

## **System Recommendations**

The recommended hardware system to support the VOCAL system is:

- 700 MHz, Pentium III Intel based PC.
- 512 MB RAM.
- 1 GB Hard disk space.

Feature Servers require 10KB of RAM per provisioned user.

## **Software Requirements**

# The following software should be installed:

- Linux Red Hat Version 6.2 or later.
- Apache Server.
- JDK 1.2.
- Java 2 Runtime Environment Plugin (on client workstation only).
- Netscape Navigator browser (on client workstation only).

# Redundancy

#### **VOCAL supports:**

- Multiple Redirect, Marshal, and Feature Servers.
- Maximum of two Provisioning Servers.
- Maximum of two CDR Servers.



# Redundancy and Scalability (1)

Marshal Servers & Feature Servers:

 Multiple Marshal Servers and Feature Servers can exist in a VOCAL system.

**Redirect Servers:** 

- Multiple Redirect servers can exist in a VOCAL system.
- Each Redirect server contains the same information and registration information is shared between the Redirect servers.

**Call Detail Record Servers:** 

- A maximum of two CDR servers can exist in a VOCAL system.
- Marshal servers will send billing data to both primary and secondary CDR servers.

# Redundancy and Scalability (2)

#### **Provisioning Servers:**

- A maximum of two Provisioning servers can exist in a VOCAL system.
- If two Provisioning server exist is a VOCAL system, information saved on provisioning server is shared with the other provisioning server.
- The Provisioning servers will synchronize information periodically.

# **Sample Configuration**

Server Types	8 Servers	14 Servers	26 Servers
Redirect Server	1	2	5
Feature Server	1	2	5
Marshal Server	2	4	10
Call Detail Record Server	1	2	2
Provisioning Server	1	2	2
Policy Server	1	1	1
Provisioning GUI	1	1	1
Capacity			
Call Attempts Per Second	10	20	50
<b>Busy Hour Call Attempts</b>	36000	72000	180000

# **End of Module**

This is the end of the VOCAL System Requirement and Scalability training module.

For additional training and documentation visit us at www.vovida.org.

