

# Schema Definition

## AccountService

Account Service contains properties common to all user accounts, such as password requirements, and control features such as account lockout. It also contains links to the collections of Manager Accounts and Roles.

Property	Type	Nullable	Permission	Description
<b>AccountLockoutCounterResetAfter</b>	number		read-write	The interval of time in seconds since the last failed login attempt at which point the lockout threshold counter for the account is reset to zero. Must be less than or equal to AccountLockoutDuration. unit: s
<b>AccountLockoutDuration</b>	number	Yes	read-write	The time in seconds an account is locked after the account lockout threshold is met. Must be $\geq$ AccountLockoutResetAfter. If set to 0, no lockout will occur. unit: s
<b>AccountLockoutThreshold</b>	number	Yes	read-write	The number of failed login attempts before a user account is locked for a specified duration (0=never locked).
<b>Accounts</b>	reference( <a href="#">ManagerAccountCollection</a> )		read-write	Link to a collection of Manager Accounts.
<b>AuthFailureLoggingThreshold</b>	number		read-write	This is the number of authorization failures that need to occur before the failure attempt is logged to the manager log.
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>MaxPasswordLength</b>	number		read-only	This is the maximum password length for this service.
<b>MinPasswordLength</b>	number		read-only	This is the minimum password length for this service.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

Property	Type	Nullable	Permission	Description
PrivilegeMap	reference(PrivilegeRegistry)		read-write	A reference to the Privilege mapping defining the privileges needed to perform a requested operation on a URI associated with this service.
Roles	reference(RoleCollection)		read-write	Link to a collection of Roles.
ServiceEnabled	boolean	Yes	read-write	This indicates whether this service is enabled.
Status {	object		read-only	
Health	string	Yes	read-write	This represents the health state of this resource in the absence of its dependent resources. See Property Details, below, for more information about this property.
HealthRollup	string	Yes	read-write	This represents the overall health state from the view of this resource. See Property Details, below, for more information about this property.
Oem {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
State	string	Yes	read-write	This indicates the known state of the resource, such as if it is enabled. See Property Details, below, for more information about this property.
}				

Property Details

Health

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

HealthRollup

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

**State**

string	Description
Absent	This function or resource is not present or not detected.
Deferring	The element will not process any commands but will queue new requests.
Disabled	This function or resource has been disabled.
Enabled	This function or resource has been enabled.
InTest	This function or resource is undergoing testing.
Quiesced	The element is enabled but only processes a restricted set of commands.
StandbyOffline	This function or resource is enabled, but awaiting an external action to activate it.
StandbySpare	This function or resource is part of a redundancy set and is awaiting a failover or other external action to activate it.
Starting	This function or resource is starting.
UnavailableOffline	This function or resource is present but cannot be used.
Updating	The element is updating and may be unavailable or degraded.

**ActionInfo**

ActionInfo describes the parameters and other information necessary to perform a Redfish Action to a particular Action target. As parameter support may differ between implementations and even among instances of a resource, this data can be used to ensure Action requests from applications contain supported parameters.

Property	Type	Nullable	Permission	Description
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>Parameters [ {</b>	array		read-write	The parameters associated with the specified Redfish Action.
<b>    AllowableValues [ {}</b> <b>]</b>	array		read-only	A list of values for this parameter supported by this Action target.
<b>    DataType</b>	string	Yes	read-write	The JSON property type used for this parameter. <i>See Property Details, below, for more information about this property.</i>
<b>    Name</b>	string		read-only	The name of the parameter for this Action.
<b>    ObjectDataType</b>	string	Yes	read-only	The OData Type of an object-based parameter.
<b>    Required</b>	boolean		read-only	Indicates whether the parameter is required to perform this Action.
<b>}]</b>				

## Property Details

### Data Type

string	Description
Boolean	A boolean (true or false).
Number	A number.
NumberArray	An array of numbers.
Object	An embedded JSON object.
ObjectArray	An array of JSON objects.
String	A string.
StringArray	An array of strings.

## Attribute Registry

An Attribute Registry is a set of key-value pairs which are specific to a particular implementation or product, such that creating standardized property names would be impractical. This schema describes the structure of a Registry, and also includes mechanisms for building user interfaces (menus) allowing consistent navigation of the contents.

Property	Type	Nullable	Permission	Description
Description	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
Id	string		read-write	Uniquely identifies the resource within the collection of like resources.
Language	string		read-only	This is the RFC 5646 compliant language code for the registry.
Name	string		read-write	The name of the resource or array element.
Oem {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
OwningEntity	string		read-only	This is the organization or company that publishes this registry.
RegistryEntries {	object		read-write	List of all attributes and their metadata for this component.
Attributes [ {} ]	array		read-write	The array containing the attributes and their possible values.
Dependencies [ {} ]	array		read-write	The array containing a list of dependencies of attributes on this component.
Menus [ {} ]	array		read-write	The array containing the attributes menus and their hierarchy.
}				
RegistryVersion	string		read-only	This is the attribute registry version which is used in the middle portion of a AttributeRegistry.

Property	Type	Nullable	Permission	Description
<b>SupportedSystems</b> [ {	array		read-write	Array of systems supported by this attribute registry.
<b>ProductName</b>	string	Yes	read-only	Firmware version.
<b>SystemId</b>	string	Yes	read-only	The system ID of the system. pattern: ^[A-Za-z0-9]+\$
} ]				

## Bios

Bios contains properties surrounding a BIOS Attribute Registry (where the system-specific BIOS attributes are described) and the Actions needed to perform changes to BIOS settings, which typically require a system reset to apply.

Property	Type	Nullable	Permission	Description
<b>Actions</b> {	object		read-write	The available actions for this resource.
<b>#Bios.ChangePassword</b> {}	object		read-write	This action is used to change the BIOS passwords.
<b>#Bios.ResetBios</b> {}	object		read-write	This action is used to reset the BIOS attributes to default.
<b>Oem</b> {}	object		read-write	
}				
<b>AttributeRegistry</b>	string	Yes	read-only	The Resource ID of the Attribute Registry for the BIOS Attributes resource.
<b>Attributes</b> {}	object		read-write	This is the manufacturer/provider specific list of BIOS attributes.
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem</b> {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

## Chassis

A Chassis represents the physical components for any system. This resource represents the sheet-metal confined spaces and logical zones like racks, enclosures, chassis and all other containers. Subsystems (like sensors), which operate outside of a system's data plane (meaning the resources are not accessible to software running on the system) are linked either directly or indirectly through this resource.

Property	Type	Nullable	Permission	Description
<b>Actions {</b>	object		read-write	The available actions for this resource.
<b>#Chassis.Reset { }</b>	object		read-write	This action is used to reset the chassis. This action resets the chassis, not Systems or other contained resources, although side effects may occur which affect those resources.
<b>Oem { }</b>	object		read-write	
<b>}</b>				
<b>AssetTag</b>	string	Yes	read-write	The user assigned asset tag for this chassis.
<b>ChassisType</b>	string		read-write	This property indicates the type of physical form factor of this resource. <i>See Property Details, below, for more information about this property.</i>
<b>DepthMm</b>	number	Yes	read-only	The depth of the chassis. unit: mm
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>HeightMm</b>	number	Yes	read-only	The height of the chassis. unit: mm
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>IndicatorLED</b>	string	Yes	read-write	The state of the indicator LED, used to identify the chassis. <i>See Property Details, below, for more information about this property.</i>
<b>Links {</b>	object		read-write	Contains references to other resources that are related to this resource.

Property	Type	Nullable	Permission	Description
<b>ComputerSystems</b> [ {} ]	array		read-only	An array of references to the computer systems contained in this chassis. This will only reference ComputerSystems that are directly and wholly contained in this chassis.
<b>ContainedBy</b> {}	object		read-write	A reference to the chassis that this chassis is contained by.
<b>Contains</b> [ {} ]	array		read-only	An array of references to any other chassis that this chassis has in it.
<b>CooledBy</b> [ {} ]	array		read-only	An array of ID[s] of resources that cool this chassis. Normally the ID will be a chassis or a specific set of fans.
<b>Drives</b> [ {} ]	array		read-only	An array of references to the disk drives located in this Chassis.
<b>ManagedBy</b> [ {} ]	array		read-only	An array of references to the Managers responsible for managing this chassis.
<b>ManagersInChassis</b> [ {} ]	array		read-only	An array of references to the managers located in this Chassis.
<b>Oem</b> {}	object		read-write	Oem extension object.
<b>PCleDevices</b> [ {} ]	array		read-only	An array of references to the PCIe Devices located in this Chassis.
<b>PoweredBy</b> [ {} ]	array		read-only	An array of ID[s] of resources that power this chassis. Normally the ID will be a chassis or a specific set of Power Supplies.
<b>Storage</b> [ {} ]	array		read-only	An array of references to the storage subsystems connected to or inside this Chassis.
}				
<b>Location</b> {	object		read-only	
<b>Info</b>	string	Yes	read-only	This indicates the location of the resource.

Property	Type	Nullable	Permission	Description
<b>InfoFormat</b>	string	Yes	read-only	This represents the format of the Info property.
<b>Oem {}</b>	object		read-write	Oem extension object.
}				
<b>LogServices</b>	reference( <a href="#">LogServiceCollection</a> )		read-write	A reference to the logs for this chassis.
<b>Manufacturer</b>	string	Yes	read-only	This is the manufacturer of this chassis.
<b>Model</b>	string	Yes	read-only	This is the model number for the chassis.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>NetworkAdapters</b>	reference( <a href="#">NetworkAdapterCollection</a> )		read-write	A reference to the collection of Network Adapters associated with this chassis.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>PartNumber</b>	string	Yes	read-only	The part number for this chassis.
<b>PhysicalSecurity {</b>	object		read-write	The state of the physical security sensor.
<b>IntrusionSensor</b>	string	Yes	read-write	This indicates the known state of the physical security sensor, such as if it is hardware intrusion detected. <i>See Property Details, below, for more information about this property.</i>
<b>IntrusionSensorNumber</b>	number	Yes	read-only	A numerical identifier to represent the physical security sensor.
<b>IntrusionSensorReArm</b>	string	Yes	read-write	This indicates how the Normal state to be restored. <i>See Property Details, below, for more information about this property.</i>
}				



Property	Type	Nullable	Permission	Description
<b>Power</b>	reference( <a href="#">Power</a> )		read-write	A reference to the power properties (power supplies, power policies, sensors) for this chassis.
<b>PowerState</b>	string	Yes	read-write	This is the current power state of the chassis. <i>See Property Details, below, for more information about this property.</i>
<b>SKU</b>	string	Yes	read-only	This is the SKU for this chassis.
<b>SerialNumber</b>	string	Yes	read-only	The serial number for this chassis.
<b>Status {</b>	object		read-only	
<b>Health</b>	string	Yes	read-write	This represents the health state of this resource in the absence of its dependent resources. <i>See Property Details, below, for more information about this property.</i>
<b>HealthRollup</b>	string	Yes	read-write	This represents the overall health state from the view of this resource. <i>See Property Details, below, for more information about this property.</i>
<b>Oem { }</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>State</b>	string	Yes	read-write	This indicates the known state of the resource, such as if it is enabled. <i>See Property Details, below, for more information about this property.</i>
<b>}</b>				
<b>Thermal</b>	reference( <a href="#">Thermal</a> )		read-write	A reference to the thermal properties (fans, cooling, sensors) for this chassis.
<b>WeightKg</b>	number	Yes	read-only	The weight of the chassis. unit: kg

Property	Type	Nullable	Permission	Description
WidthMm	number	Yes	read-only	The width of the chassis. unit: mm

## Property Details

### ChassisType

string	Description
Blade	An enclosed or semi-enclosed, typically vertically-oriented, system chassis which must be plugged into a multi-system chassis to function normally.
Card	A loose device or circuit board intended to be installed in a system or other enclosure.
Cartridge	A small self-contained system intended to be plugged into a multi-system chassis.
Component	A small chassis, card, or device which contains devices for a particular subsystem or function.
Drawer	An enclosed or semi-enclosed, typically horizontally-oriented, system chassis which may be slid into a multi-system chassis.
Enclosure	A generic term for a chassis that does not fit any other description.
Expansion	A chassis which expands the capabilities or capacity of another chassis.
IPBasedDrive	A chassis in a drive form factor with IP-based network connections.
Module	A small, typically removable, chassis or card which contains devices for a particular subsystem or function.
Other	A chassis that does not fit any of these definitions.
Pod	A collection of equipment racks in a large, likely transportable, container.
Rack	An equipment rack, typically a 19-inch wide freestanding unit.
RackGroup	A group of racks which form a single entity or share infrastructure.
RackMount	A single system chassis designed specifically for mounting in an equipment rack.
Row	A collection of equipment racks.
Shelf	An enclosed or semi-enclosed, typically horizontally-oriented, system chassis which must be plugged into a multi-system chassis to function normally.
Sidecar	A chassis that mates mechanically with another chassis to expand its capabilities or capacity.
Sled	An enclosed or semi-enclosed, system chassis which must be plugged into a multi-system chassis to function normally similar to a blade type chassis.
StandAlone	A single, free-standing system, commonly called a tower or desktop chassis.
Zone	A logical division or portion of a physical chassis that contains multiple devices or systems that cannot be physically separated.

### Health

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

**HealthRollup**

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

**IndicatorLED**

string	Description
Blinking	The Indicator LED is blinking.
Lit	The Indicator LED is lit.
Off	The Indicator LED is off.
Unknown	The state of the Indicator LED cannot be determined. Deprecated: Return null if state is unknown.

**IntrusionSensor**

string	Description
HardwareIntrusion	A door, lock, or other mechanism protecting the internal system hardware from being accessed is detected as being in an insecure state.
Normal	No abnormal physical security conditions are detected at this time.
TamperingDetected	Physical tampering of the monitored entity is detected.

**IntrusionSensorReArm**

string	Description
Automatic	This sensor would be restored to the Normal state automatically as no abnormal physical security conditions are detected.
Manual	This sensor would be restored to the Normal state by a manual re-arm.

**PowerState**

string	Description
Off	The components within the chassis has no power, except some components may continue to have AUX power such as management controller.
On	The components within the chassis has power on.
PoweringOff	A temporary state between On and Off. The components within the chassis can take time to process the power off action.
PoweringOn	A temporary state between Off and On. The components within the chassis can take time to process the power on action.

**State**

string	Description
Absent	This function or resource is not present or not detected.
Deferring	The element will not process any commands but will queue new requests.
Disabled	This function or resource has been disabled.
Enabled	This function or resource has been enabled.
InTest	This function or resource is undergoing testing.

string	Description
Quiesced	The element is enabled but only processes a restricted set of commands.
StandbyOffline	This function or resource is enabled, but awaiting an external action to activate it.
StandbySpare	This function or resource is part of a redundancy set and is awaiting a failover or other external action to activate it.
Starting	This function or resource is starting.
UnavailableOffline	This function or resource is present but cannot be used.
Updating	The element is updating and may be unavailable or degraded.

## ChassisCollection

A Collection of Chassis resource instances.

Property	Type	Nullable	Permission	Description
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Members</b>	array(reference( <a href="#">Chassis</a> ))		read-only	Contains the members of this collection.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

## ClassOfService

A service option composed of one or more service options.

Property	Type	Nullable	Permission	Description
<b>ClassOfServiceVersion</b>	string	Yes	read-write	The value identifies the current version of this class of service definition.
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>Identifier {</b>	object	Yes	read-only	The value identifies this resource.
<b>DurableName</b>	string	Yes	read-only	This indicates the world wide, persistent name of the resource.

Property	Type	Nullable	Permission	Description
<b>DurableNameFormat</b>	string	Yes	read-write	This represents the format of the DurableName property. <i>See Property Details, below, for more information about this property.</i>
}				
<b>LinesOfService</b> {	object	Yes	read-write	Lines of Service that define the required choices of utility or warranty.
<b>DataProtectionLinesOfService</b> [ {} ]	array		read-write	A collection of DataProtection lines of service elements.
<b>DataSecurityLinesOfService</b> [ {} ]	array		read-write	A collection of DataSecurity lines of service elements.
<b>DataStorageLinesOfService</b> [ {} ]	array		read-write	A collection of DataStorage lines of service elements.
<b>IOConnectivityLinesOfService</b> [ {} ]	array		read-write	A collection of IOConnectivity lines of service elements.
<b>IOPerformanceLinesOfService</b> [ {} ]	array		read-write	A collection of IOPerformance lines of service elements.
}				
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem</b> {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

Property Details

DurableNameFormat

string	Description
EUI	IEEE-defined 64-bit Extended Unique Identifier
FC_WWN	Fibre Channel World Wide Name
NAA	Name Address Authority Format
UUID	Universally Unique Identifier
iQN	iSCSI Qualified Name

ClassOfServiceCollection

A Collection of ClassOfService resource instances.

Property	Type	Nullable	Permission	Description
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.

Property	Type	Nullable	Permission	Description
<b>Members</b>	array(reference( <a href="#">ClassOfService</a> ))		read-only	The value of each member references a ClassOfService resource.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

## ComputerSystem

This schema defines a computer system and its respective properties. A computer system represents a machine (physical or virtual) and the local resources such as memory, cpu and other devices that can be accessed from that machine.

Property	Type	Nullable	Permission	Description
<b>Actions {</b>	object		read-write	The available actions for this resource.
<b>#ComputerSystem.Reset {}</b>	object		read-write	This action is used to reset the system.
<b>Oem {}</b>	object		read-write	
<b>}</b>				
<b>AssetTag</b>	string	Yes	read-write	The user definable tag that can be used to track this computer system for inventory or other client purposes.
<b>Bios</b>	reference( <a href="#">Bios</a> )		read-write	A reference to the BIOS settings associated with this system.
<b>BiosVersion</b>	string	Yes	read-only	The version of the system BIOS or primary system firmware.
<b>Boot {</b>	object		read-write	Information about the boot settings for this system.
<b>BootSourceOverrideEnabled</b>	string	Yes	read-write	Describes the state of the Boot Source Override feature. <i>See Property Details, below, for more information about this property.</i>
<b>BootSourceOverrideMode</b>	string	Yes	read-write	The BIOS Boot Mode (either Legacy or UEFI) to be used when BootSourceOverrideTarget boot source is booted from. <i>See Property Details, below, for more information about this property.</i>
<b>BootSourceOverrideTarget</b>	string	Yes	read-write	The current boot source to be used at next boot instead of the normal boot device, if BootSourceOverrideEnabled is true. <i>See Property Details, below, for more information about this property.</i>
<b>UefiTargetBootSourceOverride</b>	string	Yes	read-write	This property is the UEFI Device Path of the device to boot from when BootSourceOverrideSupported is UefiTarget.
<b>}</b>				
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>EthernetInterfaces</b>	reference( <a href="#">EthernetInterfaceCollection</a> )		read-write	A reference to the collection of Ethernet interfaces associated with this system.
<b>HostName</b>	string	Yes	read-write	The DNS Host Name, without any domain information.
<b>HostedServices {</b>	object		read-write	The services that this computer system supports.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>StorageServices {}</b>	object		read-write	A reference to a collection of storage services supported by this computer system.
<b>}</b>				
<b>HostingRoles [ {} ]</b>	array		read-only	The hosing roles that this computer system supports.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>IndicatorLED</b>	string	Yes	read-write	The state of the indicator LED, used to identify the system. <i>See Property Details, below, for more information about this property.</i>
<b>Links {</b>	object		read-write	Contains references to other resources that are related to this resource.
<b>Chassis [ {} ]</b>	array		read-only	An array of references to the chassis in which this system is contained.
<b>CooledBy [ {} ]</b>	array		read-only	An array of ID[s] of resources that cool this computer system. Normally the ID will be a chassis or a specific set of fans.

Property	Type	Nullable	Permission	Description
<b>Endpoints</b> [ {} ]	array		read-only	An array of references to the endpoints that connect to this system.
<b>ManagedBy</b> [ {} ]	array		read-only	An array of references to the Managers responsible for this system.
<b>Oem</b> {}	object		read-write	Oem extension object.
<b>PoweredBy</b> [ {} ]	array		read-only	An array of ID[s] of resources that power this computer system. Normally the ID will be a chassis or a specific set of Power Supplies.
}				
<b>LogServices</b>	reference( <a href="#">LogServiceCollection</a> )		read-write	A reference to the collection of Log Services associated with this system.
<b>Manufacturer</b>	string	Yes	read-only	The manufacturer or OEM of this system.
<b>Memory</b>	reference( <a href="#">MemoryCollection</a> )		read-write	A reference to the collection of Memory associated with this system.
<b>MemoryDomains</b>	object	Yes	read-write	A reference to the collection of Memory Domains associated with this system.
<b>MemorySummary</b> {	object		read-write	This object describes the central memory of the system in general detail.
<b>MemoryMirroring</b>	string	Yes	read-write	The ability and type of memory mirroring supported by this system. <i>See Property Details, below, for more information about this property.</i>
<b>Status</b> {}	object		read-only	
<b>TotalSystemMemoryGiB</b>	number	Yes	read-only	The total installed, operating system-accessible memory (RAM), measured in GiB.
}				
<b>Model</b>	string	Yes	read-only	The model number for this system.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>NetworkInterfaces</b>	reference( <a href="#">NetworkInterfaceCollection</a> )		read-write	A reference to the collection of Network Interfaces associated with this system.
<b>Oem</b> {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>PCleDevices</b>	array(reference( <a href="#">PCleDevice</a> ))		read-only	A reference to a collection of PCIe Devices used by this computer system.
<b>PCleFunctions</b>	array(reference( <a href="#">PCleFunction</a> ))		read-only	A reference to a collection of PCIe Functions used by this computer system.
<b>PartNumber</b>	string	Yes	read-only	The part number for this system.
<b>PowerState</b>	string	Yes	read-write	This is the current power state of the system. <i>See Property Details, below, for more information about this property.</i>
<b>ProcessorSummary</b> {	object		read-write	This object describes the central processors of the system in general detail.
<b>Count</b>	number	Yes	read-only	The number of processors in the system.
<b>Model</b>	string	Yes	read-only	The processor model for the primary or majority of processors in this system.
<b>Status</b> {}	object		read-only	
}				
<b>Processors</b>	reference( <a href="#">ProcessorCollection</a> )		read-write	A reference to the collection of Processors associated with this system.
<b>SKU</b>	string	Yes	read-only	The manufacturer SKU for this system.
<b>SecureBoot</b>	reference( <a href="#">SecureBoot</a> )		read-write	A reference to the UEFI SecureBoot resource associated with this system.
<b>SerialNumber</b>	string	Yes	read-only	The serial number for this system.
<b>SimpleStorage</b>	reference( <a href="#">SimpleStorageCollection</a> )		read-write	A reference to the collection of storage devices associated with this system.
<b>Status</b> {	object		read-only	
<b>Health</b>	string	Yes	read-write	This represents the health state of this resource in the absence of its dependent resources. <i>See Property Details, below, for more information about this property.</i>
<b>HealthRollup</b>	string	Yes	read-write	This represents the overall health state from the view of this resource. <i>See Property Details, below, for more information about this property.</i>
<b>Oem</b> {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>State</b>	string	Yes	read-write	This indicates the known state of the resource, such as if it is enabled. <i>See Property Details, below, for more information about this property.</i>
}				
<b>Storage</b>	reference( <a href="#">StorageCollection</a> )		read-write	A reference to the collection of storage devices associated with this system.
<b>SystemType</b>	string		read-write	The type of computer system represented by this resource. <i>See Property Details, below, for more information about this property.</i>
<b>TrustedModules</b> [ {	array		read-write	This object describes the array of Trusted Modules in the system.
<b>FirmwareVersion</b>	string	Yes	read-only	The firmware version of this Trusted Module.

Property	Type	Nullable	Permission	Description
FirmwareVersion2	string	Yes	read-only	The 2nd firmware version of this Trusted Module, if applicable.
InterfaceType	string	Yes	read-write	This property indicates the interface type of the Trusted Module. <i>See Property Details, below, for more information about this property.</i>
InterfaceTypeSelection	string	Yes	read-write	The Interface Type selection supported by this Trusted Module. <i>See Property Details, below, for more information about this property.</i>
Oem {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
Status {}	object		read-only	
} ]				
UUID	string	Yes	read-write	The universal unique identifier (UUID) for this system. pattern: ([0-9a-f]{8}-[0-9a-f]{4}-[0-9a-f]{4}-[0-9a-f]{4})-[0-9a-f]{12})

Property Details

BootSourceOverrideEnabled

string	Description
Continuous	The system will boot to the target specified in the BootSourceOverrideTarget until this property is set to Disabled.
Disabled	The system will boot normally.
Once	On its next boot cycle, the system will boot (one time) to the Boot Source Override Target. The value of BootSourceOverrideEnabled is then reset back to Disabled.

BootSourceOverrideMode

string	Description
Legacy	The system will boot in non-UEFI boot mode to the Boot Source Override Target.
UEFI	The system will boot in UEFI boot mode to the Boot Source Override Target.

BootSourceOverrideTarget

string	Description
BiosSetup	Boot to the BIOS Setup Utility.
Cd	Boot from the CD/DVD disc.
Diagnostics	Boot the manufacturer's Diagnostics program.
Floppy	Boot from the floppy disk drive.
Hdd	Boot from a hard drive.
None	Boot from the normal boot device.
Pxe	Boot from the Pre-Boot EXecution (PXE) environment.
RemoteDrive	Boot from a remote drive (e.g. iSCSI).
SDCard	Boot from an SD Card.
UefiHttp	Boot from a UEFI HTTP network location.
UefiShell	Boot to the UEFI Shell.
UefiTarget	Boot to the UEFI Device specified in the UefiTargetBootSourceOverride property.
Usb	Boot from a USB device as specified by the system BIOS.
Utilities	Boot the manufacturer's Utilities program(s).



**DeviceClass**

string	Description
Bridge	A bridge.
CommunicationController	A communication controller.
Coprocessor	A coprocessor.
DisplayController	A display controller.
DockingStation	A docking station.
EncryptionController	An encryption controller.
GenericSystemPeripheral	A generic system peripheral.
InputDeviceController	An input device controller.
IntelligentController	An intelligent controller.
MassStorageController	A mass storage controller.
MemoryController	A memory controller.
MultimediaController	A multimedia controller.
NetworkController	A network controller.
NonEssentialInstrumentation	A non-essential instrumentation.
Other	A other class. The function Device Class Id needs to be verified.
ProcessingAccelerators	A processing accelerators.
Processor	A processor.
SatelliteCommunicationsController	A satellite communications controller.
SerialBusController	A serial bus controller.
SignalProcessingController	A signal processing controller.
UnassignedClass	An unassigned class.
UnclassifiedDevice	An unclassified device.
WirelessController	A wireless controller.

**DeviceType**

string	Description
MultiFunction	A multi-function PCIe device.
Simulated	A PCIe device which is not currently physically present, but is being simulated by the PCIe infrastructure.
SingleFunction	A single-function PCIe device.

**FunctionType**

string	Description
Physical	A physical PCIe function.
Virtual	A virtual PCIe function.

**Health**

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

## HealthRollup

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

## IndicatorLED

string	Description
Blinking	The Indicator LED is blinking.
Lit	The Indicator LED is lit.
Off	The Indicator LED is off.
Unknown	The state of the Indicator LED cannot be determined. Deprecated: Return null if state is unknown.

## InterfaceType

string	Description
TCM1_0	Trusted Cryptography Module (TCM) 1.0.
TPM1_2	Trusted Platform Module (TPM) 1.2.
TPM2_0	Trusted Platform Module (TPM) 2.0.

## InterfaceTypeSelection

string	Description
BiosSetting	The TrustedModule supports switching InterfaceType via platform software, such as a BIOS configuration Attribute.
FirmwareUpdate	The TrustedModule supports switching InterfaceType via a firmware update.
None	The TrustedModule does not support switching the InterfaceType.
OemMethod	The TrustedModule supports switching InterfaceType via an OEM proprietary mechanism.

## MemoryMirroring

string	Description
DIMM	The system supports DIMM mirroring at the DIMM level. Individual DIMMs can be mirrored.
Hybrid	The system supports a hybrid mirroring at the system and DIMM levels. Individual DIMMs can be mirrored.
None	The system does not support DIMM mirroring.
System	The system supports DIMM mirroring at the System level. Individual DIMMs are not paired for mirroring in this mode.

## PowerState

string	Description
Off	The system is powered off, although some components may continue to have AUX power such as management controller.
On	The system is powered on.

string	Description
PoweringOff	A temporary state between On and Off. The power off action can take time while the OS is in the shutdown process.
PoweringOn	A temporary state between Off and On. This temporary state can be very short.

SecureBootCurrentBoot

string	Description
Disabled	Secure Boot is currently disabled.
Enabled	Secure Boot is currently enabled.

SecureBootMode

string	Description
AuditMode	Secure Boot is currently in Audit Mode.
DeployedMode	Secure Boot is currently in Deployed Mode.
SetupMode	Secure Boot is currently in Setup Mode.
UserMode	Secure Boot is currently in User Mode.

State

string	Description
Absent	This function or resource is not present or not detected.
Deferring	The element will not process any commands but will queue new requests.
Disabled	This function or resource has been disabled.
Enabled	This function or resource has been enabled.
InTest	This function or resource is undergoing testing.
Quiesced	The element is enabled but only processes a restricted set of commands.
StandbyOffline	This function or resource is enabled, but awaiting an external action to activate it.
StandbySpare	This function or resource is part of a redundancy set and is awaiting a failover or other external action to activate it.
Starting	This function or resource is starting.
UnavailableOffline	This function or resource is present but cannot be used.
Updating	The element is updating and may be unavailable or degraded.

SystemType

string	Description
OS	An operating system instance.
Physical	A computer system.
PhysicallyPartitioned	A hardware-based partition of a computer system.
Virtual	A virtual machine instance running on this system.
VirtuallyPartitioned	A virtual or software-based partition of a computer system.

ComputerSystemCollection

A Collection of ComputerSystem resource instances.

Property	Type	Nullable	Permission	Description
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Members</b>	array(reference( <a href="#">ComputerSystem</a> ))		read-only	Contains the members of this collection.
<b>Name</b>	string		read-write	The name of the resource or array element.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

## DataProtectionLoSCapabilities

Describe data protection capabilities

Property	Type	Nullable	Permission	Description
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>Identifier {</b>	object	Yes	read-only	The value identifies this resource.
<b>DurableName</b>	string	Yes	read-only	This indicates the world wide, persistent name of the resource.
<b>DurableNameFormat</b>	string	Yes	read-write	This represents the format of the DurableName property. <i>See Property Details, below, for more information about this property.</i>
<b>}</b>				
<b>Links {</b>	object		read-only	Contains links to other resources that are related to this resource.
<b>Oem {}</b>	object		read-write	Oem extension object.
<b>SupportedReplicaOptions [ {} ]</b>	array		read-write	Collection of known and supported replica Classes of Service.
<b>}</b>				
<b>Name</b>	string		read-write	The name of the resource or array element.

Property	Type	Nullable	Permission	Description
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>SupportedDataProtectionLinesOfService [ {} ]</b>	array		read-write	Collection of known and supported DataProtectionLinesOfService.
<b>IsIsolated</b>	boolean	Yes	read-write	The replica is in a separate fault domain.
<b>MinLifetime</b>	number	Yes	read-write	Minimum lifetime (seconds) that replica must be maintained.
<b>Name</b>	string	Yes	read-write	A friendly name for this line of service.
<b>RecoveryGeographicObjective</b>	string	Yes	read-write	Geographic distribution scopes <i>See Property Details, below, for more information about this property.</i>
<b>RecoveryPointObjective</b>	string	Yes	read-write	Time interval defining how much source data that can be lost on failure.
<b>RecoveryTimeObjective</b>	string	Yes	read-write	Time to access an alternate replica. <i>See Property Details, below, for more information about this property.</i>
<b>ReplicaAccessLocation {}</b>	object	Yes	read-write	Location that supplies data access to the replica.
<b>ReplicaClassOfService {}</b>	object	Yes	read-write	The replica's class of service.
<b>ReplicaType</b>	string	Yes	read-write	Type of replica. <i>See Property Details, below, for more information about this property.</i>
<b>Schedule {}</b>	object	Yes	read-write	A schedule for making periodic point in time replicas.
<b>SupportedMinLifetime [ {} ]</b>	array		read-write	Supported minimum lifetime that replica must be maintained.
<b>SupportedRecoveryGeographicObjectives [ {} ]</b>	array		read-write	Supported types of failure domains.
<b>SupportedRecoveryPointObjectiveSeconds [ {} ]</b>	array		read-write	Supported time intervals defining how much source information can be lost on failure.
<b>SupportedRecoveryTimeObjectives [ {} ]</b>	array		read-write	Supported expectations for time to access an alternate replica.
<b>SupportedReplicaTypes [ {} ]</b>	array		read-write	Supported replica types.
<b>SupportsIsolated</b>	boolean	Yes	read-write	Allocating a replica in a separate fault domain is supported.

## Property Details

### DurableNameFormat

string	Description
EUI	IEEE-defined 64-bit Extended Unique Identifier
FC_WWN	Fibre Channel World Wide Name
NAA	Name Address Authority Format
UUID	Universally Unique Identifier
iQN	iSCSI Qualified Name

### RecoveryGeographicObjective

string	Description
Datacenter	A co-located set of servers, including network and storage that share communication, power, or cooling infrastructure.
Rack	A container for Servers, Networking, and Storage.
RackGroup	A set of Racks that share common infrastructure.
Region	A geographical or politically isolated set of resources.
Row	An adjacent set of racks.
Server	A CPU/memory complex.

### RecoveryTimeObjective

string	Description
Immediate	Active access to synchronous replicas.
Nearline	Access to replica via a different front-end interconnect. A restore step is required before recovery can commence.
Offline	No direct connection to the replica. (i.e. To a bunker containing backup media.)
Online	Passive access to replicas via the same front-end interconnect.

### ReplicaType

string	Description
Clone	Create a point in time, full copy the source.
Mirror	Create and maintain a copy of the source.
Snapshot	Create a point in time, virtual copy of the source.
TokenizedClone	Create a token based clone.

## DataSecurityLoSCapabilities

Describe data security capabilities.

Property	Type	Nullable	Permission	Description
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>Identifier {</b>	object	Yes	read-only	The value identifies this resource.
<b>DurableName</b>	string	Yes	read-only	This indicates the world wide, persistent name of the resource.
<b>DurableNameFormat</b>	string	Yes	read-write	This represents the format of the DurableName property. <i>See Property Details, below, for more information about this property.</i>
<b>}</b>				
<b>Name</b>	string		read-write	A friendly name for this line of service.
<b>Oem {}</b>	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>SupportedAntivirusEngineProviders [ {} ]</b>	array		read-write	Supported AntiVirus providers.
<b>SupportedAntivirusScanPolicies [ {} ]</b>	array		read-write	Supported policies that trigger an AntiVirus scan.
<b>SupportedChannelEncryptionStrengths [ {} ]</b>	array		read-write	Supported key sizes for transport channel encryption.
<b>SupportedDataSanitizationPolicies [ {} ]</b>	array		read-write	Supported data sanitization policies.
<b>SupportedDataSecurityLinesOfService [ {</b>	array		read-write	Collection of known and supported DataSecurityLinesOfService.
<b>AntivirusEngineProvider</b>	string	Yes	read-write	AntiVirus provider.
<b>AntivirusScanPolicies [ {} ]</b>	array		read-write	Policy for triggering an AntiVirus scan.
<b>ChannelEncryptionStrength</b>	string	Yes	read-write	Key size for transport channel encryption. <i>See Property Details, below, for more information about this property.</i>
<b>DataSanitizationPolicy</b>	string	Yes	read-write	Data sanitization policy. <i>See Property Details, below, for more information about this property.</i>

Property	Type	Nullable	Permission	Description
HostAuthenticationType	string	Yes	read-write	Authentication type for hosts (servers) or initiator endpoints. <i>See Property Details, below, for more information about this property.</i>
MediaEncryptionStrength	string	Yes	read-write	Key size for media encryption. <i>See Property Details, below, for more information about this property.</i>
Name	string	Yes	read-write	A friendly name for this line of service.
SecureChannelProtocol	string	Yes	read-write	Protocol that provide encrypted communication. <i>See Property Details, below, for more information about this property.</i>
UserAuthenticationType	string	Yes	read-write	Authentication type for users (or programs). <i>See Property Details, below, for more information about this property.</i>
} ]				
SupportedHostAuthenticationTypes [ {} ]	array		read-write	Supported authentication types for hosts (servers) or initiator endpoints.
SupportedMediaEncryptionStrengths [ {} ]	array		read-write	Supported key sizes for media encryption.
SupportedSecureChannelProtocols [ {} ]	array		read-write	Supported protocols that provide encrypted communication.
SupportedUserAuthenticationTypes [ {} ]	array		read-write	Supported authentication types for users (or programs).

Property Details

ChannelEncryptionStrength

string	Description
Bits_0	No key.
Bits_112	3DES 112 bit key.
Bits_128	AES 128 bit key.
Bits_192	AES 192 bit key.
Bits_256	AES 256 bit key.



**DataSanitizationPolicy**

string	Description
Clear	Sanitize data in all user-addressable storage locations for protection against simple non-invasive data recovery techniques.
CryptographicErase	Leverages the encryption of target data by enabling sanitization of the target data's encryption key. This leaves only the ciphertext remaining on the media, effectively sanitizing the data by preventing read-access. For more information, see NIST800-88 and ISO/IEC 27040.
None	No sanitization.

**DurableNameFormat**

string	Description
EUI	IEEE-defined 64-bit Extended Unique Identifier
FC_WWN	Fibre Channel World Wide Name
NAA	Name Address Authority Format
UUID	Universally Unique Identifier
iQN	iSCSI Qualified Name

**HostAuthenticationType**

string	Description
None	No authentication.
PKI	Public Key Infrastructure.
Password	Password/shared-secret
Ticket	Ticket-based (e.g., Kerberos)

**MediaEncryptionStrength**

string	Description
Bits_0	No key.
Bits_112	3DES 112 bit key.
Bits_128	AES 128 bit key.
Bits_192	AES 192 bit key.
Bits_256	AES 256 bit key.

**SecureChannelProtocol**

string	Description
IPsec	Internet Protocol Security (IPsec), as defined by IETF RFC 2401.
None	No encryption.
RPCSEC_GSS	RPC access to the Generic Security Services Application Programming Interface (GSS-API), as defined by IETF RPC 2203.
TLS	Transport Layer Security (TLS), as defined by IETF RFC 5246.

**UserAuthenticationType**

string	Description
None	No authentication.

string	Description
PKI	Public Key Infrastructure.
Password	Password/shared-secret
Ticket	Ticket-based (e.g., Kerberos)

## DataStorageLoSCapabilities

Describe data storage capabilities.

Property	Type	Nullable	Permission	Description
Description	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
Id	string		read-write	Uniquely identifies the resource within the collection of like resources.
Identifier {	object	Yes	read-only	The value identifies this resource.
DurableName	string	Yes	read-only	This indicates the world wide, persistent name of the resource.
DurableNameFormat	string	Yes	read-write	This represents the format of the DurableName property. <i>See Property Details, below, for more information about this property.</i>
}				
Name	string		read-write	A friendly name for this line of service.
Oem {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
SupportedAccessCapabilities [ {} ]	array		read-write	Supported access capabilities.
SupportedDataStorageLinesOfService [ {	array		read-write	Collection of known and supported DataStorageLinesOfService.
IsSpaceEfficient	boolean	Yes	read-write	True implies compression or deduplication of storage.
Name	string	Yes	read-write	A friendly name for this line of service.
ProvisioningPolicy	string	Yes	read-write	Provisioning policy for storage. <i>See Property Details, below, for more information about this property.</i>

Property	Type	Nullable	Permission	Description
<b>RecoveryTimeObjectives</b>		Yes	read-write	Expectations for time to access the primary store after disaster recover.
} ]				
<b>SupportedProvisioningPolicies [ {} ]</b>	array		read-write	Thin allows over allocation of storage.
<b>SupportedRecoveryTimeObjectives [ {} ]</b>	array		read-write	Supported expectations for time to access the primary store after recovery.
<b>SupportsSpaceEfficiency</b>	boolean	Yes	read-write	Allows compression or deduplication of storage.

Property Details

DurableNameFormat

string	Description
EUI	IEEE-defined 64-bit Extended Unique Identifier
FC_WWN	Fibre Channel World Wide Name
NAA	Name Address Authority Format
UUID	Universally Unique Identifier
iQN	iSCSI Qualified Name

ProvisioningPolicy

string	Description
Fixed	Storage is fully allocated
Thin	Storage may be over allocated.

Drive

Drive contains properties describing a single physical disk drive for any system, along with links to associated Volumes.

Property	Type	Nullable	Permission	Description
<b>Actions {</b>	object		read-write	The available actions for this resource.
<b>#Drive.SecureErase {}</b>	object		read-write	This action is used to securely erase the contents of the drive.
<b>Oem {}</b>	object		read-write	
}				
<b>AssetTag</b>	string	Yes	read-write	The user assigned asset tag for this drive.
<b>BlockSizeBytes</b>	number	Yes	read-only	The size of the smallest addressible unit (Block) of this drive in bytes. unit: By

Property	Type	Nullable	Permission	Description
<b>CapableSpeedGbs</b>	number	Yes	read-only	The speed which this drive can communicate to a storage controller in ideal conditions in Gigabits per second. unit: Gbit/s
<b>CapacityBytes</b>	number	Yes	read-only	The size in bytes of this Drive. unit: By
<b>Description</b>	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
<b>EncryptionAbility</b>	string	Yes	read-write	The encryption abilities of this drive. <i>See Property Details, below, for more information about this property.</i>
<b>EncryptionStatus</b>	string	Yes	read-write	The status of the encryption of this drive. <i>See Property Details, below, for more information about this property.</i>
<b>FailurePredicted</b>	boolean	Yes	read-only	Is this drive currently predicting a failure in the near future.
<b>HotspareType</b>	string	Yes	read-write	The type of hotspare this drive is currently serving as. <i>See Property Details, below, for more information about this property.</i>
<b>Id</b>	string		read-write	Uniquely identifies the resource within the collection of like resources.
<b>Identifiers</b> [ {	array		read-write	The Durable names for the drive.
<b>DurableName</b>	string	Yes	read-only	This indicates the world wide, persistent name of the resource.
<b>DurableNameFormat</b>	string	Yes	read-write	This represents the format of the DurableName property. <i>See Property Details, below, for more information about this property.</i>
} ]				
<b>IndicatorLED</b>	string	Yes	read-write	The state of the indicator LED, used to identify the drive. <i>See Property Details, below, for more information about this property.</i>
<b>Links</b> {	object		read-write	Contains references to other resources that are related to this resource.

Property	Type	Nullable	Permission	Description
<b>Endpoints</b> [ {} ]	array		read-only	An array of references to the endpoints that connect to this drive.
<b>Oem</b> {}	object		read-write	Oem extension object.
<b>Volumes</b> [ {} ]	array		read-only	An array of references to the volumes contained in this drive. This will reference Volumes that are either wholly or only partly contained by this drive.
}				
<b>Location</b> [ {	array		read-write	The Location of the drive.
<b>Info</b>	string	Yes	read-only	This indicates the location of the resource.
<b>InfoFormat</b>	string	Yes	read-only	This represents the format of the Info property.
<b>Oem</b> {}	object		read-write	Oem extension object.
} ]				
<b>Manufacturer</b>	string	Yes	read-only	This is the manufacturer of this drive.
<b>MediaType</b>	string	Yes	read-write	The type of media contained in this drive. <i>See Property Details, below, for more information about this property.</i>
<b>Model</b>	string	Yes	read-only	This is the model number for the drive.
<b>Name</b>	string		read-write	A friendly name for this line of service.
<b>NegotiatedSpeedGbs</b>	number	Yes	read-only	The speed which this drive is currently communicating to the storage controller in Gigabits per second. unit: Gbit/s
<b>Oem</b> {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>Operations</b> [ {} ]	array		read-write	The operations currently running on the Drive.
<b>PartNumber</b>	string	Yes	read-only	The part number for this drive.
<b>PredictedMediaLifeLeftPercent</b>	number	Yes	read-only	The percentage of reads and writes that are predicted to still be available for the media.
<b>Protocol</b>		Yes	read-write	The protocol this drive is using to communicate to the storage controller.
<b>Revision</b>	string	Yes	read-only	The revision of this Drive. This is typically the firmware/hardware version of the drive.

Property	Type	Nullable	Permission	Description
RotationSpeedRPM	number	Yes	read-only	The rotation speed of this Drive in Revolutions per Minute (RPM). unit: RPM
SKU	string	Yes	read-only	This is the SKU for this drive.
SerialNumber	string	Yes	read-only	The serial number for this drive.
Status {	object		read-only	
Health	string	Yes	read-write	This represents the health state of this resource in the absence of its dependent resources. <i>See Property Details, below, for more information about this property.</i>
HealthRollup	string	Yes	read-write	This represents the overall health state from the view of this resource. <i>See Property Details, below, for more information about this property.</i>
Oem {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
State	string	Yes	read-write	This indicates the known state of the resource, such as if it is enabled. <i>See Property Details, below, for more information about this property.</i>
}				
StatusIndicator	string	Yes	read-write	The state of the status indicator, used to communicate status information about this drive. <i>See Property Details, below, for more information about this property.</i>

Property Details

DurableNameFormat

string	Description
EUI	IEEE-defined 64-bit Extended Unique Identifier
FC_WWN	Fibre Channel World Wide Name
NAA	Name Address Authority Format
UUID	Universally Unique Identifier
iQN	iSCSI Qualified Name

**EncryptionAbility**

string	Description
None	The drive is not capable of self encryption.
Other	The drive is capable of self encryption through some other means.
SelfEncryptingDrive	The drive is capable of self encryption per the Trusted Computing Group's Self Encrypting Drive Standard.

**EncryptionStatus**

string	Description
Foreign	The drive is currently encrypted, the data is not accessible to the user, and the system requires user intervention to expose the data.
Locked	The drive is currently encrypted and the data is not accessible to the user, however the system has the ability to unlock the drive automatically.
Unencrypted	The drive is not currently encrypted. Deprecated: Use Unencrypted.
Unencrypted	The drive is not currently encrypted.
Unlocked	The drive is currently encrypted but the data is accessible to the user unencrypted.

**Health**

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

**HealthRollup**

string	Description
Critical	A critical condition exists that requires immediate attention.
OK	Normal.
Warning	A condition exists that requires attention.

**HotspareType**

string	Description
Chassis	The drive is currently serving as a hotspare for all other drives in the chassis.
Dedicated	The drive is currently serving as a hotspare for a user defined set of drives.
Global	The drive is currently serving as a hotspare for all other drives in the storage system.
None	The drive is not currently a hotspare.

**IndicatorLED**

string	Description
Blinking	The Indicator LED is blinking.
Lit	The Indicator LED is lit.
Off	The Indicator LED is off.

MediaType

string	Description
HDD	The drive media type is traditional magnetic platters.
SMR	The drive media type is shingled magnetic recording.
SSD	The drive media type is solid state or flash memory.

State

string	Description
Absent	This function or resource is not present or not detected.
Deferring	The element will not process any commands but will queue new requests.
Disabled	This function or resource has been disabled.
Enabled	This function or resource has been enabled.
InTest	This function or resource is undergoing testing.
Quiesced	The element is enabled but only processes a restricted set of commands.
StandbyOffline	This function or resource is enabled, but awaiting an external action to activate it.
StandbySpare	This function or resource is part of a redundancy set and is awaiting a failover or other external action to activate it.
Starting	This function or resource is starting.
UnavailableOffline	This function or resource is present but cannot be used.
Updating	The element is updating and may be unavailable or degraded.

StatusIndicator

string	Description
Fail	The drive has failed.
Hotspare	The drive is marked to be automatically rebuilt and used as a replacement for a failed drive.
InACriticalArray	The array that this drive is a part of is degraded.
InAFailedArray	The array that this drive is a part of is failed.
OK	The drive is OK.
PredictiveFailureAnalysis	The drive is still working but predicted to fail soon.
Rebuild	The drive is being rebuilt.

DriveCollection

A Collection of Drive resource instances.

Property	Type	Nullable	Permission	Description
Description	string	Yes	read-write	Provides a description of this resource and is used for commonality in the schema definitions.
Members	array(reference( <a href="#">Drive</a> ))		read-only	Contains the members of this drive collection.
Name	string		read-write	A friendly name for this line of service.



Property	Type	Nullable	Permission	Description
<b>Oem</b> {}	object		read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.

## Endpoint

This is the schema definition for the Endpoint resource. It represents the properties of an entity that sends or receives protocol defined messages over a transport.

Property	Type	Nullable	Permission	Description
<b>Actions</b> {	object		read-write	The Actions object contains the available custom actions on this resource.
<b>Oem</b> {}	object	Yes	read-write	
}				
<b>ConnectedEntities</b> [ {	array		read-write	All the entities connected to this endpoint.
<b>EntityLink</b> {}	object	Yes	read-write	A link to the associated entity.
<b>EntityPcild</b> {}	object	Yes	read-write	The PCI ID of the connected entity.
<b>EntityRole</b>	string	Yes	read-write	The role of the connected entity. <i>See Property Details, below, for more information about this property.</i>
<b>EntityType</b>	string	Yes	read-write	The type of the connected entity. <i>See Property Details, below, for more information about this property.</i>
<b>Identifiers</b> [ {} ]	array		read-write	Identifiers for the remote entity.
<b>Oem</b> {}	object	Yes	read-write	This is the manufacturer/provider specific extension moniker used to divide the Oem object into sections.
<b>PciClassCode</b>	string	Yes	read-only	

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