Virtualization

Virtualization Requirements

Detailed requirements for installing Unity Connection on a virtual machine are listed in the "Requirements for Installing Unity Connection on a Virtual Machine" section of *System Requirements for Cisco Unity Connection, Release 14*, at https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/14/requirements/b_14cucsysreqs.html.

Scalability Differences between Physical and Virtual Configurations

The maximum number of ports, the maximum number of users with mailboxes, and other scalability specifications differ between comparable physical and virtual configurations. For detailed information, see the *Cisco Unity Connection 14 Supported Platforms List* at https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/14/supported_platforms/b_14cucspl.html.

Installing Unity Connection Cluster on Virtual Machines

Note the following about Unity Connection clusters and virtualization:

- You can install a Unity Connection cluster on two virtual machines, or you can install a cluster on one virtual machine and one physical machine.

- If you install a Unity Connection cluster on two virtual machines, the virtual machines must not be on the same blade. Ideally, the virtual machines are on separate chassis.

- If you install a Unity Connection cluster on one virtual machine and one physical machine, you should configure the virtual machine to match the specifications of the physical server for CPU, memory, and disk space. If disk space on the physical server and virtual machine do not match, Unity Connection uses

the smaller disk size to determine when the disk on which messages are stored has reached maximum capacity.

• For information on installing Unity Connection on physical hosts and on virtual machines, see the "Installing Cisco Unity Connection" chapter of the *Install, Upgrade, and Maintenance Guide for Cisco Unity Connection, Release 14*, available at https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/ connection/14/install_upgrade/guide/b_14cuciumg.html.

Migrating Unity Connection from Physical Servers to Virtual Machines

Note the following about migrating Unity Connection from a physical server to a virtual machine:

• The physical hosts that are supported for use in a physical environment and those that are supported in a virtual environment are mutually exclusive. If you are currently running Unity Connection in a physical environment, you must replace the server. For information on physical hosts that are supported in a virtual environment, see the *Cisco Unity Connection 14 Supported Platforms List* at https://www.cisco.com/c/ en/us/td/docs/voice_ip_comm/connection/14/supported_platforms/b_14cucspl.html.

• For information on migrating from physical servers to virtual machines, see the Migrating a Physical Server to a Virtual Machine section of the "Maintaining Cisco Unity Connection Server" chapter of the *Install, Upgrade, and Maintenance Guide for Cisco Unity Connection, Release 14*, available at https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/connection/14/install_upgrade/guide/b_ 14cuciumg.html