

Signaling - Nass Ims Auth

This section describes the NASS-IMS-Bundled-Authentication (NBA) configuration for providing access to the IMS (IP Multimedia Subsystem) network for legacy equipment that cannot support IMS access security (IMS AKA).

To View and Edit Nass Ims Auth Configuration

On the SBC main screen, go to **Configuration > System Provisioning > Category: Trunk Provisioning > Trunk Group > SIP Trunk Group > Signaling > Nass Ims Auth**.

The Nass Ims Auth configuration can apply to SIP Trunk Groups. Once the Address Context, Zone and Sip Trunk Group are chosen from the drop-down menus, the Edit Transport Preference window displays.

Figure 1: SIP Trunk Group - Signaling - Nass Ims Auth

The following table defines the fields for this configuration. Refer to [P-CSCF Security Mechanisms](#) for additional feature details.

Table 1: SIP Trunk Group - Signaling - Nass Ims Auth Parameters

Parameter	Length/Range	Description	M/O
Nass Ims Auth	N/A	Use this parameter to configure NASS-IMS-Bundled-Authentication (NBA) for providing access to the IMS (IP Multimedia Subsystem) network for legacy equipment that cannot support IMS access security (IMS AKA).	
Access Type	N/A	The location type of the Access network this trunk group represents. Depending upon the access type chosen, an additional field displays with additional options for that access type. For example, when Fiber access type is chosen, a Fiber field displays for the selection of available fibers. (In the list below, default values are within square brackets []). <ul style="list-style-type: none"> • Ethernet <[leee-802-3] leee-802-3a leee-802-3ab leee-802-3ae leee-802-3ak leee-802-3an leee-802-3aq leee-802-3e leee-802-3i leee-802-3j leee-802-3u leee-802-3y leee-802-3z> • Fiber <[G-pon] leee-802-3ah Xgpon1> • None (default) • Xdsl <[Adsl] Adsl2 Adsl2Plus G-hdsl Hdsl Hdsl2 Idsl Rdsl Sdsl Vdsl> 	O
Clf Realm	1-128 characters	The DIAMETER domain of a Policy and Charging Rule Function for this nasslmsAuthentication configuration.	M
Ue Default Location	1-64 characters	The UE Default location name.	M

Make the required changes and click **Save** at the right hand bottom of the panel to save the changes made.