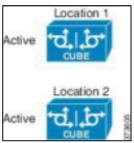
Licensing Requirements for Deployment Scenarios

For each scenario a count of 500 has been used but this number can be anything supported by your hardware platform.

1. Two CUBEs and No Load balancing

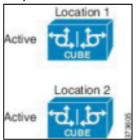
Both CUBEs are active with no redundancy; that is no call preservation on failure of box and no load balancing.



SIP Use= Up to 500 sessions across each location. Licensing Requirement = Two FL-CUBEE-500

2. Geographic Redundancy

Both CUBESs are active with no redundancy but there is load balancing.



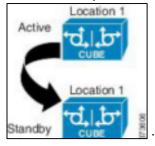
SIP Use = Up to 500 sessions at each location. If one location fails all calls will failover to the other location for a maximum of 1000 calls supported.

Licensing Requirement= Two FL-CUBEE-500-RED.

In this scenario, an active call will be lost if a CUBE failed but next call after failure would be sent to working CUBE

3. Layer 2 Box-to-Box Redundancy with Call Preservation

Only one CUBE is active with second CUBE in Standby state for redundancy.



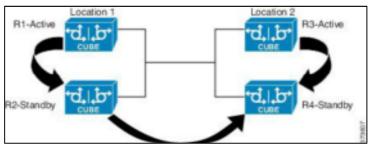
SIP Use = Up to 500 sessions across an active CUBE.

Licensing Requirement= One FL-CUBEE-500-RED.

In this scenario, an active call would be preserved if a CUBE failed with next call being sent to working CUBE. L2 box-to-box redundancy is not supported across geographical locations.

4. Redundancy and Load Balancing Across Locations

Only one CUBE is active at each location with local call preservation and load sharing between different locations.



If R1 or R3 goes down, R2 or R4 respectively will take over.

If Location 1 (both R1 and R2) becomes unavailable, RED license allows newer calls to flow to Location 2.

RED license allows transfer within one redundant pair of CUBEs for call preservation and from one CUBE location to the other for new calls. This is called dual redundancy.

SIP Use = Up to 500 sessions per location and if one location fails all calls to failover to the other location for a maximum of 1000 calls supported.

Licensing Requirement= Two FL-CUBEE-500-RED, one per Active/Standby pair.