

## Test Routing in a Remote GX5000

The following procedure allows translations in a remote GX5000 to be tested without someone actually at the remote site. A typical application would be to test new routing to an outgoing trunk group. A call to a directory number in the remote switch will take on the attributes of that directory number and be rerouted as if that directory number had dialed predetermined digits. In the following example, the remote directory number is 842-3004 on equipment number 1-1-1-1, and the predetermined digits are 1-800-478-5296.

1. Assign a number to a vacant equipment number

```
en-dir num ser ass::8423004:::e n=1-1-1-1;
```

2. Find an unused "call rerouting always alternative assignment"

```
re-call rerout alw alt ass::all;
```

3. Assume 1 is found to be unused from step 2 above

4. Edit the "call rerouting assignment" of the new assigned number to use 1 as the "always alternative number."

```
ed-call rerout ass::8423004:::always altern nu=1;
```

5. Enter another unrelated number (cannot be a directory number) into the digit translation assignment as a "system speed code" and assign the number to be tested as the "real number."

```
en-dig trans ass::9423004-sys sp call:::real number=18004785296;
```

6. Edit the "call rerouting always alternative assignment" from above to use the network originating device and system speed call number to reroute.

```
ed-call rerout alw alt ass::1:::net orig dev=reroute,dir nu rout  
to=9423004;
```

7. To test the routing, dial the number associated with the physical equipment, 842-3004. When the call lands on the incoming trunk (network originating device) at the remote switch, it is directed to "always alternative number" 1, which is rerouted to 942-3004. Since 942-3004 is setup as a system speed call code, the incoming call is rerouted to the test number 1-800-478-5296.

8. To test another number just change the real number of the system speed code number.

```
ed-d t a::9423004:::re nu=18008004800;
```

9. When done delete digit translation assignment and edit every thing back to original state.