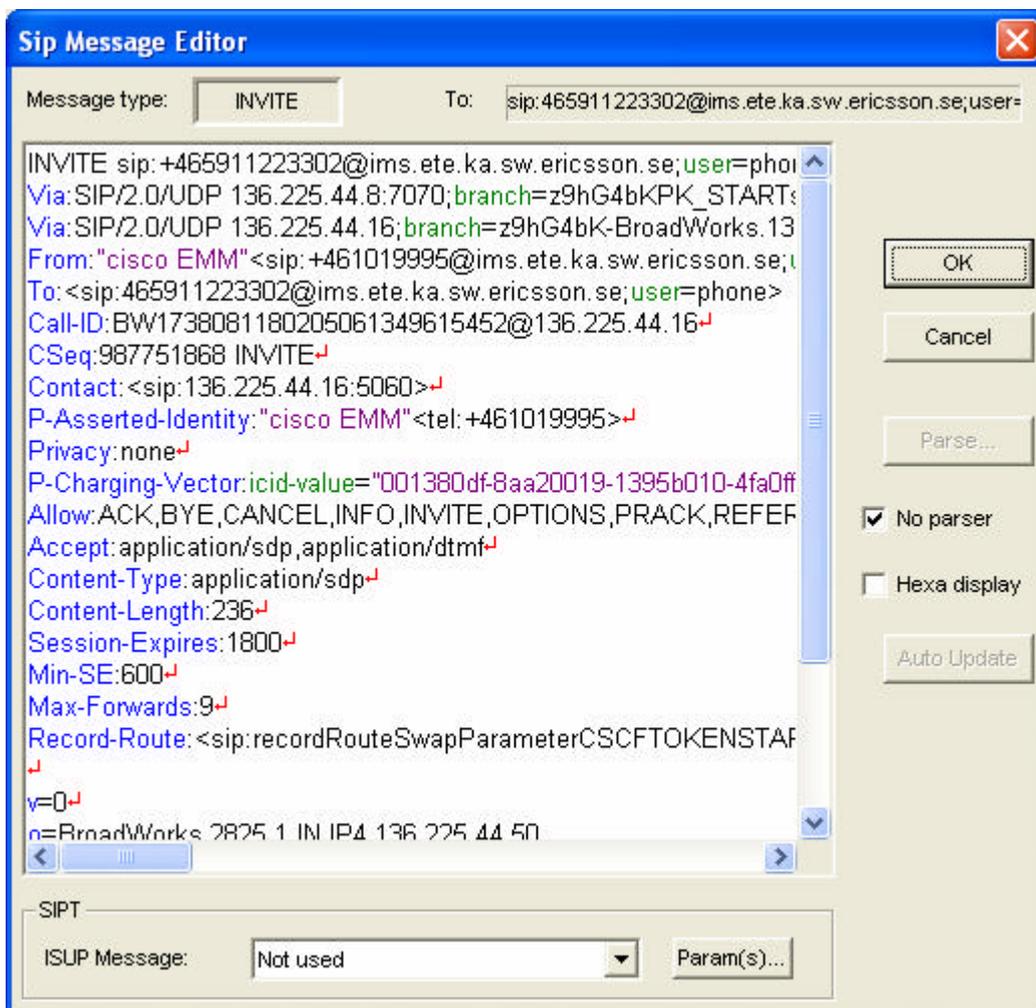# *- Send an INVITE without parsing message -*

Imagine you want to reproduce the problem caused by the INVITE message in file "with_plus_eth.dat"

1) simply open the file with a text editor and copy to clipboard
2) open an IP profile and paste the content of the message in to the INVITE buffer:

Select "No parser" option if you want to send the message "as it is"
Alternatively you can also choose to parse the message, but to keep some headers unchanged for testing purpose: in this case, unselect "No parser", and fill the AutoUpdate panel.
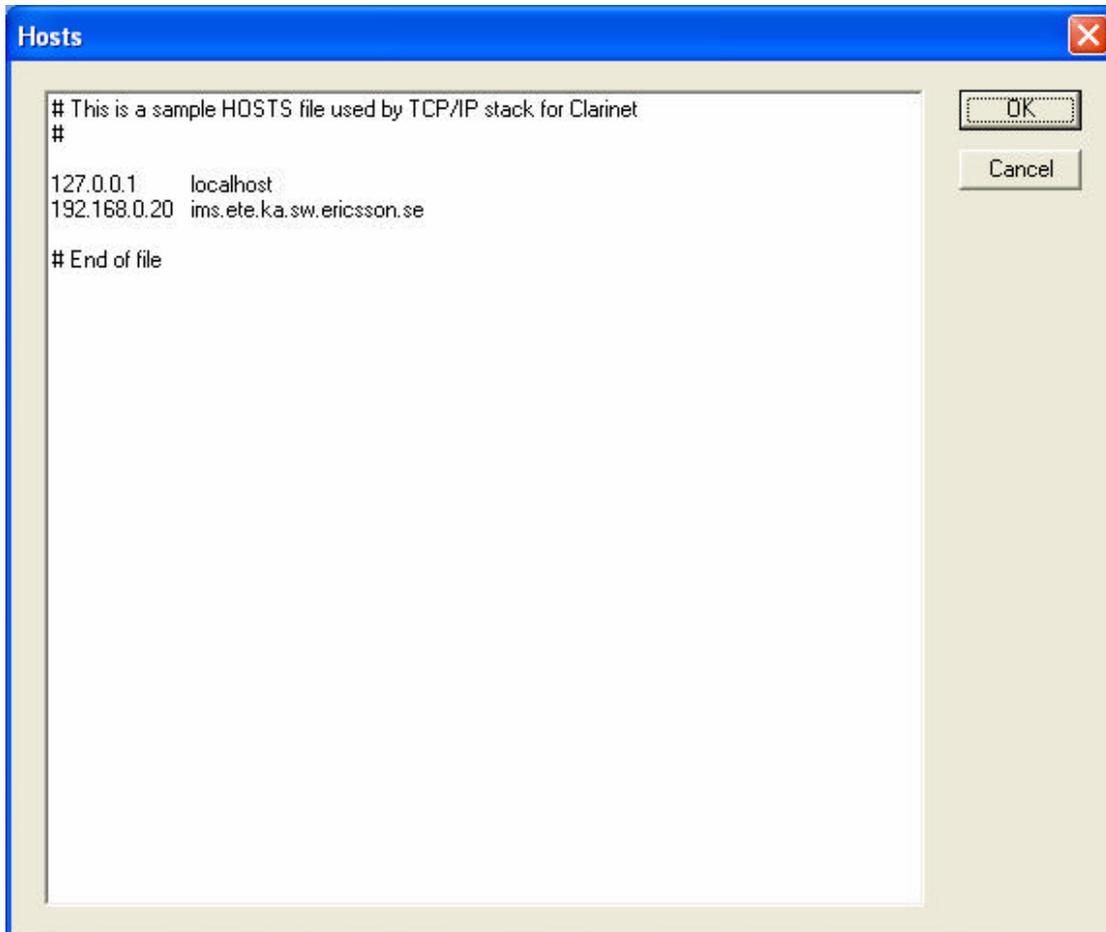
Note:
- the call will not reach an active state if AutoUpdate of some fields is not allowed, or if the "no parser" option is selected, but you will be able to check the reaction of the equipment when receiving the message
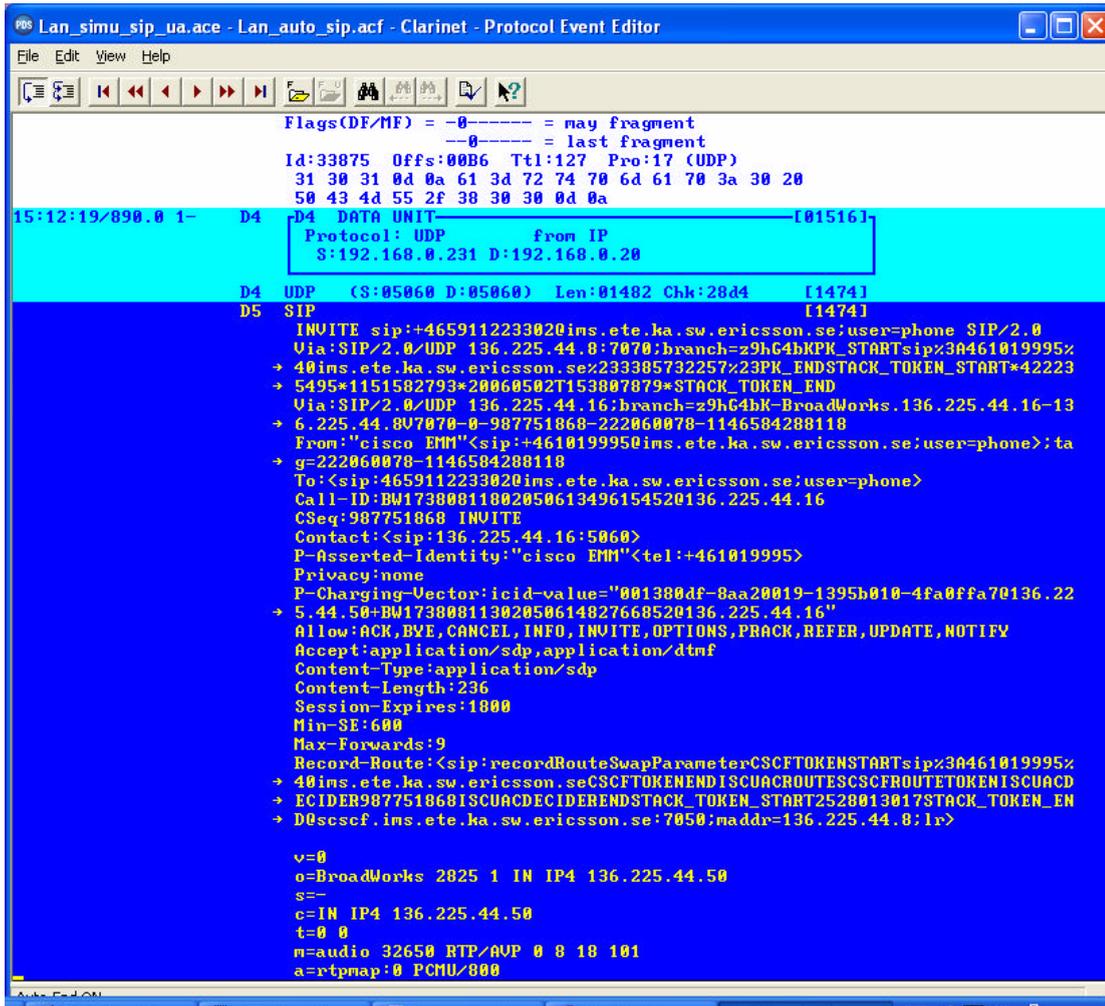- if you do not select "no parser", the message will be parsed by default on exit (and modified)

3) Assume that the destination address can be resolved by the emulator.

As it is "`ims.ete.ka.sw.ericsson.se`" in this example, there are different cases:

- if the DNS servers can resolve the name, it's ok
- Alternatively you can statically associate the IP address of equipment under test, via the panel "Initialize emulators->TCP/IP->Hosts"

3)   The result of exec will be:

Note that:
1-   this message is rather big, and pay attention that the max frame size in panel "Emulator Init->MAC->Max frame size" should be set to 1498. The default value in most profiles is invalid (1480) !
2-   lines in host definition panel are crlf terminated