

## Quick Configuration

### Basic Configuration

1. Configure Logical IMG
2. Configure Physical IMG
3. Configure Network Interfaces
4. Configure Facilities
5. Configure Bearer Spans
6. Configure Signaling Spans
7. Configure VoIP Spans
8. Configure Signaling
9. Configure Routing

### Basic Routing

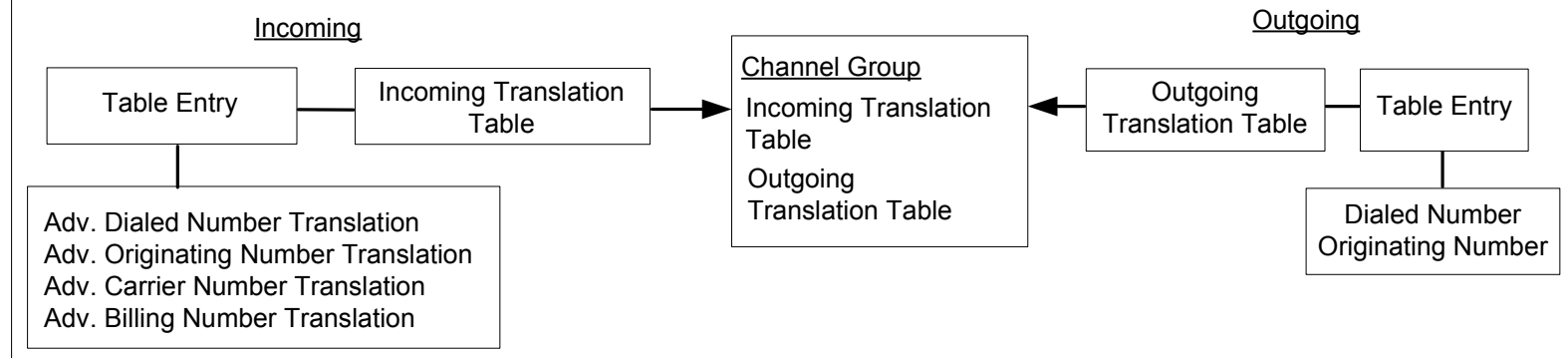
1. Configure Channel Groups
2. Create Routing Tables (link to Channel Groups)
3. Create Route Lists (link to Route Tables)
4. Assign Routes to Channel Groups
5. Configure Digit Translation (Optional)
6. Configure Error Handling

**NOTE:** Arrows originate in the fields where they are originally configured, and point to fields where the value will appear in a drop-down list.

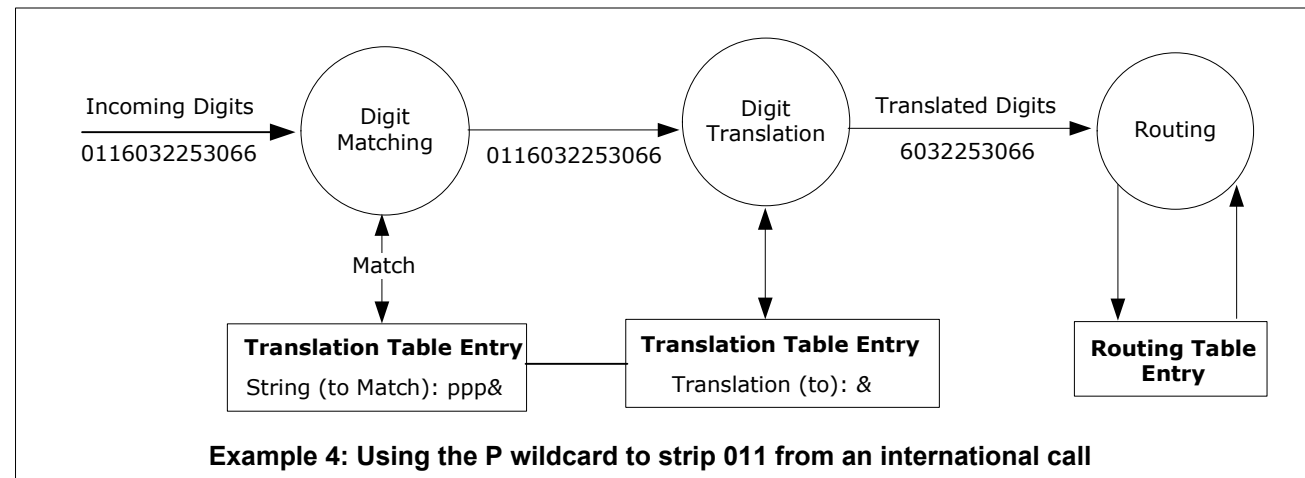
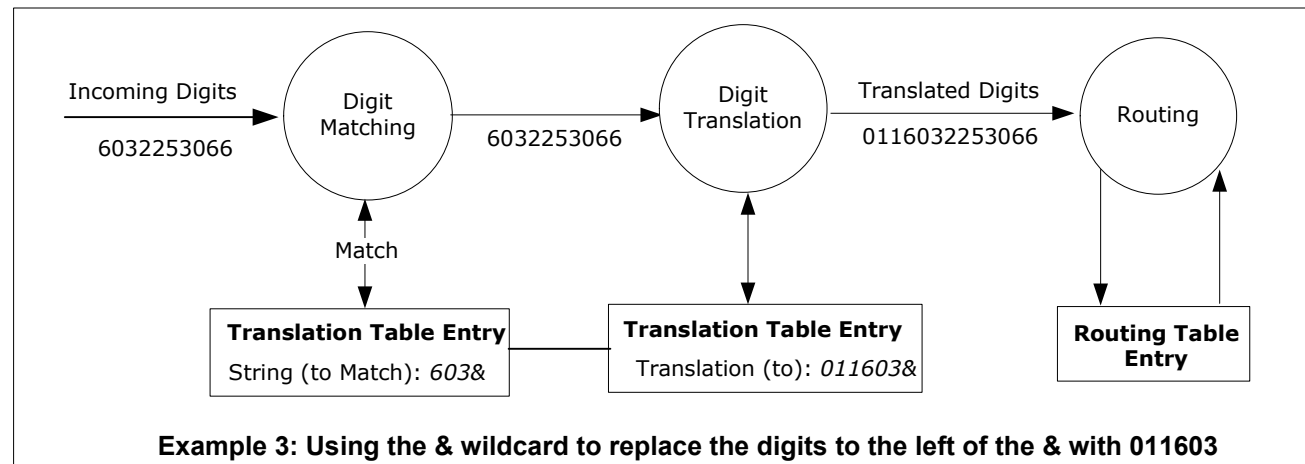
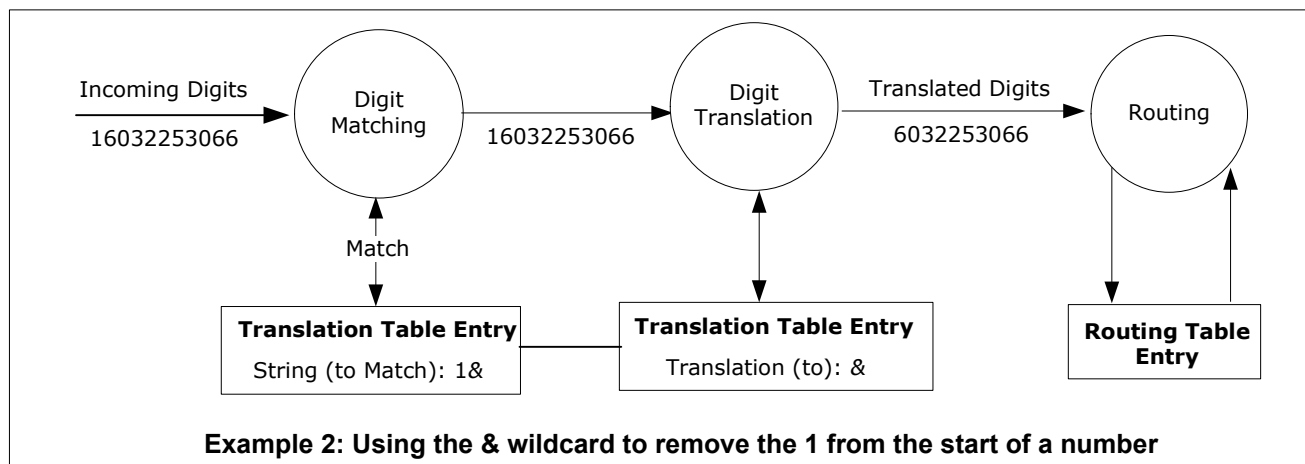
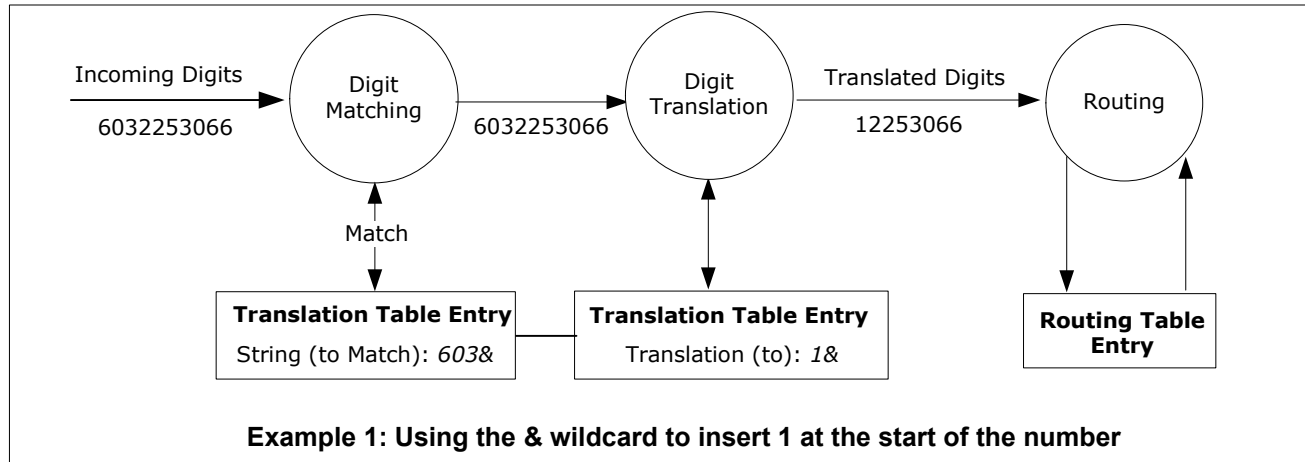
Configured Field → Populated Field

## Translation

### ClientView Translation Panes



### Translation Examples

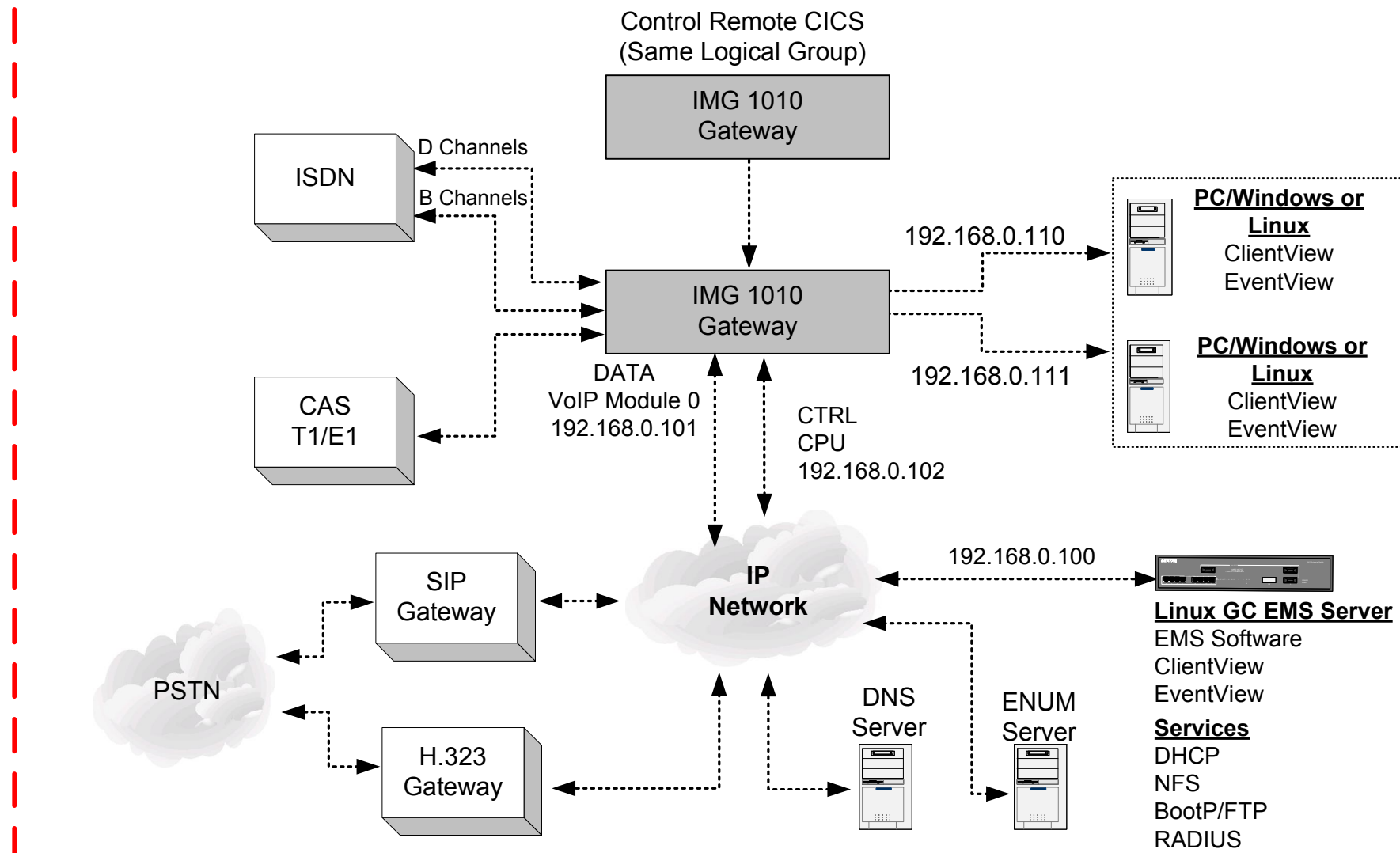


### Digit Matching Wildcards

**P** -- The digits represented by a P in the match string can be either 0 or 1.  
**N** -- The digits represented by a N in the match string can be numerals 2 - 9.  
**X,Y,Z** -- The digits represented by an X, Y, or Z in the match string can be any digit. These wildcards are interchangeable. An X is generally preferred unless specifying various parts of a number. An X cannot be followed by any other digit than another X.  
**V** -- V represents a Null string  
**&** -- The ampersand (&) specifies that all remaining digits can have any value.  
**\*** -- The wildcard character usually triggers a service. (\*71 Disable Call Waiting)

# Dialogic® IMG 1010 Integrated Media Gateway

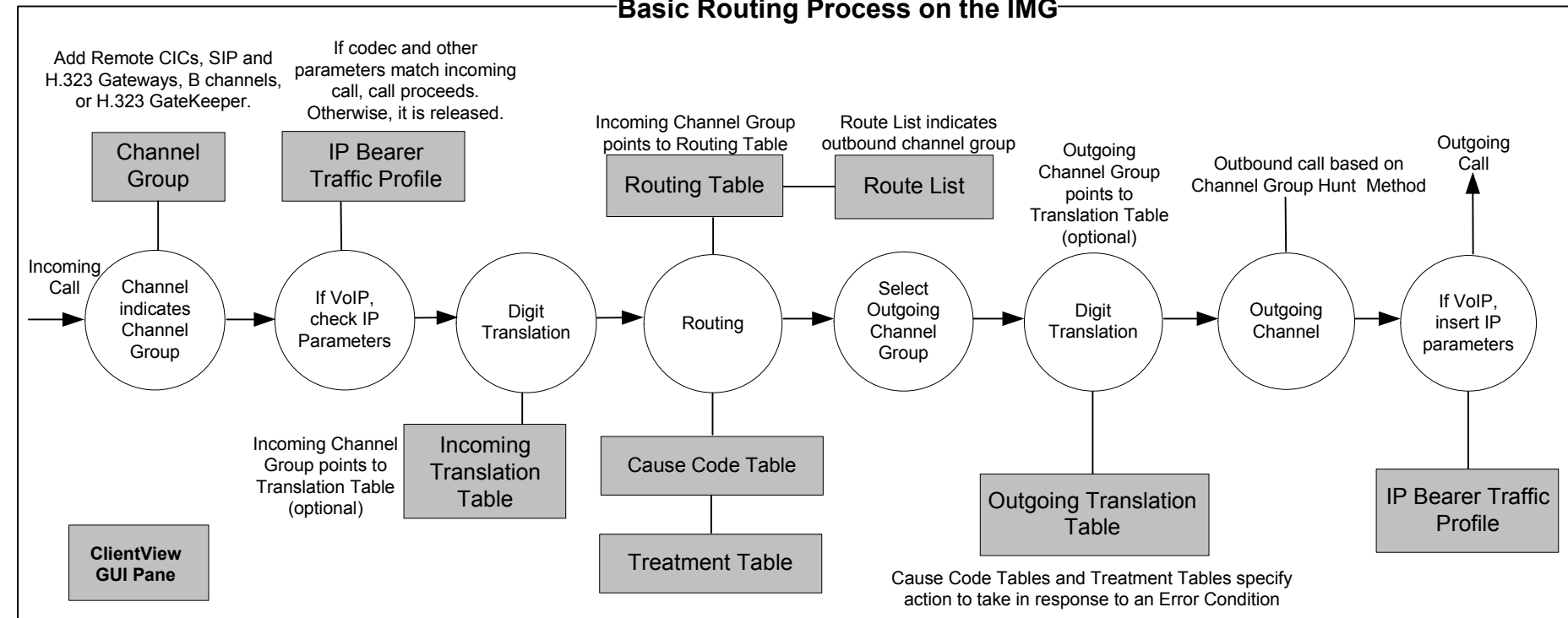
## Sample Network Diagram



# Dialogic®

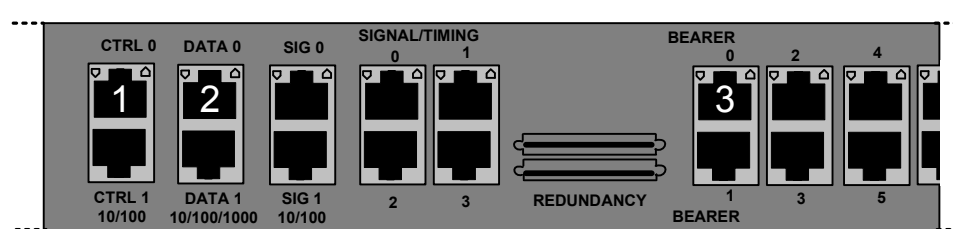
## Routing

### Basic Routing Process on the IMG



## Network Interfaces

The **Network Interfaces** section uses factory-default IP addresses to illustrate a scenario where the IMG has both the DATA and CTRL ports on the same subnet. The DATA and CTRL ports can be configured for either one or two subnets. For more information on network connections See **Network Interfaces** in the On-line Help Manual.



- 1 -- Connect the CTRL ports to the Linux Server (GCEMS). The CTRL port is used for loading software and other services such as NFS, NTP, and DHCP. The CTRL port can also be used for VoIP signaling
- 2 -- Connect the DATA ports to the IP network. The DATA port is used for RTP and Signaling on the VoIP network.
- 3 -- Connect to T1/E1 spans.

### Guidelines

When setting up the IMG Network Interfaces and one Network is being used the following scenarios can be accomplished.

- 1) If the CTRL port is to be used for SIP and H.323 Signaling, configure the IP address in the SIP and H.323 Signaling pane in ClientView to be the same IP address as the CPU module configured as a Network Interface.
- 2) If the DATA port is to be used for SIP and H.323 Signaling, configure the IP address in the SIP and H.323 Signaling pane in ClientView to be the IP address of the VoIP module which was configured as a Network Interface.

For H.323 or SIP signaling select the signaling IP address from the drop down list.

After configuring the IP address for RTP add a facility for the VoIP module.

### One Subnet Scenario

- 1) Ctrl Port communicates with GCEMS server and handles SIP and H.323 signaling.
- 2) Control port IP address is configured through dhcpd.conf file
- 3) Data Port controls all RTP signaling
- 4) Data Port is configured under the Network Interfaces object in ClientView

Network Interface - CTRL	
Property	User Specified
Physical Interface	Ctrl Port
Logical Interface	Redundant Control
Address Type	IPv4
IP Address	0d: 192.168.0.101
Subnet	0d: 255.255.255.0
Default Gateway	0d: 192.168.0.1

Network Interface - DATA	
Property	User Specified
Physical Interface	VoIP Module 0 Port 0
Logical Interface	Redundant Data
Address Type	IPv4
IP Address	0d: 192.168.0.102
Subnet	0d: 255.255.255.0
Default Gateway	0d: 192.168.0.1

## ClientView Objects Tree

### Configuration

