

# Pre-installation Checklist

## A. T1 Configuration

In order for Replay\_T1 Box to function, it will need certain T1 information. We recommend that you gather this **BEFORE** you get ready to configure Replay\_T1 Box.

The following should be readily available from your T1 provider. You'll need to select one in each category. If you can't get an exact answer, use the default -it's underlined.

### **1. Signaling (for each channel on T1)**

\*\*\* For PRI, channels 1 – 23 should have B-Chan, and channel 24 should have D-Chan. This assumes full T1 PRI;

\*\*\* For a FULL straight voice T1, assign the appropriate signaling (LOOP, E&M or WINK) as confirmed by your T1 provider;

\*\*\* For mixed T1 (both - voice and data on the same T1), consult Trisys.

### **2. Coding**

AMI  
B8ZS

### **3. Framing**

ESF  
D4

### **4. Line Build-Out**

0 dB (CSU) / 0 - 133 feet (DSX-1)  
133 - 266 feet (DSX-1)  
266 - 399 feet (DSX-1)  
399 - 533 feet (DSX-1)  
533 - 655 feet (DSX-1)  
-7.5 dB (CSU)  
-15 dB (CSU)  
-22.5 dB (CSU)

## **B. File Server (supplied by Client)**

The Client will need to provide a PC that will support the following:

- Windows IIS
- TAPIT with Web Reports
- Replay Server software
- Central storage for Replay recordings. (This is where Replay Server will place recordings once they are moved from Replay “box”. This is where TAPIT Web reports will look for recordings in order to play them. By default, TAPIT assumes that “central storage” will be located on this PC. However, it could be located elsewhere. Please contact Trisys’ tech support if this is your requirement.)

\*\*\* **NOTE** Replay will use approximately 6 MB per one hour of recording.

### **Minimum PC requirements:**

- Pentium IV
- 512 MB RAM
- Windows 2000, XP Pro, 2003
- Microsoft IIS 5 or later
- 120 GB of disk space
- RS-232 port for SMDR collection
- Network Card

## **C. Who does what.**

<u>Task</u>	<u>Dealer</u>	<u>End-user</u>
Connect Replay box to the Network		x
Install TAPIT, IIS, Web Reports, Replay Server	x	x
Re-connect T1 cable	x	