

[Cisco Unified MeetingPlace, Release 6.x](#) > [Cisco Unified MeetingPlace Audio Server](#) > [Installing the hardware](#)

The following pages explain how to power up the Cisco Unified MeetingPlace Audio Server and how to test the installation and upgrade. It contains the following sections:

- [Powering Up the Cisco Unified MeetingPlace Audio Server System](#)
- [About Testing the Cisco Unified MeetingPlace Audio Server System Installation or Upgrade](#)
- [Testing Inbound Calls for T1 CAS, T1 PRI, and E1 Telephony by Using Circular Hunting](#)
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- [Testing Cisco Unified MeetingPlace Web Conferencing](#)
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Note: To test IP telephony, see:

- [About Troubleshooting IP Ports That Do Not Answer](#)
- [About Troubleshooting IP Calls That Connect but No Audio is Heard](#)

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Powering Up the Cisco Unified MeetingPlace Audio Server System

The Cisco Unified MeetingPlace Audio Server system can take 5 to 10 minutes to complete initialization.

To Power Up the Cisco Unified MeetingPlace Audio Server System

1. Move the Cisco Unified MeetingPlace Audio Server power switch to the on ("I") position. Allow up to 10 minutes for the Audio Server system to initialize.
2. Connect your laptop to Cisco Unified MeetingPlace to confirm that the Cisco Unified MeetingPlace Audio Server has come up properly. (If your laptop has not been connected and set up, see the [Connecting the Cables](#) and the [About Configuring Your Laptop](#).)
3. If the Cisco Unified MeetingPlace Audio Server is not up, confirm that all components are secure:
 1. Confirm that all the cards are securely seated. (For the Cisco Unified MeetingPlace 8112, check if any of the blue LED lights below the cards are on. If a blue light is on, the card or transition module is not seated properly.)
 2. Turn the power switch to the off ("O") position.
 3. Confirm that all the connections are secure.
 4. After confirming that all components are secure, repeat the power-up procedure. If the Cisco Unified MeetingPlace Audio Server does not initialize properly on the second try, contact Cisco TAC. (See [Obtaining Support](#).)
4. At the Cisco Unified MeetingPlace prompt, enter your username and password. The default username is admin, and the default password is cisco. The following menu appears:

```

user name: admin
Password:
Last login: Mon Aug 21 12:19:16 from Unknown-HostName
*****
MeetingPlace(tm)
by Cisco Systems
Copyright (c) 1993-2006 Cisco Systems, Inc.
All rights reserved.
*****
Conference server 5.4.0 S/N: not set
Mon Aug 21 14:32:03 PST 2006
meetingplace:tech$
This allows you to enter commands on the Command Line Interface (CLI). For information
about CLI commands, see the Command-Line Interface Reference page.
    
```

Note: The Cisco Unified MeetingPlace system does not support DNS; therefore, the name of the server that last logged in to the Cisco Unified MeetingPlace system is unknown.

About Testing the Cisco Unified MeetingPlace Audio Server System Installation or Upgrade

To verify inbound calls, you must have a means for directly selecting each trunk connected to the Cisco Unified MeetingPlace system. Most PBX and central office trunks either use circular hunting, which accesses each port in turn, or allow each trunk to be selected with a special dialing sequence.

Tip: We recommend that the PBX hunt from the highest port to the lowest port.

Testing Outbound Calls for T1 CAS, T1 PRI, and E1 Telephony

If Cisco Unified MeetingPlace is connected to a PBX, test outbound calls placed to extensions on the PBX and calls placed to the public network. Make a call on each port. Test outbound calls on PSTN connections, too.

To Test Outbound Calls for T1 CAS, T1 PRI, and E1 Telephony

1. Access the CLI. If you do not already have terminal logging turned on, turn it on.
2. Enter **activity** . The following example appears:

```
meetingplace:tech$ activity
VUI Configuration: 1152 Sessions, 1200 Confs
*** VUI INTERNAL STATUS UTILITY ***
DebugMenu:
1) Quick Status of all Ports 4) Make Test Call
2) Verbose Status of Port Range 5) Show All Confs
3) Display complete Port Information 0) Quit
Enter the Command (0 -- 100):
```

3. To make a test call, enter **4** . The Cisco Unified MeetingPlace system prompts you for a destination phone number.

```
meetingplace:tech$ activity
VUI Configuration: 1152 Sessions, 1200 Confs
*** VUI INTERNAL STATUS UTILITY ***
DebugMenu:
1) Quick Status of all Ports 4) Make Test Call
2) Verbose Status of Port Range 5) Show All Confs
3) Display complete Port Information 0) Quit
Enter the Command (0 -- 100): 4
You entered 4.
Enter destination for your call:
```

Note: The preceding code examples are for a Cisco Unified MeetingPlace 8112. For a Cisco Unified MeetingPlace 8106, there are 576 sessions and 576 conferences.

4. Enter the extension of a nearby phone as the destination phone number to be dialed. A prompt asks if you want specific ports.
5. Enter **t** for true. A prompt asks if you want to specify a range of ports.
6. Enter **t** for true. A prompt asks for the starting port number.
7. Enter the lowest number. A prompt asks for the ending port number.
8. Enter a port number that is 10 or 20 ports above the starting-port number. A prompt asks if the system should do the test calls in groups.
9. Enter **f** for false. A prompt asks for the delay between calls.
10. Enter the desired delay. The phone rings.
11. Answer the phone and listen to voice quality. Press **1** and hang up. The Telnet display reports that the testing of that port is okay. The phone is called from the next port.
12. Repeat [Step 11](#) until all the ports in the specified group are tested.
13. Repeat this procedure by using the seven digit number (you may need to add a 9 along with the seven digits if connected to a PBX) to place a call to the public network.
14. To exit the **activity** command, enter **0** .

Testing Scheduling

Note: For new installations, MeetingTime and Cisco Unified MeetingPlace Web Conferencing may not be installed. You must install those applications before you can test scheduling.

When testing scheduling capability, log in as a technician. The scheduling tasks are the same for the following applications:

- Using the voice interface over the phone.
- Using MeetingTime.
- Using Cisco Unified MeetingPlace Web Conferencing.
- Using Cisco Unified MeetingPlace for Outlook.
- Using Cisco Unified MeetingPlace for Lotus Notes.

To Test Scheduling

1. Confirm that you can schedule a new meeting.
2. Confirm that you can attend the new meeting.
3. If the Cisco Unified MeetingPlace notification option is enabled, confirm that you can receive notifications when meetings are scheduled.

Testing Conferencing in Recorded Meetings

Do the following procedure if the Cisco Unified MeetingPlace Audio Server system is configured for recordings.

To Test Conferencing in a Recorded Meeting

1. Schedule a recorded meeting.
2. Confirm that the meeting was recorded.
3. Confirm that you can retrieve the meeting recording after the meeting.

Testing Conferencing in Nonrecorded Meetings with Ad Hoc Recording

Do the following procedure if the Cisco Unified MeetingPlace Audio Server system is configured for recordings.

To Test Conferencing in a Nonrecorded Meeting with Ad Hoc Recording

1. Schedule a meeting without recording.
2. Attend the meeting and activate the recording by pressing **#61**.
3. Confirm that the meeting was recorded.
4. Confirm that you can retrieve the meeting recording after the meeting.

Testing Cisco Unified MeetingPlace Web Conferencing

If Cisco Unified MeetingPlace Web Conferencing is installed, see [Testing the Web Conferencing Installation](#).

Testing Network Latency

To Test Network Latency

1. Access the CLI and enter **ping -s 1000 IP_address_of_another_machine_on_the_network** . The "-s 1000" argument simulates normal network activity by sending 1,000 bytes of dummy data to the other IP address.
2. After you receive several reply messages, enter **Ctrl-C** .
If there is no reply, the Cisco Unified MeetingPlace Audio Server system cannot make a network connection to the machine that you specified. Verify the IP address and consult the internal networking contacts.
3. Confirm that there is 0 percent packet loss.

Example: Testing Network Latency

```
meetingplace:tech$ ping -s 1000 172.20.19.25

--- Type <CTRL-C> to stop ---

PING 172.20.19.25 (172.20.19.25): 1000 data bytes

1008 bytes from 172.20.19.25: icmp_seq=0 ttl=255 time=2.897 ms
1008 bytes from 172.20.19.25: icmp_seq=1 ttl=255 time=2.584 ms
1008 bytes from 172.20.19.25: icmp_seq=2 ttl=255 time=2.587 ms
1008 bytes from 172.20.19.25: icmp_seq=3 ttl=255 time=2.578 ms
1008 bytes from 172.20.19.25: icmp_seq=4 ttl=255 time=2.615 ms
1008 bytes from 172.20.19.25: icmp_seq=5 ttl=255 time=2.582 ms
1008 bytes from 172.20.19.25: icmp_seq=6 ttl=255 time=2.577 ms
1008 bytes from 172.20.19.25: icmp_seq=7 ttl=255 time=2.586 ms

^C

--- 172.20.19.25 ping statistics ---

8 packets transmitted, 8 packets received, 0% packet loss
round-trip min/avg/max = 2.571/2.603/2.897 ms
```