks, Genesys recommends using call flows that prevent multiple reappearances of the same call instance, and call topology loops. This approach ensures that all T-Servers involved with the call report the same ConnID, and also optimizes telephony trunk allocation (that is, it prevents trunk tromboning).

The T-Server configuration contains information about other T-Servers with which it will communicate. T-Server uses this information to connect with the other T-Servers. During this “handshake” process, T-Servers exchange information about the following parameters:

- Protocol type
- Switch type
- Server name
- Location name (switch name)
- T-Server role (primary or backup)

To complete the handshake process, T-Servers exchange messages about the current condition of the links to their switches. After the handshake process is complete, T-Server is ready to support a multi-site operation.

ISCC Call Data Transfer Service

Because ISCC supports active external routing, T-Servers that serve different switches (usually on different sites) can exchange call data when a call is passed from one switch to another. With this functionality, T-Server provides its clients with the following additional information about each call received from another switch:

- The ConnID of the call
- Updates to user data attached to the call at the previous site
- Call history

Note: Load-sharing IVR Servers and Network T-Servers cannot be designated as the destination location for ISCC.

Figure 7 shows the steps that occur during a typical external routing (ISCC) transaction. Note that the location where a call is initially processed is called the *origination location*, and the location to which the call is passed is called the *destination location*.

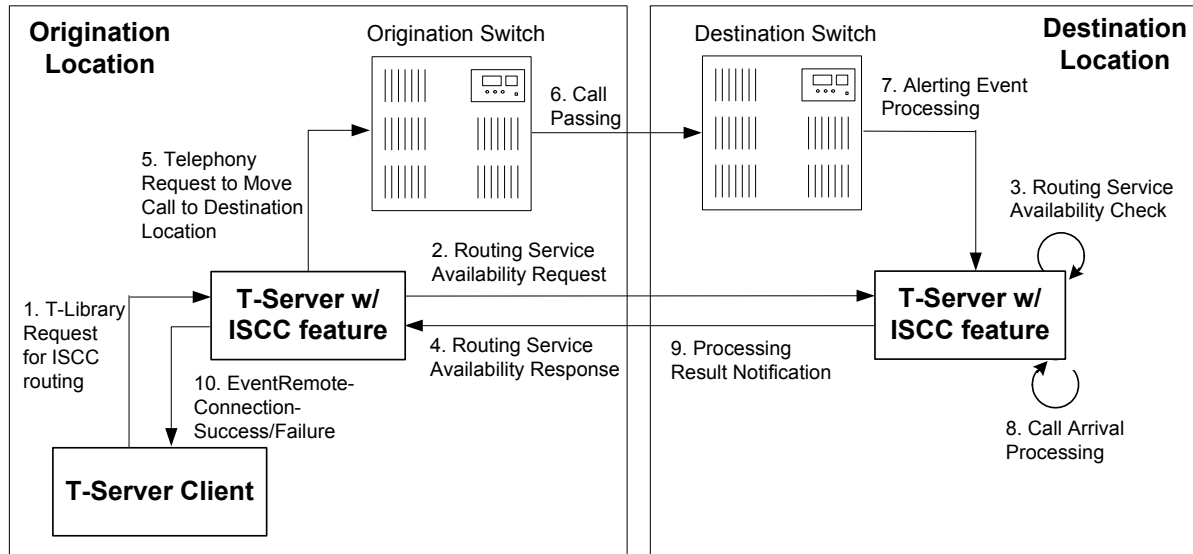


Figure 7: Steps in the ISCC Process

ISCC Call Flow

The following section identifies the steps (shown in [Figure 7](#)) that occur during an ISCC transfer of a call.

Step 1

A client connected to the T-Server at the origination location requests this T-Server to pass a call with call data to another location. For this purpose, the client must specify the `location` parameter (Attribute `Location`) when calling a corresponding T-Library function. ISCC processes the following T-Library requests:

- `TInitiateConference`
- `TInitiateTransfer`
- `TMakeCall`
- `TMuteTransfer`
- `TRouteCall`
- `TSingleStepTransfer`

Step 2

Upon receiving a client's request, the origination T-Server checks that the:

1. Connection to the destination T-Server is configured in the origination T-Server `Properties` dialog box.
2. The connection to the destination T-Server is active.
3. The destination T-Server is connected to its link.

4. The origination T-Server is connected to its link.

If these four conditions are met, the origination T-Server determines the transaction type that will be used for passing call data to another location in this transaction. The following possibilities exist:

- The client can request what *ISCC transaction type* (or simply *transaction type*) to use by specifying an appropriate key-value pair in the `Extensions` attribute of the request. The key-value pair must have a key equal to `iscc-action-type` and either an integer value as specified in the `TXRouteType` enumeration (see the *Voice Platform SDK 7.6 .NET (or Java) API Reference*) or a string value equal to one of the following: `default`, `route`, `direct` (or `direct-callid`), `direct-network-callid`, `direct-notoken`, `direct-ani`, `direct-uui`, `direct-digits`, `reroute`, `dnis-pool`, `pullback`, or `route-uui`.
- If the client does not specify the transaction type in the request or specifies the default transaction type, T-Server checks the Switch configuration for the transaction type configured in the `Access Code` (or `Default Access Code`) properties:
 - If the `Route Type` property of the `Access Code` is set to any value other than `default`, T-Server uses the specified value as the transaction type.
 - If the `Route Type` property of the `Access Code` is set to the default value, T-Server uses the first value from the list specified in the `cast-type` configuration option configured for the destination T-Server. If no value has been specified for the `cast-type` option, the default value of `route` is used as the transaction type.

Note: See “Switches and Access Codes” on [page 104](#) for more information on Access Codes and Default Access Codes.

After the origination T-Server determines the requested transaction type, it determines if the destination T-Server supports this transaction type.

You must list the transaction types T-Server supports in the `cast-type` configuration option.

The origination T-Server issues a request for routing service availability and sends it to the destination T-Server. The T-Server request contains data that should be passed along with the call to the destination location. This data includes the transaction type, `ConnID`, `UserData`, and `CallHistory`.

The timer specified by the `request-tout` configuration option is set when the origination T-Server sends the request. If either the specified timeout expires or the call is abandoned before the origination T-Server receives a response from the destination T-Server, the operation is considered failed. In this scenario, the origination T-Server:

1. Generates a request to the destination T-Server to cancel the request for routing service.
2. Sends `EventError` to the client that requested the service.

3. Deletes information about the request.

Step 3

The destination T-Server receives the request for routing service availability and checks the requested type of routing. Depending on the ISCC transaction type, it stores the request information and, when appropriate, allocates access resources for the coming call. For example, an External Routing Point is allocated when the transaction type is `route`, and a DNIS number is allocated when the transaction type is `dnis-pool`.

Note: The `resource-allocation-mode` and `resource-load-maximum` configuration options determine how resources are allocated. Refer to Chapter 9, “T-Server Common Configuration Options,” on page 195 for option descriptions.

If resources are unavailable, the request is queued at the destination location until a resource is free or the origination T-Server cancels the request. If the request is canceled, the destination T-Server deletes all information about the request.

If resources are unavailable because of incorrect configuration, the destination T-Server returns an error event to the origination T-Server.

Step 4

If resources are available, the destination T-Server generates a positive response and the timer is started for the interval specified by the `timeout` configuration option of the destination T-Server.

Step 5

If the origination T-Server receives a negative response, it sends an `EventError` message to the client and clears all data about the request.

If the origination T-Server receives the confirmation about routing service availability, it processes the client’s request and sends a corresponding message to the switch. The timer on the origination T-Server is also started for the interval specified by the `timeout` configuration option of the destination T-Server.

Step 6

The origination switch processes the T-Server request and passes the call to the destination switch.

Step 7

If the call arrives at the destination switch, the switch generates an alerting event.

The destination T-Server waits for the call no longer than the interval specified by the timeout configured on the destination T-Server. If the call is not received at the destination location within this interval, the destination T-Server issues a failure notification to the origination T-Server, deletes all data about the request, and, when appropriate, frees the resources previously allocated for the request.

If either the specified timeout expires or the call is abandoned before the origination T-Server receives a response from the destination T-Server, the operation is considered failed. In this case, the origination T-Server:

1. Generates a request to the destination T-Server to cancel the request for routing service.
2. Responds to the client that requested the service in one of the following ways:
 - If the origination T-Server has already sent a response to the request the client sent in Step 1, the origination T-Server supplements its response with `EventRemoteConnectionFailed`.
 - If the origination T-Server has not yet sent a response to the client, the origination T-Server sends `EventError`.
3. Deletes information about the request.

Step 8

If the destination T-Server matches the arrived call, it updates the `ConnID`, `UserData`, and `CallHistory` attributes with the data received in the request for routing service availability. The connection ID is updated as follows:

The arrived call is assigned the `ConnID` that is specified in the request for routing service availability, but only if this `ConnID` does not coincide with the `ConnID` of a call that has existed at the destination site. If two such `ConnIDs` are identical, the arrived call is assigned a new unique `ConnID`.

For `direct-*` transaction types (where the asterisk stands for a `callid`, `uui`, `ani`, or `digits` extension), the call reaches the destination DN directly.

For the transaction types `route` and `route-uui`, the call first arrives at an External Routing Point from which it is routed to the destination DN. The call info is updated when the call reaches the External Routing Point. An External Routing Point is considered free when the first alerting event (`EventQueued` or `EventRouteRequest`) is distributed.

Please keep the following issues in mind when using the ISCC feature:

- If routing from a dedicated External Routing Point to the destination DN fails, T-Server considers the transaction failed. However, the `ConnID`, `UserData`, and `CallHistory` attributes are updated. Then, T-Server attempts to route the call to one of the Default DNs configured for this External Routing Point.

- If the destination T-Server did not receive a request for routing service availability, but a call arrives at an External Routing Point, T-Server considers the call to be unexpected and routes the call to the DN specified by the `dn-for-unexpected-calls` configuration option. When no alternative targets are defined, the call remains at the External Routing Point until diverted by the switch or abandoned by the caller.

For `reroute` and `pullback` transaction types, the call returns to the network location. For the `dnis-pool` transaction type, the call reaches the destination DN directly.

Step 9

If, in Step 8, the call does not arrive within the configured timeout, or the transaction fails, the destination T-Server sends a notification of failure to the origination T-Server.

Otherwise, the destination T-Server notifies the origination T-Server that the routing service was successful and deletes all information about the request.

Step 10

The origination T-Server notifies the client that the routing service was successful (or failed) and deletes all information about the request.

ISCC Transaction Types

As switches of different types provide calls with different sets of information parameters, a single mechanism for passing call data between the switches is not feasible in some cases. Therefore, the ISCC feature supports a number of mechanisms for passing call data along with calls between locations. This section describes ISCC transaction type principles, identifies which transaction types are supported for each T-Server, and defines each transaction type (beginning with “direct-ani” on [page 72](#)).

It is important to distinguish the two roles that T-Servers play in an external routing (ISCC) transaction—namely *origination T-Server* and *destination T-Server*.

- The origination T-Server initiates an ISCC transaction. It prepares to send the call to another T-Server and coordinates the process.
- The destination T-Server receives call data from an origination T-Server and matches this data to a call that will arrive at some time in the future.

The distinction between these roles is important because the range of telephony-hardware functionality often requires T-Servers to support two entirely different sets of ISCC transactions based on which of the two roles they play. For instance, it is very common for a particular T-Server to support many types of ISCC transactions when it takes on the origination role, but fewer when it takes on the role of a destination T-Server.

The ISCC transaction type *Reroute* is a good example. Most T-Servers support *Reroute* as origination T-Servers, but very few support *Reroute* as destination T-Servers.

Determining and Configuring Transaction Type Support

You can find descriptions of these transaction types starting on [page 72](#). Use Table 3 on [page 79](#) to identify the transaction types your destination T-Server supports. A blank table cell indicates that T-Server does not support a certain transaction type.

You can configure the transaction types specific to your T-Server as values of the `cast-type` configuration option specified in the ISCC configuration section extrouter. Refer to Chapter 9, “T-Server Common Configuration Options,” on [page 195](#) for the option description.

ISCC Transaction Type General Principles

Generally, since most of the ISCC implementation is done at the T-Server Common Part (TSCP) code level, all T-Servers support certain ISCC transaction types. Any T-Server can act as the origination T-Server for the following transaction types:

- `direct-ani`, [page 72](#)
- `direct-notoken`, [page 74](#)
- `dnis-pool`, [page 74](#)
- `pullback`, [page 76](#)
- `reroute`, [page 76](#)
- `route` (aliased as `route-notoken`), the default transaction type, [page 77](#)

The following transaction types are unevenly supported for both the origination and destination T-Server roles:

- `direct-callid` (aliased as `direct`), [page 72](#)
- `direct-digits` (reserved for Genesys Engineering)
- `direct-network-callid`, [page 73](#)
- `direct-uui`, [page 73](#)
- `route-uui`, [page 78](#)

The `reroute` and `pullback` transaction types are supported only for selected T-Servers in the *destination* role. However, if you implement this support, other transaction types require additional configuration and testing—even those that would normally be supported by default.

direct-ani

With the transaction type `direct-ani`, the ANI network attribute is taken as the parameter for call matching. Properly configured switches and trunks can keep the ANI attribute when a call is transferred over the network. T-Server is capable of using this network feature for call matching.

Warnings!

- Depending on the switch platform, it is possible to inherit the ANI attribute after routing a call to a remote destination, and after performing a Single-Step Transfer and other telephone actions. However, ISCC only works properly in scenarios where the ANI attribute on the destination T-Server is represented by exactly the same digit string as on the origination T-Server.
- Typically, the ANI attribute represents the original call identifier (customer phone number), which guarantees that the attribute remains unique. However, you can use the `non-unique-ani` resource type to block ISCC from matching calls based on an ANI that is known to be non unique. (See “Configuring access resources for non-unique ANI” on [page 113](#) for details.)

Notes:

- Some switches, such as Nortel Communication Server 2000/2100 (formerly DMS-100) and Avaya Communication Manager (formerly DEFINITY ECS (MV), may omit the ANI attribute for internal calls—that is, for calls whose origination and destination DN's belong to the same switch. If this is the case, do not use the `direct-ani` transaction type when making, routing, or transferring internal calls with the ISCC feature.
- When the `direct-ani` transaction type is in use, the Number Translation feature becomes active. See “Number Translation Feature” on [page 87](#) for more information on the feature configuration.
- With respect to the `direct` transaction types, Network T-Servers and load-sharing IVR Servers are not meant to play the role of destination T-Servers for call routing. Using Network T-Server with these transaction types requires special architecture.

direct-callid

With the transaction type `direct-callid`, the call reaches the destination DN directly from another location, and the `CallID` of the call is taken as the attribute for call matching. When a call arrives at the final destination, the

destination T-Server identifies its `CallID`, and updates the call info if the `CallID` matches.

Use this transaction type when the destination switch has the capability to assign to an incoming call the same network-wide unique `CallID` that the origination switch has already assigned to that call.

Notes:

- The `direct-callid` transaction type is used only in conjunction with the `TRouteCall` and `TSingleStepTransfer` function calls. They are applied only to the call that is in progress, and do not apply to functions that involve in the creation of a new call (for example, `TMakeCall`.)
 - For T-Server for Nortel Communication Server 2000/2100, the `direct-callid` transaction type is also applied to the `TMuteTransfer` function.
-

direct-network-callid

With the transaction type `direct-network-callid`, the call reaches the destination DN directly from another location, and the `NetworkCallID` of the call is taken as the attribute for call matching. When a call arrives at the final destination, the destination T-Server identifies its `NetworkCallID`, and updates the call info if the `NetworkCallID` matches.

Use this transaction type when the destination switch has the capability to assign to an incoming call the same network-wide unique `NetworkCallID` that the origination switch has already assigned to that call.

Note: To support this transaction type, you must configure `Target Type` and `ISCC Protocol Parameters` fields of the corresponding `Switch Access Code` in the Configuration Layer. Refer to Part Two of this document for information about settings specific for your T-Server type.

direct-uui

With the transaction type `direct-uui`, so-called user-to-user information (UUI) is taken as the attribute for call matching. Some switches make it possible to send a small data packet along with a call. T-Server can use this data to recognize a call passed from one switch to another. The destination T-Server generates a local unique value for `UUI`, and then notifies the origination T-Server. The origination T-Server uses a provided value to mark the call coming from the origination location. The destination T-Server receives a call and checks whether it is marked with an exact `UUI` value. If so, the call is considered as matched.

On the Avaya Communication Manager and the Aspect ACD, UUI is referred to as “user-to-user information.” On the Siemens Hicom 300 switch with CallBridge, UUI is referred to as “Private User Data.” On the Alcatel A4400/OXE switch, UUI is referred to as “correlator data.”

Note: To support this transaction type, you must configure your switches to pass the UUI provided by your T-Server. Moreover, the trunks involved must not drop this data.

direct-notoken

With the transaction type `direct-notoken`, T-Server expects a call to arrive from another location to the destination DN specified in the request for routing service availability. When a call reaches the specified DN, T-Server processes the call as the expected externally routed call.

Notes:

- This matching criterion is weak because any call that reaches the specified DN is considered to be the expected call. Genesys recommends that you use this transaction type only in a contact center subdivision that can be reached from within the contact center only (for example, the second line of support, which customers cannot contact directly).
 - With respect to the `direct` transaction types, Network T-Servers and load-sharing IVR Servers are not meant to play the role of destination T-Servers for call routing. Using Network T-Server with these transaction types requires special architecture.
-

dnis-pool

With the `dnis-pool` transaction type, T-Server reserves one of its DNIS access resources and waits for the call that has the same DNIS attribute as the name of the reserved DNIS access resource.

If the arrived call is matched successfully, the destination T-Server may update the value of the DNIS attribute of the call (along with `ConnID`, `UserData`, and `CallHistory`) with the value of the DNIS attribute of the original call. This occurs when the value of the DNIS attribute of the original call is specified as a value of the key-value pair `_ISCC_TRACKING_NUMBER_` in the `Extensions` attribute of the original client request.

The DNIS matching can be based on any number of digits out of all the digits that comprise the DNIS attribute. The number of digits that T-Server should use for DNIS matching is specified for the destination switch as the `ISCC Protocol Parameters` property of the `Switch Access Code`. The value syntax should be as follows:

`dnis-tail=<number-of-digits>`

For example, if this property is set to the `dnis-tail=7` value, ISCC matches only the last seven digits of a DNIS.

You must configure DNIS access resources in the switch; otherwise, ISCC fails to use this transaction type and sends `EventError` in response to the client application request.

Note: The `dnis-pool` transaction type is typically used for networks employing a “behind the SCP” architecture—network IVR. Network T-Server for GenSpec and IServer are two examples of this, but other Network T-Servers might also be used in this architecture.

In Load-Balancing Mode

When T-Server uses load balancing for call routing with the `dnis-pool` transaction type, the following processes occur:

1. A client of the origination T-Server sends a request to pass a call to the location with a DNIS access resource specified in the key-value pair `iscc-selected-dnis`.
2. The origination T-Server distributes the request for a routing service to all destination T-Servers.
3. The destination T-Servers receive the request and check that the specified DNIS is not being used by another routing service request.
4. The origination T-Server expects to receive a positive response from each destination T-Server. If the origination T-Server receives a negative response from at least one T-Server, it sends an `EventError` to the client and clears all data about the request. If the origination T-Server receives the confirmation about routing service availability from all destination T-Servers, it processes the client’s request and sends a corresponding message to the switch.
5. The origination switch processes the T-Server request and passes the call to the destination switch.
6. The call arrives at the destination switch, which generates an alerting event to one of the corresponding load-balanced destination T-Servers.
7. That destination T-Server processes the call and notifies the origination T-Server that the routing service was successful and deletes all information about the request.
8. The origination T-Server sends a routing service request cancellation to all other destination T-Servers.
9. The origination T-Server notifies the client that the routing service has been successful and deletes all information about the request.

pullback

PULLback is used in the following scenario, for those T-Servers that support it:

1. A call arrives at Site A served by a Network T-Server.
2. At Site A, a Network T-Server client requests to pass the call by means of ISCC routing to Site B served by a premise T-Server. Any transaction type except reroute or pullback can be specified in this request.
3. The call arrives at Site B and is either answered by an agent or delivered to a routing point.
4. A client of the premise T-Server at Site B sends a TRouteCall, TSingleStepTransfer, or TGetAccessNumber request to transfer the call to the network.
5. The Site B premise T-Server notifies the Network T-Server about this request.
6. The network T-Server receives the notification and issues an EventRouteRequest to obtain a new destination.
7. After receiving the new destination information, the Network T-Server disconnects the call from its current premise location at Site B and attempts to route the call to the new destination.
8. The Site B premise T-Server stops tracking the call, which has disconnected from the premise's agent DN or routing point and is delivered to the network.
9. The network T-Server completes routing the call to its new destination.

Note: The transaction type pullback can be used only to return a call from a premise T-Server to the Network T-Server that serves the site from which the call was previously transferred.

reroute

Only Network T-Servers use the transaction type reroute, and only in the following scenario:

1. A call arrives at Site A served by a Network T-Server.
2. At site A, a Network T-Server client requests to pass the call by means of ISCC to Site B served by a premise T-Server. Any transaction type except reroute or pullback can be specified in this request.
3. An agent at Site B answers the call.
4. A client of the premise T-Server at Site B sends a TSingleStepTransfer or TRouteCall request to transfer the call elsewhere (to a PSTN, to an agent, or to a routing point).

5. The Site B premise T-Server notifies the Network T-Server about this request and releases the call leg that resides at the agent's phone (using `TReleaseCall`) or at the Routing Point (using `TRouteCall` with the parameter `RouteTypeCallDisconnect`).
6. The Network T-Server receives the notification and reroutes the call to the requested destination—that is, it sends `EventRouteRequest` and attaches the call's user data.

Notes:

- The transaction type `reroute` can be used only to return a call from a premise T-Server to the Network T-Server that serves the site from which the call was previously transferred.
 - To perform multi-site operations that are initiated with `TRouteCall` and for which the `reroute` transaction type is requested, the origination T-Server must support the `RouteTypeCallDisconnect` subtype of `TRouteCall`.
-

route

With the transaction type `route` (aliased as `route-notoken`), a call from the origination location reaches a dedicated External Routing Point, and from there, it is routed to a destination DN.

To control configured External Routing Points, T-Server must register these DNs with the switch. Failure to register implies that the External Routing Point is not available for ISCC purposes. Client applications can register External Routing Points via T-Server for monitoring purposes only.

Point-to-Point (One-to-One)

In the Point-to-Point access mode, only one trunk line is used to access an External Routing Point (for example, VDN, CDN) at the destination site. See [Figure 8](#).

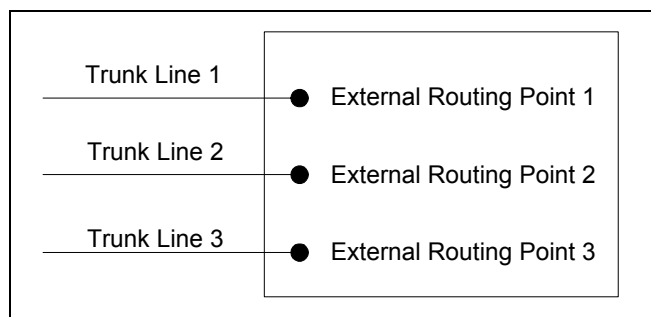


Figure 8: Point-to-Point Trunk Configuration

Note: Dedicated DNSs of the External Routing Point type must be configured in a switch. See “Configuring Multi-Site Support” on [page 103](#).

Multiple-to-Point (Multiple-to-One)

In the Multiple-to-Point access mode, trunk lines are assigned to the destination switch’s trunk group, from which calls are routed to the final destination. See [Figure 9](#).

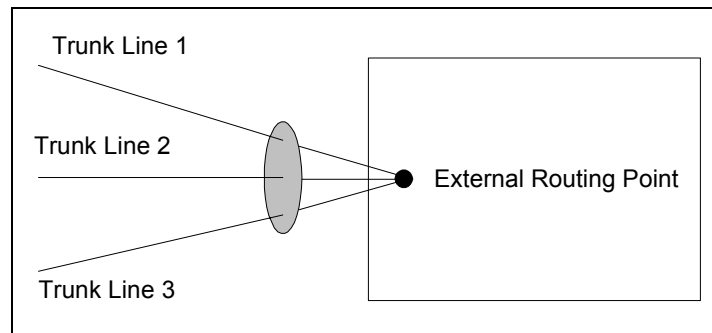


Figure 9: Multiple-to-Point Trunk Configuration

With this configuration, all calls reach the same External Routing Point. The DNIS attribute of a specific call differs from that of other calls and uniquely identifies the trunk from which the call arrived.

Note: To switch to this operating mode, you must configure the `route-dn` configuration option for T-Server.

route-uui

The `route-uui` transaction type employs the dedicated External Routing Point feature of the `route` transaction type ([page 77](#)) and the UUI matching feature of the `direct-uui` transaction type ([page 73](#)). This transaction type accommodates those switches that require a designated External Routing Point even though they use UUI for tracking.

Note: To support this transaction type, you must configure your switches to pass the UUI provided by your T-Server. Moreover, the trunks involved must not drop this data.

T-Server Transaction Type Support

[Table 3](#) shows which transaction types are supported by a specific T-Server. Use this table to determine the transaction types that are available for use with

your T-Server. This applies both to the [cast-type](#) you specify in the configuration options for your T-Server, and to any client-designated route-type requests specified for transfers of calls. A blank table cell indicates that T-Server does not support a certain transaction type.

Table 3: T-Server Support of Transaction Types

T-Server Type	Transaction Type										
	route		re-route	direct-callid	direct- uui / route- uui	direct- no- token	direct- ani	direct- digits	direct- net- work- callid	dnis- pool	pull- back
	one-to- one	multiple- to-one									
Alcatel A4200/OXO	Yes			Yes		Yes	Yes				
Alcatel A4400/OXE	Yes			Yes ^{a,b,c}	Yes ^d	Yes	Yes ^a		Yes ^e		
Aspect ACD	Yes	Yes		Yes		Yes ^f	Yes ^f				
Avaya Communication Manager	Yes				Yes	Yes	Yes				
Avaya INDeX	Yes			Yes		Yes	Yes				
Cisco CallManager	Yes			Yes		Yes	Yes				
DataVoice Dharma	Yes			Yes		Yes	Yes				
Digitro AXS/20	Yes			Yes		Yes					
EADS Intecom M6880	Yes			Yes		Yes	Yes				
EADS Telecom M6500	Yes			Yes		Yes	Yes				
eOn eQueue	Yes			Yes		Yes					
Ericsson MD110	Yes			Yes ^a		Yes	Yes ^a				
Fujitsu F9600	Yes					Yes					

Table 3: T-Server Support of Transaction Types (Continued)

T-Server Type	Transaction Type										
	route		re-route	direct-callid	direct-uui / route-uui	direct-no-token	direct-ani	direct-digits	direct-network-callid	dnis-pool	pull-back
	one-to-one	multiple-to-one									
Huawei C&C08	Yes			Yes							
Mitel SX-2000/MN3300	Yes			Yes		Yes	Yes				
NEC NEAX/APEX	Yes			Yes		Yes	Yes				
Nortel Communication Server 2000/2100	Yes			Yes ^f		Yes ^f	Yes ^f				
Nortel Communication Server 1000 with SCCS/MLS	Yes			Yes		Yes	Yes		Yes		
Philips Sopho iS3000	Yes			Yes		Yes	Yes				
Radvision iContact	Yes		Yes								Yes
Rockwell Spectrum	Yes	Yes		Yes		Yes ^f	Yes ^f				
Samsung IP-PCX IAP	Yes			Yes		Yes					
Siemens Hicom 300/HiPath 4000 CSTA I	Yes			Yes	Yes ^b	Yes	Yes				
Siemens HiPath 3000	Yes			Yes		Yes					
Siemens HiPath 4000 CSTA III	Yes				Yes ^b	Yes	Yes				

Table 3: T-Server Support of Transaction Types (Continued)

T-Server Type	Transaction Type										
	route		re-route	direct-callid	direct- uui / route- uui	direct- no- token	direct- ani	direct- digits	direct- net- work- callid	dnis- pool	pull- back
	one-to- one	multiple- to-one									
Siemens HiPath DX	Yes			Yes	Yes	Yes	Yes				
SIP Server	Yes				Yes	Yes					
Tadiran Coral	Yes			Yes		Yes	Yes				
Teltronics 20-20	Yes			Yes		Yes	Yes				
Tenovis Integral 33/55	Yes			Yes		Yes	Yes				
Network T-Servers											
AT&T											
Concert											
CRSP											Yes
DTAG			Yes								
GenSpec	Yes	Yes	Yes							Yes	
IVR Server, using network configuration	Yes	Yes	Yes							Yes	Yes
KPN			Yes								
ISCP											
MCI											
NGSN	Yes										Yes
Network SIP Server	Yes					Yes	Yes			Yes	
Sprint	Yes										

Table 3: T-Server Support of Transaction Types (Continued)

T-Server Type	Transaction Type										
	route		re-route	direct-callid	direct-uui / route-uui	direct-no-token	direct-ani	direct-digits	direct-network-callid	dnis-pool	pull-back
	one-to-one	multiple-to-one									
SR-3511											
Stentor											

- Not supported in the case of function `TRequestRouteCall` on a virtual routing point: a routing point can be simulated using a hunt group with calls being deflected or transferred from the hunt-group member when routing. When a two-step (typically mute) transfer is used on such a hunt-group member, `CallID` and `ANI` usually change; thus, the `direct-callid` and `direct-ani` types do not work.
- Not supported in the case of function `TSingleStepTransfer` when the T-Server service is simulated using a two-step transfer to the switch. In this case, `CallID` and `ANI` change; thus, the `direct-callid` and `direct-ani` types do not work.
- Not supported if two T-Servers are connected to different nodes.
- There are some switch-specific limitations when assigning CSTA correlator data UUI to a call.
- Supported only on ABCF trunks (Alcatel internal network).
- To use this transaction type, you must select the `Use Override` check box on the Advanced tab of the DN Properties dialog box.

Transfer Connect Service Feature

The Transfer Connect Service (TCS) feature supports transfer connect services available on some telephony networks. When this feature is enabled, ISCC passes user data to remote locations to which calls are transferred or conferenced using transfer connect services.

Procedure: Activating Transfer Connect Service

Start of procedure

- Open the T-Server Application's Properties dialog box.
- Click the Options tab.
- Set the `tcs-use` configuration option to always.

4. Set the `tcs-queue` configuration option to the number of a DN on the origination switch.

ISCC uses this DN as an intermediate step when sending calls to the remote location. The DN that is configured as `tcs-queue` receives attached data indicating the Feature Access Code (FAC) needed to reach the remote site. After a call is directed to the DN with data, a monitoring application takes the data and generates the required DTMF (dual-tone multifrequency) tones to redirect the call through the network to the remote location.

5. When you are finished, click **Apply**.
6. Click **OK** to save your changes and exit the **Properties** dialog box.

End of procedure

Note: With T-Server for Avaya Communication Manager, you can use `RequestRouteCall` with `RouteTypeOverwriteDNIS` to initiate the playing of DTMF tones. This is done through the use of another intermediate DN (typically, an announcement port configured to give the silence treatment), to which the call is routed. When the call is established on this DN, T-Server requests that the digits sent in the DNIS field of the `TRequestRouteCall` be played via the `ASAI-send-DTMF-single` procedure.

ISCC/COF Feature

The Inter Server Call Control/Call Overflow (ISCC/COF) feature of T-Server, that supports passive external routing, is specifically designed to handle calls delivered between sites by means other than ISCC. Such scenarios include contact center overflows and manual call transfers.

An *overflow situation* occurs when a call comes into a contact center where all agents are currently busy. In this situation, the switch can transfer (overflow) the incoming call to another site where there is an available agent.

T-Server uses two methods to handle call overflow and manual transfer scenarios. The first method is based on `NetworkCallID` matching and the second method is based on `ANI/OtherDN` matching.

When connected to each other via switch-specific networks, switches of some types can pass additional information along with transferred calls. This information may contain the `NetworkCallID` of a call, which is a networkwide unique identifier of the call.

When connected via a regular PSTN, switches of all types can send the `ANI` and/or `OtherDN` attributes to the destination switch during any call transfer operation.

While all T-Servers support the ISCC/COF feature using the ANI and/or OtherDN attributes, only a few support this feature using the NetworkCallID attribute. Table 4 shows the switches that provide the NetworkCallID of a call.

Table 4: T-Server Support of NetworkCallID for ISCC/COF Feature

T-Server Type	Supported NetworkCallID Attribute
Alcatel A4400/OXE	Yes
Aspect ACD	Yes
Avaya Communication Manager	Yes
Nortel Communication Server 2000/2100	Yes
Nortel Communication Server 1000 with SCCS/MLS	Yes
Rockwell Spectrum	Yes

The ISCC/COF feature can use any of the three attributes (NetworkCallID, ANI, or OtherDN) as criteria for matching the arriving call with an existing call at another location. Consequently, the attribute that is used determines what ConnID, UserData, and CallHistory are received for the matched call from the call's previous location.

Warning! Depending on the switch platform, it is possible to inherit the ANI attribute after routing a call to a remote destination, and after performing a Single-Step Transfer and other telephone actions. However, ISCC/COF works properly only in scenarios where the ANI attribute on the destination T-Server is represented by exactly the same unique digit string as on the origination T-Server. Typically the ANI attribute represents the original call identifier (customer phone number), which guarantees that the attribute remains unique.

Note: When the ISCC/COF feature is in use, the Number Translation feature becomes active. See “Number Translation Feature” on [page 87](#) for more information on the feature configuration.

ISCC/COF Call Flow

Figure 10 shows the sequence of steps that occur in an ISCC/COF scenario when a call is made or transferred by an agent at Site A to a DN at Site B, or when a call is overflowed from Site A to Site B.

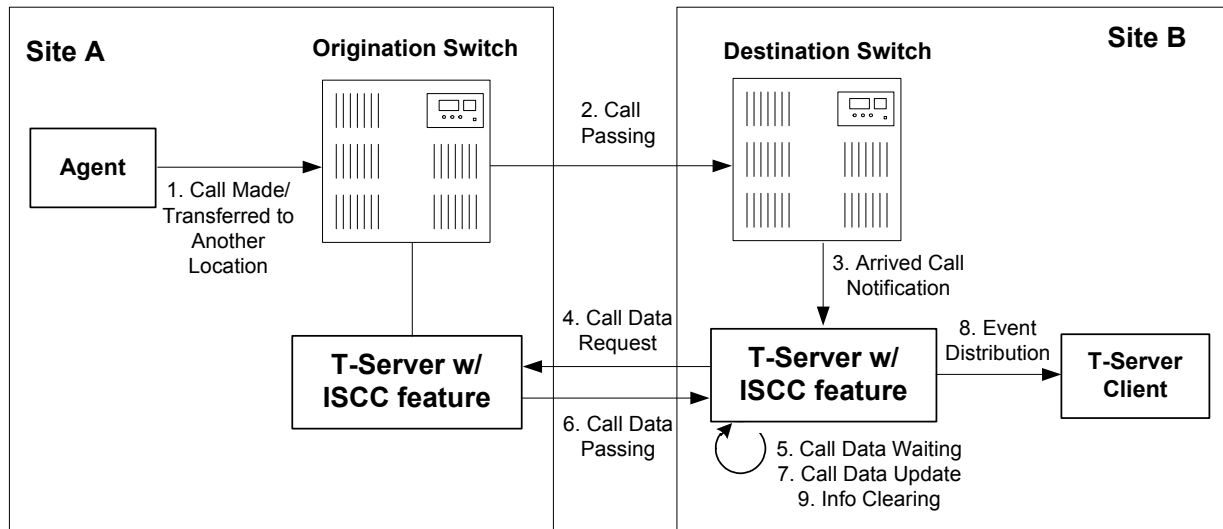


Figure 10: Steps in the ISCC/COF Process

Step 1

An agent makes or transfers a call manually to another location or a call is overflowed from Site A (origination location) to Site B (destination location).

Step 2

Switch A (the origination switch) passes the call to Switch B (the destination switch).

Step 3

The call reaches the destination switch, which notifies the destination T-Server about the arrived call.

Step 4

The destination T-Server verifies with remote locations whether the call was overflowed from any of them.

To determine which calls to check as possibly overflowed, T-Server relies on the Switch object configuration:

- If no COF DNs (that is, DNs of the Access Resources type with the Resource Type set to `cof-in` or `cof-not-in`) are configured for the destination switch, the ISCC/COF feature of the destination T-Server checks all arriving calls.
- If a number of COF DNs are configured for the destination switch, one of three scenarios occurs:

- If the COF DN's with the `cof-in` setting for the Resource Type property are configured, the ISCC/COF checks for overflow only those calls that arrive to those `cof-in` DN's that are Enabled.
- If no DN's with the `cof-in` setting for the Resource Type property are configured, but some DN's have the `cof-not-in` setting for the Resource Type property, the ISCC/COF checks for overflow only those calls that arrive to those `cof-not-in` DN's that are Disabled.
- If no DN's with the `cof-in` setting for the Resource Type property are configured, some DN's have the `cof-not-in` setting for the Resource Type property, and some other DN's do not have any setting for the Resource Type property, the ISCC/COF checks for overflow only those calls that arrive to the DN's without any setting for the Resource Type property.
- In all other cases, no calls are checked for overflow.

To determine which location the call arrived from, T-Server checks the call type and checks whether the call has the `NetworkCallID`, `ANI`, or `OtherDN` attribute:

- If the call is not an inbound call, the request for call data is sent to all remote locations *except* those whose Switch Access Code has the ISCC Call Overflow Parameters property set to `inbound-only=true`.
- If the call of any type has the `NetworkCallID` attribute, the destination T-Server sends a request for call data to the remote locations of the same switch type as the destination location if their Switch Access Codes have the ISCC Call Overflow Parameters property set to `match-callid`.
- If the call of any type has the `ANI` or `OtherDN` attribute, the request for call data is sent to remote locations whose Switch Access Code has the ISCC Call Overflow Parameters property set to `match-ani`.

Step 5

The destination T-Server waits (suspending events related to that call) for the call data from the remote T-Server for the time interval specified in the `cof-ci-req-tout` configuration option. Within this interval, T-Server holds any events related to the call. In addition, the `cof-ci-defer-delete` option on the origination T-Server establishes the time interval only after which that T-Server deletes the call information. And the `cof-ci-wait-all`, if set to true, forces the origination T-Server to wait for responses related to possible call overflow situations before updating call data.

Step 6

The T-Server at the location from which the call was transferred or overflowed sends call data to the requesting T-Server.

Step 7

If a positive response to the call-data request is received, T-Server updates ConnID, UserData, and CallHistory, distributes all suspended events related to that call and deletes all information regarding the transaction (Step 9).

Step 8

If the timeout set by `cof-ci-req-tout` expires, T-Server distributes all suspended events, and starts the timeout specified by the `cof-rci-tout` option. If a positive response is received within the timeout set by `cof-rci-tout`, T-Server updates the ConnID, UserData, and CallHistory and notifies client applications by distributing EventPartyChanged.

Step 9

T-Server deletes all information regarding the transaction when one of these results occurs:

- The first positive response to the call-data request is received.
- Negative responses from all queried locations are received.
- The timeout specified by the `cof-rci-tout` option expires.

Number Translation Feature

The Number Translation feature of T-Server extends the ISCC/COF and direct-ani transaction type functions to provide more flexibility for handling calls distributed across multiple sites. T-Server translates the input string (ANI string) into a number defined by the translation rules. This processing is called number translation. T-Servers participating in handling calls at multiple sites exchange the translated numbers in order to match the call instances.

The translation process involves two algorithms, one for rule selection and the other for the actual translation. Through the first algorithm, T-Server selects a rule that will be used for number translation. Through the second algorithm, T-Server translates the number according to the selected rule definition. See “Number Translation Rules” on [page 88](#) for more information on configuring rules for your environment.

Number translation occurs as follows:

1. The switch reports a number, typically via AttributeANI.
2. T-Server evaluates all configured inbound rules to determine which one is the best fit for the received number. The best fit is determined by comparing the length of, and the specific digits in, the input number with the inbound pattern of each configured rule. See “Rule Examples” on [page 93](#) for specific examples.
3. T-Server translates the number according to the selected rule.

To enable T-Server to translate numbers, you must perform specific configuration tasks that are associated with translation. See “Configuring Number Translation” on [page 94](#).

Number Translation Rules

T-Server uses the number translation rules that you define in the T-Server configuration object in two ways:

- **Rule selection**—To determine which rule should be used for number translation
- **Number translation**—To transform the number according to the selected rule

Using ABNF for Rules

The number translation rules must conform to the following syntax, represented using Augmented Backus-Naur Form (ABNF) notation. For more information about ABNF, see RFC 2234, “Augmented BNF for Syntax Specifications: ABNF.”

Note: The notations are explained starting at the highest level, with the name of a component notation and a basic definition of each component that comprises it. Some components require more detailed definitions, which are included later in this section.

Common Syntax Notations

Syntax notations common to many of these rules include:

- *****—Indicates that 0 to an infinite number of the item following this symbol are acceptable.
- **1***—Indicates that one repetition is required. For T-Server, only one instance is acceptable.
- **/**—Indicates that any of the items mentioned, or a combination of those items, is acceptable.

Component Notations

Component notations include:

- `dialing-plan = *dialing-plan-rule`
where:
 - `dialing-plan-rule` represents the name of the rule. Each rule must have a unique name. There are no other naming restrictions, and you do not need to model your names according to the examples in this chapter.

The rules are represented as separate options in the configuration. Also, fields from a rule are represented as parameters in a single option string.

- `rule = [name] in-pattern [out-pattern]`

where:

- `[name]` is the name for the rule option, for example, `rule-01`. In ABNF notation, the brackets `[]` indicate that 0 or 1 instance of the component is required. However, for T-Server, a name is required.
- `in-pattern` is the part of the rule to which T-Server looks when attempting to match the input number.
- `[out-pattern]` is the part of the rule that instructs T-Server on how to translate the input number into the required format. The brackets indicate that either 0 or 1 instance is required. You must create an `out-pattern` for number translation rules.

- `name = *(ALPHA / DIGIT / "-")`

where:

- `ALPHA` indicates that letters can be used in the name for the rule option.
- `DIGIT` indicates that numbers can be used in the name for the rule option.
- `"-"` indicates that a dash (-) can also be used in the option name, for example, `rule-01`.

- `in-pattern = 1*(digit-part / abstract-group)`

where:

- `digit-part` represents numbers. T-Server uses this when selecting the most appropriate rule from the entire dialing plan.
- `abstract-group` represents one or more letters with each letter representing one or more numbers. T-Server uses this when transforming a dial string.

For example, `[1-9]` is the `digit-part` (representing a range of numbers) and `ABBB` is the `abstract-group` for `in-pattern=[1-9]ABBB`.

- `out-pattern = 1*(symbol-part / group-identifier) *param-part`

where:

- `symbol-part` represents digits, symbols, or a combination. Symbols are rarely used. They are not used in the United States.
- `group-identifier` are letters that represent groups of numbers. A letter in the `out-pattern` represents one or more digits, based on the number of times the letter is used in the `in-pattern`.
- `*param-part` represents an additional parameter, such as `phone-context`. Reminder: an asterisk means that 0 to an infinite number of these are acceptable.

For example, in `rule-04`; `in-pattern=1AAABBBCCC`; `out-pattern=91ABC`, `91` is the `symbol-part`; `A`, `B`, and `C` are `group-identifiers` in the `out-pattern`,

each representing three digits, since there are three instances of each in the in-pattern.

Note: Prefix an out-pattern value with a plus sign (+) for the inbound rule when the output must be in a global form (E.164 format).

- `digit-part = digits / range / sequence`

where:

- `digits` are numbers 0 through 9.
- `range` is a series of digits, for example, 1-3.
- `sequence` is a set of digits.

- `symbol-part = digits / symbols`

where:

- `digits` are numbers 0 through 9.
- `symbols` include such characters as +, -, and so on.

- `range = "[" digits "-" digits "]" group-identifier`

where:

- `"[" digits "-" digits "]"` represents the numeric range, for example, [1-2].
- `group-identifier` represents the group to which the number range is applied.

For example, [1-2] applies to group identifier A for in-pattern=[1-2]ABBB. When T-Server evaluates the rule to determine if it matches the number, it examines whether the first digit of the number, identified as group-identifier A, is 1 or 2.

- `sequence = "[" 1*(digits [","]) "]" group-identifier`

where:

- `"[" 1*(digits [","]) "]"` represents a sequence of digits, separated by commas, and bracketed. T-Server requires that each digit set have the same number of digits. For example, in [415, 650] the sets have three digits.
- `group-identifier` represents the group to which the number sequence is applied.

For example, in in-pattern=1[415, 650]A*B, [415, 650] applies to group-identifier A. When T-Server evaluates the rule to determine if it matches the number, it examines whether the three digits (group-identifier A) following the 1 in the number are 415 or 650.

- `abstract-group = fixed-length-group / flexible-length-group / entity`

where:

- `fixed-length-group` specifies a group composed of a specific number of digits and determined by how many times the group identifier is included in the `in-pattern`. For example, for `in-pattern=1AAABBBCCCC`, there are three digits in group A and B but four in group C.

When you create an `out-pattern`, you include the group identifier only once because the `in-pattern` tells T-Server how many digits belong in that group. For example, `rule-04` (see [page 93](#)) is
`in-pattern=1AAABBBCCCC; out-pattern=91ABC.`

- `flexible-length-group` specifies a group composed of 0 or more digits in the group represented by the `group-identifier`. For example, in `in-pattern=1[415,650]A*B`, `*B` represents the flexible length group containing the remaining digits in the number.
- `entity` represents digits defined for a specific purpose, for example, country code.

The component `abstract-group` is used only for the `in-pattern`.

- `fixed-length-group = 1*group-identifier`
See the earlier explanation under `abstract-group`.
- `flexible-length-group = "*" group-identifier`
See the earlier explanation under `abstract-group`.
- `entity = "#" entity-identifier group-identifier`

where:

- `"#"` indicates the start of a Country Code `entity-identifier`.
- `entity-identifier` must be the letter C which represents Country Code when preceded by a pound symbol (#). Any other letter following the # causes an error.
- `group-identifier` represents the Country Code group when preceded by #C.

The `entity` component is a special group that assumes some kind of predefined processing, such as the Country Code detection.

- `param-part = ";" param-name "=" param-value`

where:

- `;"` is a required separator element.
- `param-name` is the name of the parameter.
- `"="` is the next required element.
- `param-value` represents the value for `param-name`.

- `param-name = "ext" / "phone-context" / "dn"`

where:

- `"ext"` refers to extension.
- `"phone-context"` represents the value of the `phone-context` option configured on the switch.
- `"dn"` represents the directory number.

- `param-value = 1*ANYSYMBOL`
where:
 - `ANYSYMBOL` represents any number, letter, or symbol with no restrictions.
- `group-identifier = ALPHA`
- `entity-identifier = ALPHA`
- `digits = 1*DIGIT`
- `symbols = 1*("-" / "+" / ")" / "(" / ".")`

Recommendations for Rule Configuration

The configuration of rules for inbound numbers usually depends on the settings in the corresponding PBX. These settings often define the form in which the PBX notifies its client applications about the number from which an inbound call is coming.

As a general guideline, configure rules that define how to process calls from:

- Internal numbers.
- External numbers within the same local dialing area.
- External numbers within the same country.
- International numbers.

Rules for inbound numbers, typically for North American locations, might look like this:

1. Two rules to transform internal numbers (extensions):
`name=rule-01; in-pattern=[1-9]ABBB; out-pattern=AB`
`name=rule-02; in-pattern=[1-9]ABBBB; out-pattern=AB`
2. A rule to transform local area code numbers (in 333-1234 format in this example):
`name=rule-03; in-pattern=[1-9]ABBBBBB; out-pattern=+1222AB`
3. A rule to transform U.S. numbers (in +1(222)333-4444 format):
`name=rule-04; in-pattern=1AAAAAAAAA; out-pattern=+1A`
4. A rule to transform U.S. numbers without the +1 prefix (in (222)333-4444 format):
`name=rule-05; in-pattern=[2-9]ABBBBBBBB; out-pattern=+1AB`
5. A rule to transform U.S. numbers with an outside prefix (in 9 +1(222)333-4444 format):
`name=rule-06; in-pattern=91AAAAAAAAA; out-pattern=+1A`
6. A rule to transform international numbers with an IDD (international dialing digits) prefix (in 011 +44(111)222-3333 format):
`name=rule-07; in-pattern=011*A; out-pattern=+A`

7. A rule to transform international numbers without an IDD prefix (in +44(111)222-3333 format):
`name=rule-08; in-pattern=[2-9]A*B; out-pattern=+AB`

Rule Examples

This section provides examples of six rules that are configured as options in the Genesys Configuration Database. It also provides examples of how T-Server applies rules to various input numbers.

Rules

- rule-01** `in-pattern=[1-8]ABBB; out-pattern=AB`
- rule-02** `in-pattern=AAAA; out-pattern=A`
- rule-03** `in-pattern=1[415, 650]A*B; out-pattern=B`
- rule-04** `in-pattern=1AAABBBCCCC; out-pattern=91ABC`
- rule-05** `in-pattern=*A913BBBB; out-pattern=80407913B`
- rule-06** `in-pattern=011#CA*B; out-pattern=9011AB`

Examples

Here are examples of how T-Server applies configured above rules to various input numbers.

- Example 1** T-Server receives input number 2326.
- As a result of the rule selection process, T-Server determines that the matching rule is `rule-01`:
- ```
name=rule-01; in-pattern=[1-8]ABBB; out-pattern=AB
```
- The matching count for this rule is 1, because Group A matches the digit 2.
- As a result of the parsing process, T-Server detects two groups: Group A = 2 and Group B = 326.
- T-Server formats the output string as 2326.
- Example 2** T-Server receives input number 9122.
- As a result of the rule selection process, T-Server determines that the matching rule is `rule-02`:
- ```
name=rule-02; in-pattern=AAAA; out-pattern=A
```
- The matching count for this rule is 0; however, the overall length of the input number matches that of the `in-pattern` configuration.
- As a result of the parsing process, T-Server detects one group: Group A = 9122.
- T-Server formats the output string as 9122.
- Example 3** T-Server receives input number 16503222332.

As a result of the rule selection process, T-Server determines that the matching rule is `rule-03`:

```
name=rule-03; in-pattern=1[415, 650]A*B; out-pattern=B
```

The matching count for this rule is 4, because the first digit matches and all three digits in Group A match.

As a result of the parsing process, T-Server detects two groups: Group A = 650 and Group B = 322332.

T-Server formats the output string as 322332.

Example 4 T-Server receives input number 19253227676.

As a result of the rule selection process, T-Server determines that the matching rule is `rule-04`:

```
name=rule-04; in-pattern=1AAABBBCCCC; out-pattern=91ABC
```

The matching count for this rule is 1, because the first digit matches.

As a result of parsing process, T-Server detects three groups: Group A = 925, Group B = 322, and Group C = 7676.

T-Server formats the output string as 919253227676.

Example 5 T-Server receives input number 4089137676.

As a result of rule selection process, T-Server determines that the matching rule is `rule-05`:

```
name=rule-05; in-pattern=*A913BBBB; out-pattern=80407913B
```

The matching count for this rule is 3, because three digits match.

As a result of the parsing process, T-Server detects two groups: Group A = 408 and Group B = 7676.

T-Server formats the output string as 804079137676.

Example 6 T-Server receives input number 011441112223333.

As a result of the rule selection process, T-Server determines that the matching rule is `rule-06`:

```
name=rule-06; in-pattern=011#CA*B; out-pattern=9011AB
```

The matching count for this rule is 3, because three digits match.

As a result of the parsing process, T-Server detects two groups: Group A = 44 and Group B = 1112223333.

T-Server formats the output string as 9011441112223333.

Procedure: Configuring Number Translation

Purpose: To configure the Number Translation feature in T-Server to provide more flexibility for handling calls distributed across multiple sites.

Overview

- The Number Translation feature becomes active when the ISCC/COF feature and/or the `direct-ani` transaction type are used.
- This configuration procedure must be completed within the T-Server Application object corresponding to your T-Server.

Start of procedure

1. Open the T-Server Application's Properties dialog box.
2. Click the Options tab.
3. Create a new section called `extrouter` or open an existing section with this name.
4. Create a new option called `inbound-translator-<n>`. This option points to another section that describes the translation rules for inbound numbers.
5. In this section, create one configuration option for each rule. Specify the rule name as the option name. The values of these options are the rules for the number translation.

For the option description and its valid values, see Chapter 9, “T-Server Common Configuration Options,” on [page 195](#).

6. When you are finished, click Apply.
7. Click OK to save your changes and exit the Properties dialog box.

End of procedure

Network Attended Transfer/Conference Feature

The Network Attended Transfer/Conference (NAT/C) feature is designed to enable agents working in multi-site contact centers to consult with each other before making call transfers or conferences, regardless of whether both agents work at the same or different sites. It also enables the agent who requests a consultation to maintain his or her conversation with the customer while the system is looking for an available agent and setting up the consultation call.

The NAT/C feature does not rely on the call transfer capabilities of the local switch.

There are two modes in which the network attended transfer/conference can be performed: *direct* and *URS-controlled*. [Figure 11](#) shows the sequence of steps that occur in *URS-controlled* mode, when Agent A, who is handling a customer call, requests a consultation with another agent, and URS (Universal Routing Server) selects Agent B, who is working at another site. The *direct* mode is

similar to the *URS-controlled* mode, with the difference that URS is not involved in the process (Step 2 and Step 3 are omitted).

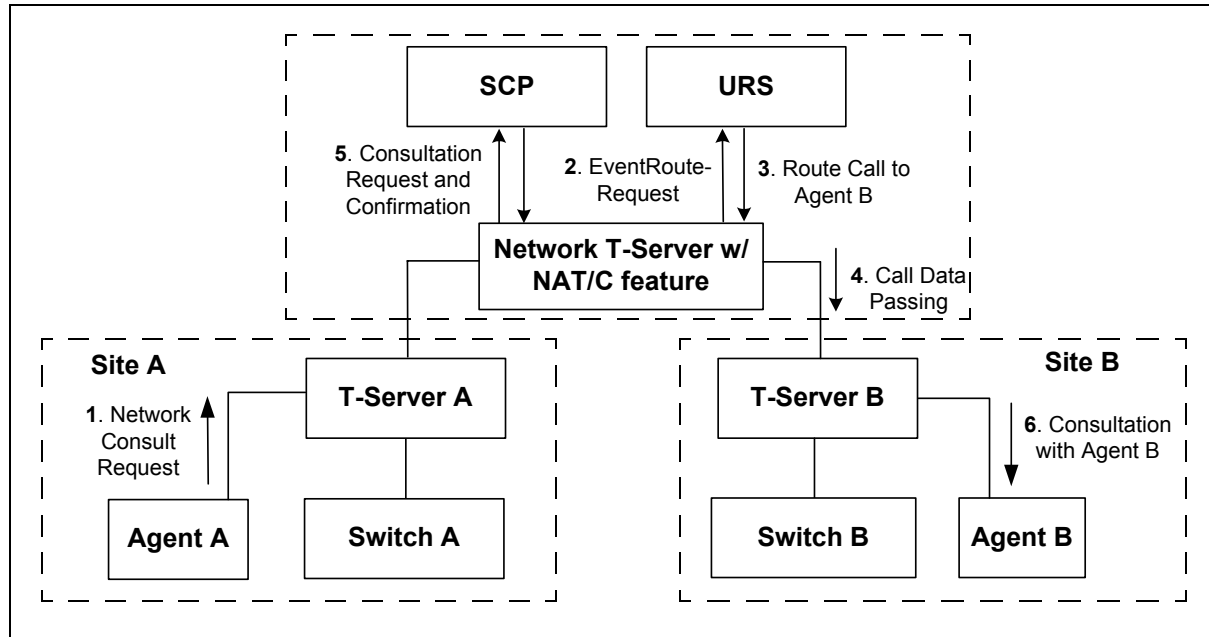


Figure 11: Steps in the NAT/C Process in URS-Controlled Mode

Step 1

Agent A makes a request for a consultation with another agent. A `TNetworkConsult` request is relayed to the Network T-Server. Depending on the parameter settings of the `TNetworkConsult` request, the NAT/C feature will operate in either *direct* or *URS-controlled* mode. For more information, see the *Voice Platform SDK 7.6 .NET (or Java) API Reference*.

Step 2

(*URS-controlled* mode only.) The Network T-Server sends `EventRouteRequest` to URS.

Step 3

(*URS-controlled* mode only.) URS locates an available agent at Site B and instructs the Network T-Server to route the call to Agent B. The Network T-Server confirms the initiation of the network transfer by sending `EventNetworkCallStatus` to T-Server A, which then relays it to Agent A.

Step 4

The Network T-Server proceeds to obtain the access number from T-Server B, and passes the call data to T-Server B. (See “ISCC Call Data Transfer Service” on [page 65](#) for details.)

Step 5

The Network T-Server instructs the Service Control Point (SCP) to initiate a new voice path with Agent B. Once the connection is confirmed, the Network T-Server distributes `EventNetworkCallStatus` to both T-Server A and T-Server B, which then relay it to Agent A and Agent B respectively, to indicate that the consultation call is being established.

The Network T-Server also distributes `EventRouteUsed` to URS to confirm successful routing of the call to the selected agent.

Step 6

At this point, the customer is on hold, and Agent A is consulting with Agent B. Agent A can do one of the following:

- End the consultation and retrieve the original customer call
- Alternate between Agent B and the customer
- Set up a conference call with Agent B and the customer
- Transfer the customer call to Agent B

Note: All T-Servers support NAT/C requests with `AttributeHomeLocation` provided that this attribute identifies a network location that is capable of processing such requests. Refer to the *Network T-Server Deployment Guides* to determine whether a specific Network T-Server can process these requests.

Event Propagation Feature

The Event Propagation feature complements the ISCC and ISCC/COF features by distributing updated user data and party-related events to remote T-Servers. This feature is used when a call is being made, transferred, or conferenced to another location, and when, as a result, one or more instances of the call reside at one location while other call instances reside at another location. In this scenario, when a client at one location makes changes to user data, updated user data is passed (*propagated*) to T-Servers at other locations.

The Event Propagation feature consists of User Data update propagation and Party Events propagation.

User Data Propagation

User data propagation takes place when a client at one location makes changes to user data associated with a call that was made, transferred, conferenced, or routed to other locations. The remote clients involved with the call are notified about the changes with `EventAttachedDataChanged`.

When T-Server receives a local update to user data (that is, when a client of this T-Server has changed the call's user data), T-Server determines if parties at remote locations are involved with the call and, if so, sends (propagates) the updated user data to the T-Servers at remote locations.

When T-Server receives a remote update to user data (that is, when a client of a remote T-Server has changed the call's user data and the remote T-Server has used the Event Propagation feature to send the updated user data), T-Server:

1. Updates the user data of the corresponding local call.
2. Determines if parties at other remote locations are involved with the call and, if so, propagates the updated user data to T-Servers at other remote locations.

The locations to which user data is propagated are selected based on a call distribution topology. That is, the updated user data is passed directly to the location to which a call was sent and to the location from which the call was received, excluding the location from which the update was received.

For example, consider a call made from location A to location B, and then conferenced from location B to location C. The three instances of the call reside at different locations: the first instance is at location A, the second instance is at location B, and the third instance is at location C. The Event Propagation feature is employed in the following scenarios:

- When T-Server at location A receives a local update to user data, it notifies T-Server at location B (to which it sent the call) about changes to the call's user data. Thus, T-Server at location B receives a remote update to user data and, in turn, notifies T-Server at location C (to which it sent the call) about these changes.

Although T-Server at location C receives a remote update to user data, it does not pass the notification to any other T-Servers, because it did not send the call to any other locations. As mentioned earlier, T-Servers at locations B and C update the user data of the corresponding local calls and notify their clients about the changes with `EventAttachedDataChanged`.

- When T-Server at location B receives a local update to user data, it notifies T-Server at location C (to which it sent the call) and T-Server at location A (from which it received the call) about changes to the call's user data. Thus, T-Servers at locations C and A receive a remote update to user data.

Because T-Server at location C did not send the call to any other locations, and T-Server at location A originated the call, neither of these T-Servers passes the notification to any other T-Servers. T-Servers at locations C and A update the user data of the corresponding local calls and notify their clients about the changes with `EventAttachedDataChanged`.

- When T-Server at location C receives a local update to user data, it notifies T-Server at location B (from which it received the call) about changes to the call's user data. Thus, T-Server at location B receives a remote update to user data and, in turn, notifies T-Server at location A (from which it received the call) about these changes.

Although T-Server at location A receives a remote update to user data, it does not pass the notification to any other T-Servers, because it originated the call. T-Servers at locations B and A update the user data of the corresponding local calls and notify their clients about the changes with `EventAttachedDataChanged`.

When a call is distributed between location A and location C using location B, and is then deleted on location B, propagation between locations A and C still occurs through the transit node at location B.

Party Events Propagation

Party events propagation takes place when a transfer or a conference is completed for a call that was made to or from one or more remote locations, or when a conference party is removed from the conference.

In these cases, the Event Propagation feature distributes party events, such as `EventPartyChanged`, `EventPartyAdded`, and `EventPartyDeleted`, to remote locations involved with the call, according to appropriate call model scenarios.

For example, consider a call made from DN 1 to DN 2 on location A. A `TInitiateConference` request is then issued for DN 2 to transfer the call to external DN 3 on location B. That transfer is made by means of ISCC routing. When this conference is completed on location A, the Event Propagation feature sends `EventPartyChanged` to location B and distributes this event to involved client applications that are connected to location B and registered for DN 3. After that, if a party of the conference is removed from the conference (for example, a party on DN 2), the Event Propagation feature sends `EventPartyDeleted` to location B and distributes this event to client applications registered for DN 3.

Warnings!

- The `OtherDN` and `ThirdPartyDN` attributes might not be present in the events distributed via the Event Propagation feature.
 - The Event Propagation feature will not work properly with installations that use switch partitioning.
-

If a call involved in the propagation has no local parties but has two or more remote parties, the party events propagation is processed in the same manner as the propagation of user data updates.

For a complete event flow in such scenarios, refer to the *Genesys 7 Events and Models Reference Manual*.

Basic and Advanced Configuration

The basic Event Propagation feature configuration includes the setting of specific configuration options at the T-Server Application level. The advanced feature configuration allows you to customize the feature at the Switch level.

When determining whether to notify other T-Servers of changes to user data, or to distribute party events, T-Server checks:

1. Call topology (what location a call came from and to what location the call was then transferred or conferenced).
2. Outbound parameters of the switch this T-Server relates to (whether propagation parameters are configured for the access codes this switch uses to reach the switch at the location a call came from and the switch at the location to which the call was then transferred or conferenced).

Warning! The direction of user-data or party-events propagation does not necessarily match the direction of call distribution. Therefore, the access code used to deliver the call can differ from the access code used for the purpose of Event Propagation.

If one of the T-Servers along the call distribution path has the Event Propagation feature disabled, that T-Server does not distribute events to remote locations.

Procedure:

Activating Event Propagation: basic configuration

Purpose: To activate the Event Propagation feature for User Data updates and call-party-associated events (Party Events) distribution.

Start of procedure

1. Open the T-Server Application's Properties dialog box.
2. Click the Options tab.
3. Open the extrouter section.
4. Set the `event-propagation` option to the list value.
This setting enables User Data propagation. If you need to enable Party Events propagation, perform Step 5.
5. Set the `use-data-from` option to the current value.
This setting enables Party Events propagation.
For the option description and its valid values, see Chapter 9, “T-Server Common Configuration Options,” on [page 195](#).
6. When you are finished, click Apply.
7. Click OK to save your changes and exit the Properties dialog box.

End of procedure

Next Steps

- For advanced feature configuration, do the following procedure:
[Modifying Event Propagation: advanced configuration, page 101](#)

Procedure: Modifying Event Propagation: advanced configuration

Purpose: To modify access codes for advanced Event Propagation configuration.

Prerequisites

- [Activating Event Propagation: basic configuration, page 100](#)

Overview

You can set Event Propagation parameters using:

- The `Default Access Code` properties of the `Switch` that receives an ISCC-routed call (the destination switch).
- The `Access Code` properties of the `Switch` that passes an ISCC-routed call (the origination switch).

If you do not set up Event Propagation parameters for a given `Access Code`, T-Server uses corresponding settings configured for the `Default Access Code` of the destination switch.

The procedures for modifying `Default Access Codes` and `Access Codes` are very similar to each other.

Start of procedure

1. Among configured `Switches`, select the `Switch` that the configured T-Server relates to.
2. Open the `Switch's Properties` dialog box and click either the `Default Access Codes` tab or the `Access Codes` tab.
3. Select a configured `Default Access Code` or configured `Access Code` and click `Edit`.

Note: If no `Default Access Code` is configured, see [page 105](#) for instructions. If no `Access Codes` are configured, see [page 106](#) for instructions.

4. In the `Switch Access Code Properties` dialog box that opens, specify a value for the `ISCC Protocol Parameters` field as follows:

- To enable distribution of both user data associated with the call and call-party-associated events¹, type:
`propagate=yes`
which is the default value.
 - To enable distribution of user data associated with the call and disable distribution of call-party-associated events, type:
`propagate=udata`
 - To disable distribution of user data associated with the call and enable distribution of call-party-associated events, type:
`propagate=party`
 - To disable distribution of both user data associated with the call and call-party-associated events, type:
`propagate=no`
5. Click OK to save configuration updates and close the Switch Access Code Properties dialog box.
 6. Click Apply and OK to save configuration updates and close the Switch Properties dialog box.

End of procedure

ISCC Transaction Monitoring Feature

This feature allows T-Server clients to monitor ISCC transactions that occur during the call data transfer between T-Servers in a multi-site environment.

In order to be able to monitor ISCC messaging, a T-Server client must subscribe to the ISCC Transaction Monitoring. Once a subscription request is confirmed, a client will receive updates about all multi-site operations of this T-Server.

The `TTransactionMonitoring` request is used to instruct T-Server to start, stop, or modify a client's subscription to Transaction Monitoring feature notifications by setting the `TSubscriptionOperationType` parameter to `SubscriptionStart`, `SubscriptionStop`, or `SubscriptionModify` respectively. The transaction status is reported in `EventTransactionStatus` messages to the subscribed clients.

To determine whether the Transaction Monitoring feature is supported by a specific T-Server, a T-Server client may query T-Server's capabilities. See *Genesys 7 Events and Models Reference Manual* and *Voice Platform SDK 7.6 .NET (or Java) API Reference* for more information about support of this feature.

1. The following are call-party-associated events: `EventPartyChanged`, `EventPartyDeleted`, and `EventPartyAdded`.

Configuring Multi-Site Support

Prior to configuring T-Server to support multi-site operation, you must read the “Licensing Requirements” on [page 37](#), as well as previous sections of this chapter on multi-site deployment. In particular, Table 3 on [page 79](#) shows which transaction types are supported by a specific T-Server, while Table 4 on [page 84](#) shows whether your T-Server supports the `NetworkCallID` attribute for the ISCC/COF feature. Use this information as you follow the instructions in this chapter.

Note: Before attempting to configure a multi-site environment, Genesys recommends that you plan the changes you want to make to your existing contact centers. You should then gather the configuration information you will need (such as the names of each T-Server application, port assignments, switch names, and so on), and use Configuration Manager to create and partially configure each T-Server object. Review multi-site option values in the “Multi-Site Support Section” on [page 204](#) and determine what these values need to be, based on your network topology.

For T-Server to support multi-site operation, you must create and configure three types of objects in the Configuration Layer:

1. Applications
2. Switches, including Access Codes
3. DNSs

You must configure these objects for origination and destination locations. Multi-site support features activate automatically at T-Server startup. See “DNSs” on [page 110](#) for details.

Applications

Ensure that T-Server Application objects, and their corresponding Host objects, exist and are configured for origination and destination locations.

Once you’ve done that, use Configuration Manager to add this configuration to a T-Server Application.

Procedure: Configuring T-Server Applications

Purpose: To configure T-Server Application objects for multi-site operation support.

Start of procedure

1. Open the T-Server Application's Properties dialog box.
2. Click the Connections tab and click Add to add a connection to the appropriate T-Server. The Connection Info Properties dialog box displays.
3. Use the Browse button to search for the T-Server you want to connect to, and fill in the following values:
 - Port ID
 - Connection Protocol
 - Local Timeout
 - Remote Timeout
 - Trace Mode
4. Click the Options tab. Create a new section called extrouter or open an existing section with this name.

Note: If you do not create the extrouter section, T-Server works according to the default values of the corresponding configuration options.

5. Open the extrouter section. Configure the options used for multi-site support.

Note: For a list of options and valid values, see “Multi-Site Support Section” on [page 204](#), in the “T-Server Common Configuration Options” chapter in Part Two of this document.

6. When you are finished, click Apply.
7. Repeat this procedure for all T-Servers for origination and destination locations that are used for multi-site operations.

End of procedure**Next Steps**

- See “[Switches and Access Codes.](#)”

Switches and Access Codes

Ensure that Switching Office and Switch objects are configured for both origination and destination locations.

You configure Access Codes to a destination switch in the origination Switch's Properties dialog box. The only exception is the Default Access Code, which is configured at the destination Switch's Properties dialog box.

You can configure two types of switch Access Codes in the Switch's Properties dialog box:

- A Default Access Code (for inbound calls)—Specifies the access code that other switches can use to access this switch when they originate a multi-site transaction.
- An Access Code (for outbound calls)—Specifies the access code that this switch can use when it originates a multi-site transaction to access another switch.

When the origination T-Server processes a multi-site transaction, it looks for an access code to the destination switch. First, T-Server checks the Access Code of the origination Switch:

- If an access code to the destination switch is configured with the target type Target ISCC and with any transaction type except Forbidden, T-Server uses this access code to dial the destination switch.
- If the access code to the destination switch is not configured on the Access Code tab of the origination switch, the origination T-Server checks the Default Access Code tab of the destination switch. If an access code is configured there with the target type Target ISCC and with any transaction type except Forbidden, T-Server uses this access code to dial the destination switch.
- If no access code with the required properties is found, T-Server rejects the transaction.

Note: When migrating from previous releases of T-Servers to 7.6, or when using T-Servers of different releases (including 7.6) in the same environment, see “Compatibility Notes” on [page 109](#).

Procedure: Configuring Default Access Codes

Purpose: To configure the Default Access Codes (one per Switch object) to be used by other switches to access this switch when they originate a multi-site transaction.

Prerequisites

- Ensure that Switching Office and Switch objects are configured for both origination and destination locations.

Start of procedure

1. Among configured Switches, select the Switch that the configured T-Server relates to.
2. Open the Switch Properties dialog box and click the Default Access Codes tab.
3. Click Add to open the Access Code Properties dialog box.
4. In the Code field, specify the access code used by remote switches to reach a DN at this switch. An access code is used as a prefix to the remote switch numbers.

Note: If no prefix is needed to dial to the configured switch, you can leave the Code field blank.

5. In the Target Type field, select Target ISCC.
6. In the Route Type field, select a value corresponding to the transaction type you want to use (given that it is supported for your switch type).
7. When you are finished, click Apply.

End of procedure**Next Steps**

- See [“Configuring Access Codes.”](#)

Procedure: Configuring Access Codes

Purpose: To configure the Access Codes (one or more per Switch object) that this switch can use when it originates a multi-site transaction to access another switch.

Prerequisites

- Ensure that Switching Office and Switch objects are configured for both origination and destination locations.

Start of procedure

1. Among configured Switches, select the Switch that the configured T-Server relates to.
2. Open the Switch Properties dialog box and click the Access Codes tab.
3. Click Add to open the Access Code Properties dialog box.

4. In the Switch field, specify the switch that this switch can reach using this access code. Use the Browse button to locate the remote switch.
5. In the Code field, specify the access code used to reach a DN at the remote switch from this switch. An access code is used as a prefix to the remote switch numbers.

Note: If no prefix is needed to dial from one switch to another, you can leave the Code field blank.

6. In the Target Type field, select Target ISCC.

When you select Target ISCC as your target type, the Properties dialog box changes its lower pane to the Sources pane. It is here that you enter the extended parameters for your access codes, by specifying the ISCC Protocol and ISCC Call Overflow Parameters.

To set these parameters, locate the two drop-down boxes that appear below the Target Type field in the Sources pane of that Properties dialog box.

- a. In the ISCC Protocol Parameters drop-down box, enter the appropriate ISCC Protocol parameter, as a comma-separated list of one or more of the following items shown in [Table 5](#):

Table 5: Target Type: ISCC Protocol Parameters

ISCC Protocol Parameters	Description
dnis-tail=<number-of-digits>	Where <number-of-digits> is the number of significant DNIS digits (last digits) used for call matching 0 (zero) matches all digits.
propagate=<yes, udata, party, no>	Default is yes. For more information, see “Modifying Event Propagation: advanced configuration” on page 101 .
direct-network-callid=<>	For configuration information, see Part Two of this document. (Use Table 3 on page 79 to determine if your T-Server supports the direct-network-callid transaction type.)

- b. In the ISCC Call Overflow Parameters drop-down box, enter call overflow parameters, as a comma-separated list of one or more of the following items shown in [Table 6](#):

Table 6: Target Type: ISCC Call Overflow Parameters

ISCC Call Overflow Parameters	Description
match-callid	Matches calls using network CallID.
match-ani	Matches calls using ANI.
inbound-only=<boolean>	Default is true. Setting inbound-only to true disables COF on consultation and outbound calls.

7. In the Route Type field, select a value corresponding to the transaction type you want to use (given that it is supported for your switch type). [Table 7](#) contains cross-reference information on transaction types that the Configuration Layer and T-Server use.

Table 7: Route Type and ISCC Transaction Type Cross-Reference

Route Type Field Value	ISCC Transaction Type
Default	The first value from the list of values specified in the cast-type option for the T-Server at the destination site
Direct	direct-callid
Direct ANI	direct-ani
Direct Digits	direct-digits
Direct DNIS and ANI	Reserved
Direct Network Call ID	direct-network-callid
Direct No Token	direct-notoken
Direct UII	direct-uuI
DNIS Pooling	dnis-pooling
Forbidden	External routing to this destination is not allowed
ISCC defined protocol	Reserved
PullBack	pullback

Table 7: Route Type and ISCC Transaction Type Cross-Reference (Continued)

Route Type Field Value	ISCC Transaction Type
Re-Route	reroute
Route	route

8. When you are finished, click Apply.

End of procedure

Next Steps

- After configuring a switch for multi-site support, proceed with the configuration of DNs assigned to this switch.

Compatibility Notes

When migrating from previous releases of T-Servers to 7.6, or when using T-Servers of different releases (including 7.6) in the same environment, keep in mind the following compatibility issues:

- The Target External Routing Point value of the Target Type field is obsolete and provided only for backward compatibility with T-Servers of releases 5.1 and 6.0. When two access codes for the same switch are configured, one with the Target ISCC target type and the other with the Target External Routing Point target type, T-Servers of releases 7.x, 6.5, and 6.1:
 - Use the Target ISCC access code for transactions with T-Servers of releases 7.x, 6.5, and 6.1.
 - Use the Target External Routing Point access code for transactions with T-Servers of releases 5.1 and 6.0.

When the only access code configured for a switch has the Target External Routing Point target type, T-Server uses this access code for all transactions.

- When the Target External Routing Point value of the Target Type field is configured, you must set the Route Type field to one of the following:
 - Default to enable the route transaction type
 - Label to enable the direct-ani transaction type
 - Direct to enable the direct transaction type

Note: The direct transaction type in releases 5.1 and 6.0 corresponds to the direct-callid transaction type in releases 6.1, 6.5, and 7.x.

- UseExtProtocol to enable the direct-uuu transaction type

- PostFeature to enable the reroute transaction type

These values are fully compatible with the transaction types supported in T-Server release 5.1.

- For successful multi-site operations between any two locations served by release 5.1 T-Servers, identical Route Type values must be set in the Switch's Access Code Properties dialog boxes for both the origination and destination switches.

DNs

Use the procedures from this section to configure access resources for various transaction types.

Procedure: Configuring access resources for the route transaction type

Purpose: To configure dedicated DNs required for the route transaction type.

Prerequisites

- Ensure that Switching Office and Switch objects are configured for both origination and destination locations.

Start of procedure

1. Under a configured Switch, select the DNs folder. From the main menu, select File > New > DN to create a new DN object.
2. On the General tab of the DN's Properties dialog box, specify the number of the configured DN as the value of the Number field. This value must correspond to the Routing Point number on the switch.
3. Select External Routing Point as the value of the Type field.
4. If a dialable number for that Routing Point is different from its DN name, specify the number in the Association field.
5. Click the Access Numbers tab. Click Add and specify these access number parameters:
 - Origination switch.
 - Access number that must be dialed to reach this DN from the origination switch.

In determining an access number for the Routing Point, T-Server composes it of the values of the following properties (in the order listed):

- a. Access number (if specified).

- b. Switch access code from the switch of the origination party to the switch to which the Routing Point belongs, concatenated with its Association (if the Association value is specified).
- c. Switch access code from the switch of the origination party to the switch to which the Routing Point belongs, concatenated with the number for the DN.
- d. Default access code of the switch to which the Routing Point belongs, concatenated with its Association (if the Association value is specified).
- e. Default access code of the switch to which the Routing Point belongs, concatenated with the number for the DN.

Note: If option `use-implicit-access-numbers` is set to true, the access number composed of switch access code and DN can be used for external transfers of calls originating at switches for which an access number is not specified.

6. When you are finished, click Apply.

End of procedure

Procedure: Configuring access resources for the dnis-pool transaction type

Purpose: To configure dedicated DNs required for the dnis-pool transaction type.

Start of procedure

1. Under a configured Switch, select the DNs folder. From the main menu, select File > New > DN to create a new DN object.
2. On the General tab of the DN's Properties dialog box, specify the number of the configured DN as the value of the Number field. This value must be a dialable number on the switch.
3. Select Access Resource as the Type field and type dnis as the value of the Resource Type field on the Advanced tab.
4. Click the Access Numbers tab. Click Add and specify these Access Number parameters:
 - Origination switch.

- Access number that must be dialed to reach this DN from the origination switch.

An access number for the access resource is determined in the same manner as for the route access resource.

5. When you are finished, click **Apply**.

End of procedure

Procedure: Configuring access resources for direct-* transaction types

Overview

You can use any configured DN as an access resource for the `direct-*` transaction types. (The `*` symbol stands for any of the following: `callid`, `uui`, `notoken`, `ani`, or `digits`.)

You can select the `Use Override` check box on the `Advanced` tab to indicate whether the override value should be used instead of the number value to dial to the DN. You must specify this value if the DN has a different DN name and dialable number. In fact, this value is required for T-Servers for some switch types—for example, Aspect ACD, Nortel Communication Server 2000/2100, and Spectrum.

Procedure: Configuring access resources for ISCC/COF

Purpose: To configure dedicated DNs required for the ISCC/COF feature.

Start of procedure

Note: Use Table 4 on [page 84](#) to determine if your T-Server supports the ISCC/COF feature.

1. Under a configured `Switch`, select the `DNs` folder. From the main menu, select `File > New > DN` to create a new DN object.

Note: The number of the access resource must match the name of a DN configured on the switch (usually, an ACD Queue) so that T-Server can determine if the calls arriving to this DN are overflowed calls.

2. On the General tab of the DN Properties dialog box, specify the number of the configured DN as the value for the Number field.
3. Select Access Resource as the value for the Type field.
4. On the Advanced tab, type cof-in or cof-not-in as the value for the Resource Type field.

Note: Calls coming to DN's with the cof-not-in value for the Resource Type are never considered to be overflowed.

5. When you are finished, click Apply.

End of procedure

Procedure: Configuring access resources for non-unique ANI

Purpose: To configure dedicated DN's required for the non-unique-ani resource type.

The non-unique-ani resource type is used to block direct-ani and COF/ani from relaying on ANI when it matches configured/enabled resource digits. Using non-unique-ani, T-Server checks every ANI against a list of non-unique-ani resources.

Start of procedure

1. Under a configured Switch, select the DN's folder. From the main menu, select File > New > DN to create a new DN object.
2. On the General tab of the DN Properties dialog box, specify the ANI digits that need to be excluded from normal processing.
3. Select Access Resource as the value for the Type field.
4. On the Advanced tab, specify the Resource Type field as non-unique-ani.
5. When you are finished, click Apply.

End of procedure

Procedure: Modifying DN's for isolated switch partitioning

Purpose: To modify DN's that belong to a particular partition where switch partitioning is used.

This configuration instructs T-Server to select an External Routing Point that has the same partition as the requested destination DN.

Note: When a target DN is not configured or has no configured partition name, T-Server allocates a DN of the External Routing Point type that belongs to any partition.

Start of procedure

1. Under a Switch object, select the DNs folder.
2. Open the Properties dialog box of a particular DN.
3. Click the Annex tab.
4. Create a new section named TServer.
5. Within that section, create a new option named epn. Set the option value to the partition name to which the DN belongs.
6. Repeat Steps 1–5 for all DNs, including DNs of the External Routing Point type, that belong to the same switch partition.
7. When you are finished, click Apply.

End of procedure

Configuration Examples

This section provides two configuration examples and describes how the configuration settings affect T-Server's behavior.

Multiple Transaction Types

This example demonstrates the difference in how ISCC directs a call when you specify two different transaction types (`route` and `direct-ani`).

In this example, you configure an origination and a destination switch for as described in “Switches and Access Codes” on [page 104](#).

1. Among configured Switches, select the origination Switch.
2. Open the Switch Properties dialog box and click the Default Access Codes tab.
3. Click Add to open the Access Code Properties dialog box.
4. Set the Access Code field to 9.
5. When you are finished, click Apply.
6. Among configured Switches, select the destination Switch.
7. Under the destination Switch, configure a DN as described in “Configuring access resources for the route transaction type” on [page 110](#).

8. Set the DN Number field to 5001234567.
9. Click the Advanced tab of this DN's Properties dialog box.
10. Select the Use Override check box and enter 1234567 in the Use Override field.
11. When you are finished, click Apply or Save.
12. Use a T-Server client application to register for this new DN with the destination T-Server and, therefore, with the switch.
13. Request to route a call from any DN at the origination switch to the destination DN you have just configured:
 - If you are using the route ISCC transaction type, the client requests that T-Server deliver a call to a destination location using the DN number 5001234567. ISCC requests that the switch dial one of the external routing points at the destination location, using the value either of the Access Number field or of the Access Code field, which is 9, concatenated with the external routing point at the destination location. The call is routed to the DN number 5001234567.
 - If you are using the direct-ani ISCC transaction type, the client requests that T-Server deliver a call to a destination location using the DN number 1234567, which is the Use Override value. ISCC requests that the switch dial 91234567, which is a combination of the Switch Access Code value and the Use Override value. The destination T-Server is waiting for the call to directly arrive at DN number 5001234567.

Call Overflow Methods

This section demonstrates how to indicate which overflow methods a switch supports.

In this example, for T-Server to use ANI/OtherDN matching in call overflow and manual transfer scenarios, set the ISCC Call Overflow Parameters to:

```
match-ani, inbound-only=true
```

when configuring Switch Access Codes as described on [page 106](#).

With this setting, the switch's location is queried for call data each time the destination T-Server receives an inbound call with the ANI or OtherDN attribute.

For T-Server to use NetworkCallID matching in call overflow and manual transfer scenarios, set the ISCC Call Overflow Parameters to (for example):

```
match-callid, inbound-only=false
```

when configuring Switch Access Codes as described on [page 106](#).

With this setting, the switch's location is queried for call data each time the destination T-Server receives a call of any type (including inbound) with the NetworkCallID attribute.

Next Steps

Continue with Chapter 5, “Start and Stop T-Server Components,” on [page 117](#) to test your configuration and installation.



Chapter

5

Start and Stop T-Server Components

This chapter describes methods for stopping and starting T-Server, focusing on manual startup for T-Server and HA Proxy for all switches. It includes these sections:

- [Command-Line Parameters, page 117](#)
- [Starting and Stopping with the Management Layer, page 119](#)
- [Starting with Startup Files, page 120](#)
- [Starting Manually, page 121](#)
- [Verifying Successful Startup, page 126](#)
- [Stopping Manually, page 127](#)
- [Starting and Stopping with Windows Services Manager, page 128](#)
- [Next Steps, page 128](#)

Command-Line Parameters

You can start and stop Framework components using the Management Layer, a startup file, a manual procedure, or the Windows Services Manager.

With all these methods, command-line parameters are usually required for a server application in addition to an executable file name.

Common command-line parameters are as follows:

-host	The name of the host on which Configuration Server is running.
-port	The communication port that client applications must use to connect to Configuration Server.
-app	The exact name of an Application object as configured in the Configuration Database.

-l	<p>The license address. Use for the server applications that check out technical licenses. Can be either of the following:</p> <ul style="list-style-type: none"> • The full path to, and the exact name of, the license file used by an application. For example, -l /opt/mlink/license/license.dat. • The host name and port of the license server, as specified in the SERVER line of the license file, in the port@host format. For example, -l 7260@ctiserver. <p>Note: Specifying the License Manager's host and port parameter eliminates the need to store a copy of a license file on all computers running licensed applications.</p>
-V	<p>The version of a Framework component. Note that specifying this parameter does not start an application, but returns its version number instead. You can use either uppercase or lowercase.</p>
-nco X/Y	<p>The Nonstop Operation feature is activated; X exceptions occurring within Y seconds do not cause an application to exit. If the specified number of exceptions is exceeded within the specified number of seconds, the application exits or, if so configured, the Management Layer restarts the application. If the -nco parameter is not specified, the default value of 6 exceptions handled in 10 seconds applies. To disable the Nonstop Operation feature, specify -nco 0 when starting the application.</p>
-lmspath	<p>The full path to log messages files (the common file named common.lms and the application-specific file with the extension *.lms) that an application uses to generate log events. This parameter is used when the common and application-specific log message files are located in a directory other than the application's working directory, such as when the application's working directory differs from the directory to which the application is originally installed.</p> <p>Note that if the full path to the executable file is specified in the startup command-line (for instance, c:\gcti\multiserver.exe), the path specified for the executable file is used for locating the *.lms files, and the value of the lmspath parameter is ignored.</p>
- transport-port <port number>	<p><port number> is the port number that a client will use for its TCP/IP connection to Configuration Server. See the Client-Side Port Definition section in the <i>Genesys 7.6 Security Deployment Guide</i> for more information.</p>
- transport-address <IP address>	<p><IP address> is the IP address that a client will use for its TCP/IP connection to Configuration Server. See the Client-Side Port Definition section in the <i>Genesys 7.6 Security Deployment Guide</i> for more information.</p>

Note: In the command-line examples in this document, angle brackets indicate variables that must be replaced with appropriate values.

Starting and Stopping with the Management Layer

Procedure: Configuring T-Server to start with the Management Layer

Start of procedure

1. Open the T-Server Application's Properties dialog box.
2. Click the Start Info tab.
3. Specify the directory where the application is installed and/or is to run as the Working Directory.
4. Specify the name of the executable file as the command-line.
5. Specify command-line parameters as the Command-Line Arguments.
The command-line parameters common to Framework server components are described on [page 117](#).
6. When you are finished, click Apply.
7. Click OK to save your changes and exit the Properties dialog box.

End of procedure

Note: Before starting an application with the Management Layer, make sure the startup parameters of the application are correctly specified in the application's Properties dialog box in Configuration Manager.

After its command-line parameters are correctly specified in the Properties dialog box, you can start and stop T-Server from Solution Control Interface (SCI), which is the graphical interface component of the Management Layer. (The starting procedure for SCI is described in the *Framework 7.6 Deployment Guide*.) *Framework 7.6 Solution Control Interface Help* provides complete instructions on starting and stopping applications.

You can also use the Management Layer to start a T-Server that has failed. To enable T-Server's autorestart functionality, select the corresponding check box in the Application's Properties dialog box.

Note that when you start (or restart) an application via the Management Layer, the application inherits environment variables from Local Control Agent (LCA), which executes the startup command. Therefore, you must also set the environment variables required by the application for the account that runs LCA.

Warning! *Stopping* an application via the Management Layer is not considered an application failure. Therefore, the Management Layer does not restart applications that it has stopped unless an appropriate alarm condition and alarm reaction are configured for these applications.

Starting with Startup Files

Startup files are files with the extension `run.sh` (on UNIX) or `startServer.bat` (on Windows), which installation scripts create and place into the applications' directories during the installations. These files are created for all Framework server applications except:

- Configuration Server (primary or backup) running on Windows.
- Backup Configuration Server running on UNIX.
- DB Server running on Windows.
- LCA running on either Windows or UNIX.

When using a startup file, verify that the startup parameters the installation script inserted in the startup file are correct. Use the following instructions for UNIX and Windows to start those application for which startup files are created. See the appropriate sections in “Starting Manually” on [page 121](#) to identify which applications should be running for a particular application to start.

Procedure: Starting T-Server on UNIX with a startup file

Start of procedure

1. Go to the directory where an application is installed.
2. Type the following command line:

```
sh run.sh
```

End of procedure

Procedure: Starting T-Server on Windows with a startup file

Start of procedure

To start T-Server on Windows with a startup file, use either of these methods:

- Go to the directory where an application is installed and double-click the `startServer.bat` icon.

Or

- From the MS-DOS window, go to the directory where the application is installed and type the following command-line:

```
startServer.bat
```

End of procedure

Starting Manually

When starting an application manually, you must specify the startup parameters at the command prompt, whether you are starting on UNIX or Windows. At the command prompt, command-line parameters must follow the name of the executable file. On the **Shortcut** tab of the **Program Properties** dialog box, command-line parameters must also follow the name of the executable file.

The command-line parameters common to Framework server components are described on [page 117](#).

If an `Application` object name, as configured in the Configuration Database, contains spaces (for example, `T-Server Nortel`), the `Application` name must be surrounded by quotation marks in the command-line:

```
-app "T-Server Nortel"
```

You must specify the rest of the command-line parameters as for any other application.

The following sections provide general instructions for starting HA Proxy and T-Server manually. Along with these instructions, refer to [Table 8](#), which lists T-Servers and HA Proxy executable file names for supported switches for Windows and UNIX operating systems.

Table 8: T-Server and HA Proxy Executable Names

Switch Type	T-Server Executable File Name		HA Proxy Executable File Name	
	UNIX	Windows	UNIX	Windows
Alcatel A4200/OXO	a4200_server	a4200_server.exe	Not Applicable	
Alcatel A4400/OXE	a4400_server	a4400_server.exe	Not Applicable	
Aspect ACD	aspect_server	aspect_server.exe	Not Applicable	
Avaya Communication Manager	avayacm_server	avayacm_server.exe	Not Applicable ^a	
Avaya INDeX	Not Applicable	index_server.exe	Not Applicable	
Cisco CallManager	ciscocm_server	ciscocm_server.exe	Not Applicable	
DataVoice Dharma	Dharma_server	Dharma_server.exe	Not Applicable	
Digitro AXS/20	digitro_server	digitro_server.exe	Not Applicable	
EADS Intecom M6880	intecom_server	intecom_server.exe	Not Applicable	
EADS Telecom M6500	m6500_server	m6500_server.exe	Not Applicable	
eOn eQueue	eon_server	eon_server.exe	Not Applicable	
Ericsson MD110	md110_server	md110_server.exe	Not Applicable	
Fujitsu F9600	Not Applicable	F9600_server.exe	Not Applicable	
Huawei C&C08	cc08_server	cc08_server.exe	Not Applicable	
Mitel SX-2000/ MN 3300	SX2000_server	SX2000_server.exe	Not Applicable	
NEC NEAX/APEX	neax_server	neax_server.exe	Not Applicable	
Nortel Communication Server 2000/2100	ncs2000_server	ncs2000_server.exe	ha_proxy_ dms	ha_proxy_ dms.exe
Nortel Communication Server 1000 with SCSS/MLS	succession_server	succession_server.exe	Not Applicable	
Philips Sopho iS3000	iS3000_server	iS3000_server.exe	ha_proxy_ iS3000	ha_proxy_ iS3000.exe

Table 8: T-Server and HA Proxy Executable Names (Continued)

Switch Type	T-Server Executable File Name		HA Proxy Executable File Name	
	UNIX	Windows	UNIX	Windows
Radvision iContact	nts_server	nts_server.exe	Not Applicable	
Rockwell Spectrum	spectrum_server	spectrum_server.exe	Not Applicable	
Samsung IP-PCX IAP	samsung_server	samsung_server.exe	Not Applicable	
Siemens Hicom 300/ HiPath 400 CSTA I	rolmcb4_server	rolmcb4_server.exe	Not Applicable	
Siemens HiPath 3000	HiPath3000_server	HiPath3000_server.exe	Not Applicable	
Siemens HiPath 4000 CSTA III	HiPath4000_server	HiPath4000_server.exe	Not Applicable	
Siemens HiPath DX iCCL	RealitisDX-iCCL_server	RealitisDX-iCCL_server.exe	Not Applicable	
SIP Server	sip_server	sip_server.exe	Not Applicable	
Tadiran Coral	Coral_server	Coral_server.exe	Not Applicable	
Teltronics 20-20	Teltronics2020_server	Teltronics2020_server.exe	ha_proxy_teltronics_2020	ha_proxy_teltronics_2020.exe
Tenovis Integral 33/55	Tenovis_server	Tenovis_server.exe	Not Applicable	
Network T-Servers				
AT&T	nts_server	nts_server.exe	Not Applicable	
Concert	nts_server	nts_server.exe	Not Applicable	
CRSP	nts_server	nts_server.exe	Not Applicable	
DTAG	dtag_server	dtag_server.exe	Not Applicable	
GenSpec	nts_server	nts_server.exe	Not Applicable	
ISCP	nts_server	nts_server.exe	Not Applicable	
IVR Server, using network configuration	nts_server	nts_server.exe	Not Applicable	
KPN	kpn_server	kpn_server.exe	Not Applicable	

Table 8: T-Server and HA Proxy Executable Names (Continued)

Switch Type	T-Server Executable File Name		HA Proxy Executable File Name	
	UNIX	Windows	UNIX	Windows
MCI	mci800_server	mci800_server.exe	Not Applicable	
NGSN	nts_server	nts_server.exe	Not Applicable	
Network SIP Server	tsip_server	tsip_server.exe	Not Applicable	
Sprint	sprint_server	sprint_server.exe	Not Applicable	
SR3511	sr3511_server	sr3511_server.exe	Not Applicable	
Stentor	stentor_server	stentor_server.exe	Not Applicable	

- a. For releases prior to 7.1, this T-Server has an HA Proxy available: `ha_proxy_g3tcp` (UNIX) or `ha_proxy_g3tcp.exe` (Windows).

HA Proxy

If you do not use HA Proxy in your Genesys implementation, proceed to “T-Server” on [page 125](#).

If one or more HA Proxy components are required for the T-Server connection, start HA Proxy before starting T-Server.

Before starting HA Proxy, be sure that the following components are running:

- DB Server that provides access to the Configuration Database
- Configuration Server

The command-line parameters common to Framework server components are described on [page 117](#).

Procedure: Starting HA Proxy on UNIX manually

Start of procedure

1. Go to the directory where HA Proxy is installed and type the following command-line:

```
ha_proxy_<switch> -host <Configuration Server host>
-port <Configuration Server port> -app <HA Proxy Application>
```

2. Replace `ha_proxy_<switch>` with the correct HA Proxy executable name, which depends on the type of the switch used.

Table 8 on [page 122](#) lists HA Proxy executable names for supported switches.

End of procedure

Procedure: Starting HA Proxy on Windows manually

Start of procedure

1. Start HA Proxy from either the Start menu or the MS-DOS window. If using the MS-DOS window, go to the directory where HA Proxy is installed and type the following command-line:

```
ha_proxy_<switch>.exe -host <Configuration Server host> -port
<Configuration Server port> -app <HA Proxy Application>
```

2. Replace `ha_proxy_<switch>.exe` with the correct HA Proxy executable name, which depends on the type of the switch used.

Table 8 on [page 122](#) lists HA Proxy executable names for supported switches.

End of procedure

T-Server

Before starting T-Server, be sure that the following components are running:

- DB Server that provides access to the Configuration Database
- Configuration Server
- License Manager

Note: If an HA Proxy component is required for the T-Server connection, HA Proxy must be started before T-Server.

The command-line parameters common to Framework server components are described on [page 117](#).

Procedure: Starting T-Server on UNIX manually

Start of procedure

1. Go to the directory where T-Server is installed and type the following command-line:

```
<switch>_server -host <Configuration Server host>
-port <Configuration Server port> -app <T-Server Application>
-l <license address> -nco [X]/[Y]
```
2. Replace <switch>_server with the correct T-Server executable name, which depends on the type of the switch used.
 Table 8 on [page 122](#) lists T-Server executable names for supported switches.

End of procedure

Procedure: Starting T-Server on Windows manually

Start of procedure

1. Start T-Server from either the Start menu or the MS-DOS window. If using the MS-DOS window, go to the directory where T-Server is installed and type the following command-line:

```
<switch>_server.exe -host <Configuration Server host>
-port <Configuration Server port> -app <T-Server Application>
-l <license address> -nco [X]/[Y]
```
2. Replace <switch>_server.exe with the correct T-Server executable name, which depends on the type of the switch used.
 Table 8 on [page 122](#) lists T-Server executable names for supported switches.

End of procedure

Verifying Successful Startup

After executing the startup command, you might want to check whether it was successful.

If you used the Management Layer to start either T-Server or HA Proxy, check whether Solution Control Interface displays Started or Service Unavailable

status for the corresponding application. Refer to the “Troubleshooting” section of the *Framework 7.6 Management Layer User’s Guide* if the startup command does not result in either `Started` or `Service Unavailable` status for some period of time.

If you start your T-Server or HA Proxy with startup files or manually, and if you have configured logging to console or a log file, check the log for messages similar to the following:

- T-Server log file: `Link connected`
- HA Proxy log file: `Link connected`

Stopping Manually

The following stopping procedures apply to Genesys server applications, such as DB Server, Configuration Server, Message Server, Local Control Agent, Solution Control Server, HA Proxy, T-Server, and Stat Server.

Procedure: Stopping T-Server on UNIX manually

Start of procedure

To stop a server application from its console window on UNIX, use either of these commands:

- `Ctrl+C`
- `kill <process number>`

End of procedure

Procedure: Stopping T-Server on Windows manually

Start of procedure

To stop a server application on Windows, use either of these commands:

- To stop a server application from its console window on Windows, use the `Ctrl+C` command.
- To stop a server application on Windows, use the `End Task` button on the Windows Task Manager.

End of procedure

Starting and Stopping with Windows Services Manager

When starting an application installed as a Windows Service, make sure the startup parameters of the application are correctly specified in the ImagePath in the Application folder in the Registry Editor. The ImagePath must have the following value data:

```
<full path>\<executable file name> -service <Application Name as Service> -host <Configuration Server host>
-port <Configuration Server port> -app <Application Name>
-l <license address>
```

where the command-line parameters common to Framework server components are described on [page 117](#) and

-service The name of the Application running as a Windows Service; typically, it matches the Application name specified in the **-app** command-line parameter.

Framework components installed as Windows Services with the autostart capability are automatically started each time a computer on which they are installed is rebooted.

You can start Framework components installed as Windows Services with the manual start capability with the Start button in Services Manager .

Note: Use the Windows Services window to change the startup mode from Automatic to Manual and vice versa.

Regardless of a component's start capability, you can stop Framework components installed as Windows Services with the Stop button in Services Manager.

Next Steps

This chapter concludes Part One of this document—the set of general instructions for deploying any T-Server. Refer to subsequent chapters in this guide for detailed reference information and any special procedural instructions that pertain to your particular T-Server.



Part

2

Part Two: Reference Information

Part Two of this *T-Server Deployment Guide* contains reference information specific to your T-Server. However, it also contains information on *all* T-Server options—both those specific to your T-Server and those common to all T-Servers. The information is divided among these chapters:

- Chapter 6, “Switch-Specific Configuration,” on [page 131](#), describes compatibility and configuration information specific to this T-Server, including instructions for setting the DN properties and recommendations for the switch configuration.
- Chapter 7, “Supported Functionality,” on [page 137](#), describes the features that are supported by this T-Server, including T-Library functionality, and error messages.
- Chapter 8, “Common Configuration Options,” on [page 173](#), describes the log configuration options common to all Genesys server applications.
- Chapter 9, “T-Server Common Configuration Options,” on [page 195](#), describes the configuration options common to all T-Server types, including options for multi-site configuration.
- Chapter 10, “Configuration Options for T-Server for Cisco CallManager,” on [page 219](#), describes the configuration options specific to this T-Server, including the link-related options—those that address the interface between T-Server and the switch.
- Chapter 11, “Stream Manager Configuration,” on [page 239](#), describes the configuration options that enable Stream Manager to work with T-Server for Cisco CallManager.

New in T-Server for Cisco CallManager

The following new features are now available in the initial 7.6 release of T-Server for Cisco CallManager

- T-Server now supports four JTAPI links for a deployment with up to four Cisco CTI managers. Cisco CallManager has four accounts configured for T-Server with a non-overlapping DN set. See “Socket Mode of Communication” on [page 170](#) for details.

Note: Configuration option changes that apply to your T-Server are described in “Changes from 7.5 to 7.6” on [page 238](#).



Chapter

6

Switch-Specific Configuration

This chapter presents switch-specific reference information for configuring T-Server for the Cisco CallManager (CCM) switch. This chapter has these sections:

- [Known Limitations, page 131](#)
- [Configuring the Java Virtual Machine on a T-Server Host, page 132](#)
- [Configuring the Cisco CallManager switch for T-Server, page 133](#)
- [JTAPI and Configuring JTAPI Options, page 134](#)

Known Limitations

Several known limitations result from the current T-Server/Cisco CallManager interface:

- T-Server does not add the value of Forwarded to the CallState message in the EventRinging event when a call is unconditionally forwarded.
- When digits collection is completed (because the MAX_DIGITS limit is reached or the ABORT/TERM_DIGITS is entered), the treatment PlayAnnouncementAndCollectDigits ends, causing the interruption of the announcement regardless of the setting of the INTERRUPTABLE flag for this announcement.
- In Call Pickup scenarios, T-Server distributes additional EventOnHook / EventOffHook when Pickup button is pressed on the phone set.
- CCM establishes a voice path for inbound calls immediately upon their being placed in an ACD queue, or when you have configured a music treatment on a Routing Point. This behavior differs from other PBXs, which establish the voice path only when the call is delivered to the agent. This limitation does not affect the Genesys Call Model.

Configuring the Java Virtual Machine on a T-Server Host

T-Server for Cisco CallManager requires that the Java 2 Standard Edition (J2SE) Runtime Environment (or J2SE SDK) version 1.4.2 or later be installed on the T-Server host. This can be downloaded freely from the Sun Microsystems website at <http://java.sun.com>. The following platforms are currently supported, and you must select the appropriate one based on the T-Server host operating system:

- Solaris 32 bit
- Solaris 64 bit
- AIX
- Linux
- Windows

After J2SE is installed, you must configure the Java Virtual Machine (JVM) dynamic library path based on the T-Server host operating system:

- Solaris: Set the environment variable `LD_LIBRARY_PATH` to point to the path of the JVM library `libjvm.so`.
 - For the 32 bit version, this is located at `<java_home>/jre/lib/sparc/server`.
 - For the 64 bit version, this is located at `<java_home>/jre/lib/sparcv9/server`.
- AIX: Set the environment variable `LIBPATH` to point to the path of the JVM library `libjvm.so` and `libjvm.a`.
 - `<JAVA_HOME>/jre/bin/classic:<JAVA_HOME>/jre/bin`.
Note that the `<JAVA_HOME>` directory is different for 32 and 64 bit versions of Java.
- Linux: Set the environment variable `LD_LIBRARY_PATH` to point to the path of the JVM library `libjvm.so`.
 - For the 32-bit version, this is located at `$(JAVA_HOME)/jre/lib/i386/server`.
- Windows: Set the environment variable `PATH` to point to the path of the JVM library `jvm.dll`.
 - For a JRE installation, this is located at `<java_home>\jre\bin\client`.
 - For a SDK installation, use the server version at `<java_home>\jre\bin\server`.

Warning! Please ensure that the dynamic library path is not pointing to older JVMs. T-Server for Cisco CallManager will not start if the JVM version is earlier than 1.2.2.

Configuring the Cisco CallManager switch for T-Server

Note: For specific information about Cisco CallManager configuration, please refer to the *Cisco CallManager System Guide* and the *Cisco CallManager Administration Guide*.

The following procedure enables all versions of the Cisco CallManager switch to work with the T-Server application:

1. Identify the host name of the CTI-Manager. You must enter this host name in the T-Server option “ccm-host” on [page 223](#).
2. For CallManager version 4.x, create a single new User in CallManager. The option `Enable CTI Application Use` must be checked. The user name and password of this new User must be entered in the T-Server options “user-login” on [page 228](#) and “password” on [page 227](#), respectively.

For CallManager version 5.x and higher, create a new End User in CallManager, associate all of the necessary devices, and place the user in the Standard CTI Enabled Group. The option `Enable CTI Application Use` must be checked. The user name and password of this new End User must be entered in the T-Server options “user-login” on [page 228](#) and “password” on [page 227](#), respectively.

3. In both the Cisco CallManager and the Genesys Configuration Management Environment, create or identify the following DN types to be controlled or monitored by Genesys:
 - Agent IP-Phone DNs for standalone Cisco softphones.
 - CTI Routing Points.

Note: Starting with CallManager 5.1, there are two types of users; Application Users and End Users.

Warning! Cisco CallManager T-Server does not support CTI Routing Point configurations where the same Device is assigned to more than one Line on the switch.

These CallManager DN types have different names in Genesys; see “T-Server Device and Cisco CallManager DN types” on [page 134](#) for equivalent Genesys types. Use the Genesys terminology when configuring DNs with Configuration Manager. T-Server accepts other DNs, but they are not registered with the Cisco CallManager.

4. Associate these DNs to the User created previously in Step 2. This will allow T-Server to register these devices.

[Table 9](#) lists the names for the CallManager DN types and their Genesys equivalents.

Table 9: T-Server Device and Cisco CallManager DN types

Description	Cisco CallManager DN Type	Configuration Server Device Type
Agent Extension	DN assigned to any phone device type, including all IP phone models, and CTI ports	Extension, Position, or Mixed
Routing Point	Routing Point	Routing Point
ACD Queue	Routing Point	ACD Queue

Only T-Server uses agent logins, so therefore you do not need to match the user information on the CCM switch. T-Server manages the status of the agents who use these logins and enables these agents to log in to the CCM addresses.

JTAPI and Configuring JTAPI Options

JTAPI is the application programming interface (API) that T-Server uses to communicate with the Cisco CallManager switch. JTAPI manages all CTI communication between T-Server and CCM.

Although you can set various JTAPI options, Genesys does not recommend changing the default values of any of them unless you:

- Want to enable JTAPI logging. These logs contain details of all the CTI messages to and from the Cisco CallManager.
- Are instructed to do so by Genesys or Cisco Technical Support.

You can configure these options in one of three ways:

- By configuring options in the `j tapi` section on the Options tab for the T-Server Application object in the Configuration Layer; see the “JTAPI Section” on [page 229](#) for more information.
- By creating a `j tapi.ini` text file and placing it in the same working directory in which you installed T-Server (or in a directory defined by the `CLASSPATH` environment variable).
- For Windows systems that have Cisco JTAPI software installed, by using `jtprefs.exe` to set `j tapi.ini`.

For more information about JTAPI, `jtprefs.exe`, and JTAPI options, see the *Cisco CallManager Administration Guide*.



Chapter

7

Supported Functionality

This chapter describes the telephony functionality that T-Server for Cisco CallManager supports. It contains these following sections:

- T-Library Functionality, page 138
- Error Messages, page 148
- Agent Login and Agent States, page 150
- Agent After Call Work, page 151
- Agent Ring Redirect Timeout, page 152
- ACD Queues, page 152
- Music and Announcements, page 152
- Predictive Dialing, page 157
- Dual-Tone Multi-Frequency, page 159
- User-Data Display to IP Phones, page 159
- User-Data Display to IP Phones Not on a Call, page 160
- Voice Monitoring, page 161
- Shared Lines, page 161
- Extension Mobility, page 165
- Call Pickup, page 168
- Group Call Pickup, page 168
- Call Parking, page 169
- ACD-like Default Routing, page 169
- Route Points with Multiple Partitions, page 169
- Calling Search Space Feature, page 169
- Socket Mode of Communication, page 170

T-Library Functionality

The tables in this chapter present the T-Library functionality that is supported in the Cisco CallManager (CCM) switch. The table entries use the following notations:

N—Not supported

Y—Supported

I—Supported, but reserved for Genesys Engineering

E—Event only is supported

In [Table 10](#), when a set of events is sent in response to a single request, the events are listed in an arbitrary order. An asterisk (*) indicates the event that contains the same Reference ID as the request. For more information, refer to the *Genesys 7 Events and Models Reference Manual* and *Voice Platform SDK 7.6 .NET (or Java) API Reference* for technical details of T-Library functions.

[Table 10](#) reflects only the switch functionality that is used by Genesys software, and therefore it might not include the complete set of events that the switch offers.

Certain requests listed in [Table 10](#) are reserved for Genesys Engineering and are listed here merely for completeness of information.

Notes describing specific functionality may appear at the end of a table.

Table 10: Supported Functionality

Feature Request	Request Subtype	Corresponding Event(s)	Supported
General Requests			
TOpenServer		EventServerConnected	Y
TOpenServerEx		EventServerConnected	Y
TCloseServer		EventServerDisconnected	Y
TSetInputMask		EventACK	Y
TDispatch		Not Applicable	Y
TScanServer		Not Applicable	Y
TScanServerEx		Not Applicable	Y
Registration Requests			
TRegisterAddress ^a		EventRegistered	Y
TUnregisterAddress ^a		EventUnregistered	Y

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
Call-Handling Requests			
TMakeCall ^b	Regular	EventDialing	Y
	DirectAgent		N
	SupervisorAssist		N
	Priority		N
	DirectPriority		N
TAnswerCall		EventEstablished	Y
TReleaseCall		EventReleased	Y
TClearCall		EventReleased	N
THoldCall		EventHeld	Y
TRetrieveCall		EventRetrieved	Y
TRedirectCall		EventReleased	Y
TMakePredictiveCall ^c		EventDialing*, EventQueued	Y
Transfer/Conference Requests			
TInitiateTransfer ^b		EventHeld, EventDialing*	Y
TCompleteTransfer		EventReleased*, EventPartyChanged	Y
TInitiateConference ^b		EventHeld, EventDialing*	Y
TCompleteConference		EventReleased*, EventRetrieved, EventPartyChanged, EventPartyAdded	Y
TDeleteFromConference		EventPartyDeleted*, EventReleased	Y
TReconnectCall		EventReleased, EventRetrieved*	Y
TAlternateCall		EventHeld*, EventRetrieved	Y

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
TMergeCalls	ForTransfer	EventHeld EventReleased*, EventRetrieved ^d EventPartyChanged	Y
	ForConference	EventHeld ^d EventReleased*, EventRetrieved ^d , EventPartyChanged, EventPartyAdded	Y
TMuteTransfer ^b		EventHeld, EventDialing*, EventReleased, EventPartyChanged	Y
TSingleStepTransfer ^b		EventReleased*, EventPartyChanged	N
TSingleStepConference		EventRinging*, EventEstablished	N

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
Call-Routing Requests			
TRouteCall ^b	Unknown	EventRouteUsed	Y
	Default		Y
	Label		Y
	OverwriteDNIS		N
	DDD		N
	IDDD		N
	Direct		N
	Reject		Y
	Announcement		N
	PostFeature		N
	DirectAgent		N
	Priority		N
	DirectPriority		N
	AgentID		N
	CallDisconnect		N

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
Call-Treatment Requests			
TApplyTreatment	Unknown	(EventTreatmentApplied+ EventTreatmentEnd)/EventT reatmentNotApplied	N
	IVR		N
	Music ^e		Y
	RingBack ^e		Y
	Silence ^e		Y
	Busy ^d		Y
	CollectDigits		Y
	PlayAnnouncement ^e		Y
	PlayAnnouncementAnd- Digits		Y
	VerifyDigits		Y
	RecordUserAnnouncement		Y
	DeleteUserAnnouncement		N
	CancelCall		N
	PlayApplication		N
	SetDefaultRoute		N
	TextToSpeech		N
	TextToSpeechAndDigits		N
	FastBusy ^e		Y
	RAN		N
TGiveMusicTreatment		EventTreatmentApplied	N
TGiveRingBackTreatment		EventTreatmentApplied	N
TGiveSilenceTreatment		EventTreatmentApplied	N

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
DTMF (Dual-Tone MultiFrequency) Requests			
TCollectDigits		EventDigitsCollected	N
TSendDTMF		EventDTMFSent	Y
Voice-Mail Requests			
TOpenVoiceFile		EventVoiceFileOpened	N
TCloseVoiceFile		EventVoiceFileClosed	N
TLoginMailBox		EventMailBoxLogin	N
TLogoutMailBox		EventMailBoxLogout	N
TPlayVoice		EventVoiceFileEndPlay	N
Agent & DN Feature Requests			
TAgentLogin		EventAgentLogin	Y
TAgentLogout		EventAgentLogout	Y
TAgentSetReady		EventAgentReady	Y
TAgentSetNotReady		EventAgentNotReady	Y
TMonitorNextCall	OneCall	EventMonitoringNextCall	N
	AllCalls		N
TCancelMonitoring		EventMonitoringCanceled	N
TCallSetForward	None	EventForwardSet	Y
	Unconditional		Y
	OnBusy		N
	OnNoAnswer		N
	OnBusyAndNoAnswer		N
	SendAllCalls		N
TCallCancelForward		EventForwardCancel	Y
TSetMuteOff		EventMuteOff	N

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
TSetMuteOn		EventMuteOn	N
TListenDisconnect		EventListenDisconnected	N
TListenReconnect		EventListenReconnected	N
TSetDNDOOn		EventDNDOOn	N
TSetDNDOff		EventDNDOff	N
TSetMessageWaitingOn		EventMessageWaitingOn	N
TSetMessageWaitingOff		EventMessageWaitingOff	N
		EventOffHook	Y
		EventOnHook	Y
		EventDNBackInService	Y
		EventDNOutOfService	Y
Query Requests			
TQuerySwitch ^a	DateTime	EventSwitchInfo	N
	ClassifierStat		N
TQueryCall ^a	PartiesQuery	EventPartyInfo	Y
	StatusQuery		Y

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
TQueryAddress ^a	AddressStatus	EventAddressInfo	Y
	MessageWaitingStatus		Y
	AssociationStatus		N
	CallForwardingStatus		Y
	AgentStatus		Y
	NumberOfAgentsInQueue		N
	NumberOfAvailableAgents-InQueue		N
	NumberOfCallsInQueue		N
	AddressType		Y
	CallsQuery		Y
	SendAllCallsStatus		N
	QueueLoginAudit		Y
	NumberOfIdleTrunks		N
	NumberOfTrunksInUse		N
	DatabaseValue		N
	DNStatus		Y
	QueueStatus		Y

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
TQueryLocation ^a	AllLocations	EventLocationInfo	I
	LocationData		I
	MonitorLocation		I
	CancelMonitorLocation		I
	MonitorAllLocations		I
	CancelMonitorAll-Locations		I
	LocationMonitorCanceled		I
	AllLocationsMonitor-Canceled		I
TQueryServer ^a		EventServerInfo	Y
User-Data Requests			
TAttachUserData [Obsolete]		EventAttachedDataChanged	Y
TUpdateUserData		EventAttachedDataChanged	Y
TDeleteUserData		EventAttachedDataChanged	Y
TDeleteAllUserData		EventAttachedDataChanged	Y
ISCC (Inter Server Call Control) Requests			
TGetAccessNumber ^b		EventAnswerAccessNumber	I
TCancelRegGetAccess- Number		EventReqGetAccess- NumberCanceled	I
Special Requests			
TReserveAgent		EventAgentReserved	Y
TSendEvent		EventACK	I
TSendEventEx		EventACK	I
TSetCallAttributes		EventCallInfoChanged	I
TSendUserEvent		EventACK	Y
TPrivateService		EventPrivateInfo	Y

Table 10: Supported Functionality (Continued)

Feature Request	Request Subtype	Corresponding Event(s)	Supported
Network Attended Transfer Requests^e			
TNetworkConsult		EventNetworkCallStatus	Y
TNetworkAlternate		EventNetworkCallStatus	Y
TNetworkTransfer		EventNetworkCallStatus	Y
TNetworkMerge		EventNetworkCallStatus	Y
TNetworkReconnect		EventNetworkCallStatus	Y
TNetworkSingleStep-Transfer		EventNetworkCallStatus	Y
TNetworkPrivateService		EventNetworkPrivateInfo	Y
ISCC Transaction Monitoring Requests			
TTransactionMonitoring		EventACK	Y
		EventTransactionStatus	E

- a. Only the requestor receives a notification of the event associated with this request.
- b. This feature request can be made across locations in a multi-site environment. However, if the location attribute of the request contains a value relating to any location other than the local site—except when the response to this request is `EventError`—there will be a second event response that contains the same reference ID as the first event. This second event will be either `EventRemoteConnectionSuccess` or `EventRemoteConnectionFailed`.
- c. T-Server for Cisco CallManager does not use the `extensions` parameter. Any data in this parameter is ignored.
- d. More detail about these treatments is provided in the section “Music and Announcements” on [page 152](#).
- e. All T-Servers support NAT/C requests with `AttributeHomeLocation` provided that this attribute identifies a network location that is capable of processing such requests. Refer to the *Network T-Server Deployment Guides* to determine whether a specific Network T-Server can process these requests.

Error Messages

The following table presents the complete set of error messages that T-Server distributes in EventError, which T-Server generates when it cannot execute a request because of an error condition.

Table 11: Error Messages for T-Server for Cisco CallManager

Code	Symbolic Name	Description
40	TERR_NOMORE_LICENSE	No more licenses are available.
41	TERR_NOT_REGISTERED	Client has not registered for the DN.
42	TERR_RESOURCE_SEIZED	Resource is already seized.
43	TERR_IN_SAME_STATE	Object is already in requested state.
50	TERR_UNKNOWN_ERROR	Unknown error code. Request cannot be processed.
51	TERR_UNSUP_OPER	Operation is not supported.
52	TERR_INTERNAL	Internal error.
53	TERR_INVALID_ATTR	Attribute in request operation is invalid.
54	TERR_NO_SWITCH	No connection to the switch.
55	TERR_PROTO_VERS	Incorrect protocol version.
56	TERR_INV_CONNID	Connection ID in request is invalid.
57	TERR_TIMEOUT	Switch or T-Server did not respond in time.
58	TERR_OUT_OF_SERVICE	Out of service.
59	TERR_NOT_CONFIGURED	DN is not configured in the Configuration Database.
61	TERR_INV_CALL_DN	DN in request is invalid.
96	TEER_CANT_COMPLETE_CONF	Call cannot add new conference party
119	TERR_BAD_PASSWD	Password was invalid

Table 11: Error Messages for T-Server for Cisco CallManager (Continued)

Code	Symbolic Name	Description
122	TERR_CANT_REG_DNS	Cannot register DN's on the switch
128	TERR_BAD_DN_TYPE	Invalid DN type for DN registration
166	TERR_RES_UNAVAIL	(JTAPI object) resource is not available
168	TERR_INV_ORIG_ADDR	Originating address in request was invalid
177	TERR_TARG_DN_INV	DN target (in route call) was invalid
195	TERR_CFW_DN_INV	Call forwarding address is invalid.
243	TERR_CLNT_NOT_MON	Internal error—client corrupted in T-Server
302	TERR_INV_DTMF_STRING	DTMF string invalid
410	TERR_INAPPR_TRTM	Invalid treatment type
415	TERR_INV_DEST_DN	The destination DN in the request is invalid
470	TERR_PARTY_NOT_ON_CALL	Party in request is not involved in a call
496	TERR_INV_CALL_STATE	Party in request is in the call state
506	TERR_RECVD_INV_STATE	Call/Party is in invalid state for this time
700	TERR_INV_LOGIN_REQ	Agent cannot log in at this time
701	TERR_INV_LOGOUT_REQUEST	Agent cannot logout
702	TERR_INV_READY_REQ	Agent cannot go to ready state
1605	TERR_INVALIDPARTY	Party in request was invalid on switch
1703	TERR_SOFT_AGENT_WRONG_ID	Wrong Agent ID
1704	TERR_SOFT_AGENT_ID_IN_USE	Agent ID already used
1705	TERR_SOFT_AGENT_PSWD_DOESNT_MATCH	Agent Password does not match

Table 11: Error Messages for T-Server for Cisco CallManager (Continued)

Code	Symbolic Name	Description
1706	TERR_SOFT_AGENT_ALREADY_LOGGED_IN	AGENT is already logged in
1707	TERR_SOFT_AGENT_NOT_LOGGED_IN	AGENT is not logged in
3002	TERR_PRIVVIOLATION	User doesn't have security privilege on the switch
3005	TERR_UNSUCC_ROUTECALL	RouteCall request was unsuccessful
Network Attended Transfer/Conference Error Messages		
1901	TERR_NATC_UNEXP_CONSULT	Unexpected request TNetworkConsult.
1902	TERR_NATC_UNEXP_ALTERNATE	Unexpected request TNetworkAlternate.
1903	TERR_NATC_UNEXP_RECONNECT	Unexpected request TNetworkReconnect.
1904	TERR_NATC_UNEXP_TRANSFER	Unexpected request TNetworkTransfer.
1905	TERR_NATC_UNEXP_MERGE	Unexpected request for TNetworkMerge.
1906	TERR_NATC_UNEXP_SST	Unexpected request TNetworkSingleStepTransfer.
1907	TERR_NATC_UNEXP_NPS	Unexpected request TNetworkPrivateService.
1908	TERR_NATC_UNEXP_MSG	Unexpected message.

Agent Login and Agent States

T-Server internally manages agent login and agent states, because the CCM switch does not contain this functionality. The agent login IDs for the CCM switch are arbitrary, and there is no coordination between these IDs and the “users” configured in the switch.

Except for the following unique behavior, the valid agent-state behavior, transitions, and events for T-Server for CCM are described in the *Genesys 7 Events and Models Reference Manual* and *Voice Platform SDK 7.6 .NET (or Java) API Reference* for technical details of T-Library functions.

- When an agent is set to the NotReady state, the switch can direct calls to this agent. Genesys Universal Routing Server (URS), however, does not direct calls to an agent in the NotReady state.
- After a T-Server restart, all agents are set to the Logged Out state.
- When an agent logs in with the TAgentLogin request, the agent state is determined by the workmode in the request, as follows:
 - AgentAutoIn/AgentManualIn: Ready state (EventAgentReady is sent.)
 - AgentAfterCallWork: AfterCallWork state (EventAgentNotReady, workmode = AgentAfterCallWork, is sent.)
 - AgentWalkAway: WalkAway state (EventAgentNotReady, workmode = AgentWalkAway, is sent.)
 - All other workmodes: NotReady state (EventAgentNotReady, workmode = AgentAuxWork, is sent.)
- T-Server automatically sets the agent to the AfterCallWork state after releasing a call if wrap-up-time is configured for that agent. See “Agent After Call Work” on [page 151](#).
- T-Server automatically sets the agent to the WalkAway state if the agent does not answer a call within the ring timeout for that call. See “Agent Ring Redirect Timeout” on [page 152](#).
- An agent cannot log in to multiple queues.

Agent After Call Work

AfterCallWork (ACW) is an agent state that prevents Genesys-routed calls from being delivered to the agent.

ACW is configured in the Configuration Layer using the <wrap-up-time> variable, located in the Agent's Properties section. The variable is defined in seconds, with the following behavior:

- Automatic: (if WrapUpTime > 0)
After releasing a call, an agent in Ready state automatically is placed into the ACW unless the call was released because it was redirected using TRedirectCall, or unless the agent has another call in progress. The agent remains in the ACW state for <wrap-up-time> seconds, or until the agent explicitly enters the Ready state through a TAgentReady request.
- Manual: (if WrapUpTime = 0)
After releasing a call, an agent remains in Ready state. In both automatic and manual ACW modes, T-Server can also set the agent to the ACW state if the client sends TAgentNotReady with Workmode=AfterCallWork. In this case, the agent remains in the ACW state until TAgentReady is sent.

Agent Ring Redirect Timeout

This feature is intended to prevent calls from ringing indefinitely at an agent desktop when that agent logged in, but then left his or her desk, without logging out. When this feature is invoked, T-Server allows a call to ring at an agent's phone for only a specified number of seconds before considering the agent as “walked away”. When this occurs, T-Server reroutes the call to another address (usually configured to be a Routing Point) and, if the agent is in Ready state, sets the agent to NotReady (WalkAway) state.

To invoke this feature, the following key-value pairs should be attached to the attribute `Extensions` of the `RequestRouteCall` request:

Key: `NO_ANSWER_TIMEOUT`

Value: A string representing the timeout.

Key: `NO_ANSWER_ACTION`

Value: A string representing what action T-Server performs for an agent. It can be either `notready`, `walkaway`, or `logout`.

Key: `NO_ANSWER_OVERFLOW`

Value: A string representing an overflow DN.

If you do not set a timeout value, the call is redirected to the value specified in the `default-dn` option on [page 207](#); or if that option is not set, the phone continues to ring without redirection (but the agent is still placed in the NotReady state).

ACD Queues

DNs of the ACD Queue type are configured as the Routing Point type in the Cisco CallManager. T-Server manages the ACD Queue call distribution and `agentlogin` functionality internally; however this is transparent to T-Server clients. An Agent DN may log into only one queue. Calls with the longest wait time on an ACD queue are distributed to agents with the longest idle time.

The music played to the caller in the ACD queue is configurable. For more information, please see “Music Treatment on ACD Queues” on [page 154](#).

Music and Announcements

T-Server is able to control the playing of announcements and music on Routing Points and ACD Queues in Cisco CallManager. Music and announcements can come from two sources:

1. **CallManager Music On Hold Server:** The server that provides music to endpoints when an IP phone is placed on hold. The selection of music to be played can be customized in CallManager for a particular Routing Point. Refer also to your CallManager administration guide.
2. **Stream Manager:** A Genesys client application that is able to stream media files. For more information about configuring, refer to the Chapter 11, “Stream Manager Configuration,” on [page 239](#). Stream Manager plays files using a codec that is negotiated with the CallManager switch. The list of possible codecs that can be used is configured in the T-Server option `audio-codec`. Please refer to the [Page 222](#) of this document to configure this option.

T-Server can use CallManager Music On Hold Server to play music on hold, for a call on a Routing Point DN, if the DN is configured in Configuration Manager.

Procedure:

Configuring a DN in Configuration Manager to use CallManager Music On Hold Server

Start of procedure

1. Under a Switch object, select the DNs folder.
2. Right click to open the Properties dialog box of a particular Routing Point DN.
3. Select the Annex tab.
4. Create a new section named TServer.
5. Within that section, create a new option named `moh-server-music` and an arbitrary string value (for example: `mohserver-music-treatment-01`). T-Server uses CallManager Music On Hold Server instead of Stream Manager to play music treatment if the name of the music file, as defined in the strategy, is equal to the value of this option, in this case `mohserver-music-treatment-01`. For all other music files Stream Manager will be used.
6. Repeat Steps 1-5 for all Routing Point DNs that require this functionality.
7. Load a Strategy in URS (Universal Routing Server) on the Routing Point DN.

End of procedure

Announcement Treatments on Routing Points

The two announcement treatments, `PlayAnnouncement` and `PlayAnnouncementAndDigits`, include the following parameters:

`LANGUAGE`: Ignored.

`MSGID`: Ignored.

`MSGTXT`: Ignored

`PROMPT`: Contains up to 10 sub-prompts. Each of these will contain a music file, and they are played in order:

`INTERRUPTABLE`: If set to `true`, the caller can interrupt the announcement with a DTMF keystroke.

`ID`: Contains an integer that refers to the file `announcement/<integer>`. For example, a value of `ID 1` would refer to the file `announcement/1_alaw.au`, if the G.711 a-law codec is used.

`DIGITS`: Ignored.

`USER_ID`: Ignored.

`USER_ANN_ID`: Ignored.

`TEXT`: Ignored.

CallManager Music on hold is not available for these treatment types. Only Stream Manager can be the source for the announcements.

If the treatment is terminated early because of a problem with Stream Manager or T-Server, T-Server sets the Extension data fields, `ERR_CODE` and `ERR_TEXT`. To determine whether these fields exist, and/or to determine their values, from a routing strategy, use the `ExtensionData` function. Place this function on a normal completion branch (not the error branch) after the treatment.

Refer to the *Universal Routing 7 Reference Manual* for more information about using and configuring strategies.

Note: Leave the `Wait For Treatment End` check box selected in order to enable these treatments to play until completion.

Music Treatment on ACD Queues

Each ACD queue can play a specific Stream Manager music file. The file is specified in the `DN queue-music` option (under the `TServer` section under the `Annex` tab in Configuration Manager). The file is specified as `<directory/music file name>`, where `<directory>` is a sub-directory off the Stream Manager root directory, and `<music file name>` refers to the name of the file, without the codec extension. If Stream Manager is not configured or if it has failed, then `music-on-hold` music is played. For example, `music/in_queue` would refer to the file `music/in_queue_alaw.au` if the G.711 a-law codec was to be used.

If an ACD queue does not have the `queue-music` option configured, T-Server plays the Stream Manager music file that is specified in the T-Server `queue-music` option.

Note: Leave the `compatible mode` checkbox unselected when configuring the music treatment on an ACD Queue.

Music Treatments on Routing Points (TreatmentMusic)

The music treatment includes the following parameters:

MUSIC_DN: Specifies the music file for Stream Manager to play. The format is `<directory>/<music file name>`, where `<directory>` is a sub-directory off the Stream Manager root directory, and `<music file name>` refers to the name of the file without the codec extension. If the music file name is prefixed with a plus sign `+`, the music file loops continuously, otherwise the file is played only once. However, if the **MUSIC_DN** field is blank, `music-on-hold` music is played by default. For example, `music/in_queue` would refer to the file `music/in_queue_alaw.au` if G.711 a-law codec is used.

DURATION: Specifies the duration, in seconds, that the music plays. Note that this parameter is ignored if **MUSIC_DN** is blank (that is, if `music-on-hold` is used).

This treatment terminates before the music file has finished playing. To continue playing music after the treatment terminates, consider one of the following strategies in Interaction Routing Designer:

- Execute the treatment inside a route-selection treatment block. In this case the treatment continues until a route target is selected.
- Follow the treatment with the `SuspendForTreatmentEnd` function. In this case, the treatment plays music until terminated after **DURATION** seconds.
- Follow the treatment with the `delay` function. In this case, the treatment plays music for **delay** seconds. If **DURATION** is less than **delay**, silence is played for the time difference.

Refer to the *Universal Routing 7.1 Reference Manual* for more information about using and configuring strategies.

Call Recording (RecordUserAnnouncement)

The call recording function is supported by the `RecordUserAnnouncement` treatment. By default, the recorded user's announcement (an audio file) is saved into a single `users` folder for a single Stream Manager (SM), with a filename specified in the `RecordUserAnnouncement` treatment (which should coincide with the Configuration Manager's Tenant's name). The format of the recorded file depends on the audio-codec chosen during the terminal capability negotiation procedure. Multiple Stream Managers can share a single storage for media files, even if they are executed on different hosts, under different operating systems. In this case, issues of file accessibility from the shared

storage for all hosts should be resolved on an organizational/administrative level.

When a treatment of type `TreatmentRecordUserAnnouncement` is issued, it is passed to the Stream Manager. In cases where multiple Stream Managers are connected, the `TreatmentRecordUserAnnouncement` command is chosen among all available Stream Managers in a round-robin fashion.

The `RecordUserAnnouncement` announcement treatment includes the following parameters:

- `USER_ID`: Mandatory
- `ABORT_DIGITS`: Ignored
- `TERM_DIGITS`: Ignored
- `RESET_DIGITS`: Ignored
- `START_TIMEOUT`: Specifies the time during which a user should start talking. If the timeout expires, the treatment is terminated with an error code.
- `TOTAL_TIMEOUT`: Specifies the maximum time allocated to recording the announcement. In cases where the call recording `start_timeout` parameter affects the `total_timeout` parameter, Genesys recommends that the `start_timeout` parameter field be left empty.
- `PROMPT`: Specifies the prompt that is played before recording.

The user's recorded announcement is saved in the SM "users" directory with the name `<USER_ID>-<number>_<codec>.wav` (where `<number>` is the sequence number of the file for `USER_ID`) The user who is executing the SM application must have "write" permission to this directory. The audio codec used in the recording will be one of the codecs defined on [page 242](#).

When recording calls, Stream Manager uses the following options:

- `max-record-file-size`: Specifies the maximum size, in KB, of the audio file used for recording.
- `max-record-time`: Specifies the maximum recording time, in seconds.
- `max-record-silence`: Specifies the maximum amount of time, in seconds, that silence can be detected during a recording.

Additional recording parameters should be specified in the `RecordUserAnnouncement` treatment. Refer to the *Universal Routing 7 Reference Manual* for more information.

File recording ceases when:

- An interruptible treatment is interrupted by DTMF entry.
- The `max-record-time` interval has expired.
- The `max-record-silence` or the `max-record-file-size` limit is reached.
- T-Server issues `EventTreatmentEnd` in these cases.

Busy, Fast Busy, Silence and RingBack Treatments on Routing Points

These treatments continuously loop a pre-defined audio file to a call. You must configure Stream Manager to use these treatments. `Music-on-hold` cannot be the source of the audio file. The treatment types are:

Busy: Plays a busy tone. To define the busy tone audio file, configure the T-Server `busy-tone` option.

Fast Busy: Plays a fast busy tone. To define the fast busy tone audio file, configure the T-Server `fast-busy-tone` option.

Silence: Plays no sound. To define the silence audio file, configure the T-Server `silence-tone` option.

Ringback: Plays a ringback tone. To define the ringback audio file, configure the T-Server `ring-tone` option.

For more details about T-Server options, please see the “T-Server Section” on [page 221](#).

Note: The `DURATION` parameter is not used for Cisco CallManager.

Refer to the *Universal Routing 7 Reference Manual* for more information about using and configuring strategies.

Predictive Dialing

T-Server provides support for outbound campaigns in predictive/progressive dialing mode, either by using a Dialogic board in ASM (Active Switching Matrix) mode, or directly through the `TMakePredictiveCall` request.

It is recommended not to apply treatments on a Routing Point during predictive dialing to prevent excessive use of dialogic channels by the Call Progress Detection (CPD) server because of a premature `CONNECTED` ISDN message. Also, a call should be routed off a Routing Point within a four second timeout as is configured on CallManager.

Outbound dialing with TMakePredictiveCall

Outbound Contact Server (OCS) uses a direct interface to T-Server via the T-Library `TMakePredictiveCall` request. T-Server initiates the outbound call, and when the call is connected, diverts the call to an agent.

This is the simplest way to configure the outbound solution; however the Cisco CallManager and the gateway are unable to perform Call Progress Detection (CPD). Although, T-Server is able to recognize the call results busy, answered, not answered, and `SIT` tone, it is unable to detect fax or answering machine

responses. Therefore, these latter calls are delivered to agents along with regular phone calls.

Note: TMakePredictiveCall requests can be sent on behalf of ACD queues or Routing Points

Figure 12 illustrates a scenario in which TMakePredictiveCall is used for Outbound dialing:

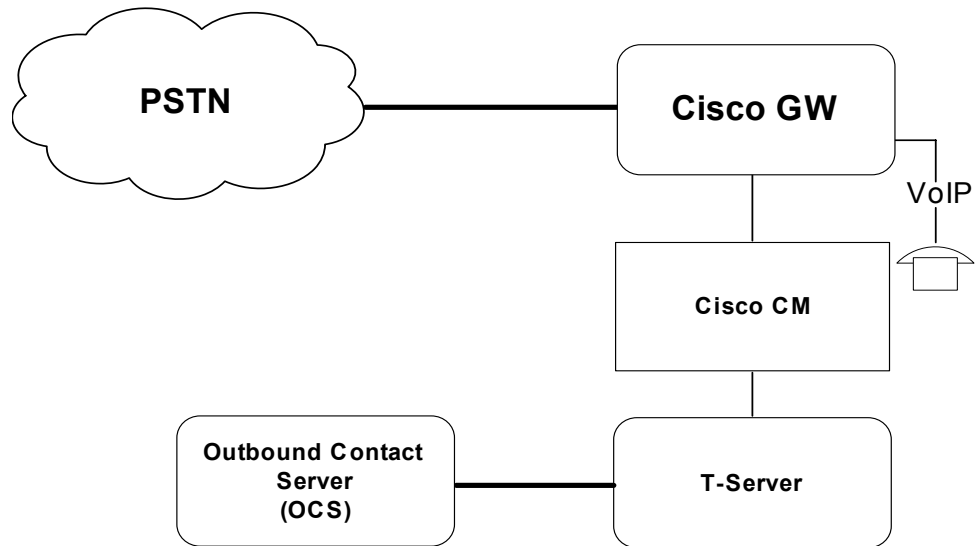


Figure 12: Using TMakePredictiveCall for Outbound Dialing

With this method of predictive dialing, you do not need a Call Progress Detection (CPD) server or Dialogic board.

Outbound Calling with Dialogic Dialer

Outbound Contact Server (OCS) uses the Dialogic dialer to place a call from Dialogic to the ACD Queue or Routing Point on the CallManager switch through the first T1 trunk. Dialogic then places an outbound call using the PSTN connection on the second T1 trunk. After a call is connected, Dialogic bridges the two calls using the Active Switching Matrix (ASM). Dialogic stays on the call path for the entire duration of the call.

Figure 13 illustrates the way in which T-Server supports outbound dialing with the Dialogic dialer:

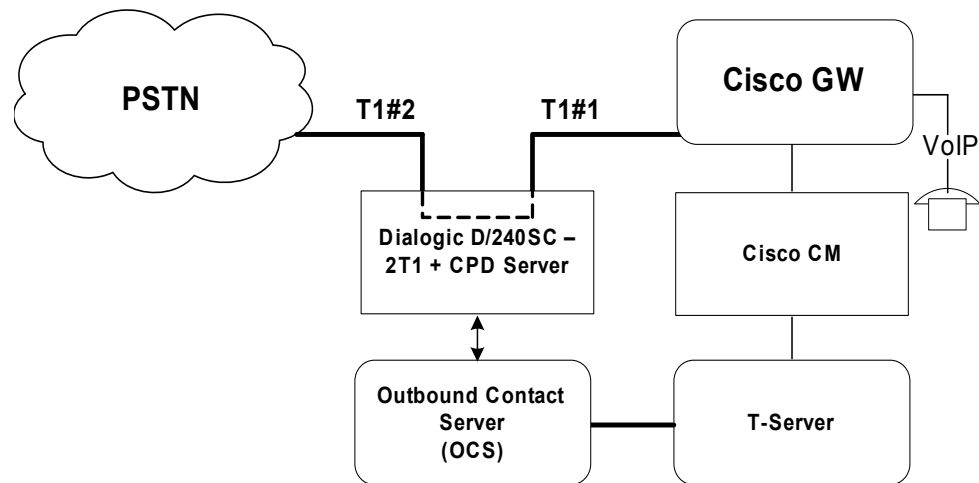


Figure 13: Outbound Calling with Dialogic Dialer

Dual-Tone Multi-Frequency

T-Server is able to send Dual-Tone Multi-Frequency (DTMF) to the receiving party of a call through the TSendDTMF request. TSendDTMF accepts strings of fewer than 30 characters, with only the following characters allowed: 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, A, B, C, D, #, *.

EventDTMFSent is sent in response to TSendDTMF. However, this event is not raised if DTMF is sent via some other means (for example, through the IP phone keypad), and it is not raised from the backup T-Server when T-Server is in a high-availability configuration.

User-Data Display to IP Phones

A call with the following KV-data in user-data displays that data on all phones engaged in the phone call:

KEY: IP_PHONE_DISPLAY

TYPE: KV-List

VALUE: KV-List with the following three fields:

1. KEY: TITLE
TYPE: STRING
VALUE: Any string, up to 24 characters. This is displayed at the top of the phone screen.

2. KEY: TEXT
TYPE: STRING
VALUE: Any string of fewer than 1024 characters. This is displayed in the center of the phone screen.
3. KEY: PROMPT
TYPE: STRING
VALUE: Any string, up to 28 characters. This is displayed at the bottom of the phone screen.

Note: If the data length is longer than the values specified above, T-Server silently “trims” the excess text. Note that the IP phone screen might not be large enough to hold all the text.

Phones on a call will no longer display `user-data` if the data is deleted.

For a conference call, all phones on the original call, and all phones that later join the call when the data is attached (for instance, those transferred to the call), displays `KV-data`. However, when a phone leaves the call, the data is no longer displayed on the departed phone.

If a user presses the `Exit` button (or any “soft” button) on the phone, `KV data` is no longer displayed.

The display of `KV-data` has the following limitations:

- If a remote T-Server updates the `user-data` (using the ISCC `user-data` propagation feature), the IP phones on the local T-Server do not display the updated data. However, if a local T-Server updates `user-data`, all the phones on the call displays the updated data.
- If a T-Server switches over to the backup T-Server, the backup T-Server displays `user-data` only for new calls, not existing calls.
- If the primary T-Server stops or is restarted, the phones on a call retains the `KV data` when the call terminates.

User data displayed on IP phones feature is applicable to shared lines DNs.

User-Data Display to IP Phones Not on a Call

To send a message to a phone that is not on call, the client should use the request `TPriVateService` with `PrivateServiceID = 3` and the following `KV-data` in `user-data`:

KEY: `IP_PHONE_DISPLAY`

TYPE: `KV-List`

VALUE: `KV-List` with the following three fields:

1. KEY: TITLE
TYPE: STRING
VALUE: Any string, up to 24 characters. This is displayed at the top of the phone screen.
2. KEY: TEXT
TYPE: STRING
VALUE: Any string, up to 1024 characters. This is displayed in the center of the phone screen.
3. KEY: PROMPT
TYPE: STRING
VALUE: Any string, up to 28 characters. This is displayed at the bottom of the phone screen.

Note: If the data length is longer than the values specified above, T-Server truncates the excess text. Note that the IP phone screen might not be large enough to display all the text.

Voice Monitoring

T-Server for Cisco CallManager supports third party voice monitoring applications. For more details about voice monitoring, contact Genesys Technical Support at: <http://genesyslab.com/support>.

Shared Lines

T-Server for Cisco CallManager supports Shared Lines available with Cisco CallManager. Incoming calls to Shared Lines are now able to arrive directly to the Shared Line DN.

Note: Statistics for Shared Lines DNs may differ from traditional Agent DNs (ACD or Extension DNs).

Configuration for Multiple Extensions within Shared Lines in Configuration Manager

DNs within Shared Lines in Configuration Manager can be configured differently:

- Using MAC address suffixes as a part of the DN number.
- Using user-friendly suffixes on multi-line IP phones with a unique DN on a second line.

Shared Lines configuration may have, simultaneously, DNs configured with MAC addresses and DNs with user-friendly suffixes. If Shared Line DN is being used with an Extension Mobility (EM) profile, the user-friendly configuration method in Configuration Manager should be used for the EM Shared Line DN. Refer to the Extension Mobility section on [page 165](#) for more details.

Note: T-Server doesn't allow single DN configuration (without any suffix) if the DN number is configured as Shared Lines on Cisco CallManager. In this case T-Server will generate the standard message 51114 Shared Line DN is not configured correctly in CME.

Procedure:

Configuration using MAC address suffixes

Start of procedure

1. Under a Switch object, select and right click the DNs folder.
2. Select the New DN item from the menu.
3. Enter a number in the DN@MAC format, for example, 1889@SEP000F8F1BE25 as in Figure 14 on [page 163](#). The MAC address can be found on the back of your IP phone.

Note: The uniqueDN option is not required with MAC address suffixes.

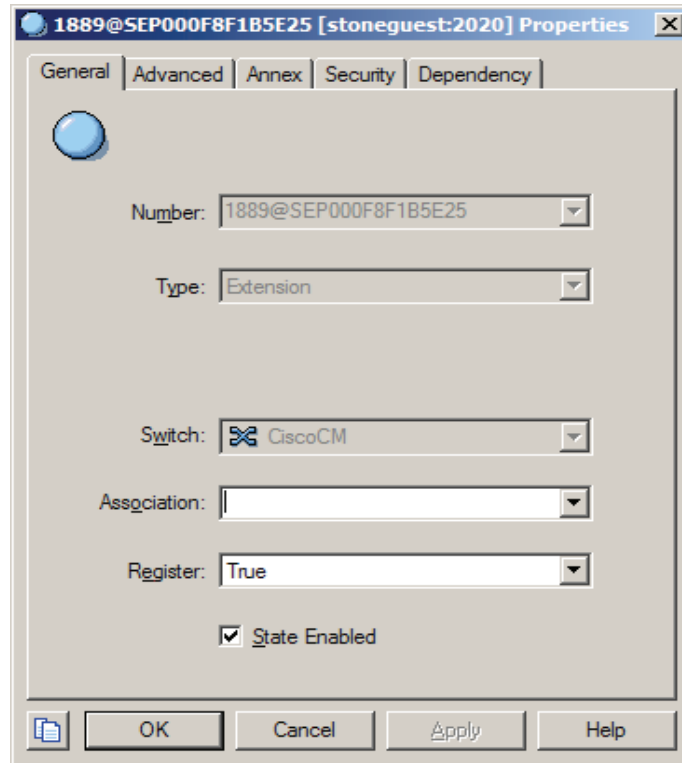


Figure 14: Number in DN@MAC format

End of procedure

Procedure: Configuration using user-friendly address suffixes

Start of procedure

Make sure the IP phones where you want to use the user-friendly suffixes for shared lines have at least two lines: one for the shared line DN number and another line for the DN number that is unique within the T-Server user account on Cisco CallManager.

1. Under a Switch object, select the DN's folder.
2. Right click DN's folder and select **New DN** menu item.
3. Enter a number in the DN@<user-friendly-name> format, for example, 1888@phone1 as in Figure 15 on [page 164](#).
4. Click the Annex tab.
5. Create a new section named TServer.
6. Within that section, create a new option named uniqueDN.

7. Set the value of the option to a DN from the second line on the IP phone, for example, 1231 as in Figure 16 on [page 165](#).

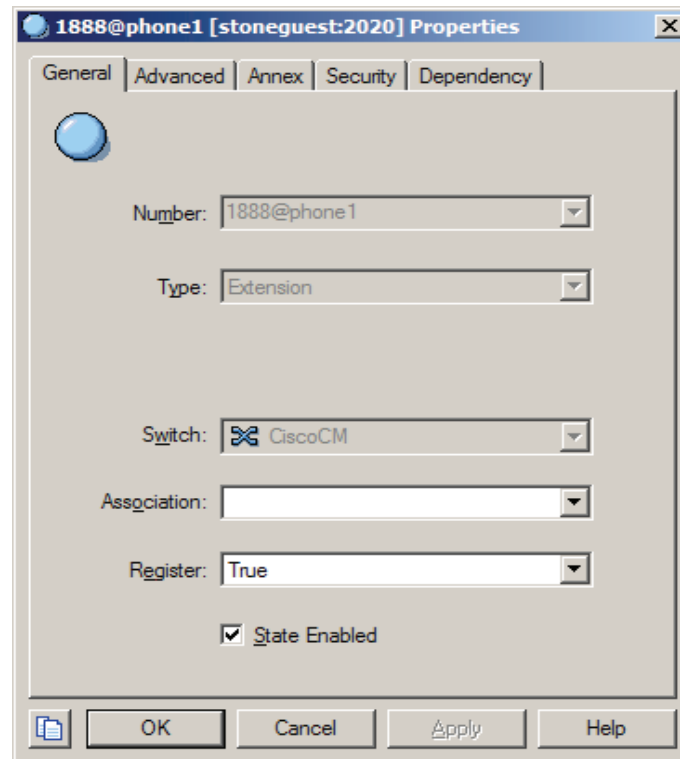


Figure 15: Number in DN@<user-friendly-name> format

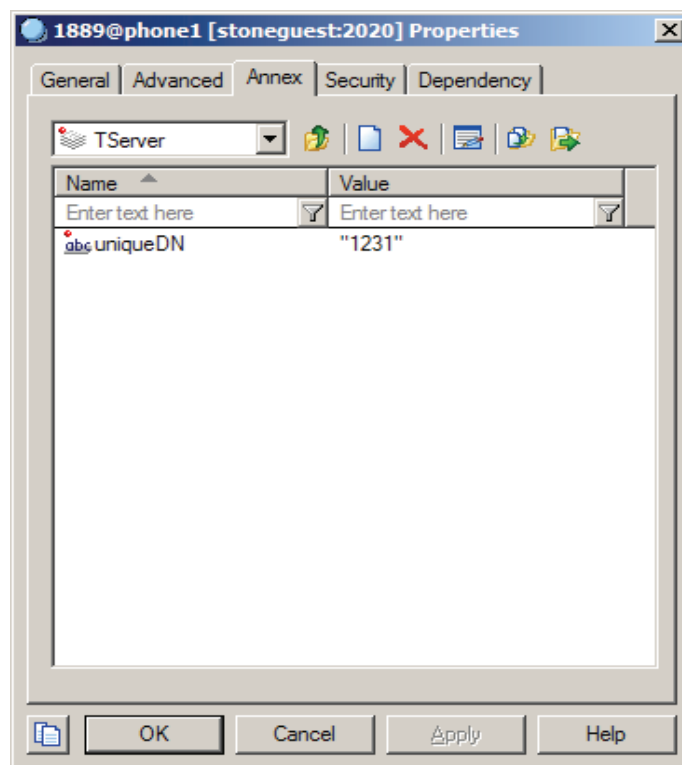


Figure 16: Value for the uniqueDN option

Apart from assisting in resolving MAC addresses in Shared Lines, the second line DN is fully functional and can be used as regular extension DN in the Genesys suite.

End of procedure

Extension Mobility

T-Server for Cisco CallManager supports the Extension Mobility (EM) feature available with Cisco CallManager. This will allow users to dynamically declare their EM profile number on a different telephone set.

Extension Mobility Profile with Unique DNs

When Extension Mobility is used and the EM number is different from the user's regular extension, no special configuration is needed in Configuration Manager. In fact an EM DN should be unique within the T-Server account.

Extension Mobility Profile with the Same DN as Regular Extension DN

When Extension Mobility (EM) is used and the EM number is the same as the user's regular extension number, the telephones in both the original and the new extension location will ring when a call is routed to the user's number.

This results in Shared Lines containing two DNs: an EM number and a regular extension number. Configuration Manager configuration using a user-friendly suffixes method should be used in the EM profile, while the user's regular extension can be configured as the shared line DN by using either the MAC address or the user-friendly-names method.

All limitations related to single DN configuration (without any suffix) for Shared Lines are applicable in cases where the Extension Mobility has the same DN as a regular extension DN. T-Server will generate the standard message 51114 Shared Line DN is not configured correctly in CME when the EM profile is logged in on another phone. See the configuration of [“Shared Lines”](#) in Configuration Manager.

Extension Mobility and Shared Lines

Extension Mobility is fully operable together with the Shared Lines feature. If the EM profile has a DN from Shared Lines, the user-friendly configuration method in Configuration Manager should be used for the EM Shared Line DN. See screenshot with EM Shared Line DN=1888@EMzotov2 in Figure 17 on [page 167](#) and uniqueDN=1513 in Figure 18 on [page 167](#).

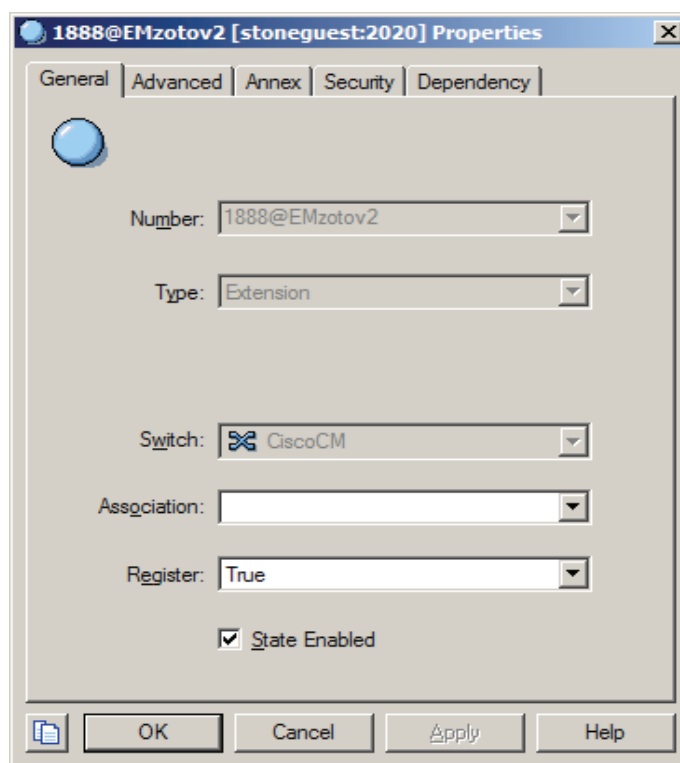


Figure 17: Shared Line DN=1888@EMzotov2

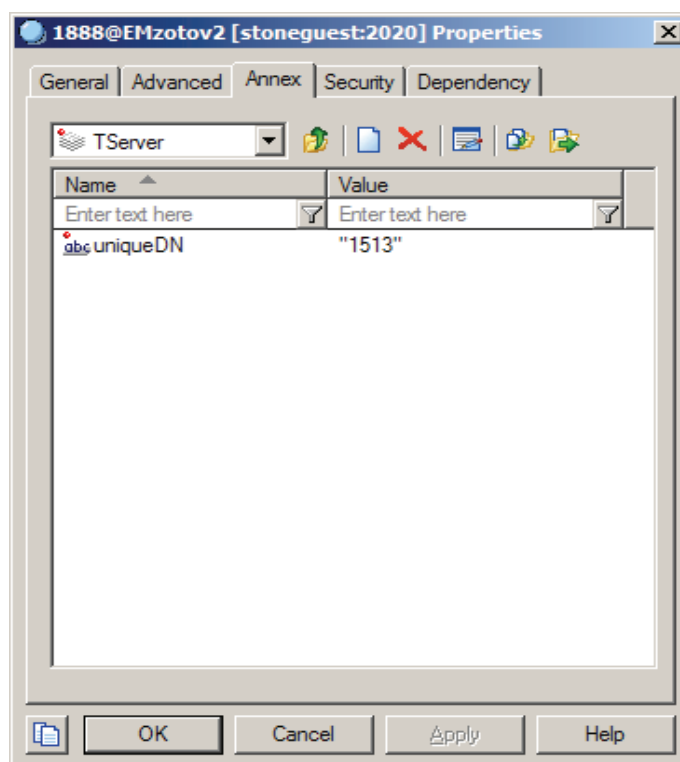


Figure 18: uniqueDN=1513

Figure 19 shows an example of Configuration Manager with Extension Mobility and Shared Lines configurations.

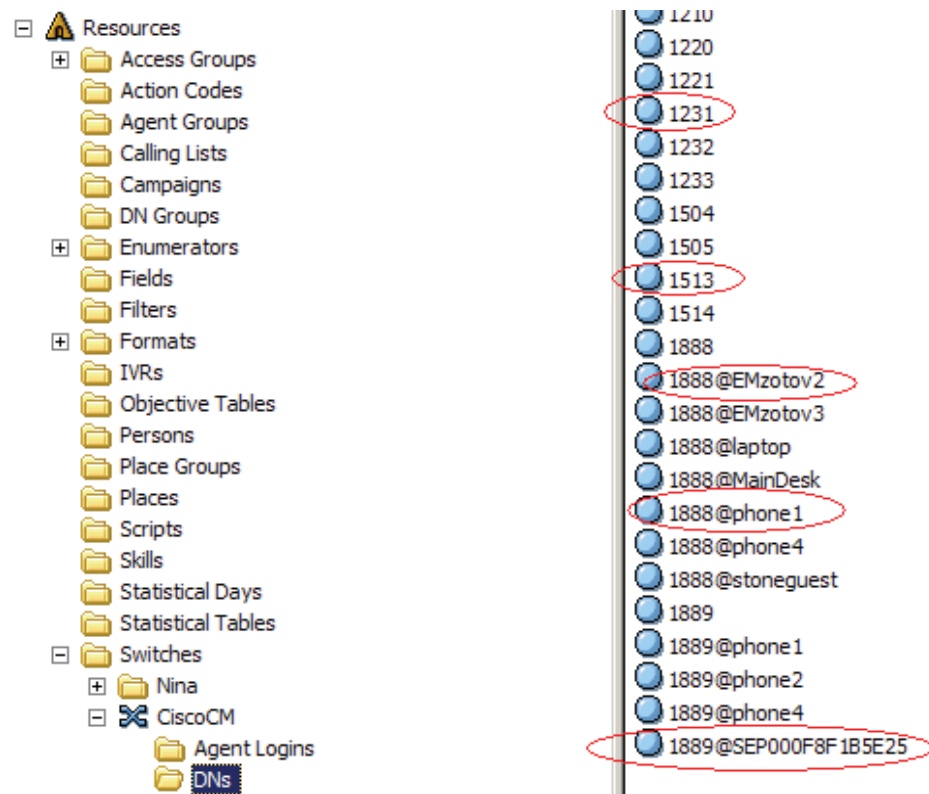


Figure 19: Configuration Manager configuration examples

Call Pickup

T-Server for Cisco CallManager supports the Call Pickup feature available with Cisco CallManager. This feature allows users to pick up calls within their own group. Cisco CallManager automatically dials the appropriate Call Pickup group number when the user activates this feature from a Cisco IP phone. Attached data is maintained for calls that are picked up.

Group Call Pickup

T-Server for Cisco CallManager supports the Group Call Pickup feature available with Cisco CallManager. This feature allows users to pick up incoming calls within their own group or in other groups. The users must dial the appropriate Group Call Pickup number when activating this feature from a Cisco IP phone. Attached data is maintained for calls that are picked up.

Call Parking

T-Server for Cisco CallManager supports the Call Parking feature available with Cisco CallManager. This feature allows users to park existing call on an internal parking DN within CallManager. Another user may unpark the call by dialing the appropriate park DN number. Attached data is maintained for calls that are parked/unparked.

ACD-like Default Routing

When a call arrives to a Route Point, and the URS server is disconnected, the call will be routed by T-Server to the ACD Queue configured in the `default-dn` option. The use of this feature is triggered with the value of the boolean `use-default-route` option. See [Page 228](#) for more details.

Note: The following line will be displayed in the log when this feature is used: Router not present, will use default route to <DN number>.

Route Points with Multiple Partitions

When a Routing Point DN is registered on CallManager, T-Server enumerates all the partitions for this Routing Point DN and registers all terminals associated with the partitions.

As JTAPI does not support Multiple Partitioning, Genesys recommends that the Routing Point be created as a single DN in the Configuration Layer without specifying a partition suffix. This DN will receive all Routing Point related events coming from any partition, but events will not have partition-specific information.

Calling Search Space Feature

Cisco CallManager can use the Calling Search Space feature when routing a call by adding the following key-value pair in `AttributeExtensions` in `TRouteCall` in the routing strategy:

Key: `CALLING_SEARCH_SPACE`

Value (string): `SEARCH_SPACE_CALLINGADDRESS` or `SEARCH_SPACE_ADDRESS`

`SEARCH_SPACE_CALLINGADDRESS` indicates that the routing strategy is to use the Search Space of the Calling Address. This is the default value.

`SEARCH_SPACE_ADDRESS` indicates that the routing strategy is to use the Search Space of the Route Point Address.

Refer to the Cisco CallManager System and Administration guides for more information about Partitions and Calling Search Spaces.

Socket Mode of Communication

The Socket mode of communication between a T-Server process and a JTAPI link library has the following benefits compared to the JVM mode:

- Better performance compare to JNI native functions call.
- Better scalability.
- Better isolation from JTAPI process.
- Larger number of monitored DNs in a CallManager cluster environment with multiple CTI-Managers.

User Account configuration on a CCM cluster for 7.6 T-Server

CCM has a limitation of 2,500 Addresses per CTI manager.

As an example, to monitor 10,000 addresses, they need to be spread between 4 different CTI managers. CCM should have 4 accounts configured for T-Server with a non-overlapping DN set:

1. `ccm-user-1`: DN 10001, DN 10002, DN 10003, ...DN 12500 (max 2,500 DNs assigned to CTIManager1)
2. `ccm-user-2`: DN 20001, DN 20002, DN 20003, ...DN 22500 (max 2,500 DNs assigned to CTIManager2)
3. `ccm-user-3`: DN 30001, DN 30002, DN 30003, ...DN 32500 (max 2,500 DNs assigned to CTIManager3)
4. `ccm-user-4`: DN 40001, DN 40002, DN 40003, ...DN 42500 (max 2,500 DNs assigned to CTIManager4)

Note:

- For CallManager version 4.x, the option `Enable CTI Application Use` must be checked for every T-Server user configured in CallManager.
 - For CallManager versions 5.0 and later, the T-Server `ccm-users` must be created as an End User, then associated with all of the necessary devices, and finally (also new to release 5) placed into the `Standard CTI Enabled Group`.
-

Configuration Manager Configuration for T-Server in Socket Mode

Starting with 7.6, T-Server will use a standard `link-n-name` link configuration option set in Socket mode.

The `TServer` section will contain options `link-1-name`, `link-2-name`, ..., `link-4-name` while separate sections will contain link parameters.

See the following example:

[TServer]

```
application=T-Server
packet-size=60
queue-music=music/in_queue
audio-codec=4
```

```
link-1-name=link-1
```

```
link-2-name=link-2
```

```
link-3-name=link-3
```

```
link-4-name=link-4
```

[link-1]

```
hostname=localhost
port=7888
protocol=tcp
ccm-host= CTIManager1.acme.com
password=*****
user-login=ccm-user-1
```

[link-2]

```
hostname= localhost
protocol=tcp
ccm-host= CTIManager2.acme.com
port=7890
password=*****
user-login=ccm-user-2
```

[link-3]

```
hostname= localhost
protocol=tcp
ccm-host= CTIManager3.acme.com
port=7892
password=*****
```

```
user-login=ccm-user-3
```

[link-4]

```
hostname= localhost  
protocol=tcp  
ccm-host= CTIManager4.acme.com  
port=7894  
password=*****  
user-login=ccm-user-4
```

See Table 16 on [page 220](#) for a more detailed explanation of the link options. Make sure that the `ccm-host`, `port` and `user-login` options are different for all link sections. Also, that the port values are different from T-Server listening ports from the `Server Info` tab in Configuration Manager and the `sm-port` option in the `TServer` section.

Note: The JVM mode options were not changed in 7.6: they are left for compatibility purposes only. All new installations should use the default Socket mode.



Chapter

8

Common Configuration Options

Unless otherwise noted, the common configuration options that this chapter describes are common to all Genesys server applications and applicable to any Framework server component. This chapter includes the following sections:

- [Setting Configuration Options, page 173](#)
- [Mandatory Options, page 174](#)
- [Log Section, page 174](#)
- [Log-Extended Section, page 188](#)
- [Log-Filter Section, page 190](#)
- [Log-Filter-Data Section, page 191](#)
- [Common Section, page 191](#)
- [Changes from 7.5 to 7.6, page 192](#)

Note: Some server applications also support log options that are unique to them. For descriptions of a particular application's unique log options, refer to the chapter/document about that application.

Setting Configuration Options

Unless it is otherwise specified in this document or in the documentation for your application, you set common configuration options in Configuration Manager in the corresponding sections on the `Options` tab of the `Application` object.

Warning! Configuration section names, configuration option names, and predefined option values are case-sensitive. Type them in the Configuration Manager interface exactly as they are documented in this chapter.

Mandatory Options

You do not have to configure any common options to start Server applications.

Log Section

This section must be called `log`.

verbose

Default Value: `all`

Valid Values:

<code>all</code>	All log events (that is, log events of the Standard, Trace, Interaction, and Debug levels) are generated.
<code>debug</code>	The same as <code>all</code> .
<code>trace</code>	Log events of the Trace level and higher (that is, log events of the Standard, Interaction, and Trace levels) are generated, but log events of the Debug level are not generated.
<code>interaction</code>	Log events of the Interaction level and higher (that is, log events of the Standard and Interaction levels) are generated, but log events of the Trace and Debug levels are not generated.
<code>standard</code>	Log events of the Standard level are generated, but log events of the Interaction, Trace, and Debug levels are not generated.
<code>none</code>	No output is produced.

Changes Take Effect: Immediately

Determines whether a log output is created. If it is, specifies the minimum level of log events generated. The log events levels, starting with the highest priority level, are Standard, Interaction, Trace, and Debug. See also “Log Output Options” on [page 180](#).

Note: For definitions of the Standard, Interaction, Trace, and Debug log levels, refer to the *Framework 7.6 Deployment Guide* or to *Framework 7.6 Solution Control Interface Help*.

buffering

Default Value: `true`

Valid Values:

<code>true</code>	Enables buffering.
<code>false</code>	Disables buffering.

Changes Take Effect: Immediately

Turns on/off operating system file buffering. The option is applicable only to the `stderr` and `stdout` output (see [page 180](#)). Setting this option to `true` increases the output performance.

Note: When buffering is enabled, there might be a delay before log messages appear at the console.

segment

Default Value: `false`

Valid Values:

<code>false</code>	No segmentation is allowed.
<code><number> KB</code> or <code><number></code>	Sets the maximum segment size, in kilobytes. The minimum segment size is <code>100 KB</code> .
<code><number> MB</code>	Sets the maximum segment size, in megabytes.
<code><number> hr</code>	Sets the number of hours for the segment to stay open. The minimum number is 1 hour.

Changes Take Effect: Immediately

Specifies whether there is a segmentation limit for a log file. If there is, sets the mode of measurement, along with the maximum size. If the current log segment exceeds the size set by this option, the file is closed and a new one is created. This option is ignored if log output is not configured to be sent to a log file.

expire

Default Value: `false`

Valid Values:

<code>false</code>	No expiration; all generated segments are stored.
<code><number> file</code> or <code><number></code>	Sets the maximum number of log files to store. Specify a number from <code>1–100</code> .
<code><number> day</code>	Sets the maximum number of days before log files are deleted. Specify a number from <code>1–100</code> .

Changes Take Effect: Immediately

Determines whether log files expire. If they do, sets the measurement for determining when they expire, along with the maximum number of files (segments) or days before the files are removed. This option is ignored if log output is not configured to be sent to a log file.

Note: If an option's value is set incorrectly—out of the range of valid values— it will be automatically reset to 10.

keep-startup-file

Default Value: `false`

Valid Values:

<code>false</code>	No startup segment of the log is kept.
<code>true</code>	A startup segment of the log is kept. The size of the segment equals the value of the <code>segment</code> option.
<code><number> KB</code>	Sets the maximum size, in kilobytes, for a startup segment of the log.
<code><number> MB</code>	Sets the maximum size, in megabytes, for a startup segment of the log.

Changes Take Effect: After restart

Specifies whether a startup segment of the log, containing the initial T-Server configuration, is to be kept. If it is, this option can be set to `true` or to a specific size. If set to `true`, the size of the initial segment will be equal to the size of the regular log segment defined by the `segment` option. The value of this option will be ignored if segmentation is turned off (that is, if the `segment` option set to `false`).

Note: This option applies only to T-Servers.

messagefile

Default Value: As specified by a particular application

Valid Values: `<string>.lms` (message file name)

Changes Take Effect: Immediately, if an application cannot find its `*.lms` file at startup

Specifies the file name for application-specific log events. The name must be valid for the operating system on which the application is running. The option value can also contain the absolute path to the application-specific `*.lms` file. Otherwise, an application looks for the file in its working directory.

Warning! An application that does not find its `*.lms` file at startup cannot generate application-specific log events and send them to Message Server.

message_formatDefault Value: `short`

Valid Values:

- | | |
|--------------------|--|
| <code>short</code> | An application uses compressed headers when writing log records in its log file. |
| <code>full</code> | An application uses complete headers when writing log records in its log file. |

Changes Take Effect: Immediately

Specifies the format of log record headers that an application uses when writing logs in the log file. Using compressed log record headers improves application performance and reduces the log file's size.

With the value set to `short`:

- A header of the log file or the log file segment contains information about the application (such as the application name, application type, host type, and time zone), whereas single log records within the file or segment omit this information.
- A log message priority is abbreviated to `Std`, `Int`, `Trc`, or `Dbg`, for Standard, Interaction, Trace, or Debug messages, respectively.
- The message ID does not contain the prefix `GCTI` or the application type ID.

A log record in the full format looks like this:

```
2002-05-07T18:11:38.196 Standard localhost cfg_dbserver GCTI-00-05060
Application started
```

A log record in the short format looks like this:

```
2002-05-07T18:15:33.952 Std 05060 Application started
```

Note: Whether the full or short format is used, time is printed in the format specified by the `time_format` option.

time_convertDefault Value: `Local`

Valid Values:

- | | |
|--------------------|--|
| <code>local</code> | The time of log record generation is expressed as a local time, based on the time zone and any seasonal adjustments. Time zone information of the application's host computer is used. |
| <code>utc</code> | The time of log record generation is expressed as Coordinated Universal Time (UTC). |

Changes Take Effect: Immediately

Specifies the system in which an application calculates the log record time when generating a log file. The time is converted from the time in seconds since the Epoch (00:00:00 UTC, January 1, 1970).

time_formatDefault Value: `time`

Valid Values:

<code>time</code>	The time string is formatted according to the <code>HH:MM:SS.sss</code> (hours, minutes, seconds, and milliseconds) format.
<code>locale</code>	The time string is formatted according to the system's locale.
<code>ISO8601</code>	The date in the time string is formatted according to the ISO 8601 format. Fractional seconds are given in milliseconds.

Changes Take Effect: Immediately

Specifies how to represent, in a log file, the time when an application generates log records.

A log record's time field in the ISO 8601 format looks like this:

```
2001-07-24T04:58:10.123
```

print-attributesDefault Value: `false`

Valid Values:

<code>true</code>	Attaches extended attributes, if any exist, to a log event sent to log output.
<code>false</code>	Does not attach extended attributes to a log event sent to log output.

Changes Take Effect: Immediately

Specifies whether the application attaches extended attributes, if any exist, to a log event that it sends to log output. Typically, log events of the Interaction log level and Audit-related log events contain extended attributes. Setting this option to `true` enables audit capabilities, but negatively affects performance. Genesys recommends enabling this option for Solution Control Server and Configuration Server when using audit tracking. For other applications, refer to *Genesys 7.6 Combined Log Events Help* to find out whether an application generates Interaction-level and Audit-related log events; if it does, enable the option only when testing new interaction scenarios.

check-pointDefault Value: `1`Valid Values: `0–24`

Changes Take Effect: Immediately

Specifies, in hours, how often the application generates a check point log event, to divide the log into sections of equal time. By default, the application generates this log event every hour. Setting the option to `0` prevents the generation of check-point events.

memory

Default Value: No default value

Valid Values: <string> (memory file name)

Changes Take Effect: Immediately

Specifies the name of the file to which the application regularly prints a snapshot of the memory output, if it is configured to do this (see “Log Output Options” on [page 180](#)). The new snapshot overwrites the previously written data. If the application terminates abnormally, this file will contain the latest log messages. Memory output is not recommended for processors with a CPU frequency lower than 600 MHz.

Note: If the file specified as the memory file is located on a network drive, an application does not create a snapshot file (with the extension *.memory.log).

memory-storage-size

Default Value: 2 MB

Valid Values:

<number> KB or <number> The size of the memory output, in kilobytes.
The minimum value is 128 KB.

<number> MB The size of the memory output, in megabytes.
The maximum value is 64 MB.

Changes Take Effect: When memory output is created

Specifies the buffer size for log output to the memory, if configured. See also “Log Output Options” on [page 180](#).

spool

Default Value: The application’s working directory

Valid Values: <path> (the folder, with the full path to it)

Changes Take Effect: Immediately

Specifies the folder, including full path to it, in which an application creates temporary files related to network log output. If you change the option value while the application is running, the change does not affect the currently open network output.

compatible-output-priority

Default Value: false

Valid Values:

true The log of the level specified by “Log Output Options” is sent to the specified output.

false The log of the level specified by “Log Output Options” and higher levels is sent to the specified output.

Changes Take Effect: Immediately

Specifies whether the application uses 6.x output logic. For example, you configure the following options in the `log` section for a 6.x application and for a 7.x application:

```
[log]
verbose = all
debug = file1
standard = file2
```

The log file content of a 6.x application is as follows:

- `file1` contains Debug messages only.
- `file2` contains Standard messages only.

The log file content of a 7.x application is as follows:

- `file1` contains Debug, Trace, Interaction, and Standard messages.
- `file2` contains Standard messages only.

If you set `compatible-output-priority` to `true` in the 7.x application, its log file content will be the same as for the 6.x application.

Warning! Genesys does not recommend changing the default value of the `compatible-output-priority` option unless you have specific reasons to use the 6.x log output logic—that is, to mimic the output priority as implemented in releases 6.x. Setting this option to `true` affects log consistency.

Log Output Options

To configure log outputs, set log level options (`all`, `standard`, `interaction`, `trace`, and/or `debug`) to the desired types of log output (`stdout`, `stderr`, `network`, `memory`, and/or `[filename]`, for log file output).

You can use:

- One log level option to specify different log outputs.
- One log output type for different log levels.
- Several log output types simultaneously, to log events of the same or different log levels.

You must separate the log output types by a comma when you are configuring more than one output for the same log level. See “Examples” on [page 184](#).

Note: The log output options are activated according to the setting of the `verbose` configuration option.

Warnings!

- If you direct log output to a file on the network drive, an application does not create a snapshot log file (with the extension *.snapshot.log) in case it terminates abnormally.
 - Directing log output to the console (by using the stdout or stderr settings) can affect application performance. Avoid using these log output settings in a production environment.
-

all

Default Value: No default value

Valid Values (log output types):

stdout	Log events are sent to the Standard output (stdout).
stderr	Log events are sent to the Standard error output (stderr).
network	Log events are sent to Message Server, which can reside anywhere on the network. Message Server stores the log events in the Log Database. Setting the all log level option to the network output enables an application to send log events of the Standard, Interaction, and Trace levels to Message Server. Debug-level log events are neither sent to Message Server nor stored in the Log Database.
memory	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
[filename]	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes Take Effect: Immediately

Specifies the outputs to which an application sends all log events. The log output types must be separated by a comma when more than one output is configured. For example:

```
all = stdout, logfile
```

Note: To ease the troubleshooting process, consider using unique names for log files that different applications generate.

standard

Default Value: No default value

Valid Values (log output types):

stdout	Log events are sent to the Standard output (stdout).
stderr	Log events are sent to the Standard error output (stderr).
network	Log events are sent to Message Server, which can reside anywhere on the network. Message Server stores the log events in the Log Database.

<code>memory</code>	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
<code>[filename]</code>	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes Take Effect: Immediately

Specifies the outputs to which an application sends the log events of the Standard level. The log output types must be separated by a comma when more than one output is configured. For example:

```
standard = stderr, network
```

interaction

Default Value: No default value

Valid Values (log output types):

<code>stdout</code>	Log events are sent to the Standard output (stdout).
<code>stderr</code>	Log events are sent to the Standard error output (stderr).
<code>network</code>	Log events are sent to Message Server, which can reside anywhere on the network. Message Server stores the log events in the Log Database.
<code>memory</code>	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
<code>[filename]</code>	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes Take Effect: Immediately

Specifies the outputs to which an application sends the log events of the Interaction level and higher (that is, log events of the Standard and Interaction levels). The log outputs must be separated by a comma when more than one output is configured. For example:

```
interaction = stderr, network
```

trace

Default Value: No default value

Valid Values (log output types):

<code>stdout</code>	Log events are sent to the Standard output (stdout).
<code>stderr</code>	Log events are sent to the Standard error output (stderr).
<code>network</code>	Log events are sent to Message Server, which can reside anywhere on the network. Message Server stores the log events in the Log Database.
<code>memory</code>	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
<code>[filename]</code>	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes Take Effect: Immediately

Specifies the outputs to which an application sends the log events of the Trace level and higher (that is, log events of the Standard, Interaction, and Trace levels). The log outputs must be separated by a comma when more than one output is configured. For example:

```
trace = stderr, network
```

debug

Default Value: No default value

Valid Values (log output types):

stdout	Log events are sent to the Standard output (stdout).
stderr	Log events are sent to the Standard error output (stderr).
memory	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
[filename]	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes Take Effect: Immediately

Specifies the outputs to which an application sends the log events of the Debug level and higher (that is, log events of the Standard, Interaction, Trace, and Debug levels). The log output types must be separated by a comma when more than one output is configured—for example:

```
debug = stderr, /usr/local/genesys/logfile
```

Note: Debug-level log events are never sent to Message Server or stored in the Log Database.

Log File Extensions

You can use the following file extensions to identify log files that an application creates for various types of output:

- *.log—Assigned to log files when you configure output to a log file. For example, if you set `standard = confservlog` for Configuration Server, it prints log messages into a text file called `confservlog.<time_stamp>.log`.
- *.qsp—Assigned to temporary (spool) files when you configure output to the network but the network is temporarily unavailable. For example, if you set `standard = network` for Configuration Server, it prints log messages into a file called `confserv.<time_stamp>.qsp` during the time the network is not available.
- *.snapshot.log—Assigned to files that contain the output snapshot when you configure output to a log file. The file contains the last log messages that an application generates before it terminates abnormally. For example,

if you set `standard = confservlog` for Configuration Server, it prints the last log message into a file called `confserv.<time_stamp>.snapshot.log` in case of failure.

Note: Provide `*.snapshot.log` files to Genesys Technical Support when reporting a problem.

- `*.memory.log`—Assigned to log files that contain the memory output snapshot when you configure output to memory and redirect the most recent memory output to a file. For example, if you set `standard = memory` and `memory = confserv` for Configuration Server, it prints the latest memory output to a file called `confserv.<time_stamp>.memory.log`.

Examples

This section presents examples of a log section that you might configure for an application when that application is operating in production mode and in two lab modes, debugging and troubleshooting.

Production Mode Log Section

```
[log]
verbose = standard
standard = network, logfile
```

With this configuration, an application only generates the log events of the Standard level and sends them to Message Server, and to a file named `logfile`, which the application creates in its working directory. Genesys recommends that you use this or a similar configuration in a production environment.

Warning! Directing log output to the console (by using the `stdout` or `stderr` settings) can affect application performance. Avoid using these log output settings in a production environment.

Lab Mode Log Section

```
[log]
verbose = all
all = stdout, /usr/local/genesys/logfile
trace = network
```

With this configuration, an application generates log events of the Standard, Interaction, Trace, and Debug levels, and sends them to the standard output and to a file named `logfile`, which the application creates in the `/usr/local/genesys/` directory. In addition, the application sends log events of the Standard, Interaction, and Trace levels to Message Server. Use this configuration to test new interaction scenarios in a lab environment.

Failure-Troubleshooting Log Section

```
[log]
verbose = all
standard = network
all = memory
memory = logfile
memory-storage-size = 32 MB
```

With this configuration, an application generates log events of the Standard level and sends them to Message Server. It also generates log events of the Standard, Interaction, Trace, and Debug levels, and sends them to the memory output. The most current log is stored to a file named `logfile`, which the application creates in its working directory. Increased memory storage allows an application to save more of the log information generated before a failure. Use this configuration when trying to reproduce an application's failure. The memory log file will contain a snapshot of the application's log at the moment of failure; this should help you and Genesys Technical Support identify the reason for the failure.

Note: If you are running an application on UNIX, and you do not specify any files in which to store the memory output snapshot, a core file that the application produces before terminating contains the most current application log. Provide the application's core file to Genesys Technical Support when reporting a problem.

Debug Log Options

The following options enable you to generate Debug logs containing information about specific operations of an application.

x-conn-debug-open

Default Value: 0

Valid Values:

- | | |
|---|--------------------------------|
| 0 | Log records are not generated. |
| 1 | Log records are generated. |

Changes Take Effect: After restart

Generates Debug log records about “open connection” operations of the application.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-select

Default Value: 0

Valid Values:

- | | |
|---|--------------------------------|
| 0 | Log records are not generated. |
| 1 | Log records are generated. |

Changes Take Effect: After restart

Generates Debug log records about “socket select” operations of the application.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-timers

Default Value: 0

Valid Values:

- | | |
|---|--------------------------------|
| 0 | Log records are not generated. |
| 1 | Log records are generated. |

Changes Take Effect: After restart

Generates Debug log records about the timer creation and deletion operations of the application.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-write

Default Value: 0

Valid Values:

- | | |
|---|--------------------------------|
| 0 | Log records are not generated. |
| 1 | Log records are generated. |

Changes Take Effect: After restart

Generates Debug log records about “write” operations of the application.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-security

Default Value: 0

Valid Values:

- | | |
|---|--------------------------------|
| 0 | Log records are not generated. |
| 1 | Log records are generated. |

Changes Take Effect: After restart

Generates `Debug` log records about security-related operations, such as Transport Layer Security and security certificates.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-api

Default Value: 0

Valid Values:

- 0 Log records are not generated.
- 1 Log records are generated.

Changes Take Effect: After restart

Generates `Debug` log records about connection library function calls.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-dns

Default Value: 0

Valid Values:

- 0 Log records are not generated.
- 1 Log records are generated.

Changes Take Effect: After restart

Generates `Debug` log records about DNS operations.

Warning! Use this option only when requested by Genesys Technical Support.

x-conn-debug-all

Default Value: 0

Valid Values:

- 0 Log records are not generated.
- 1 Log records are generated.

Changes Take Effect: After restart

Generates `Debug` log records about open connection, socket select, timer creation and deletion, write, security-related, and DNS operations, and connection library function calls. This option is the same as enabling or disabling all of the previous `x-conn-debug-<op type>` options.

Warning! Use this option only when requested by Genesys Technical Support.

Log-Extended Section

This section must be called `log-extended`.

level-reassign-`<eventID>`

Default Value: Default value of log event `<eventID>`

Valid Values:

<code>alarm</code>	The log level of log event <code><eventID></code> is set to <code>Alarm</code> .
<code>standard</code>	The log level of log event <code><eventID></code> is set to <code>Standard</code> .
<code>interaction</code>	The log level of log event <code><eventID></code> is set to <code>Interaction</code> .
<code>trace</code>	The log level of log event <code><eventID></code> is set to <code>Trace</code> .
<code>debug</code>	The log level of log event <code><eventID></code> is set to <code>Debug</code> .
<code>none</code>	Log event <code><eventID></code> is not recorded in a log.

Changes Take Effect: Immediately

Specifies a log level for log event `<eventID>` that is different than its default level, or disables log event `<eventID>` completely. If no value is specified, the log event retains its default level. This option is useful when you want to customize the log level for selected log events.

These options can be deactivated with the option `level-reassign-disable` (see [page 190](#)).

Warning! Use caution when making these changes in a production environment.

Depending on the log configuration, changing the log level to a higher priority may cause the log event to be logged more often or to a greater number of outputs. This could affect system performance.

Likewise, changing the log level to a lower priority may cause the log event to be not logged at all, or to be not logged to specific outputs, thereby losing important information. The same applies to any alarms associated with that log event.

In addition to the preceding warning, take note of the following:

- Logs can be customized only by release 7.6 or later applications.
- When the log level of a log event is changed to any level except `none`, it is subject to the other settings in the `[log]` section at its new level. If set to `none`, it is not logged and is therefore not subject to any log configuration.
- Using this feature to change the log level of a log changes only its priority; it does not change how that log is treated by the system. For example, increasing the priority of a log to `Alarm` level does not mean that an alarm will be associated with it.

- Each application in a High Availability (HA) pair can define its own unique set of log customizations, but the two sets are not synchronized with each other. This can result in different log behavior depending on which application is currently in primary mode.
- This feature is not the same as a similar feature in Universal Routing Server (URS) release 7.2 or later. In this Framework feature, the priority of log events are customized. In the URS feature, the priority of debug messages only are customized. Refer to the *URS 7.6 Reference Manual* for more information about the URS feature.
- You cannot customize any log event that is not in the unified log record format. Log events of the Alarm, Standard, Interaction, and Trace levels feature the same unified log record format.

Example

This is an example of using customized log level settings, subject to the following log configuration:

```
[log]
verbose=interaction
all=stderr
interaction=log_file
standard=network
```

Before the log levels of the log are changed:

- Log event 1020, with default level standard, is output to stderr and log_file, and sent to Message Server.
- Log event 2020, with default level standard, is output to stderr and log_file, and sent to Message Server.
- Log event 3020, with default level trace, is output to stderr.
- Log event 4020, with default level debug, is output to stderr.

Extended log configuration section:

```
[log-extended]
level-reassign-1020=none
level-reassign-2020=interaction
level-reassign-3020=interaction
level-reassign-4020=standard
```

After the log levels are changed:

- Log event 1020 is disabled and not logged.
- Log event 2020 is output to stderr and log_file.
- Log event 3020 is output to stderr and log_file.
- Log event 4020 is output to stderr and log_file, and sent to Message Server.

level-reassign-disableDefault Value: `false`Valid Values: `true`, `false`

Changes Take Effect: Immediately

When this option is set to `true`, the original (default) log level of all log events in the `[log-extended]` section are restored. This option is useful when you want to use the default levels, but not delete the customization statements.

Log-Filter Section

This section must be called `log-filter`.

default-filter-typeDefault Value: `copy`

Valid Values:

<code>copy</code>	The keys and values of the KVList pairs are copied to the log.
<code>hide</code>	The keys of the KVList pairs are copied to the log; the values are replaced with strings of asterisks.
<code>skip</code>	The KVList pairs are not copied to the log.

Changes Take Effect: Immediately

Specifies the default way of presenting KVList information (including `UserData`, `Extensions`, and `Reasons`) in the log. The selected option will be applied to the attributes of all KVList pairs except the ones that are explicitly defined in the `log-filter-data` section.

Example

```
[log-filter]
default-filter-type=copy
```

Here is an example of a log using the default log filter settings:

```
message RequestSetCallInfo
  AttributeConsultType      3
  AttributeOriginalConnID   008b012ece62c8be
  AttributeUpdateRevision   2752651
  AttributeUserData         [111] 00 27 01 00
    'DNIS'                  '8410'
    'PASSWORD'               '111111111'
    'RECORD_ID'              '8313427'
  AttributeConnID           008b012ece62c922
```

Log-Filter-Data Section

This section must be called `log-filter-data`.

<key name>

Default Value: `copy`

Valid Values:

<code>copy</code>	The key and value of the given KVList pair are copied to the log.
<code>hide</code>	The key of the given KVList pair is copied to the log; the value is replaced with a string of asterisks.
<code>skip</code>	The KVList pair is not copied to the log.

Changes Take Effect: Immediately

Specifies the way of presenting the KVList pair defined by the key name in the log. Specification of this option supersedes the default way of KVList presentation as defined in the `log-filter` section for the given KVList pair.

Note: If the T-Server common configuration option `log-trace-flag` is set to `-udata`, it will disable writing of user data to the log regardless of settings of any options in the `log-filter-data` section.

Example

```
[log-filter-data]
PASSWORD=hide
```

Here is an example of the log with option `PASSWORD` set to `hide`:

```
message RequestSetCallInfo
  AttributeConsultType      3
  AttributeOriginalConnID   008b012ece62c8be
  AttributeUpdateRevision   2752651
  AttributeUserData         [111] 00 27 01 00
    'DNIS'                  '8410'
    'PASSWORD'              '****'
    'RECORD_ID'             '8313427'
  AttributeConnID           008b012ece62c922
```

Common Section

This section must be called `common`.

enable-async-dnsDefault Value: `off`

Valid Values:

- `off` Disables asynchronous processing of DNS requests.
- `on` Enables asynchronous processing of DNS requests.

Changes Take Effect: Immediately

Enables the asynchronous processing of DNS requests such as, for example, host-name resolution.

Warnings! Use this option only when requested by Genesys Technical Support.

Use this option only with T-Servers.

rebind-delayDefault Value: `10`Valid Values: `0–600`

Changes Take Effect: After restart

Specifies the delay, in seconds, between socket-bind operations that are being executed by the server. Use this option if the server has not been able to successfully occupy a configured port.

Warning! Use this option only when requested by Genesys Technical Support.

Changes from 7.5 to 7.6

Table 12 provides all the changes to common configuration options between release 7.5 and the latest 7.6 release.

Table 12: Common Log Option Changes from 7.5 to 7.6

Option Name	Option Values	Type of Change	Details
Log Section			
Use the following options only when requested by Genesys Technical Support.			
<code>x-conn-debug-open</code>	<code>0, 1</code>	New	See the description on page 185 .
<code>x-conn-debug-select</code>	<code>0, 1</code>	New	See the description on page 186 .

Table 12: Common Log Option Changes from 7.5 to 7.6 (Continued)

Option Name	Option Values	Type of Change	Details
x-conn-debug-timers	0, 1	New	See the description on page 186 .
x-conn-debug-write	0, 1	New	See the description on page 186 .
x-conn-debug-security	0, 1	New	See the description on page 186 .
x-conn-debug-api	0, 1	New	See the description on page 187 .
x-conn-debug-dns	0, 1	New	See the description on page 187 .
x-conn-debug-all	0, 1	New	See the description on page 187 .
Extended Log Section (New Section)			
level-reassign-<eventID>	alarm, standard, interaction, trace, debug, none	New	See the description on page 188 .
level-reassign-disable	true, false	New	See the description on page 190 .
Common Section (New Section)			
Use the following options only when requested by Genesys Technical Support.			
enable-async-dns	off, on	New	Use only with T-Servers. See the description on page 192 .
rebind-delay	10–600	New	See the description on page 192 .



Chapter

9

T-Server Common Configuration Options

This chapter describes the configuration options that are common to all T-Server types. It contains the following sections:

- [Setting Configuration Options, page 195](#)
- [Mandatory Options, page 196](#)
- [T-Server Section, page 196](#)
- [License Section, page 201](#)
- [Agent-Reservation Section, page 203](#)
- [Multi-Site Support Section, page 204](#)
- [Translation Rules Section, page 213](#)
- [Backup-Synchronization Section, page 214](#)
- [Call-Cleanup Section, page 215](#)
- [Security Section, page 217](#)
- [Timeout Value Format, page 217](#)
- [Changes from Release 7.5 to 7.6, page 218](#)

T-Server also supports common log options described in Chapter 8, “Common Configuration Options,” on [page 173](#).

Setting Configuration Options

Unless it is specified otherwise, you set configuration options in Configuration Manager in the corresponding sections on the `Options` tab for the T-Server `Application` object.

Mandatory Options

Except as noted for certain environments, the configuration of common options is not required for basic T-Server operation.

T-Server Section

The T-Server section contains the configuration options that are used to support the core features common to all T-Servers.

TServer This section must be called `TServer`.

ani-distribution

Default Value: `inbound-calls-only`

Valid Values: `inbound-calls-only`, `all-calls`, `suppressed`

Changes Take Effect: Immediately

Controls the distribution of the ANI information in TEvent messages. When this option is set to `all-calls`, the ANI attribute will be reported for all calls for which it is available. When this option is set to `suppressed`, the ANI attribute will not be reported for any calls. When this option is set to `inbound-calls-only`, the ANI attribute will be reported for inbound calls only.

background-processing

Default Value: `false`

Valid Values: `true`, `false`

Changes Take Effect: Immediately

When set to `true`, T-Server processes all client requests in the background, giving higher priority to the rest of the messages. This ensures that it processes these messages without any significant delay.

With Background Processing functionality enabled, T-Server processes all switch messages immediately and waits until there are no switch messages before processing the message queue associated with T-Server client requests. T-Server reads all connection sockets immediately and places client requests in the input buffer, which prevents T-Server clients from disconnecting because of configured timeouts.

When T-Server processes client requests from the message queue, requests are processed in the order in which T-Server received them.

When set to `false`, T-Server processes multiple requests from one T-Server client before proceeding to the requests from another T-Server client, and so on.

Note: Use of this option can negatively impact T-Server processing speed.

background-timeout

Default Value: 60 msec

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval that T-Server waits before processing client requests in background mode. You must set the `background-processing` option to `true` in order for this option to take effect.

check-tenant-profile

Default Value: `false`

Valid Values: `true`, `false`

Changes Take Effect: For the next connected client

When set to `true`, T-Server checks whether a client provides the correct name and password of a tenant. If it does, T-Server allows that client to register DNs that are included in the switch configuration in the Configuration Database, but it does not allow the client to register DNs that are *not* included in the switch configuration.

Note: To make T-Server compatible with 3.x and 5.x clients, set the `check-tenant-profile` option to `false`.

compatibility-port

Default Value: 0

Valid Values: 0 or any valid TCP/IP port

Changes Take Effect: After T-Server has reconnected to the link

Specifies the TCP/IP port that 3.x clients use to establish connections with T-Server. Connections to this port are accepted only if T-Server has a connection with the switch. If set to 0 (zero), this port is not used.

Note: Starting with release 7.5, 3.x clients are no longer supported. You can use this option for backward compatibility with the previous T-Server releases.

consult-user-data

Default Value: `separate`

Valid Values:

<code>separate</code>	Stores user data for original and consultation calls in separate structures. The data attached to the original call is available for review or changes only to the parties of that call. The data attached to the consultation call is available only to the parties of the consultation call.
<code>inherited</code>	Copies user data from an original call to a consultation call when the consultation call is created; thereafter, stores user data separately for the original and the consultation call. Changes to the original call's user data are not available to the parties of the consultation call, and vice versa.
<code>joint</code>	Stores user data for an original call and a consultation call in one structure. The user data structure is associated with the original call, but the parties of both the original and consultation calls can see and make changes to the common user data.

Changes Take Effect: For the next consultation call created

Specifies the method for handling user data in a consultation call.

Note: A T-Server client can also specify the `consult-user-data` mode in the `Extensions` attribute `ConsultUserData` key for a conference or transfer request. If it is specified, the method of handling user data is based on the value of the `ConsultUserData` key-value pair of the request and takes precedence over the T-Server `consult-user-data` option. If it is not specified in the client request, the value specified in the `consult-user-data` option applies.

customer-id

Default Value: No default value. (A value must be specified for a multi-tenant environment.)

Valid Values: Any character string

Changes Take Effect: Immediately

Identifies the T-Server customer. You must set this option to the name of the tenant that is using this T-Server. You must specify a value for this option if you are working in a multi-tenant environment.

Note: Do not configure the `customer-id` option for single-tenant environments.

log-trace-flags

Default Value: +iscc, +cfg\$dn, -cfgserv, +passwd, +udata, -devlink, -sw,
-req, -callops, -conn, -client

Valid Values (in any combination):

+/-iscc	Turns on/off the writing of information about Inter Server Call Control (ISCC) transactions.
+/-cfg\$dn	Turns on/off the writing of information about DN configuration.
+/-cfgserv	Turns on/off the writing of messages from Configuration Server.
+/-passwd	Turns on/off the writing of information about passwords.
+/-udata	Turns on/off the writing of attached data.
+/-devlink	Turns on/off the writing of information about the link used to send CTI messages to the switch (for multilink environments).
+/-sw	Reserved by Genesys Engineering.
+/-req	Reserved by Genesys Engineering.
+/-callops	Reserved by Genesys Engineering.
+/-conn	Reserved by Genesys Engineering.
+/-client	Turns on/off the writing of additional information about the client's connection.

Changes Take Effect: Immediately

Specifies—using a space-, comma- or semicolon-separated list—the types of information that are written to the log files.

management-port

Default Value: 0

Valid Values: 0 or any valid TCP/IP port

Changes Take Effect: After T-Server is restarted

Specifies the TCP/IP port that management agents use to communicate with T-Server. If set to 0 (zero), this port is not used.

merged-user-data

Default Value: main-only

Valid Values:

main-only	T-Server attaches user data from the remaining call only.
merged-only	T-Server attaches user data from the merging call.
merged-over-main	T-Server attaches user data from the remaining and the merging call. In the event of equal keys, T-Server uses data from the merging call.
main-over-merged	T-Server attaches data from the remaining and the merging call. In the event of equal keys, T-Server uses data from the remaining call.

Changes Take Effect: Immediately

Specifies the data that is attached to the resulting call after a call transfer, conference, or merge completion.

Note: The option setting does not affect the resulting data for merging calls if the `consult-user-data` option is set to `joint`. (See “consult-user-data” on [page 198](#).)

server-id

Default Value: An integer equal to the `ApplicationDBID` as reported by Configuration Server

Valid Values: Any integer from 0–16383

Changes Take Effect: Immediately

Specifies the Server ID that T-Server uses to generate Connection IDs and other unique identifiers. In a multi-site environment, you must assign each T-Server a unique Server ID, in order to avoid confusion in reporting applications and T-Server behavior.

Configuration of this option is necessary for Framework environments in which there are two or more instances of the Configuration Database.

Note: If you do not specify a value for this option, T-Server populates it with the `ApplicationDBID` as reported by Configuration Server. Each data object in the Configuration Database is assigned a separate DBID that maintains a unique Server ID for each T-Server configured in the database.

Warning! Genesys does not recommend using multiple instances of the Configuration Database.

user-data-limit

Default Value: 16000

Valid Values: 0–65535

Changes Take Effect: Immediately

Specifies the maximum size (in bytes) of user data in a packed format.

Note: When T-Server works in mixed 7.x/6.x environment, the value of this option must not exceed the default value of 16000 bytes; otherwise, 6.x T-Server clients might fail.

License Section

The License section contains the configuration options that are used to configure T-Server licenses. They set the upper limit of the seat-related DN licenses (`tserver_sdn`) that T-Server tries to check out from a license file. See “License Checkout” on [page 202](#).

license This section must be called `license`.

Notes: T-Server also supports the `license-file` option described in the *Genesys 7 Licensing Guide*.

The `License` section is not applicable to Network T-Server for DTAG.

If you use two or more T-Servers, and they share licenses, you must configure the following options in the `license` section of the T-Servers.

num-of-licenses

Default Value: `0` or `max` (all available licenses)

Valid Values: `0` or string `max`

Changes Take Effect: Immediately

Specifies how many DN licenses T-Server checks out. T-Server treats a value of `0` (zero) the same as it treats `max`—that is, it checks out all available licenses.

The sum of all `num-of-licenses` values for all concurrently deployed T-Servers must not exceed the number of seat-related DN licenses (`tserver_sdn`) in the corresponding license file. The primary and backup T-Servers share the same licenses, and therefore they need to be counted only once. T-Server checks out the number of licenses indicated by the value for this option, regardless of the number actually in use.

num-sdn-licenses

Default Value: `0` or `max` (All DN licenses are seat-related)

Valid Values: String `max` (equal to the value of `num-of-licenses`), or any integer from `0–9999`

Changes Take Effect: Immediately

Specifies how many seat-related licenses T-Server checks out. A value of `0` (zero) means that T-Server does not grant control of seat-related DN to any client, and it does not look for seat-related DN licenses at all.

The sum of all `num-sdn-licenses` values for all concurrently deployed T-Servers must not exceed the number of seat-related DN licenses (`tserver_sdn`) in the corresponding license file. The primary and backup T-Servers share the same licenses, and therefore they need to be counted only once. T-Server checks out the number of licenses indicated by the value for this option, regardless of the number actually in use.

Notes: For Network T-Servers, Genesys recommends setting this option to 0.

Be sure to configure in the Configuration Database all the DN's that agents use (Extensions and ACD Positions) and that T-Server should control. For further information, see Chapter 2, "DN's and Agent Logins," [page 45](#).

License Checkout

[Table 13](#) shows how to determine the number of seat-related DN licenses that T-Server attempts to check out. See the examples on [page 203](#).

Table 13: License Checkout Rules

Options Settings ^a		License Checkout ^b
num-of-licenses	num-sdn-licenses	Seat-related DN licenses
max (or 0)	max	all available
max (or 0)	x	x
max (or 0)	0	0
x	max	x
x	y	min (y, x)
x	0	0

- In this table, the following conventions are used: x and y - are positive integers; max is the maximum number of licenses that T-Server can check out; min (y, x) is the lesser of the two values defined by y and x, respectively.
- The License Checkout column shows the number of licenses that T-Server attempts to check out. The actual number of licenses will depend on the licenses' availability at the time of checkout, and it is limited to 9999.

Examples

This section presents examples of option settings in the `license` section.

Example 1

If...		Then...
Options Settings	License File Settings	License Checkout
num-of-licences = max	tserver_sdn = 500	500 seat-related DNs
num-sdn-licences = max		

Example 2

If...		Then...
Options Settings	License File Settings	License Checkout
num-of-licences = 1000	tserver_sdn = 500	500 seat-related DNs
num-sdn-licences = max		

Example 3

If...		Then...
Options Settings	License File Settings	License Checkout
num-of-licences = 1000	tserver_sdn = 600	400 seat-related DNs
num-sdn-licences = 400		

Example 4

If...		Then...
Options Settings	License File Settings	License Checkout
num-of-licences = max	tserver_sdn = 5000	1000 seat-related DNs
num-sdn-licences = 1000		

Agent-Reservation Section

The Agent-Reservation section contains the configuration options that are used to customize the T-Server Agent Reservation feature. See “Agent Reservation” on [page 32](#) section for details on this feature.

agent-reservation This section must be called `agent-reservation`.

Note: The Agent Reservation functionality is currently a software-only feature that is used to coordinate multiple client applications. This feature does not apply to multiple direct or ACD-distributed calls.

reject-subsequent-request

Default Value: `true`

Valid Values:

- `true` T-Server rejects subsequent requests.
- `false` A subsequent request prolongs the current reservation made by the same client application for the same agent.

Changes Take Effect: Immediately

Specifies whether T-Server rejects subsequent requests from the same client application, for an agent reservation for the same Agent object that is currently reserved.

Note: Genesys does not recommend setting this option to `false` in a multi-site environment in which remote locations use the Agent-Reservation feature.

request-collection-time

Default Value: `100 msec`

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the interval that agent reservation requests are collected before a reservation is granted. During this interval, agent reservation requests are delayed, in order to balance successful reservations between client applications (for example, Universal Routing Servers).

reservation-time

Default Value: `10000 msec`

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the default interval that an AgentDN is reserved to receive a routed call from a remote T-Server. During this interval, the agent cannot be reserved again.

Multi-Site Support Section

The Multi-Site Support section contains the configuration options that are used to support multi-site environments with the Inter Server Call Control (ISCC)

feature. The configuration options in this section are grouped with related options that support the same functionality (such as those for Transfer Connect Service or the ISCC/Call Overflow feature).

extrouter This section must be called `extrouter`.

For a description of the ways in which T-Server supports multi-site configurations and for an explanation of the configuration possibilities for a multi-site operation, see the “[Multi-Site Support](#)” chapter.

Note: In a multi-site environment, you must configure the `timeout`, `cast-type`, and `default-dn` options with the same value for both the primary and backup T-Servers. If you do not do this, the value specified for the backup T-Server overrides the value specified for the primary T-Server.

match-call-once

Default Value: `true`

Valid Values:

- | | |
|--------------------|--|
| <code>true</code> | ISCC does not process (match) an inbound call that has already been processed (matched). |
| <code>false</code> | ISCC processes (attempts to match) a call as many times as it arrives at an ISCC resource or multi-site-transfer target. |

Changes Take Effect: Immediately

Specifies how many times ISCC processes an inbound call when it arrives at an ISCC resource. When set to `false`, ISCC processes (attempts to match) the call even if it has already been processed.

Note: Genesys does not recommend changing the default value of the `match-call-once` option to `false` unless you have specific reasons. Setting this option to `false` may lead to excessive or inconsistent call data updates.

reconnect-tout

Default Value: `5 sec`

Valid Values: See “[Timeout Value Format](#)” on [page 217](#).

Changes Take Effect: At the next reconnection attempt

Specifies the time interval after which a remote T-Server attempts to connect to this T-Server after an unsuccessful attempt or a lost connection. The number of attempts is unlimited. At startup, T-Server immediately attempts the first connection, without this timeout.

report-connid-changesDefault Value: `false`

Valid Values:

- | | |
|--------------------|--|
| <code>true</code> | <code>EventPartyChanged</code> is generated. |
| <code>false</code> | <code>EventPartyChanged</code> is not generated. |

Changes Take Effect: Immediately

Specifies whether the destination T-Server generates `EventPartyChanged` for the incoming call when the resulting `ConnID` attribute is different from the `ConnID` attribute of an instance of the same call at the origination location.

use-data-fromDefault Value: `active`

Valid Values:

- | | |
|--|---|
| <code>active</code> | The values of <code>UserData</code> and <code>ConnID</code> attributes are taken from the consultation call. |
| <code>original</code> | The values of <code>UserData</code> and <code>ConnID</code> attributes are taken from the original call. |
| <code>active-data-original-call</code> | The value of the <code>UserData</code> attribute is taken from the consultation call and the value of <code>ConnID</code> attribute is taken from the original call. |
| <code>current</code> | <p>If the value of <code>current</code> is specified, the following occurs:</p> <ul style="list-style-type: none"> • Before the transfer or conference is completed, the <code>UserData</code> and <code>ConnID</code> attributes are taken from the consultation call. • After the transfer or conference is completed, <code>EventPartyChanged</code> is generated, and the <code>UserData</code> and <code>ConnID</code> are taken from the original call. |

Changes Take Effect: Immediately

Specifies the call from which the values for the `UserData` and `ConnID` attributes are taken for a consultation call that is routed or transferred to a remote location.

Note: For compatibility with the previous T-Server releases, you can use the values `consult`, `main`, and `consult-user-data` for this option. These are aliases for `active`, `original`, and `current`, respectively.

ISCC Transaction Options

cast-type

Default Value: `route`, `route-uu`, `reroute`, `direct-callid`, `direct-uu`, `direct-network-callid`, `direct-notoken`, `direct-digits`, `direct-ani`, `dnis-pool`, `pullback`

Valid Values: route, route-uu, reroute, direct-callid, direct-uu, direct-network-callid, direct-notoken, direct-digits, direct-ani, dnis-pool, pullback

Changes Take Effect: For the next request for the remote service

Specifies—using a space-, comma- or semicolon-separated list—the routing types that can be performed for this T-Server.

The valid values provide for a range of mechanisms that the ISCC feature can support with various T-Servers, in order to pass call data along with calls between locations.

Because switches of different types provide calls with different sets of information parameters, some values might not work with your T-Server. See Table 3 on [page 79](#) for information about supported transaction types by a specific T-Server. The “[Multi-Site Support](#)” chapter also provides detailed descriptions of all transaction types.

Notes: For compatibility with the previous T-Server releases, you can use the direct value for this option. This is an alias for direct-callid.

An alias, route-notoken, has been added to the route value.

default-dn

Default Value: No default value

Valid Values: Any DN

Changes Take Effect: For the next request for the remote service

Specifies the DN to which a call is routed when a Destination DN (AttributeOtherDN) is not specified in the client’s request for routing. If neither this option nor the client’s request contains the destination DN, the client receives EventError.

Note: This option is used only for requests with route types route, route-uu, direct-callid, direct-network-callid, direct-uu, direct-notoken, direct-digits, and direct-ani.

direct-digits-key

Default Value: CDT_Track_Num

Valid Values: Any valid key name of a key-value pair from the UserData attribute

Changes Take Effect: For the next request for the remote service

Specifies the name of a key from the UserData attribute that contains a string of digits that are used as matching criteria for remote service requests with the direct-digits routing type.

Note: For compatibility with the previous T-Server releases, this configuration option has an alias value of `cdt-udata-key`.

dn-for-unexpected-calls

Default Value: No default value

Valid Values: Any DN

Changes Take Effect: Immediately

Specifies a default DN for unexpected calls arriving on an External Routing Point.

network-request-timeout

Default Value: 20 sec

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: For the next network request

For a premise T-Server, this option specifies the time interval that the premise T-Server waits for a response, after relaying a `TNetwork<...>` request to the Network T-Server. For a Network T-Server, this option specifies the time interval that the Network T-Server waits for a response from an SCP (Service Control Point), after initiating the processing of the request by the SCP.

When the allowed time expires, the T-Server cancels further processing of the request and generates `EventError`.

register-attempts

Default Value: 5

Valid Values: Any positive integer

Changes Take Effect: For the next registration

Specifies the number of attempts that T-Server makes to register a dedicated External Routing Point.

register-tout

Default Value: 2 sec

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: For the next registration

Specifies the time interval after which T-Server attempts to register a dedicated External Routing Point. Counting starts when the attempt to register a Routing Point fails.

request-tout

Default Value: 20 sec

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: For the next request for remote service

Specifies the time interval that a T-Server at the origination location waits for a notification of routing service availability from the destination location.

Counting starts when the T-Server sends a request for remote service to the destination site.

resource-allocation-mode

Default Value: `circular`

Valid Values:

- `home` T-Server takes an alphabetized (or numerically sequential) list of configured DNs and reserves the first available DN from the top of the list for each new request. For example, if the first DN is not available, the second DN is allocated for a new request. If the first DN is freed by the time the next request comes, the first DN is allocated for this next request.
- `circular` T-Server takes the same list of configured DNs, but reserves a subsequent DN for each subsequent request. For example, when the first request comes, T-Server allocates the first DN; when the second request comes, T-Server allocates the second DN; and so on. T-Server does not reuse the first DN until reaching the end of the DN list.

Changes Take Effect: Immediately

Specifies the manner in which T-Server allocates resources (that is, DNs of the `External Routing Point` type and Access Resources with `Resource Type dn`s) for multi-site transaction requests.

resource-load-maximum

Default Value: `0`

Valid Values: Any positive integer

Changes Take Effect: Immediately

Specifies the maximum number of ISCC routing transactions that can be concurrently processed at a single DN of the `External Routing Point` route type. After a number of outstanding transactions at a particular DN of the `External Routing Point` type reaches the specified number, T-Server considers the DN not available. Any subsequent request for this DN is queued until the number of outstanding transactions decreases. A value of `0` (zero) means that no limitation is set to the number of concurrent transactions at a single `External Routing Point`. In addition, the `0` value enables T-Server to perform load balancing of all incoming requests among all available `External Routing Points`, in order to minimize the load on each DN.

route-dn

Default Value: No default value

Valid Values: Any DN

Changes Take Effect: Immediately

Specifies the DN that serves as a `Routing Point` for the `route` transaction type in the multiple-to-one access mode.

timeout

Default Value: 60 sec

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: For the next request for remote service

Specifies the time interval that the destination T-Server waits for a call routed from the origination location. Counting starts when this T-Server notifies the requesting T-Server about routing service availability. The timeout must be long enough to account for possible network delays in call arrival.

use-implicit-access-numbers

Default Value: false

Valid Values: true, false

Changes Take Effect: After T-Server is restarted

Determines whether an External Routing Point in which at least one access number is specified is eligible for use as a resource for calls coming from switches for which an access number is not specified in the External Routing Point. If this option is set to false, the External Routing Point is not eligible for use as a resource for calls coming from such switches. If this option is set to true, an implicit access number for the External Routing Point, composed of the switch access code and the DN number of the External Routing Point, will be used.

Note: If an External Routing Point does not have an access number specified, this option will not affect its use.

Transfer Connect Service Options

tcs-queue

Default Value: No default value

Valid Values: Any valid DN number

Changes Take Effect: For the next request for the remote service

Specifies the TCS DN number to which a call, processed by the TCS feature, is dialed after the originating external router obtains an access number. This option applies only if the [tcs-use](#) option is activated.

tcs-use

Default Value: never

Valid Values:

never The TCS feature is not used.

<code>always</code>	The TCS feature is used for every call.
<code>app-defined</code>	In order to use the TCS feature for a multi-site call transfer request, a client application must add a key-value pair with a <code>TC-type</code> key and a nonempty string value to the <code>UserData</code> attribute of the request.

Changes Take Effect: Immediately

Specifies whether the Transfer Connect Service (TCS) feature is used.

Note: For compatibility with the previous T-Server releases, you can use the value `up-app-dependent` for this option. This is an alias for `app-defined`.

ISCC/COF Options

`cof-ci-defer-create`

Default Value: 0

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval that T-Server waits for call data from the switch before generating a negative response for a call data request from a remote T-Server. If T-Server detects the matching call before this timeout expires, it sends the requested data. This option applies only if the `cof-feature` option is set to `true`.

`cof-ci-defer-delete`

Default Value: 0

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval that T-Server waits before deleting call data that might be overflowed. If set to 0, deletion deferring is disabled. This option applies only if the `cof-feature` option is set to `true`.

`cof-ci-req-tout`

Default Value: 500 msec

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: For the next COF operation

Specifies the time interval during which T-Server will wait for call data requested with respect to a call originated at another site. After T-Server sends the call data request to remote T-Servers, all events related to this call will be suspended until either the requested call data is received or the specified timeout expires. This option applies only if the `cof-feature` option is set to `true`.

cof-ci-wait-allDefault Value: `false`

Valid Values:

- `true` T-Server waits for responses from all T-Servers that might have the requested call data before updating the call data with the latest information.
- `false` T-Server updates the call data with the information received from the first positive response.

Changes Take Effect: Immediately

Specifies whether T-Server, after sending a request for matching call data, waits for responses from other T-Servers before updating the call data (such as `CallHistory`, `ConnID`, and `UserData`) for a potentially overflowed call. The waiting period is specified by the `cof-ci-req-tout` and `cof-rci-tout` options. This option applies only if the `cof-feature` option is set to `true`.

cof-featureDefault Value: `false`Valid Values: `true`, `false`

Changes Take Effect: Immediately

Enables or disables the Inter Server Call Control/Call Overflow (ISCC/COF) feature.

cof-rci-toutDefault Value: `10 sec`Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: For the next COF operation

Specifies the time interval that T-Server waits for call data from other T-Servers’ transactions. Counting starts when `cof-ci-req-tout` expires. This option applies only if the `cof-feature` option is set to `true`.

local-node-idDefault Value: `0`Valid Values: `0` or any positive integer

Changes Take Effect: Immediately

This option, if enabled, checks all networked calls against the specified `NetworkNodeID` (the identity of the switch to which the call initially arrived). If the `NetworkNodeID` is the same as the value of this option, the request for call information is *not* sent. The default value of `0` disables the functionality of this option. To establish an appropriate `NetworkNodeID`, specify a value other than the default. This option applies only if the `cof-feature` option is set to `true`.

Note: This option applies only to T-Server for Nortel Communication Server 2000/2100 (formerly DMS-100).

Event Propagation Option

event-propagation

Default Value: `list`

Valid Values:

- `list` Changes in user data and party events are propagated to remote locations through call distribution topology.
- `off` The feature is disabled. Changes in user data and party events are not propagated to remote locations.

Changes Take Effect: Immediately

Specifies whether the Event Propagation feature is enabled.

Number Translation Option

inbound-translator-*<n>*

Default Value: No default value.

Valid Value: Any valid name

Changes Take Effect: Immediately

Specifies the name of another configuration section as the value for the `inbound-translator` option. For example,

`inbound-translator-1 = ani-translator`

where `ani-translator` is the name of the configuration that describes the translation rules for inbound numbers.

Translation Rules Section

The section name is specified by the `inbound-translator-<n>` option. It contains options that define translation rules for inbound numbers.

You can choose any name for this section, provided that it matches the value of the section. Every option in this section corresponds to a rule and must conform to the format described below. You can configure as many rules as necessary to accommodate your business needs.

rule-*<n>*

Default Value: No default value

Valid Value: Any valid string in the following format:

`in-pattern=<input pattern value>;out-pattern=<output pattern value>`

Changes Take Effect: Immediately

Defines a rule to be applied to an inbound number. The two parts of the option value describe the input and output patterns in the rule. When configuring the pattern values, follow the syntax defined in “Using ABNF for Rules” on [page 88](#). See “Configuring Number Translation” on [page 94](#) for examples of

these rules as well as detailed instructions for creating rules for your installation. For example, a value for this configuration option might look like this:

```
rule-01 = in-pattern=0111#CABBB*ccD; out-pattern=ABD
```

Backup-Synchronization Section

The Backup-Synchronization section contains the configuration options that are used to support a high-availability (hot standby redundancy type) configuration.

backup-sync This section must be called `backup-sync`.

Note: These options apply only to T-Servers that support the `hot standby` redundancy type.

addp-remote-timeout

Default Value: 0

Valid Values: Any integer from 0–3600

Changes Take Effect: Immediately

Specifies the time interval that the redundant T-Server waits for a response from this T-Server after sending a polling signal. The default value of 0 (zero) disables the functionality of this option. To establish an appropriate timeout, specify a value other than the default. This option applies only if the `protocol` option is set to `addp`.

addp-timeout

Default Value: 0

Valid Values: Any integer from 0–3600

Changes Take Effect: Immediately

Specifies the time interval that this T-Server waits for a response from another T-Server after sending a polling signal. The default value of 0 (zero) disables the functionality of this option. To establish an appropriate timeout, specify a value other than the default. This option applies only if the `protocol` option is set to `addp`.

addp-traceDefault Value: `off`

Valid Values:

<code>off, false, no</code>	No trace (default).
<code>local, on, true, yes</code>	Trace on this T-Server side only.
<code>remote</code>	Trace on the redundant T-Server side only.
<code>full, both</code>	Full trace (on both sides).

Changes Take Effect: Immediately

Specifies whether the option is active, and to what level the trace is performed. This option applies only if the `protocol` option is set to `addp`.

protocolDefault Value: `default`

Valid Values:

<code>default</code>	The feature is not active.
<code>addp</code>	Activates the Advanced Disconnect Detection Protocol.

Changes Take Effect: When the next connection is established

Specifies the name of the method used to detect connection failures. If you specify the `addp` value, you must also specify a value for the `addp-timeout`, `addp-remote-timeout`, and `addp-trace` options.

sync-reconnect-toutDefault Value: `20 sec`Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval after which the backup T-Server attempts to reconnect to the primary server (for a synchronized link).

Call-Cleanup Section

The Call-Cleanup section contains the configuration options that are used to control detection and cleanup of stuck calls in T-Server. For more information on stuck call handling, refer to the “Stuck Call Management” chapter in the *Framework 7.6 Management Layer User’s Guide*.

call-cleanup This section must be called `call-cleanup`.

cleanup-idle-toutDefault Value: `0`Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval that T-Server waits for a call to be updated from its last update. After this time elapses, if no new events about the call are received, T-Server clears this call as a stuck call, either by querying the switch (if a CTI link provides such capabilities) or by deleting the call information from memory unconditionally. The default value of `0` disables the stuck calls cleanup.

notify-idle-tout

Default Value: `0`

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval that T-Server waits for a call to be updated from its last update. After this time elapses, if no new events about the call are received, T-Server reports this call as a stuck call. The default value of `0` disables the stuck calls notification.

periodic-check-tout

Default Value: `10 min`

Valid Values: See “Timeout Value Format” on [page 217](#).

Changes Take Effect: Immediately

Specifies the time interval for periodic checks for stuck calls. These checks affect both notification and cleanup functionality, and are made by checking the T-Server’s own call information with call information available in the switch. For performance reasons, T-Server does not verify whether the `notify-idle-tout` or `cleanup-idle-tout` option has expired before performing this checking.

Note: Setting this option to a value of less than a few seconds can affect T-Server performance.

Examples

This section presents examples of option settings in the `call-cleanup` section.

Example 1 `cleanup-idle-tout = 0`
`notify-idle-tout = 0`
`periodic-check-tout = 10`

With these settings, T-Server will not perform any checks for stuck calls.

Example 2 `cleanup-idle-tout = 0`
`notify-idle-tout = 5 min`
`periodic-check-tout = 10 min`

With these settings, T-Server performs checks every 10 minutes and sends notifications about all calls that have been idle for at least 5 minutes.

Example 3 `cleanup-idle-tout = 20 min`
 `notify-idle-tout = 5 min`
 `periodic-check-tout = 10 min`

With these settings, T-Server performs checks every 10 minutes, sends notifications about all calls that have been idle for at least 5 minutes, and attempts to clean up all calls that have been idle for more than 20 minutes.

Security Section

The Security section contains the configuration options that are used to configure secure data exchange between T-Servers and other Genesys components. Refer to the *Genesys 7.6 Security Deployment Guide* for complete information on the security configuration.

Timeout Value Format

This section of the document describes the values to use for those T-Server common options that set various timeouts. The current format allows you to use fractional values and various time units for timeout settings.

For timeout-related options, you can specify any value that represents a time interval, provided that it is specified in one of the following formats:

`[[hours:]minutes:]seconds][milliseconds]`

or

`[hours hr][minutes min][seconds sec][milliseconds msec]`

Where a time unit name in italic (such as *hours*) is to be replaced by an integer value for this time unit.

Integer values with no measuring units are still supported, for compatibility with previous releases of T-Server. When you do not specify any measuring units, the units of the default value apply. For example, if the default value equals 60 sec, specifying the value of 30 sets the option to 30 seconds.

Example 1

The following settings result in a value of 1 second, 250 milliseconds:

`sync-reconnect-tout = 1.25`
`sync-reconnect-tout = 1 sec 250 msec`

Example 2

The following settings result in a value of 1 minute, 30 seconds:

```
timeout = 1:30
```

```
timeout = 1 min 30 sec
```

Changes from Release 7.5 to 7.6

Table 14 lists the configuration options that:

- Are new or changed in the 7.6 release of T-Server
- Have been added or changed since the most recent 7.5 release of this document

If a configuration option has been replaced with another that enables the same functionality, the new option name and its location in this chapter are noted.

Table 14: Option Changes from Release 7.5 to 7.6

Option Name	Option Values	Type of Change	Details
TServer Section			
ani-distribution	inbound-calls-only, all-calls, suppressed	New	See the option description on page 196 .
compatibility-port	0 or any valid TCP/IP port	Obsolete	See the option description on page 197 .
extrouter Section			
use-data-from	active, original, current, active-data-original-call	New value	New option value, active-data-original-call. See the option description on page 206 .
backup-sync Section			
network-provided-address	true, false	Obsolete	



Chapter

10

Configuration Options for T-Server for Cisco CallManager

This chapter describes the configuration options that are unique to T-Server for Cisco CallManager. It includes the following sections:

- [Mandatory Options, page 219](#)
- [T-Server Section, page 221](#)
- [JTAPI Section, page 229](#)
- [Global Group Section, page 234](#)
- [Link Section, page 236](#)
- [Changes from 7.5 to 7.6, page 238](#)

Options common to all T-Servers are described in Chapter 8, “Common Configuration Options,” on [page 173](#) and in Chapter 9, “T-Server Common Configuration Options,” on [page 195](#).

Mandatory Options

The following two tables list the options that you must configure for basic T-Server operation. All other options in this chapter are configured to enable T-Server to support other features.

Table 15 on [page 220](#) contains the mandatory options when T-Server is operating in Java Virtual Machine (JVM) mode which is set by the “[jvm-or-socket](#)” option.

Table 15: Mandatory Options in JVM mode

Option Name	Default Value	Details
T-Server Section		
ccm-host	No default value	Specifies the host name that Cisco CallManager uses. See description on page 223 .
password	No default value	Specifies the password field for the user's login ID. See description on page 227 .
user-login	No default value	Specifies the user's login ID configured in Cisco CallManager that has permission to control all the DNs that T-Server will control. See description on page 228 .

Table 16 on [page 220](#) contains the mandatory options when T-Server is operating in Socket mode which is set by the “[jvm-or-socket](#)” option.

To establish a link connection, simply configure the link options that are applicable to the connection protocol used in your environment.

Table 16: Mandatory Options in Socket mode

Option Name	Default Value	Details
T-Server Section		
link- <i>n</i> -name	No default value	Specifies the section name containing the configuration options assigned to that link, where <i>n</i> is a consecutive number for a Link. See the description on page 225
Link Section		
ccm-host	No default value	Specifies the host name that Cisco CallManager uses. See description on page 236 .

Table 16: Mandatory Options in Socket mode (Continued)

Option Name	Default Value	Details
hostname	localhost	Specifies the host of the link according to the switch configuration. This should always be localhost. See the description on page 237 .
password	No default value	Specifies the password field for the user's login ID. See description on page 237 .
port	No default value	Specifies the TCP/IP port of the link. See the description on page 237 .
protocol	No default value	Specifies the protocol field. It should always be set to tcp. See description on page 237 .
user-login	No default value	Specifies the user login ID configured in Cisco CallManager that has permission to control all the DNs that T-Server will control. See description on page 237 .

T-Server Section

This section describes the configuration options that are unique to T-Server for Cisco CallManager. Configure these options in the TServer section on the Options tab for the T-Server Application object in the Configuration Layer.

You must call this section TServer.

agent-no-answer-action

Default Value: none

Valid Values: none, notready, walkaway

Changes Take Effect: Immediately.

Specifies the agent state to which T-Server will be set after the time period for the agent-no-answer-timeout option has expired. A value of none means that the agent will remain in its current state.

Note:

- The walkaway value is identical to the notready value unless a non-ACD (soft agents) setup is utilized.
- If a non-ACD (soft agents) T-Server setup is not utilized, the agent-no-answer-action option may be set to notready only if the use-pending-workmode option is set to true. This will allow the agent to change to a NotReady state while the call is ringing, and before sending the redirect.

agent-no-answer-overflow

Default Value: none

Valid Values:

none	The call will remain ringing on the agent phone.
recall	The call will be redirected back to the Routing Point or the ACD Queue that delivered the call to the agent.
Any destination digits	A valid destination DN must be provided (a Queue or Routing Point on the local switch is recommended).

Changes Take Effect: Immediately.

After the time period for the agent-no-answer-timeout option has expired, T-Server will redirect the ringing call to the destination described by this option.

agent-no-answer-timeout

Default Value: 0

Valid Values: 0 to 600

Changes Take Effect: Immediately.

Calls ringing on an agent's phone that were distributed from an ACD Queue or a Routing Point will wait for the telephone to ring for this timeout period (in seconds) before performing the actions described by the agent-no-answer-action option and redirect the call to the destination described in the agent-no-answer-overflow option. The default value of 0 (zero) disables the functionality of this option.

application

Default Value: T-Server

Valid Values: Any character string

Changes Take Effect: After T-Server is restarted

Specifies the name of the T-Server application shown in the Cisco CallManager switch. It is used to identify an application to the Cisco switch.

audio-codec

Default Value: 1, 3

Valid Values: Comma-separated list of any of the following:

1	G.711 m-Law
2	G.711 a-Law
3	G.723
4	G.729.A
8	MS-GSM and GSM Full Rate

Changes Take Effect: After T-Server is restarted

Specifies the audio codec(s) to be used by this T-Server. G.711 operates at a higher bit rate than G.723 and G.729.A, providing good quality but consuming more network resources. MS-GSM is intermediate, providing moderate quality and low network resource consumption. For G.711, m-Law is used in North America and Japan and a-Law is used elsewhere, including international routes.

busy-tone

Default Value: `music/busy_5sec`

Valid Values: Name and path of any valid audio file

Changes Take Effect: Immediately for all new calls

Specifies an audio file to be played for the Busy treatment.

ccm-host

Default Value: Mandatory field. No default value.

Valid Value: Any character string

Changes Take Effect: After T-Server is restarted

Specifies a comma-separated list of the primary and (optionally) the backup Cisco CallManager host—for example: `ccmHostPrimary, ccmHostSecondary`, or `ccmHostPrimary` if only one manager is to be configured. If the primary host fails, T-Server automatically connects to the backup host. You must specify a value for this option.

Note:

- Do not use spaces or other characters in this comma-separated string. T-Server does not validate the backup host name until the primary host fails. If, upon primary host failure, the name of the backup host is found to be invalid, T-Server shows a CTI-Link failure until the primary Cisco CallManager host recovers.
 - This option will be ignored when T-Server is operating in Socket mode as set by the “[jvm-or-socket](#)” option.
-

collect-tone

Default Value: `music/collect`

Valid Values: Name and path of any valid audio file

Changes Take Effect: Immediately for all new calls

Specifies that T-Server uses this non-completion tone to produce the sound played during DTMF digit collection. Basically, this option is a duplicate of the `silence-tone` option.

debug

Default Value: `+all`

Valid Values: `+/-all`, `+/-jtapi`, `+/-toop`, `+/-sm`

Changes Take Effect: Immediately

Specifies which submodules in Cisco CallManager produce debug output. This output is ultimately controlled by the Log section. The format of the string is `+module1 -module2`, which means that `module1` produces debug output and `module2` does not. The module name `all` represents all modules. Current modules are `all`, `toop` (internal call object manipulation), `sm` (Stream Manager), and `jtapi` (JTAPI events and requests). All T-Server debug output that is a part of a debug module is prefixed with `(module name)*>>`.

default-dn

Default Value: No default value

Valid Values: Any character string. Do not use the period (.) character or the commercial “at” (@) sign in this string.

Changes Take Effect: Immediately

This option has the following functionality:

- Provides the default DN that calls are routed to if Universal Routing Server (URS) requests T-Server to route to a default target. If no default is provided, T-Server rejects the call if URS sends a default target.
- If the Agent Ring Redirect Timeout expires but there is no value in the user-data `RING_REDIRECT_DN` key, the call is redirected to the address specified in `default-dn` option. If the `default-dn` option is not set, the call is not redirected (it still rings) but the agent is still placed into the `NotReady` state.
- Provides the destination for calls that could not be queued on an ACD queue. (for example, if the ACD queue ran out of music ports).

enable-data-on-bridged

Default Value: `true`

Valid Values: `true`, `false`

Changes Take Effect: Immediately

When the value of this option is set to `true`, the data on IP Phones will not be displayed if the phone is in a bridged state.

fast-busy-tone

Default Value: `music/atb_5sec`

Valid Values: Name and path of any valid audio file

Changes Take Effect: Immediately for all new calls

Specifies an audio file to be played for the FastBusy treatment.

jtapi-update-mode

Default Value: startup

Valid Values: never, install, startup

Changes Take Effect: After T-Server is restarted

Specifies when the jtapi.jar library is synchronized with the CTIManager host. T-Server needs jtapi.jar in order to communicate with Cisco CTIManager.

When this option is set to never, no synchronization takes place. In this case, the jtapi.jar must be manually copied from the CTI-Manager host to the T-Server working directory.

When this option is set to install, the jtapi.jar file is downloaded from the CTIManager host only when no existing jtapi.jar is available. The updated jtapi.jar file will be used upon the next T-Server restart.

When this option is set to startup, T-Server synchronizes jtapi.jar before startup. This adds several seconds to the startup time, during which T-Server verifies the CTIManager jtapi.jar version. If the version is the same as the one currently in use, no action is taken; otherwise the currently used version of jtapi.jar is replaced with the one downloaded from CTIManager and used for startup.

Unless the option is set to never, the user who started this T-Server must have "write" permission for the T-Server working directory in order for this feature to operate.

link-*n*-name

Default Value: Mandatory field. No default value.

Valid Values: Any valid name

Changes Take Effect: Immediately

Specifies the section name containing the configuration options assigned to that link, where *n* is a nonzero consecutive number for a link. You must specify a value for this option.

Note:

- The link-*n*-name option name refers to the link number and the section name (for example, link-1-name).
- This option can only be used if T-Server is operation in Socket mode, which is set by the [“jvm-or-socket”](#) option.
- See “Socket Mode of Communication” on [page 170](#) for more details.

Warning! Do not update the link configuration while T-Server is running.

logout-on-agent-disconnect

Default Value: `false`

Valid Values: `false`, `true`

Changes Take Effect: Immediately

With value `true`, T-Server sends an AgentLogout message if an agent application disconnects.

logout-on-fwd

Default Value: `false`

Valid Values: `false`, `true`

Changes Take Effect: Immediately

With value `true`, T-Server send an AgentLogout message if a DN becomes forwarded to otherDN.

logout-on-out-of-service

Default Value: `false`

Valid Values: `true`, `false`

Changes Take Effect: Immediately

Specifies whether agents can log in to DNs that are in the `out-of-service` state. If the value is set to `true`, agents cannot log in.

DNs can enter the `out-of-service` state if their IP phone is unplugged or if the IP network associated with the phone is unreachable. T-Server raises `EventDnOutOfService` when a DN enters the `out-of-service` state, and `EventDnBackInService` when the DN returns to the `in-service` state. At T-Server startup all DNs are considered to be in the `out-of-service` state until their true state is known otherwise.

If the value is set to `true`, when a DN enters the `out-of-service` state while an agent is logged in there, T-Server logs out the agent and sends `EventAgentLogout`, and if an agent attempts to log in to the `out-of-service` DN, the T-Server responds with `EventError`.

If the value is set to `false`, agents can log in at any time, regardless of the DN state.

packet-size

Default value: 20

Valid values: Comma-separated list of any of: 1, 2, 3, 4, 20, 30 (see [Table 17](#))

Changes Take Effect: After T-Server is restarted

Specifies the maximum packet size, as follows:

Table 17: Values of Packet-Size Option

Codec	Default Value	Valid Values	Unit
G.711 m-Law or a-Law	20	20, 30	msec per packet
G.723, G.729.A	1	1, 2, 3, 4	frames per packet
MS-GSM	Not applicable		
GSM Full Rate	Not applicable		

If more than one audio-codec is specified, the values of packet-size correspond one-to-one, in the same order. For example, suppose that audio-codec has the values 1, 2, 4 and that packet-size has the values 20, 30, 2. This means that this T-Server uses codecs G.711 m-Law at 20 msec per packet, G.711 a-Law at 30 msec per packet, and G.729.A at 2 frames per packet. You do not have to list the audio-codec values in ascending order (therefore audio-codec = 4, 2, 1 and packet-size = 2, 30, 20 would have the same effect as the example just described), although it is probably easier to do so. If a packet-size value is invalid for the codec it corresponds to, it is ignored, and that codec receives the default packet size.

password

Default Value: Mandatory field. No default value.

Valid Values: Any character string

Changes Take Effect: After T-Server is restarted

Specifies the password to match the user login ID. The password must match the CallManager configuration. You must specify a value for this option.

Note: This option will be ignored when T-Server is operating in Socket mode as set by the “[jvm-or-socket](#)” option.

queue-music

Default Value: music/in_queue

Valid Value: Name and path of any valid audio file

Changes Take Effect: Immediately for all new calls

Specifies the name of the file for music treatment of ACD Queues, when the ACD queue DN has no specific music file configured.

ring-tone

Default Value: music/ring_back

Valid Values: Name and path of any valid audio file

Changes Take Effect: Immediately for all new calls

Specifies an audio file to be played for the RingBack treatment.

rtp-info-password

Default Value: Empty string

Valid Values: Any string

Changes Take Effect: Immediately

Specifies the password to allow voice-monitoring applications to monitor any call. If password is not provided, no applications will be able to perform monitoring.

Warning! This password is not secure. It is passed as text to the voice-monitoring application.

silence-tone

Default Value: music/silence

Valid Values: Name and path of any valid audio file

Changes Take Place: Immediately for all new calls

Specifies an audio file to be played for the Silence treatment.

sm-port

Default Value: 0

Valid Values: 0-65535

Changes Take Effect: After restart

Specifies the listening port for VoIP Stream Manager connection. If this option is set to 0, T-Server does not allow Stream Manager connections and ignores all Stream Manager treatments options.

use-default-route

Default Value: false

Valid Values: false, true

Changes Take Effect: With the next route request

Specifies whether to use the default DN (see “[default-dn](#)”) as a default route destination if URS (Universal Routing Server) is not connected.

user-login

Default Value: Mandatory field. No default value.

Valid Values: Any character string

Changes Take Effect: After T-Server is restarted

Specifies the user login ID configured in CallManager that has permission to control all the DNs that T-Server controls. The user’s login must match the Cisco CallManager configuration.

Note: This option will be ignored when T-Server is operating in Socket mode as set by the “`jvm-or-socket`” option.

JTAPI Section

This section describes configuration options unique to T-Server for CMM. Configure these options in the `j t a p i` section on the Options tab for the T-Server Application object in the Configuration Layer.

You must call this section `j t a p i`.

Note: Any option defined in this section overrides the equivalent option in `j t a p i . i n i`. See “JTAPI and Configuring JTAPI Options” on [page 134](#). Any option not defined in this section takes its value from `j t a p i . i n i`; or, if the option is also not defined in `j t a p i . i n i`, the value is taken from the predefined JTAPI library default value for the option.

AlarmServiceHostname

Default Value: No default value. See Note on [page 229](#).

Valid Values: Any string

Changes Take Effect: After T-Server is restarted

Specifies the host name for the JTAPI alarm service.

AlarmServicePort

Default Value: None. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the port for the JTAPI alarm service.

CTI_DEBUGGING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, CallManager CTI events are written to the JTAPI log (if logging is enabled).

CTIIMPL_DEBUGGING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, internal CTI implementation is written to the JTAPI log (if logging is enabled).

CtiManagers

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any string

Changes Take Effect: After T-Server is restarted

Not used by T-Server.

CtiRequestTimeout

Default Value: None. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specified the time, in seconds, during which T-Server waits for a response to a CTI request.

DEBUG

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, debugging information is written to the JTAPI log (if logging is enabled).

Note: For detailed descriptions of all JTAPI options, see the *Cisco CallManager Administration Guide*.

DesiredServerHeartbeatInterval

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the time, in seconds, between verification heartbeat messages between T-Server and the CallManager cluster. If T-Server fails to receive heartbeats, it attempts to connect to the backup CTIManager.

Directory

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any string

Changes Take Effect: After T-Server is restarted

Specifies the directory used to store JTAPI log files.

FileNameBase

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any string

Changes Take Effect: After T-Server is restarted

Species the file name prefix to store JTAPI logs.

FileNameExtension

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any string

Changes Take Effect: After T-Server is restarted

Specifies the filename extension to store JTAPI logs.

INFORMATIONAL

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, status events are written to the JTAPI log (if logging is enabled).

JTAPI_DEBUGGING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, JTAPI methods and events are written to the JTAPI log (if logging is enabled).

JTAPIIMPL_DEBUGGING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, JTAPI internal implementation is written to the JTAPI log (if logging is enabled).

MISC_DEBUGGING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, miscellaneous tracing is written to the JTAPI log (if logging is enabled).

NumTraceFiles

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the number of JTAPI logs to produce before overwriting old logs.

PeriodicWakeupEnabled

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, each JTAPI thread is woken up after a specified sleep interval in order to write a debug message to the JTAPI log (if logging is enabled).

PeriodicWakeupInterval

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the interval, in seconds, between debug thread wakeup.

PROTOCOL_DEBUGGING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, full CTI protocol trace is written to the JTAPI log (if logging is enabled).

ProviderOpenRequestTimeout

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the amount of time, in seconds, that T-Server waits for a response to a `ProviderOpen` message.

ProviderRetryInterval

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the amount of time, in seconds, that T-Server tries to reopen a connection to a CallManager cluster after a failure.

QueueSizeThreshold

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer.

Changes Take Effect: After T-Server is restarted

Specifies the size of the internal JTAPI Queue which, when exceeded, causes a debug message to be written to the JTAPI log (when logging is enabled).

QueueStatsEnabled

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, if the internal JTAPI is greater than the threshold, a debug message is written to the JTAPI log (when JTAPI logging enabled).

RouteSelectTimeout

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the amount of time, in milliseconds, that T-Server waits for URS to respond to a route request. This setting is also affected by other CallManager switch settings.

SyslogCollector

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any string

Changes Take Effect: After T-Server is restarted

Specifies the host name for a syslog collector.

SyslogCollectorUDPPort

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies a UDP port for the syslog collector.

TraceFileSize

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any integer

Changes Take Effect: After T-Server is restarted

Specifies the maximum size of each JTAPI log file.

TracePath

Default Value: No default value. See Note on [page 229](#).

Valid Value: Any string

Changes Take Effect: After T-Server is restarted

Specifies the root directory used to store JTAPI log files.

UseAlarmService

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, JTAPI alarms go to an alarm service on the specified host and port.

UseTraceFile

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, JTAPI log files are written.

UseJavaConsoleTrace

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, JTAPI log messages are sent to the console (stdout).

UseSameDirectory

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, all instances of the same application write JTAPI logs to the same directory.

UseSyslog

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, JTAPI log traces go to the syslog collector service at the specified UDP port and host.

WARNING

Default Value: No default value. See Note on [page 229](#).

Valid Values: `true`, `false`

Changes Take Effect: After T-Server is restarted

When set to `true`, low-level warning events are written to the JTAPI log (if logging is enabled).

Global Group Section

This section describes the configuration options that are unique to T-Server for Cisco CallManager. Configure these options in the `globalgroup` section on the `options` tab for the T-Server Application object in the Configuration Layer. You must call this section `globalgroup`.

callmgr-autopickup-on

Default Value: `false`

Valid Values: `false`, `true`

Changes Take Effect: Immediately

This option should be set to match the CallManager Pickup mode: Auto Pickup (`true`) or Regular Pickup (`false`).

enable-jtapi-keep-alive

Default Value: `false`

Valid Values: `false`, `true`

Changes Take Effect: Immediately

This option enables a heartbeat between T-Server and JTAPI as a keep alive functionality to detect possible conditions when JTAPI becomes unstable, and the JTAPI event sequence is no longer reliable.

enable-pickup-jtapi-workaround

Default Value: `false`

Valid Values: `false`, `true`

Changes Take Effect: Immediately

This option controls whether T-Server detects the inbound pickup scenario. It is applicable only to CallManager version 4.x. For CallManager version 5.x, this option should be set to `false`.

CallManager version 4.x has a known issue for inbound pickup scenario where the external party is released by CallManager JTAPI during pickup, when it is still on a call. T-Server detects this scenario and ignores the incorrect `EventReleased` message which is sent by JTAPI. This issue is not present with CallManager 5.x.

Note: Java machine runs as a separate 64-bit process called `Java.exe` and T-Server is running as 32-bit process called `ciscocm_server.exe`.

jtapi-keep-alive-retries

Default Value: `10`

Valid Values: Any positive integer from 1 to 999

Changes Take Effect: Immediately

Specifies how many skipped heartbeat attempts are permitted before T-Server will shut itself down. T-Server sends the STANDARD message `JTAPI keepalive timer exceeded %d allowed retries. Exiting now. before exiting.`

jtapi-keep-alive-timeout

Default Value: `60000`

Valid Values: Any positive integer from 1000 to 3600000

Changes Take Effect: Immediately

Specifies the time (in milliseconds) between keep alive attempts. Any event from JTAPI is also considered as a keep alive message. T-Server will send the STANDARD message JTAPI keepalive timer expired. Retry %d of %d. when there are no messages within the timeout interval.

jvm-or-socket

Default Value: socket

Valid Values: jvm, socket

Changes Take Effect: After T-Server is restarted

If the option value is socket (default), T-Server communicates with JTAPI via socket interface. In Socket mode, T-Server may have more than one connection to the CallManager cluster, and can control a larger number of DNs. If this option has any other value or is not present, T-Server communicates with JTAPI using socket mode. In jvm mode, T-Server can only have a single connection to CallManager and can control a smaller number of DNs compare to Socket mode.

Note:

- When T-Server is used in JVM mode, it is recommended to disable NCO (-nco 0) to avoid conflicts with JTAPI exceptions.
 - If T-Server is deployment with a large number of DNs, it is recommended to use Socket mode.
 - For T-Server 7.6, the Default Value was changed to socket. In previous versions of T-Server, the Default Value was jvm.
-

Link Section

Configure these options in the Link section on the Options tab for the T-Server Application object in the Configuration Layer.

Starting with release 7.6, T-Server operating in Socket mode uses a standard link-*n*-name link configuration option. The TServer section will contain options link-1-name, link-2-name, ... while separate sections with names equal to the link-*n*-name values will contain link parameters.

Note: This section, and the options associated with it, is only applicable if T-Server is operating in Socket Mode which is set by the “[jvm-or-socket](#)” option.

ccm-host

Default Value: Mandatory field. No default value.

Valid Values: Any valid IP address.

Changes Take Effect: Immediately

IP address for the CTI manager for this account.

hostname

Default Value: localhost

Valid Values: Any valid host name

Changes Take Effect: Read-only value. Do not change

password

Default Value: Mandatory field. No default value.

Valid Values: Any valid password.

Changes Take Effect: Immediately

The CCM password for this link.

port

Default Value: Mandatory field. No default value.

Valid Values: Any valid port address

Changes Take Effect: Immediately

Specifies the TCP/IP port the localhost that the Java link is opening to listen to.

Warning! Migration from previous socket mode versions of T-Server to 7.6 socket mode options should be made by the wizard during the upgrade process by moving link-related options from the globalgroup and TServer sections to the link-*n*-name section.

protocol

Default Value: tcp

Valid Values: tcp

Changes Take Effect: Immediately

Specifies the connection protocol T-Server uses in communicating with the switch.

user-login

Default Value: Mandatory field. No default value.

Valid Values: Any valid user login.

Changes Take Effect: Immediately

The CCM user for this link.

Changes from 7.5 to 7.6

Table 18 provides all configuration option changes for this T-Server between release 7.5 and the latest 7.6 release.

Table 18: T-Server Option Changes from 7.5 to 7.6

Option Name	Type of Change	Details
T-Server Section		
agent-no-answer-action	New in 7.5.003.06	See details on page 221 .
agent-no-answer-overflow	New in 7.5.003.06	See details on page 222 .
agent-no-answer-timeout	New in 7.5.003.06	See details on page 222 .
link- <i>n</i> -name	New	See details on page 225 .
Global Group Section		
java-port	Removed	
jvm-or-socket	Modified	The default value has changed to socket, see details on page 236 .
Link Section		
ccm-host	New in Link Section	See details on page 236 .
hostname	New in Link Section	See details on page 237 .
password	New in Link Section	See details on page 237 .
port	New in Link Section	See details on page 237 .
protocol	New in Link Section	See details on page 237 .
user-login	New in Link Section	See details on page 237 .



Chapter

11

Stream Manager Configuration

This chapter describes the configuration options that are used for configuring Stream Manager to work with T-Server for Cisco CallManager. It contains the following section:

- [Stream Manager Configuration Options with T-Server, page 239](#)
- [Stream Manager Configuration Options, page 242](#)

Options that are common to all T-Servers are described in Chapter 8, “Common Configuration Options,” on [page 173](#) and in Chapter 9, “T-Server Common Configuration Options,” on [page 195](#).

Stream Manager Configuration Options with T-Server

Stream Manager is a Genesys client application that streams media files in order to provide announcements and music to callers queued on Routing Points and ACD Queues (please refer to “Music and Announcements” on [page 152](#) of this document).

In order to enable the connections, configure the T-Server option `sm-port` in the T-Server application (refer to [Page 228](#) for more information).

To configure Stream Manager to work with T-Server for Cisco CallManager, select the Stream Manager application object in the Configuration Manager and then add a connection to the T-Server application.

Multiple Stream Managers can connect to one T-Server. In this scenario, T-Server distributes calls to all connected Stream Managers in a load-balanced arrangement.

Multiple Stream Managers can be deployed in a load-balancing configuration, (though not in a primary/backup configuration). This configuration provides

the benefit of $N+1$ availability. In the event of Stream Manager failure, the call is relocated to another Stream Manager and the treatment is restarted there, ensuring that no calls are lost.

Configuring Stream Manager to Control a Routing Point

The following configuration enables a Routing Point to be controlled by a particular Stream Manager. It works with Cisco CallManager 4.0 or later.

1. On the Options tab in your Stream Manager application, create a section named TServer, and in this section create an option called `smloc`. You can set any string value for this option. The following is an example:

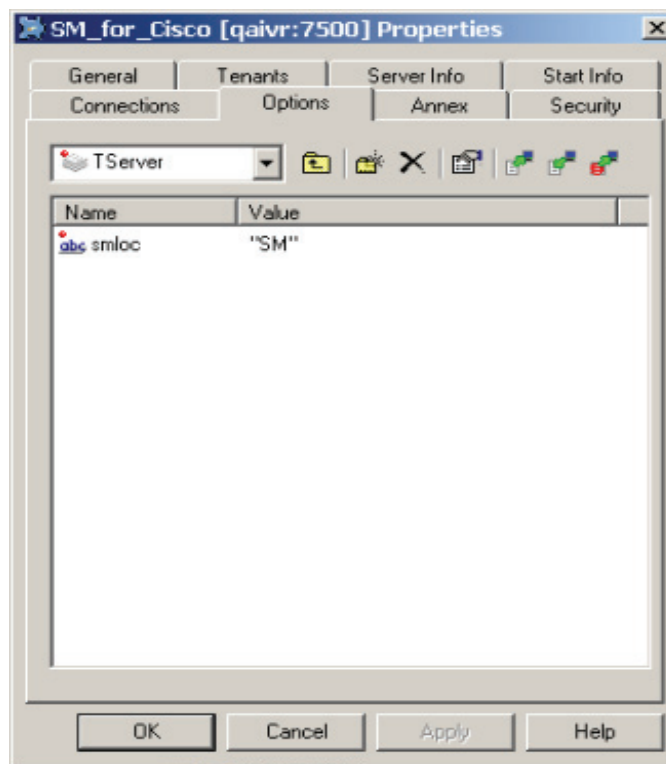


Figure 20: The “smloc” option in the Stream Manager application.

2. On the Annex tab of your Routing Point/ACD Queue, also create a section named TServer, and in this section create an option called `smloc`. The value must be the same as the value specified previously in the Stream Manager application configured above. The following is an example:

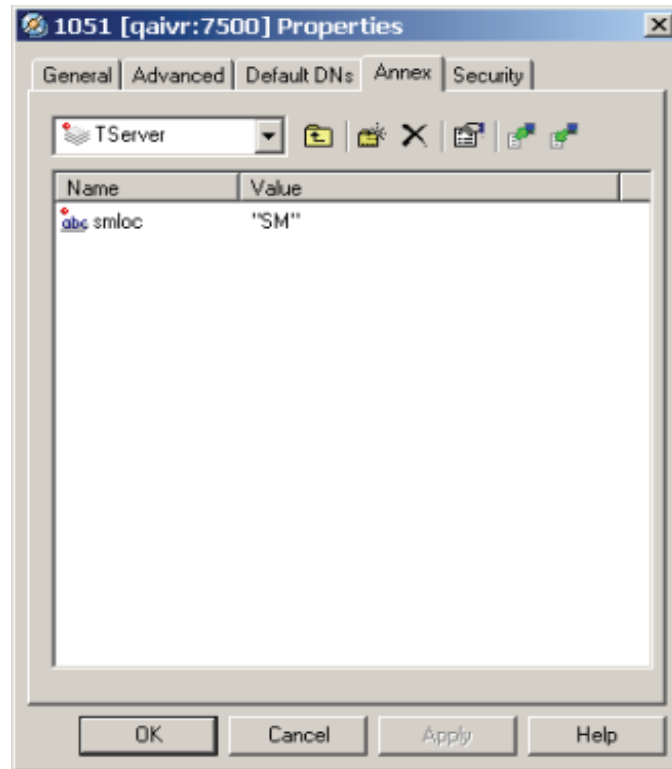


Figure 21: The “smloc” option in the Routing Point/ACD Queue

For example, if a call arrives at a Routing Point or ACD Queue, and service from Stream Manager is required, the `smloc` value as configured above is retrieved.

However, note that:

- If there are multiple Stream Managers with the same `smloc` value, the call leg is created on the least busy of these Stream Managers.
- If there are no Stream Managers found in Configuration Manager, but none of them share the same `smloc` value, the leg is created on the least busy of all the Stream Managers, regardless of the assigned `smloc` value.
- If the Routing Point has no `smloc` value, the call leg is created on the least busy of all Stream Managers, regardless of the `smloc` values assigned to the Stream Managers.

Audio File Formats for Stream Manager

Stream Manager must be able to access the audio files that T-Server requests to play. These files are located in subdirectories of the installed Stream Manager root directory. The files must be in the appropriate codec format, with a filename suffix corresponding to the codec type. Files for Stream Manager on a UNIX platform must have the extension `.au`. If you are using a Windows

platform, files for Stream Manager must have the extension `.wav`. The supported formats and file suffixes are:

- G.711 u-law: `_alaw.au`, `_alaw.wav`
- G.711 a-law: `_mulaw.au`, `_mulaw.wav`
- G.723: `_g7231.au`, `_g7231.wav`
- G.729.A: `_g729a.au`, `_g729a.wav`
- GSM: `_gsm.au`, `_gsm.wav`

To facilitate the use of the full range of supported codecs, Genesys has made Audio Transcoding Utility (ATU) available through Genesys Technical Support (<http://genesyslab.com/support>). ATU takes as input an audio file in any format supported by Stream Manager and produces versions of the file in all supported formats.

When these files are produced, ensure that all Stream Managers connected to a T-Server contains the same announcement/music files in the same directory structure. T-Server will instruct the Stream Manager to play a file, but if the file does not exist in the specified directory, the treatment will fail.

Stream Manager Configuration Options

Starting with T-Server 7.6, Stream Manager options are now grouped into the following Sections: `codecs`, `contact`, `limits`, `log`, and `x-config`. The updated options descriptions for these Sections are located in the *Framework 7.6 Stream Manager Deployment Guide*.

None of the options for Stream Manager configuration are mandatory.



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