

Cisco Unity Design and Networking (CUDN)

Duration 4 Days

COURSE CONTENT

Cisco Unity Design and Networking (CUDN) is an advanced course for engineers responsible for the design of sustainable complex Unity solutions. Upon completion of this course, you will be able to more effectively design a Unity solution that optimally meets your customers needs.

WHAT YOU'LL LEARN

- The impact of different messaging environments (Domino/MS) upon a Unity design
- How to design a large voicemail solution
- Network Unity with legacy voicemail systems
- Approved Cisco Unity deployment models
- Apply a repeatable design methodology
- How to design solutions that meet specific customer needs
- How to design solutions that interoperate with legacy voicemail systems

WHO NEEDS TO ATTEND

Engineers, Architects, and Support professionals involved with Voice over Data networks will benefit significantly from this course.

PREREQUISITES

Microsoft 2003 MCSE Boot Camp

COURSE OUTLINE

Design a Unity Solution

- Determine Pre-sales Requirements
- Preliminary Design and Budget
- Network Plan
- Final Design Phase

Infrastructure Components Affecting Unity Design

- Database and Directory Components
- Directory with Exchange 5.5
- Directory with Windows 2000
- Directory with Lotus Domino
- How Unity Interacts with Directories
- The Mailstore with Exchange 5.5
- The Mailstore with Exchange 2000
- Coexistence of Exchange 5.5 and Exchange 2000
- The Mailstore with Domino
- Auxiliary Components

Large-Scale, Voicemail-Only Systems

- Infrastructure Considerations
- Capacity Planning Considerations

- Deployment Considerations

Cisco Unity Deployment Models

- Deployment Models
- Common Dial Plan Issues
- Common Bandwidth Provisioning Issues
- Common Branch Offices Voice Mail Issues
- Centralized Messaging Design Rules
- Distributed Messaging Design Rules

Voicemail Interoperability

- Unity Bridge and Avaya Interoperability
- Unity Bridge and Avaya Design Guidelines
- Implementing Unity Bridge
- Nortel Products and VPIM v2
- Designing VPIM Solutions
- Implementing VPIM