

Compaq StorageWorks

HSG60 ACS Solution Software Version 8.6 for Compaq Tru64 UNIX

Installation and Configuration Guide

First Edition (June 2001)
Part Number: AA-RMBHB-TE
Compaq Computer Corporation

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About this Guide

This guide provides installation and configuration instructions for operation of the HSG60 ACS Solution Software Version 8.6 for Compaq Tru64 UNIX.

Thank You for selecting a *Compaq StorageWorks* RAID Array subsystem for your growing storage needs. StorageWorks RAID subsystems are designed to support the most popular computer platforms in the industry. The solution software that accompanies this software kit enables the storage subsystem to operate with your chosen platform.

Please fill out and return the Registration Card included in this kit. This information is used by Compaq to provide notification services to its customers. You can also register online at:

<http://www.compaq.com/products/registration>

This guide describes:

- Considerations while planning a configuration
- Configuration procedures

This book does not contain information about the operating environments to which the controller may be connected; nor does it contain detailed information about subsystem enclosures or their components. See the documentation that accompanied these peripherals for information about them.

Text Conventions

This document uses the following conventions:

Keys	Keys appear in boldface. A plus sign (+) between two keys indicates that they should be pressed simultaneously.
USER INPUT, COMMANDS	* User input and commands appear in this typeface and in uppercase.
<i>type of user input</i>	The type of user input, such as <i>device-name</i> appear in italics.
<i>FILENAMES</i>	* File names appear in uppercase italics.
Menu Options, Dialog Box Names	These elements appear in initial capital letters.
DIRECTORY NAMES, and DRIVE NAMES	* These elements appear in uppercase.
Enter	When you are instructed to enter information, type the information and press the Enter key.
<i>Script</i>	Script names appear in upper and lower case in <i>this typeface</i> .
<i>SWITCHES</i>	Elements designated as switches appear in uppercase italics.

* UNIX commands are case sensitive and will not appear in uppercase.

Symbols in Text

The symbols found in this guide have the following meanings:



WARNING: Text set off in this manner indicates that failure to follow directions in the warning could result in bodily harm or loss of life.



CAUTION: Text set off in this manner indicates that failure to follow directions could result in damage to equipment or loss of information.

IMPORTANT: Text set off in this manner presents clarifying information or specific instructions.

Symbols on Equipment



Any surface or area of the equipment marked with these symbols indicates the presence of electrical shock hazards. Enclosed area contains no operator serviceable parts.

WARNING: To reduce the risk of injury from electrical shock hazards, do not open this enclosure.



Any RJ-45 receptacle marked with these symbols indicates a Network Interface Connection.

WARNING: To reduce the risk of electrical shock, fire, or damage to the equipment, do not plug telephone or telecommunications connectors into this receptacle.



Any surface or area of the equipment marked with these symbols indicates the presence of a hot surface or hot component. If this surface is contacted, the potential for injury exists.

WARNING: To reduce the risk of injury from a hot component, allow the surface to cool before working with it.



Power Supplies or Systems marked with these symbols indicate that the equipment is supplied by multiple sources of power.
WARNING: To reduce the risk of injury from electrical shock, remove all power cords to completely disconnect power from the system.



Any product or assembly marked with these symbols indicates that the component exceeds the recommended weight for one individual to handle safely.
WARNING: To reduce the risk of personal injury or damage to the equipment, observe local occupational health and safety requirements and guidelines for manual material handling.

Rack Stability



WARNING: To reduce the risk of personal injury or damage to the equipment, be sure that:

- The leveling jacks are extended to the floor.
 - The full weight of the rack rests on the leveling jacks.
 - The stabilizing feet are attached to the rack if it is a single rack installation.
 - The racks are coupled together in multiple rack installations.
 - A rack may become unstable if more than one component is extended for any reason. Extend only one component at a time.
-

Installation and Setup of the CD-ROM

Contents of CD-ROM:

- Solution Software
- SWCC Agent and Client software
- Documentation

NOTE: Refer to the platform specific release notes for detailed solution kit contents and release specific information.

Configuration Flowchart

A three-part flowchart is shown on the following pages. Refer to these charts while configuring a new storage subsystem:

- Figure 1 on page xviii shows the start of the configuration process.
- Figure 2 on page xix shows how to configure storage with the command line interpreter (CLI), which is the low-level interface to the controller.
- Figure 3 on page xx shows how to configure storage using StorageWorks Command Console (SWCC), which is the graphical user interface to the controller.

All references in the flowcharts pertain to pages in this guide, unless otherwise indicated.

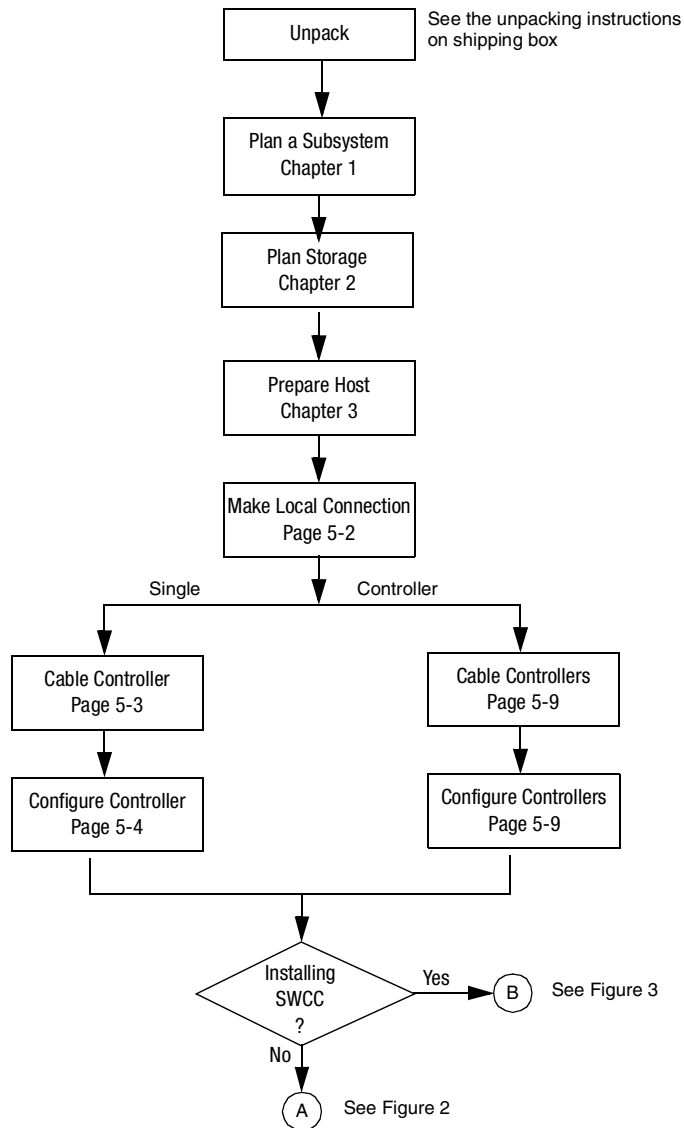


Figure 1. General configuration flowchart

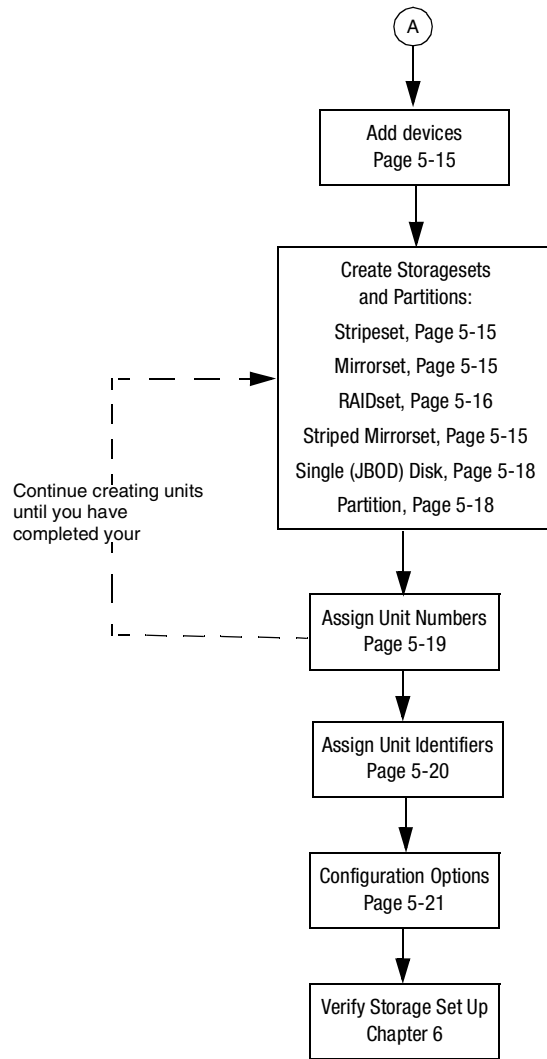


Figure 2. Configuring storage with the CLI

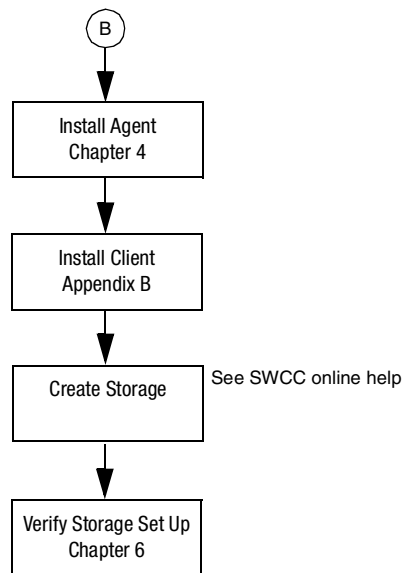


Figure 3. Configuring storage with SWCC

Getting Help

If you have a problem and have exhausted the information in this guide, you can receive further information and other help in the following locations.

Compaq Technical Support

A technical support specialist can help you diagnose a problem or guide you to the next step in the warranty process.

In North America, call the Compaq Technical Phone Support Center at 1-800-OK-COMPAQ. This service is available 24 hours a day, 7 days a week.

NOTE: For continuous quality improvement, calls may be recorded or monitored.

Outside North America, call the nearest Compaq Technical Support Phone Center. Telephone numbers for worldwide Technical Support Centers are listed on the Compaq website. Access the Compaq website:

<http://www.compaq.com>

Be sure to have the following information available before you call Compaq:

- Technical support registration number (if applicable)
- Product serial numbers
- Product model names and numbers
- Applicable error messages
- Add-on boards or hardware
- Third-party hardware or software
- Operating system type and revision level
- Detailed, specific questions

Compaq Website

The Compaq website has latest information on this product as well as the latest drivers. Access the Compaq website at:

<http://www.compaq.com/storage>

Compaq Authorized Reseller

For the name of the nearest Compaq Authorized Reseller:

- In the United States, call 1-800-345-1518.
- In Canada, call 1-800-263-5868.
- Elsewhere, see the Compaq website for locations and telephone numbers.

Chapter 1

Planning a Subsystem

The information in this chapter will help you plan how to configure the subsystem. Refer Chapter 2 to plan the types of storage containers you need.

IMPORTANT: This chapter frequently references the command line interface (CLI). For the complete syntax and descriptions of the CLI commands, see the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

The following information is included in this chapter:

- “Defining the Subsystems,” page 1–1
- “Selecting a Failover Mode,” page 1–4
- “Selecting a Cache Mode,” page 1–8
- “Enabling Mirrored Caching,” page 1–10
- “The Command Console LUN,” page 1–10
- “Connections,” page 1–12
- “Assigning Unit Numbers,” page 1–15
- “Selective Storage Presentation,” page 1–20
- “Worldwide Names (Node IDs and Port IDs),” page 1–26

Defining the Subsystems

The HSG60 controller uses the Model 2100 enclosure.

Controller Designations A and B

A hardware device that, with proprietary software, facilitates communications between a host and one or more devices organized in an array. HSG60 family controllers are examples of array controllers.

The terms A, B, “this controller,” and “other controller,” respectively are used to distinguish one controller from another in a two-controller (also called dual-redundant) subsystem. These terms are described more thoroughly in the following sections.

Controllers and cache modules are designated either A or B depending on their location in the enclosure, as shown in Figure 1-1.

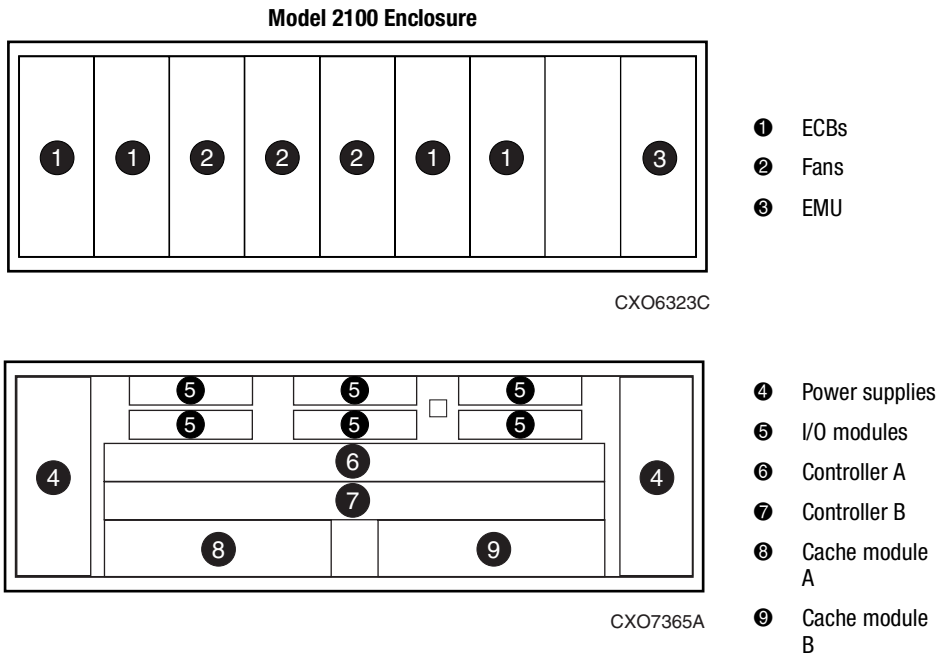


Figure 1-1. Location of controllers and cache modules in a Model 2100 enclosure

Controller Designations “This Controller” and “Other Controller”

Some CLI commands use the terms “this” and “other” to identify one controller or the other in a dual-redundant pair. These designations are a shortened form of “this controller” and “other controller.” These terms are defined as follows:

- **“this controller”**—the controller that is the focus of the CLI session. “This controller” is the controller to which the maintenance terminal is attached and through which the CLI commands are being entered. “This controller” can be shortened to “this” in CLI commands.
- **“other controller”**—the controller that is not the focus of the CLI session and through which CLI commands are not being entered. “Other controller” can be shortened to “other” in CLI commands.

Figure 1-2 shows the relationship between “this controller” and “other controller.”

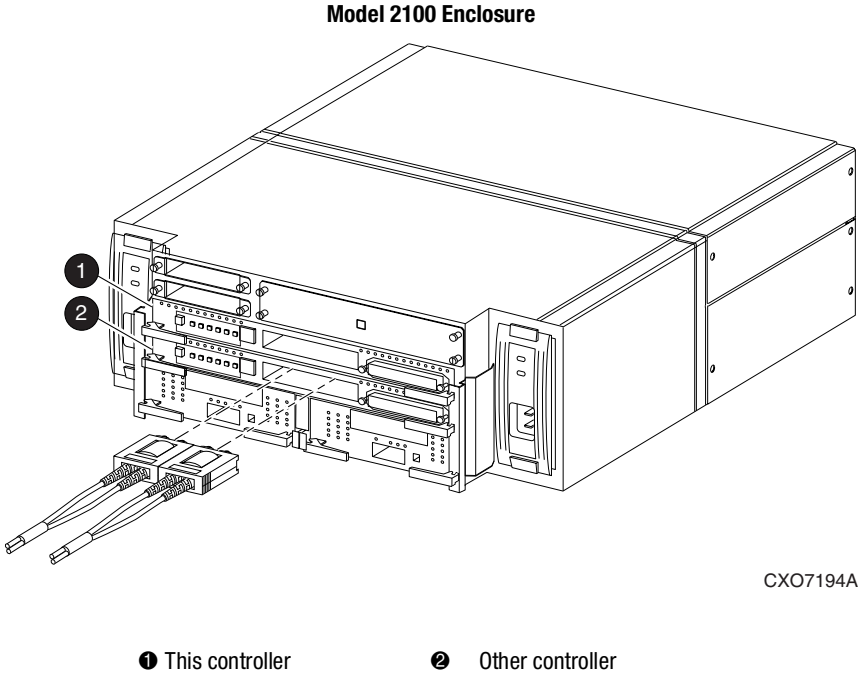


Figure 1-2. “This controller” and “other controller” for the Model 2100 enclosure

Selecting a Failover Mode

Failover is a way to keep the storage array available to the host if one of the controllers becomes unresponsive. A controller can become unresponsive because of a hardware failure, such as a controller or, in multiple-bus only, due to a failure of the link between host and controller or host bus adapter. Failover keeps the storage array available to the hosts by enabling the surviving controller to take over total control of the subsystem.

There are two failover modes:

- **Transparent** is handled by the surviving controller and is invisible to the hosts.
- **Multiple-bus** is handled by the hosts.

Either mode of failover can work with loop or fabric topology.

Transparent Failover Mode

Transparent failover mode has the following characteristics:

- Hosts do not know failover has taken place.
- Units are divided between host ports 1 and 2.

A unit or storage unit is a physical or virtual device of the subsystem. It is assigned a logical unit number (LUN) and is managed by the HSG60 controller. The unit is presented to a server through the Fibre Channel bus and servers host bus adapter. Disks that are set up as independent disks (JBODs) or RAIDsets are referred to as storagesets. Storagesets are units.

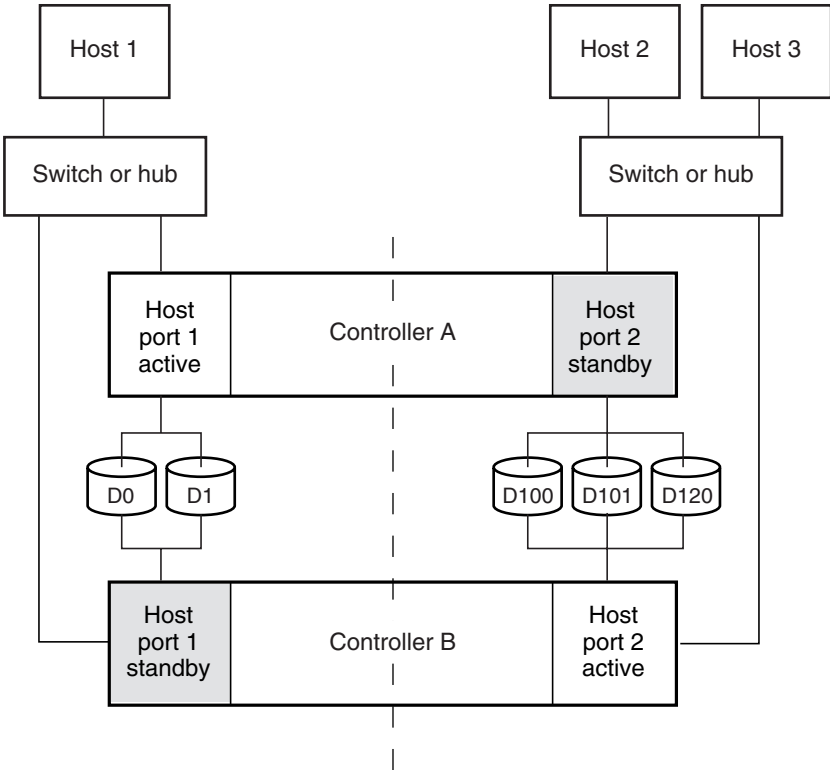
In transparent failover mode, the controller A host port 1 and the controller B host port 1 must be on the same Fibre Channel link. Controller A host port 2 and controller B host port 2 must also be on the same Fibre Channel link. Depending on operating system restrictions and requirements, the port 1 link and the port 2 link can be separate links, or they can be the same link.

At any one time, host port 1 is active on only one controller, and host port 2 is active on only one controller. The other ports are in standby mode. In normal operation, controller A port 1 is active, and controller B port 2 is active. A representative configuration is shown in Figure 1-3. The active and standby ports share port identity, enabling the standby port to take over for the active one. If one controller fails, its companion controller (known as the surviving controller) takes control by making both its host ports active, as shown in Figure 1-4.

Units are divided between the host ports:

- Units 0-99 are on host port 1 of both controllers (but accessible only through the active port).
- Units 100-199 are on host port 2 of both controllers (but accessible only through the active port).

The limitation of transparent failover is that it only compensates for a controller failure, and not for failures of either the Fibre Channel link or host Fibre Channel adapters.



CXO7036A

Figure 1-3. Transparent failover—normal operation

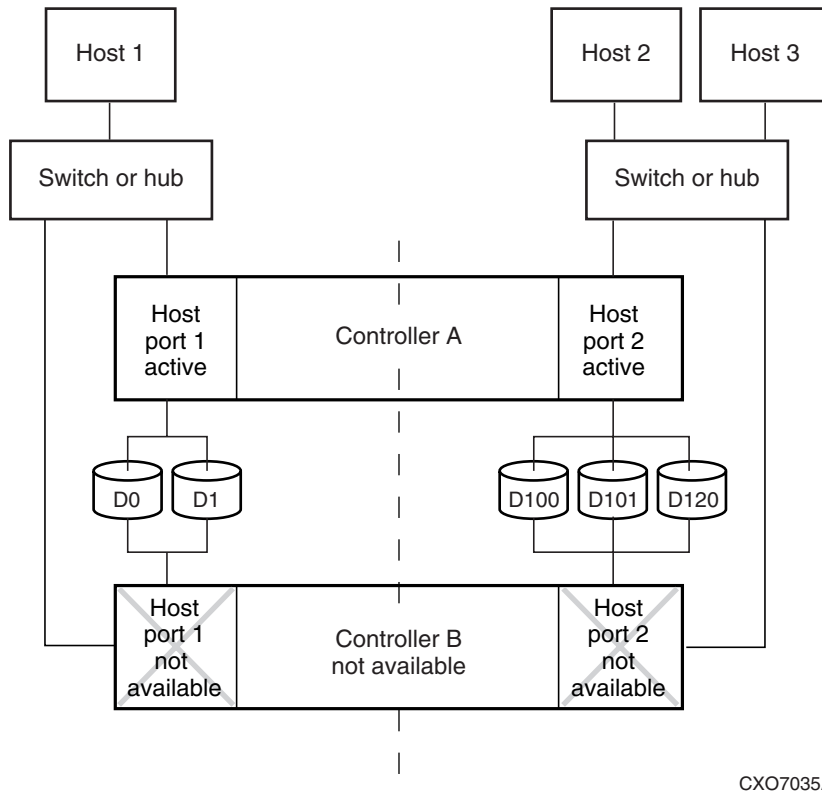


Figure 1-4. Transparent failover—after failover from controller B to controller A

Multiple-Bus Failover Mode

Multiple-bus failover mode has the following characteristics:

- Host controls the failover process by moving the unit(s) from one controller to another
- All units (0 through 199) are visible at all host ports
- Each host has two or more paths to the units

All hosts must have operating system software that supports multiple-bus failover mode. With this software, the host sees the same units visible through two (or more) paths. When one path fails, the host can issue commands to move the units from one path to another. A typical multiple-bus failover configuration is shown in Figure 1-5.

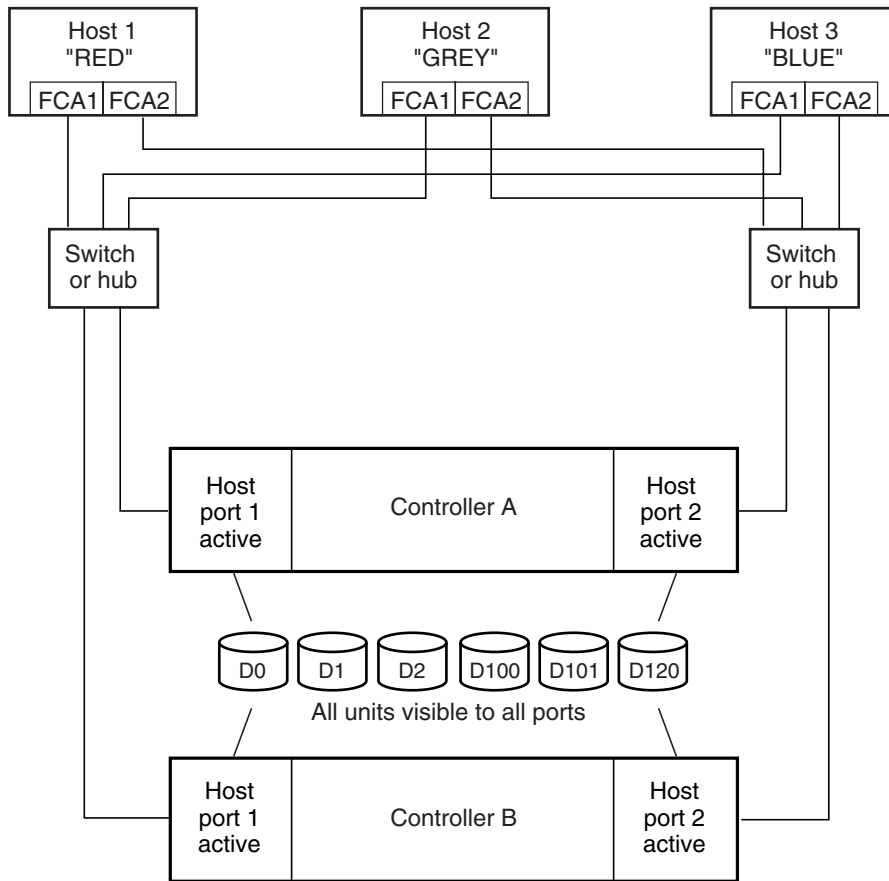
In multiple-bus failover mode, you can specify which units are normally serviced by a specific controller of a controller pair. This process is called *preferring* or *preferment*. Units can be preferred to one controller or the other by the *PREFERRED_PATH* switch of the ADD (or SET) UNIT command. For example, use the following command to prefer unit D101 to “this controller”:

```
SET D101 PREFERRED_PATH=THIS_CONTROLLER
```

NOTE: This is an initial preference, which can be overridden by the hosts.

Keep the following points in mind when configuring controllers for multiple-bus failover:

- Multiple-bus failover can compensate for a failure in any of the following:
 - Controller
 - Switch or hub
 - Fibre Channel link
 - Host Fibre Channel adapter
- A host can redistribute the I/O load between the controllers.
- All hosts must have operating system software that supports multiple-bus failover mode.



NOTE: FCA = Fibre Channel Adapter

CXO7094B

Figure 1-5. Typical multiple-bus configuration

Selecting a Cache Mode

The cache module supports read, read-ahead, write-through, and write-back caching techniques. The cache technique is selected separately for each unit. For example, you can enable only read and write-through caching for some units while enabling only write-back caching for other units.

Read Caching

When the controller receives a read request from the host, it reads the data from the disk drives, delivers it to the host, and stores the data in its cache module. Subsequent reads for the same data will take the data from cache rather than accessing the data from the disks. This process is called read caching.

Read caching can improve response time to many of the host's read requests. By default, read caching is enabled for all units.

Read-Ahead Caching

During read-ahead caching, the controller anticipates subsequent read requests and begins to prefetch the next blocks of data from the disks as it sends the requested read data to the host. This is a parallel action. The controller notifies the host of the read completion, and subsequent sequential read requests are satisfied from the cache memory. By default, read-ahead caching is enabled for all units.

Write-Back Caching

Write-back caching improves the subsystem's response time to write requests by enabling the controller to declare the write operation complete as soon as the data reaches cache memory. The controller performs the slower operation of writing the data to the disk drives at a later time.

By default, write-back caching is enabled for all units, but only if there is a backup power source for the cache modules (either batteries or an uninterruptable power supply).

Write-Through Caching

Write-through caching is enabled when write-back caching is disabled. When the controller receives a write request from the host, it places the data in its cache module, writes the data to the disk drives, then notifies the host when the write operation is complete. This process is called write-through caching because the data actually passes through—and is stored in—the cache memory on its way to the disk drives.

Enabling Mirrored Caching

In mirrored caching, half of each controller's cache mirrors the companion controller's cache, as shown in Figure 1-6.

The total memory available for cached data is reduced by half, but the level of protection is greater.

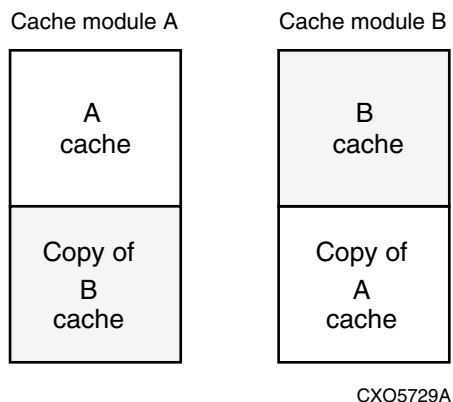


Figure 1-6. Mirrored caching

Before enabling mirrored caching, make sure the following conditions are met:

- Both controllers support the same size cache.
- Diagnostics indicate that both caches are good.
- No unit errors are outstanding, for example, lost data or data that cannot be written to devices.
- Both controllers are started and configured in failover mode.

The Command Console LUN

StorageWorks Command Console (SWCC) software communicates with HSG60 controllers through an existing storage unit, or LUN. The dedicated LUN that SWCC uses is called the Command Console LUN (CCL). CCL serves as the communication device for the HS-Series Agent and identifies itself to the host by a unique identification string. By default, a CCL device is enabled within the HSG60 controller on host port 1. The HSG60 uses SCSI-2 and SCSI-3.

The CCL does the following:

- Allows the RAID Array to be recognized by the host as soon as it is attached to the SCSI bus and configured into the operating system.
- Serves as a communications device for the HS-Series Agent. The CCL identifies itself to the host by a unique identification string.

In dual-redundant controller configurations, the commands described in the following section alter the setting of the CCL on both controllers. The CCL is enabled only on host port 1. At least one storage device of any type must be configured on host port 2 before installing the Agent on a host connected to host port 2.

Select a storageset that you plan to configure and that is not likely to change. This storageset can be used by the Agent to communicate with the RAID Array. Deleting this storageset (LUN) breaks the connection between the Agent and the RAID Array.

Determining the Address of the CCL

The CCL is enabled by default. Its address can be determined by entering the following CLI command:

```
HSG60 > SHOW THIS_CONTROLLER
```

Enabling/Disabling the CCL in SCSI-2 Mode

Enabling the CCL

To enable the CCL, enter the following CLI command:

```
HSG60 > SET THIS_CONTROLLER COMMAND_CONSOLE_LUN
```

Disabling the CCL

To disable the CCL, enter the following CLI command:

```
HSG60> SET THIS_CONTROLLER NOCOMMAND_CONSOLE_LUN
```

To see the state of the CCL, use the `SHOW THIS CONTROLLER/ OTHER CONTROLLER` command. Because the CCL is not an actual LUN, the `SHOW UNITS` command will not display the CCL location.

Enabling/Disabling the CCL in SCSI-3 Mode

The CCL is enabled all the time. There is no option to enable/disable.

Connections

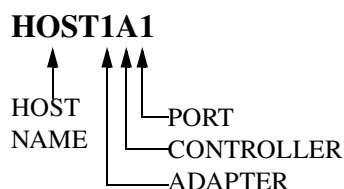
The term “connection” applies to every path between a Fibre Channel adapter in a host computer and an active host port on a controller.

NOTE: In ACS V8.6 Solution Software the maximum number of supported hosts is 96.

Naming Connections

Compaq highly recommends that you assign names to connections that have meaning in the context of your particular configuration. One system that works well is to name each connection after its host, its adapter, its controller, and its controller host port, as follows:

Examples:



A connection from the first adapter in host RED that goes to port 1 of controller A would be called RED1A1.

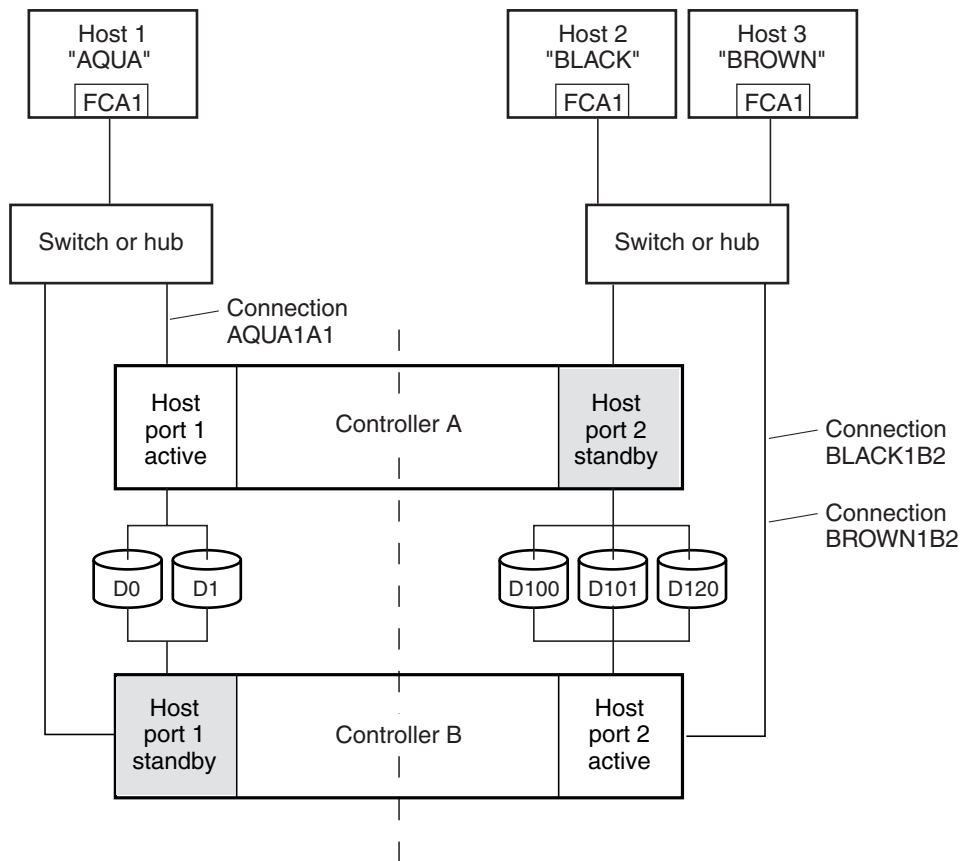
A connection from the third adapter in host GREEN that goes to port 2 of controller B would be called GREEN3B2.

NOTE: Connection names can have a maximum of 9 characters.

Numbers of Connections

The number of connections resulting from cabling one adapter into a switch or hub depends on failover mode and how many links the configuration has:

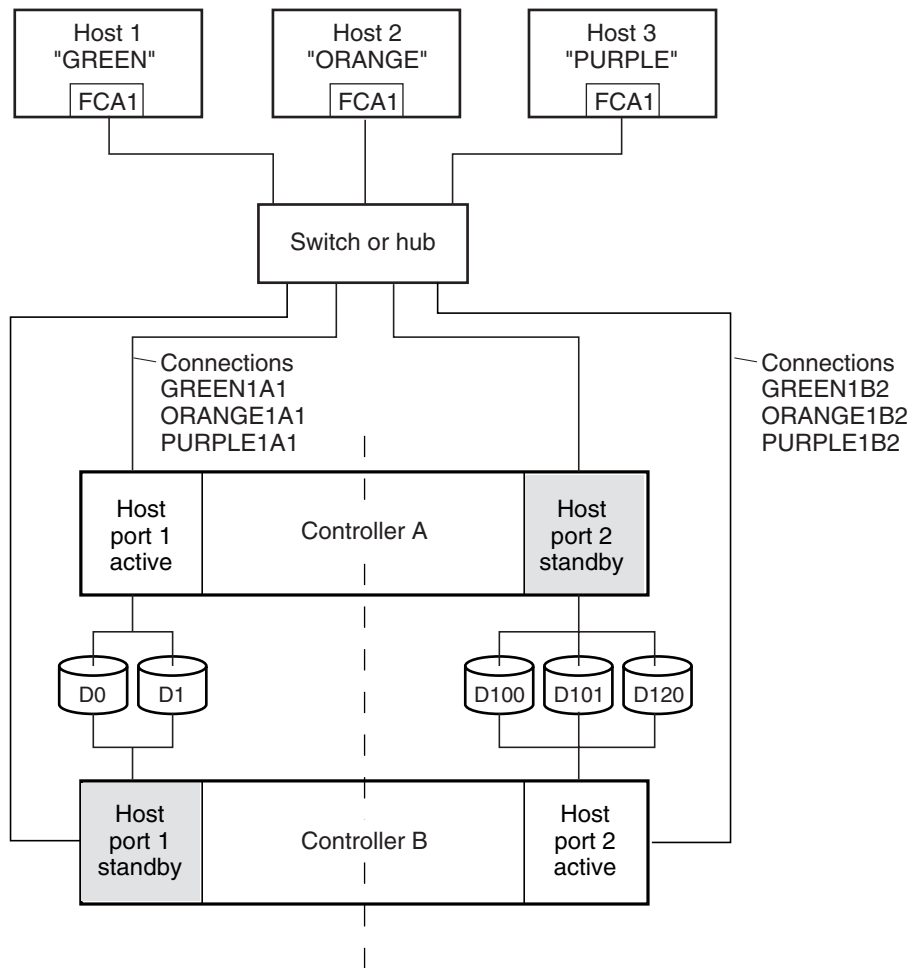
- If a controller pair is in transparent failover mode and the port 1 link is separate from the port 2 link (that is, ports 1 of both controllers are on one loop or fabric, and port 2 of both controllers are on another), each adapter will have one connection, as shown in Figure 1-7.
- If a controller pair is in transparent failover mode and port 1 and port 2 are on the same link (that is, all ports are on the same loop or fabric), each adapter will have two connections, as shown in Figure 1-8.
- If a controller pair is in multiple-bus failover mode, each adapter has two connections, as shown in Figure 1-9.



NOTE: FCA = Fibre Channel Adapter

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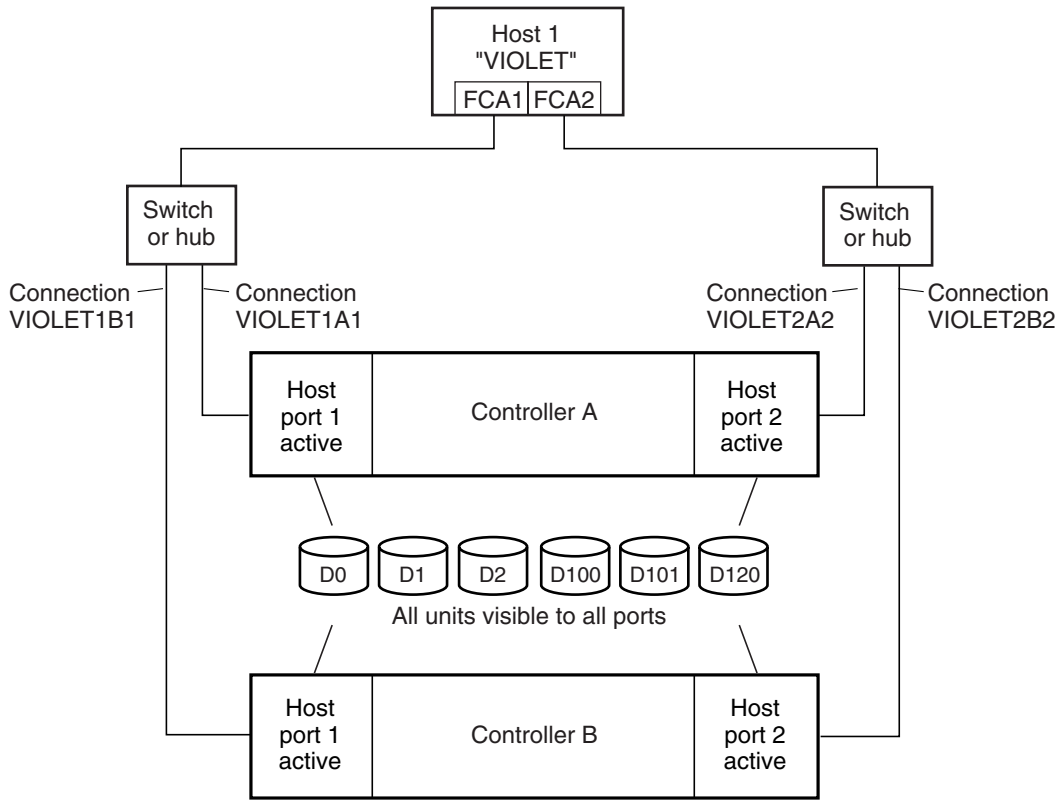
Figure 1-7. Connections in separate-link, transparent failover mode configurations



NOTE: FCA = Fibre Channel Adapter

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Figure 1-8. Connections in single-link, transparent failover mode configurations



NOTE: FCA = Fibre Channel Adapter

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Figure 1-9. Connections in multiple-bus failover mode

Assigning Unit Numbers

The controller keeps track of the unit with the unit number. Unit number can be from 0 - 199 prefixed by a D, which stands for disk drive. A unit can be presented as different LUNs to different connections. The interaction of a unit and a connection is determined by several factors:

- Failover mode of the controller pair

- The *ENABLE_ACCESS_PATH* and *PREFERRED_PATH* switches in the ADD UNIT (or SET *unit*) commands
- The *UNIT_OFFSET* switch in the ADD CONNECTIONS (or SET *connections*) commands
- The controller port to which the connection is attached
- The *SCSI_VERSION* switch of the SET *this_controller/other_controller* command

The considerations for assigning unit numbers are discussed in the following sections.

Matching Units to Host Connections in Transparent Failover Mode

In transparent failover mode, the ADD UNIT command creates a unit for host connections to access and assigns it to either port 1 of both controllers or to port 2 of both controllers.

Unit numbers are assigned to ports as follows:

- 0 - 99 are assigned to host port 1 of both controllers.
- 100 - 199 are assigned to host port 2 of both controllers.

For example, unit D2 is on port 1, and unit D102 is on port 2.

The LUN number that a host connection assigns to a unit, is a function of the *UNIT_OFFSET* switch of the ADD (or SET) CONNECTIONS command. The relationship of offset, LUN number, and unit number follows:

$$\text{LUN number} = \text{unit number} - \text{offset}$$

Where...

- LUN number is relative to the host (what the host sees the unit as)
- unit number is relative to the controller (what the controller sees the unit as)

If no value is specified for offset, then connections on port 1 have a default offset of 0 and connections on port 2 have a default offset of 100.

For example, if all host connections use the default offset values, unit D2 will be presented to a port 1 host connection as LUN 2 (unit number of 2 minus offset of 0). Unit D102 will be presented to a port 2 host connection as LUN 2 (unit number of 102 minus offset of 100).

Figure 1-10 shows how units are presented as different LUNs, depending on the offset of the host. In this illustration, host connection 1 and host connection 2 would need to be on host port 1; host connection 3 would need to be on host port 2.

Controller units	Host connection 1 Offset: 0	Host connection 2 Offset: 20	Host connection 3 Offset: 100
D0	LUN 0		
D1	LUN 1		
D2	LUN 2		
D3	LUN 3		
D20	LUN 20	LUN 0	
D21	LUN 21	LUN 1	
D100			LUN 0
D101			LUN 1
D102			LUN 2
D130			LUN 30
D131			LUN 31

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Figure 1-10. LUN presentation to hosts, as determined by offset

Offsets other than the default values can be specified. For example, unit D17 would be visible to a host connection on port 1 that had an offset of 10 as LUN 7 (unit number of 17 minus offset of 10). The unit would not be visible to a host connection with a unit offset of 18 or greater, because that offset is not within the unit's range (unit number of 17 minus offset of 18 is a negative number).

Similarly, unit D127 would be visible to a host connection on port 2 that had an offset of 120 as LUN 7 (unit number of 127 minus offset of 120). The unit would not be visible to a host connection with a unit offset of 128 or greater, because that offset is not within the unit's range (unit number of 127 minus offset of 128 is a negative number).

An additional factor to consider when assigning unit numbers and offsets is SCSI version. If the *SCSI_VERSION* switch of the SET *this_controller/other_controller* command is set to SCSI-3, the Command Console LUN (CCL) is presented as LUN 0 to every connection, superseding any unit assignments. The interaction between SCSI version and unit numbers is explained further in the next section.

In addition, the access path to the host connection must be enabled for the connection to access the unit. See "Restricting Host Access in Transparent Failover Mode," page 1-20.

Matching Units to Host Connections in Multiple-Bus Failover Mode

In multiple-bus failover mode, the ADD UNIT command creates a unit for host connections to access. All unit numbers (0 through 199) are potentially visible on all four controller ports, but are accessible only to those host connections for which access path is enabled and which have offsets in the unit's range.

What LUN number a host connection assigns to a unit is a function of the *UNIT_OFFSET* switch of the ADD (or SET) CONNECTIONS command. The default offset is 0. The relationship of offset, LUN number, and unit number follows:

LUN number = unit number – offset

Where . . .

- LUN number is relative to the host (what the host sees the unit as)
- unit number is relative to the controller (what the controller sees the unit as)

For example, unit D7 would be visible to a host connection with an offset of 0 as LUN 7 (unit number of 7 minus offset of 0). A unit D17 would be visible to a host connection with an offset of 10 as LUN 7 (unit number of 17 minus offset of 10). The unit would not be visible at all to a host connection with a unit offset of 18 or greater, because that offset is not within the units range (unit number of 17 minus offset of 18 is a negative number).

In addition, the access path to the host connection must be enabled for the connection to access the unit. This is done through the *ENABLE_ACCESS_PATH* switch of the ADD UNIT (or SET *unit*) command.

The controller of a dual-redundant pair that initially accesses the unit is determined by the *PREFERRED_PATH* switch of the ADD UNIT (or SET *unit*) command. Initially *PREFERRED_PATH* determines which controller presents the unit as Ready. The other controller presents the unit as Not Ready. Hosts can issue a SCSI Start Unit command to move the unit from one controller to the other.

Assigning Unit Numbers Depending on SCSI_VERSION

The *SCSI_VERSION* switch of the SET THIS/OTHER CONTROLLER command determines how the Command Console LUN (CCL) is presented. There are two choices: SCSI-2 and SCSI-3. The choice for *SCSI_VERSION* affects how certain unit numbers and certain host connection offsets interact.

Assigning Unit Numbers and Host Connections in SCSI-3 Mode

If *SCSI_VERSION* is set to SCSI-3, the CCL is presented as LUN 0 to all connections. The CCL supersedes any other unit assignment. Therefore, in SCSI-3 mode, a unit that would normally be presented to a connection as LUN 0 is not visible to that connection at all.

The following are recommendations for assigning host connection offsets and unit numbers in SCSI-3 mode:

- Offsets should be divisible by 10 (for consistency and simplicity).
- Unit numbers should not be assigned at connection offsets (to avoid being masked by the CCL at LUN 0).

For example, if a host connection has an offset of 20 and SCSI-3 mode is selected, the connection will see LUNs as follows:

LUN 0 - CCL
LUN 1 - unit 21
LUN 2 - unit 22, etc.

In this example, if a unit 20 is defined, it will be superseded by the CCL and invisible to the connection.

Assigning Unit Numbers and Host Connections in SCSI-2 Mode

Some operating systems expect or require a disk unit to be at LUN 0. In this case, it is necessary to specify SCSI-2 mode.

If *SCSI_VERSION* is set to SCSI-2 mode, the CCL floats, moving to the first available LUN location, depending on the configuration. The following conventions are recommended when assigning host connection offsets and unit numbers in SCSI-2 mode:

- Offsets should be divisible by 10 (for consistency and simplicity).
- Unit numbers should be assigned at connection offsets (so that every host connection has a unit presented at LUN 0).

Table 1-1 summarizes the recommendations for unit assignments based on the *SCSI_VERSION* switch.

Table 1-1 Unit Assignments and *SCSI_VERSION*

SCSI_VERSION	Offset	Unit Assign- ment	What the connection sees LUN 0 as
SCSI-2	Divisible by 10	At offsets	Unit whose number matches offset
SCSI-3	Divisible by 10	Not at offsets	CCL

Selective Storage Presentation

In a subsystem that is attached to more than one host or if the hosts have more than one adapter, it is possible to reserve certain units for the exclusive use of certain host connections.

For a controller pair, the method used to restrict host access depends on whether the controllers are in transparent or multiple-bus failover mode. For a single controller, the methods are the same as for a controller pair in transparent failover.

Restricting Host Access in Transparent Failover Mode

The following methods can be used to restrict host access to storage units in transparent failover mode:

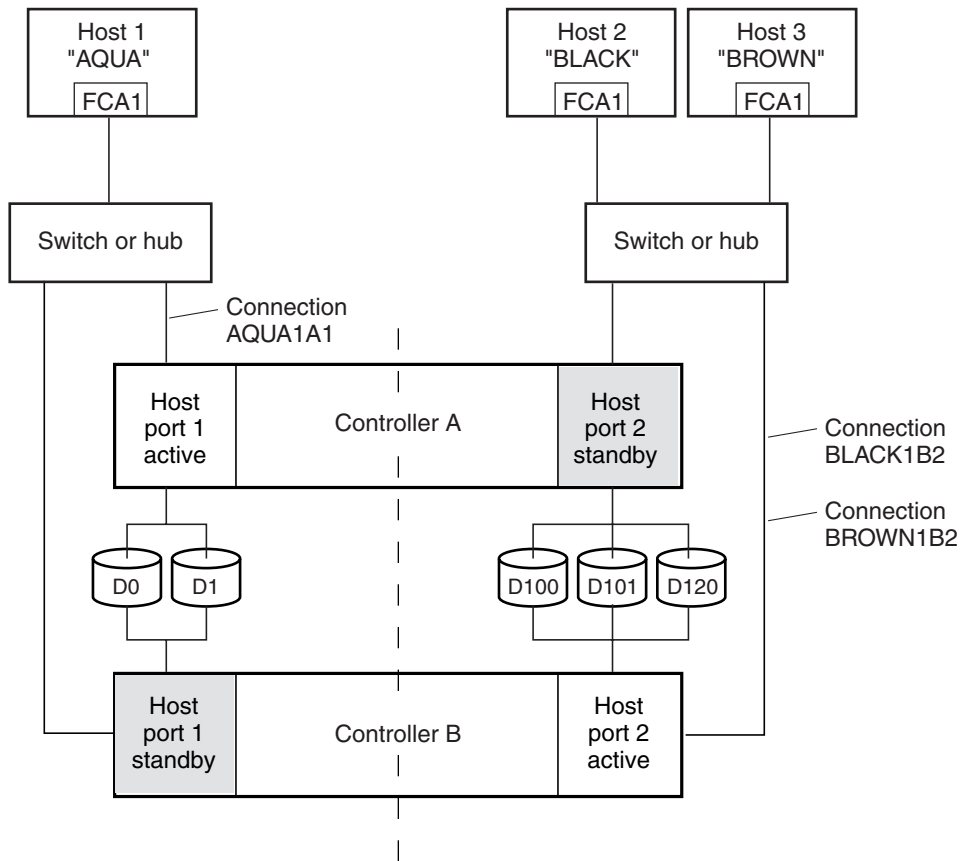
- Using separate Fibre Channel links (either loop or fabric)
- Enabling the access path of selected host connections on a shared loop or fabric
- Setting offsets

NOTE: These techniques also work for a single controller.

Restricting Host Access by Separate Links

In transparent failover mode, controller A host port 1 and the controller B host port 1 share a common Fibre Channel link. Controller A host port 2 and the controller B host port 2 also share a common Fibre Channel link. If the host 1 link is separate from the host 2 link, the simplest way of limiting host access is to have one host or set of hosts on the port 1 link, and another host or set of hosts on the port 2 link. Each host can then see only units assigned to its respective controller port. This separation of host buses is shown in Figure 1-11. This method applies only if the host 1 link and host 2 link are separate links.

NOTE: Compaq highly recommends that you provide access to only specific connections. That way, if new connections are added, they will not have automatic access to all units. See the next section Restricting Host Access by Disabling Access Paths for details.



NOTE: FCA = Fibre Channel Adapter

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Figure 1-11. Limiting host access in transparent failover mode

Restricting Host Access by Disabling Access Paths

If more than one host is on a link (that is, attached to the same port), host access can be limited by enabling the access of certain host connections and disabling the access of others. This is done through the *ENABLE_ACCESS_PATH* and

DISABLE_ACCESS_PATH switches of the ADD UNIT or SET *unit* commands. Access path is a unit switch, meaning it must be specified for each unit. Default access is accessible to all hosts.

For example:

In Figure 1-11, you can restrict the access of unit D101 to host 3, named BROWN, by enabling only the connection to host 3. Enter the following commands:

```
SET D101 DISABLE_ACCESS_PATH=ALL
SET D101 ENABLE_ACCESS_PATH=BROWN1B2
```

If the storage subsystem has more than one host connection, carefully specify the access path to avoid giving undesired host connections access to the unit. The default condition for a unit is that access paths to all host connections are enabled. To restrict host access to a set of host connections, specify *DISABLE_ACCESS_PATH=ALL* for the unit, then specify the set of host connections that are to have access to the unit.

Enabling the access path to a particular host connection does not override previously enabled access paths. All access paths previously enabled are still valid; the new host connection is simply added to the list of connections that can access the unit.

IMPORTANT: The procedure of restricting access by enabling all access paths then disabling selected paths is particularly **not** recommended because of the potential data/security breach that occurs when a new host connection is added.

Restricting Host Access by Offsets

Offsets establish the start of the range of units that a host connection can access.

For example:

In Figure 1-11, assume both host connections on port 2 (connections BLACK1B2 and BROWN1B2) initially have the default port 2 offset of 100. Setting the offset of connection BROWN1B2 to 120 will present unit D120 to host BROWN as LUN 0.

```
SET BROWN1B2 UNIT_OFFSET=120
```

Host BROWN cannot see units lower than its offset, so it cannot access units D100 and D101. However, host BLACK can still access D120 as LUN 20 if the operating system permits. To restrict access of D120 to only host BROWN, enable only host BROWN's access, as follows:

```
SET D120 DISABLE_ACCESS_PATH=ALL
```

```
SET D120 ENABLE_ACCESS_PATH=BROWN1B2
```

NOTE: It is highly recommended that you still give access to only specific connections, even if there is just one connection on the link. That way, if new connections are added, they will not have automatic access to all units.

Restricting Host Access in Multiple-Bus Failover Mode

In multiple-bus mode, the units assigned to any port are visible to all ports.

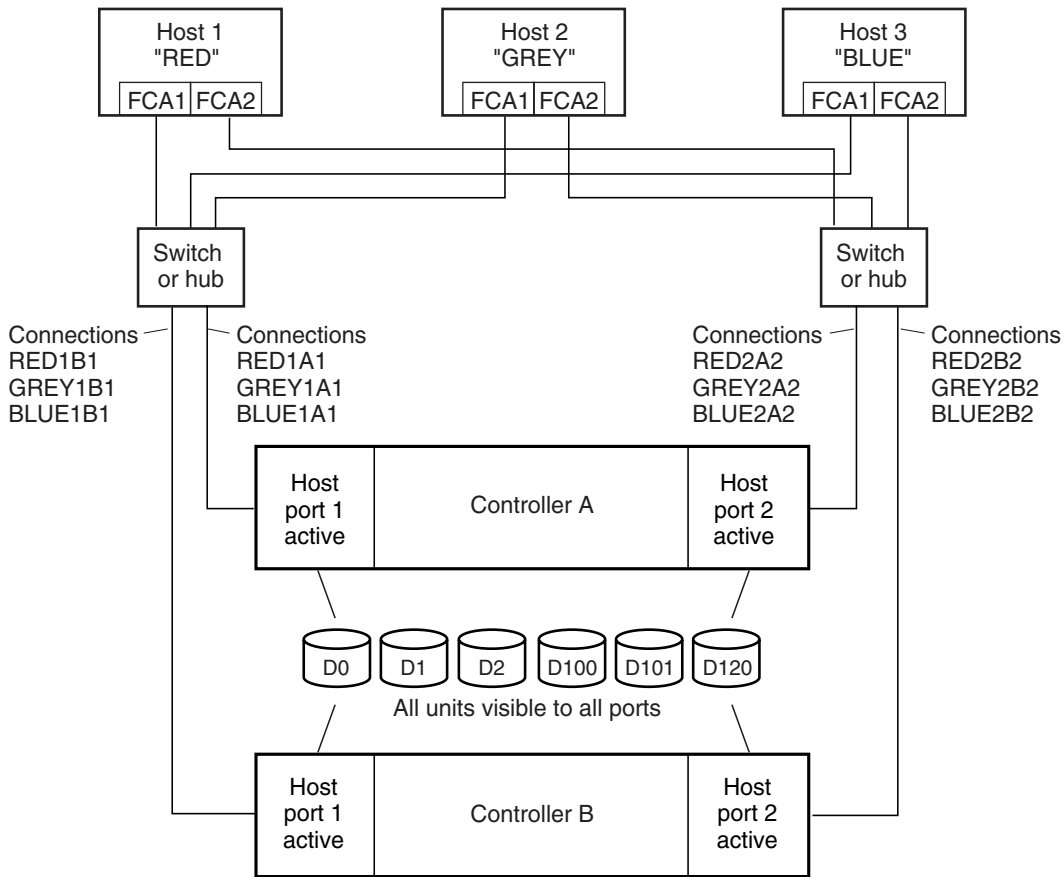
There are two ways to limit host access in multiple-bus failover mode:

- Enabling the access path of selected host connections
- Setting offsets

Restricting Host Access by Disabling Access Paths

Host access can be limited by enabling the access of certain host connections and disabling the access of others. This is done through the *ENABLE_ACCESS_PATH* and *DISABLE_ACCESS_PATH* switches of the ADD UNIT or SET *unit* commands. Access

path is a unit switch, meaning it must be specified for each unit. Default access is for the unit to be accessible to all hosts. Also, it is important to remember that at least two paths between the unit and the host must be enabled in order for multiple-bus failover to work.



NOTE: FCA = Fibre Channel Adapter

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Figure 1-12. Limiting host access in multiple-bus failover mode

For example:

Figure 1–12 shows a representative multiple-bus failover configuration. Restricting the access of unit D101 to host BLUE can be done by enabling only the connections to host BLUE. At least two connections must be enabled for multiple-bus failover to work. For most operating systems, it is desirable to have all connections to the host enabled. To enable all connections for host BLUE, enter the following commands:

```
SET D101 DISABLE_ACCESS_PATH=ALL
SET D101 ENABLE_ACCESS_PATH=BLUE1A1,BLUE1B1,BLUE2A2,BLUE2B2
```

To enable only two connections for host BLUE (if it is a restriction of the operating system), select two connections that use different adapters, different switches or hubs, and different controllers:

```
SET D101 DISABLE_ACCESS_PATH=ALL
SET D101 ENABLE_ACCESS_PATH=(BLUE1A1,BLUE2B2)
or
SET D101 DISABLE_ACCESS_PATH=ALL
SET D101 ENABLE_ACCESS_PATH=(BLUE1B1,BLUE2A2)
```

If the storage subsystem has more than one host connection, the access path must be specified carefully to avoid giving undesirable host connections access to the unit. The default condition for a unit is that access paths to all host connections are enabled. To restrict host access to a set of host connections, specify *DISABLE_ACCESS_PATH=ALL* when the unit is added, then use the SET *unit* command to specify the set of host connections that are to have access to the unit.

Enabling the access path to a particular host connection does not override previously enabled access paths. All access paths previously enabled are still valid; the new host connection is simply added to the list of connections that can access the unit.

IMPORTANT: The procedure of restricting access by enabling all access paths then disabling selected paths is particularly **not** recommended because of the potential data/security breach that occurs when a new host connection is added.

Restricting Host Access by Offsets

Offsets establish the start of the range of units that a host connection can access. However, depending on the operating system, hosts that have lower offsets may be able to access the units in the specified range.

NOTE: All host connections to the same host computer must be set to the same offset.

For example:

In Figure 1-12, assume all host connections initially have the default offset of 0. Giving all connections access to host BLUE an offset of 120 will present unit D120 to host BLUE as LUN 0. Enter the following commands:

```
SET BLUE1A1 UNIT_OFFSET=120
SET BLUE1B1 UNIT_OFFSET=120
SET BLUE2A2 UNIT_OFFSET=120
SET BLUE2B2 UNIT_OFFSET=120
```

Host BLUE cannot see units lower than its offset, so it cannot access any other units. However, the other two hosts can still access D120 as LUN 20 if their operating system permits. To restrict access of D120 to only host BLUE, enable only host BLUE's access, as follows:

```
SET D102 DISABLE_ACCESS_PATH=ALL
SET D102 ENABLE_ACCESS_PATH=(BLUE1A1,BLUE1B1,BLUE12A2,BLUE2B2)
```

NOTE: Compaq recommends that you always give access to only specific connections. That way, if new connections are added, they will not have automatic access to all units. See "Restricting Host Access by Disabling Access Paths," page 1-23.

Worldwide Names (Node IDs and Port IDs)

A worldwide name—also called a node ID—is a unique, 64-bit number assigned to a subsystem prior to shipping. The node ID belongs to the subsystem itself and never changes.

Each subsystem's node ID ends in zero, for example 5000-1FE1-FF0C-EE00. The controller port IDs are derived from the node ID.

In a subsystem with two controllers in transparent failover mode, the controller port IDs are incremented as follows:

- Controller A and controller B, port 1—worldwide name + 1, for example 5000-1FE1-FF0C-EE01
- Controller A and controller B, port 2—worldwide name + 2, for example 5000-1FE1-FF0C-EE02

In multiple-bus failover mode, each of the host ports has its own port ID:

- Controller B, port 1—worldwide name + 1, for example 5000-1FE1-FF0C-EE01
- Controller B, port 2—worldwide name + 2, for example 5000-1FE1-FF0C-EE02
- Controller A, port 1—worldwide name + 3, for example 5000-1FE1-FF0C-EE03
- Controller A, port 2—worldwide name + 4, for example 5000-1FE1-FF0C-EE04

Use the CLI command, `SHOW this_controller/other_controller` to display the subsystem's worldwide name.

Restoring Worldwide Names (Node IDs)

If a situation occurs that requires you to restore the worldwide name, you can restore it using the worldwide name and checksum printed on the sticker on the frame into which the controller is inserted.

Figure 1-13 shows the placement of the worldwide name label for the Model 2100 enclosure.

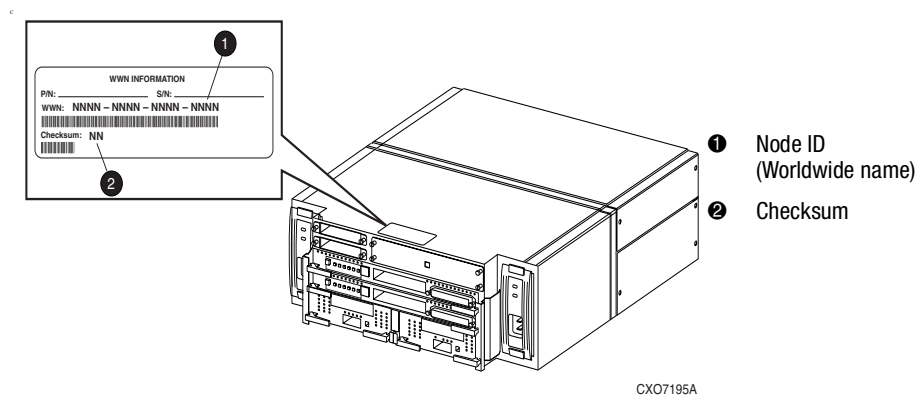


Figure 1-13. Placement of the worldwide name label on the Model 2100 enclosure

Unit Worldwide Names (LUN IDs)

In addition, each unit has its own worldwide name, or LUN ID. This is a unique, 128-bit value that the controller assigns at the time of unit initialization. It cannot be altered by the user but does change when the unit is reinitialized. Use the `SHOW` command to list the LUN ID.

Chapter 2

Planning Storage

The information in this chapter will help you plan the storage configuration of your subsystem. Use the guidelines found in this section to plan the various types of storage containers needed.

The following information is included in this chapter:

- “Where to Start,” page 2–2
- “Configuration Rules,” page 2–3
- “Determining Storage Requirements,” page 2–6
- “Choosing a Container Type,” page 2–6
- “Creating a Storageset Profile,” page 2–8
- “Storageset Planning Considerations,” page 2–10
- “Mirrorset Planning Considerations,” page 2–13
- “Storageset Expansion Considerations,” page 2–19
- “Partition Planning Considerations,” page 2–19
- “Changing Characteristics through Switches,” page 2–21
- “Storageset and Partition Switches,” page 2–22
- “Initialization Switches,” page 2–23
- “Unit Switches,” page 2–27
- “Storage Maps,” page 2–27

Where to Start

The following procedure outlines the steps to take to plan your storage configuration. Containers are individual disk drives (JBOD), storageset types (mirrorsets, stripesets, and so on) and/or partitioned drives. See Appendix A to locate the blank templates for keeping track of the containers being configured.

1. Review configuration rules. See “Configuration Rules,” page 2-3.
2. Familiarize yourself with the current physical layout of the devices and their addressing scheme. See “Device PTL Addressing Convention,” page 2-3.
3. Determine your storage requirements. Use the questions in “Determining Storage Requirements,” page 2-6 to help you.
4. Choose the type of storage container(s) you need to use in your subsystem. See “Choosing a Container Type,” page 2-6 for a comparison and description of each type of storageset.
5. Create a storageset profile (described in “Creating a Storageset Profile,” page 2-8). Fill out the storageset profile while you read the sections that pertain to your chosen storage type:
 - “Storageset Planning Considerations,” page 2-10
 - “Mirrorset Planning Considerations,” page 2-13
 - “RAIDset Planning Considerations,” page 2-15
 - “Partition Planning Considerations,” page 2-19
 - “Striped Mirrorset Planning Considerations,” page 2-17
6. Decide which switches you will need for your subsystem. General information on switches is detailed in “Storageset and Partition Switches,” page 2-22.
 - Determine what unit switches you want for your units (“Unit Switches,” page 2-27)
 - Determine what initialization switches you want for your planned storage containers (“Initialization Switches,” page 2-23)
7. Create a storage map (“Storage Maps,” page 2-27).
8. Configure the storage you have now planned using one of the following methods:
 - Use SWCC. See the SWCC documentation for details.
 - Use the Command Line Interpreter (CLI) commands. This method allows you flexibility in defining and naming your storage containers. See the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

Configuration Rules

Review these configuration rules to ensure your planned configuration meets the following requirements and conditions:

- Maximum of 128 LUNs: if Command Console LUN is enabled, the result is 127 visible LUNs and one CCL
- Maximum 1.024 TB LUN capacity
- Maximum 72 physical drives with 2 optional expansion enclosures per storage system
- Maximum 24 physical devices
- Maximum 20 RAID-5 storage sets
- Maximum 8 partitions per storage set or individual disk
- Maximum 6 physical devices per RAID 1 (mirror set)
- Maximum 14 physical devices per RAID-5 storage set
- Maximum 24 physical devices per RAID 0 (stripe set)
- Maximum 24 physical devices per RAID 0+1 (striped mirror set)

Device PTL Addressing Convention

The controller has two SCSI I/O device ports, each of which connects to a SCSI bus. In dual-controller subsystems, these device buses are shared between the two controllers. (SWCC calls the device ports “channels.”) The standard Model 2100-Series UltraSCSI Controller enclosure provides a maximum of 12 SCSI target IDs for each device port.

The controller identifies devices based on a Port-Target-LUN (PTL) numbering scheme, shown in Figure 2-1. The physical location of a device in its enclosure determines its PTL.

- P—Designates the controller's SCSI device port number (1 or 2).
- T—Designates the target identification (ID) number of the device. Valid target ID numbers for a single-controller configuration and dual-redundant controller configuration are 0 - 5 and 8 - 13.
- L—Designates the logical unit (LUN) of the device. For disk devices the LUN is always 0.

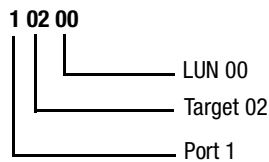


Figure 2-1. PTL naming convention

The controller operates with a Model 2100 UltraSCSI controller enclosure combined with either Model 4214R (maximum of two) or Model 4254 (maximum of one) disk enclosures. Physical drives are assigned SCSI target ID numbers 0 through 5 and 8 through 13 (SCSI target IDs 6 and 7 are reserved for the controllers, and SCSI target IDs 14 and 15 are not supported). Figure 2-2 shows the addresses for each device using two Model 4214R disk enclosure shelves in a single-bus configuration. Figure 2-3 shows the addresses for each drive using a single Model 4254 disk enclosure shelf in a dual-bus configuration.

Model 4214R Disk Enclosure Shelf 1 (single-bus)														
Bay	1	2	3	4	5	6	7	8	9	10	11	12	13	14
SCSI ID	00	01	02	03	04	05	08	09	10	11	12	13	14	15
DISK ID	Disk10000	Disk10100	Disk10200	Disk10300	Disk10400	Disk10500	Disk10800	Disk10900	Disk11000	Disk11100	Disk11200	Disk11300	Disk11400	Disk11500

Model 4214R Disk Enclosure Shelf 2 (single-bus)														
Bay	1	2	3	4	5	6	7	8	9	10	11	12	13	14
SCSI ID	00	01	02	03	04	05	08	09	10	11	12	13	14	15
DISK ID	Disk20000	Disk20100	Disk20200	Disk20300	Disk20400	Disk20500	Disk20800	Disk20900	Disk21000	Disk21100	Disk21200	Disk21300	Disk21400	Disk21500

Figure 2-2. PTL addressing in a single-bus configuration, using two shelves

Model 4254 Disk Enclosure Shelf 1 (dual-bus)														
Bus A							Bus B							
Bay	1	2	3	4	5	6	7	8	9	10	11	12	13	14
SCSI ID	00	01	02	03	04	05	08	00	01	02	03	04	05	08
DISK ID	Disk10000	Disk10100	Disk10200	Disk10300	Disk10400	Disk10500	Disk10800	Disk20000	Disk20100	Disk20200	Disk20300	Disk20400	Disk20500	Disk20800

Figure 2-3. PTL addressing in a dual-bus configuration

When the controller receives an I/O request, it identifies the storageset unit number for the request, then correlates the unit number to the storageset name. From the storageset name, the controller locates the appropriate device(s) for the I/O request (For example, the RAIDset “RAID1” might contain DISK10000, DISK20000 and DISK10100). The controller generates the read or write request to the appropriate device(s) using the PTL addressing convention. Figure 2-4 illustrates the concept of mapping unit numbers to PTL addresses.

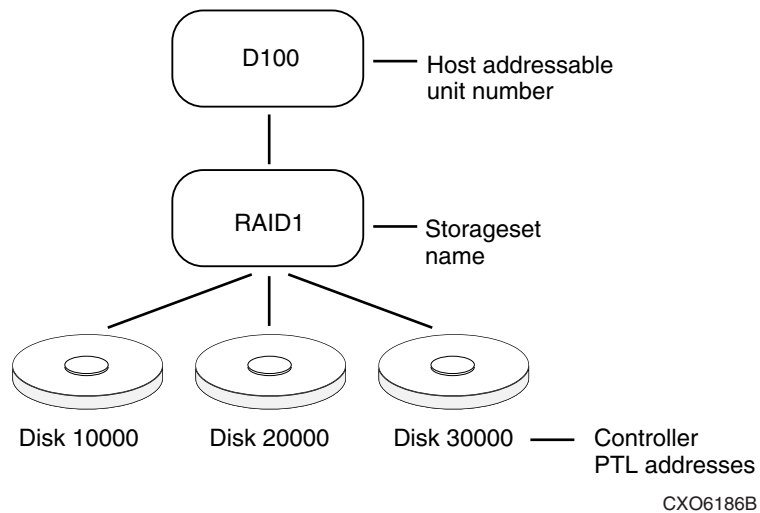


Figure 2-4. Mapping a unit to physical disk drives

Determining Storage Requirements

It is important to determine your storage requirements. Here are a few of the questions you should ask yourself regarding the subsystem usage:

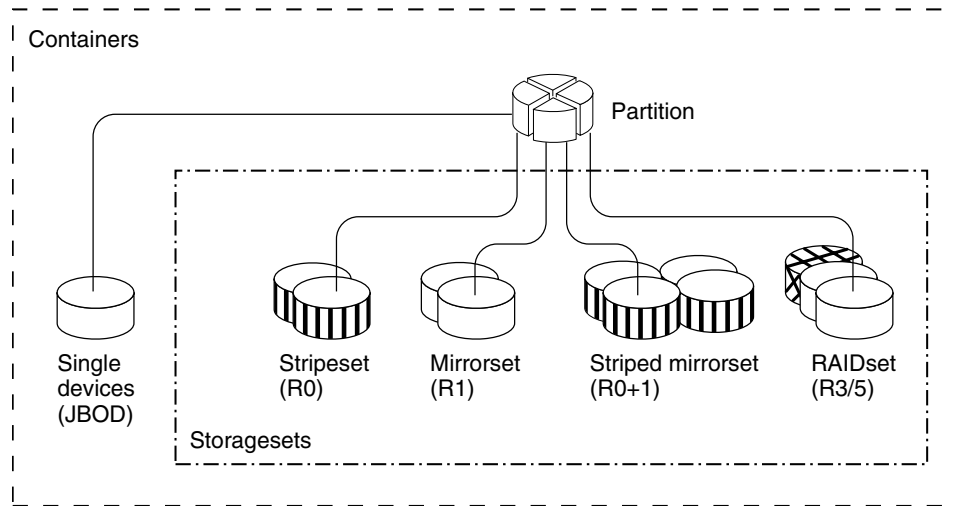
- What applications or user groups will access the subsystem? How much capacity do they need?
- What are the I/O requirements? If an application is data-transfer intensive, what is the required transfer rate? If it is I/O-request intensive, what is the required response time? What is the read/write ratio for a typical request?
- Are most I/O requests directed to a small percentage of the disk drives? Do you want to keep it that way or balance the I/O load?
- Do you store mission-critical data? Is availability the highest priority or would standard backup procedures suffice?

Choosing a Container Type

Different applications may have different storage requirements. You will probably want to configure more than one kind of container within the subsystem.

In choosing a container, you choose between independent disks (JBODs) or one of several storageset types, as shown in Figure 2-5. The independent disks and the selected storageset may also be partitioned.

The storagesets implement RAID (Redundant Array of Independent Disks) technology. Consequently, they all share one important feature: each storageset, whether it contains two disk drives or ten, looks like one large, virtual disk drive to the host.



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Figure 2-5. Container types

Table 2-1 compares the different kinds of containers to help you determine which ones satisfy your requirements.

Container Name	Relative Availability	Request Rate (Read/Write) I/O per second	Transfer Rate (Read/Write) MB per second	Applications
Independent disk drives (JBOD)	Equal to number of JBOD disk drives	Comparable to single disk drive	Comparable to single disk drive	—
Stripeset (RAID 0)	Proportionate to number of disk drives; worse than single disk drive	Excellent if used with large chunk size	Excellent if used with small chunk size	High performance for non-critical data
Mirrorset (RAID 1)	Excellent	Good/Fair	Good/Fair	System drives; critical files

Table 2-1 A Comparison of Container Types (Continued)

Container Name	Relative Availability	Request Rate (Read/Write) I/O per second	Transfer Rate (Read/Write) MB per second	Applications
RAIDset (RAID 3/5)	Excellent	Excellent/good	Read: excellent (if used with small chunk sizes) Write: good (if used with small chunk sizes)	High request rates, read-intensive, data lookup
Striped Mirrorset (RAID 0+1)	Excellent	Excellent if used with large chunk size	Excellent if used with small chunk size	Any critical response-time application

For a comprehensive discussion of RAID, refer to *The RAIDBOOK—A Source Book for Disk Array Technology*.

Creating a Stageset Profile

Creating a profile for your stagesets, partitions, and devices can simplify the configuration process. Filling out a stageset profile helps you choose the stagesets that best suit your needs and to make informed decisions about the switches you can enable for each stageset or storage device that you configure in your subsystem.

The example stageset profile shown in Figure 2-6. Appendix A contains blank profiles that you can copy and use to record the details for your stagesets. Use the information in this chapter to help you make decisions when creating stageset profiles.

Type of StorageSet:

<input type="checkbox"/> Mirrorset	<input checked="" type="checkbox"/> RAIDset	<input type="checkbox"/> Stripeset	<input type="checkbox"/> Striped	<input type="checkbox"/> JBOD
Mirrorset				

StorageSet Name *R1*

Disk Drives *D10300, D20300, D10400, D20400*

Unit Number *D101*

Partitions:

Unit #	Unit #	Unit #	Unit #	Unit #	Unit #	Unit #	Unit #
%	%	%	%	%	%	%	%

RAIDset Switches:

Reconstruction Policy	Reduced Membership	Replacement Policy
<input checked="" type="checkbox"/> Normal (default)	<input checked="" type="checkbox"/> No (default)	<input checked="" type="checkbox"/> Best performance (default)
<input type="checkbox"/> Fast	<input type="checkbox"/> Yes, missing:	<input type="checkbox"/> Best fit
		<input type="checkbox"/> None

Mirrorset Switches:

Replacement Policy	Copy Policy	Read Source
<input type="checkbox"/> Best performance (default)	<input type="checkbox"/> Normal (default)	<input type="checkbox"/> Least busy (default)
<input type="checkbox"/> Best fit	<input type="checkbox"/> Fast	<input type="checkbox"/> Round robin
<input type="checkbox"/> None		<input type="checkbox"/> Disk drive:

Initialize Switches:

Chunk size	Save Configuration	Metadata
<input checked="" type="checkbox"/> Automatic (default)	<input type="checkbox"/> No (default)	<input checked="" type="checkbox"/> Destroy (default)
<input type="checkbox"/> 64 blocks	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> Retain
<input type="checkbox"/> 128 blocks		
<input type="checkbox"/> 256 blocks		
<input type="checkbox"/> Other:		

Unit Switches:

Caching	Access by following hosts enabled
Read caching <input checked="" type="checkbox"/>	<u>ALL</u>
Read-ahead caching <input type="checkbox"/>	_____
Write-back caching <input checked="" type="checkbox"/>	_____
Write-through caching <input type="checkbox"/>	_____

Figure 2-6. An example storageSet profile

Storageset Planning Considerations

This section contains the guidelines for choosing the storageset type that would best work in your subsystem:

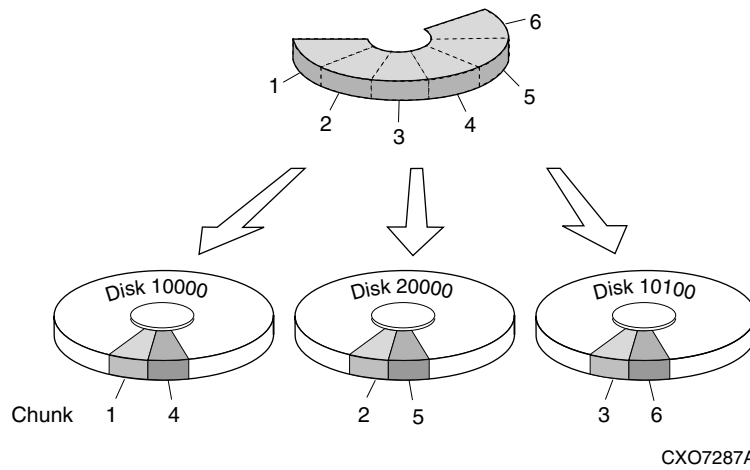
- “Stripeset Planning Considerations” on page 2-10
- “Mirrorset Planning Considerations” on page 2-13
- “RAIDset Planning Considerations” on page 2-15
- “Striped Mirrorset Planning Considerations” on page 2-17
- “Storageset Expansion Considerations” on page 2-19
- “Partition Planning Considerations” on page 2-19

NOTE: Storageset expansion is synonymous with Concat Set.

Stripeset Planning Considerations

Stripesets (RAID 0) enhance I/O performance by spreading the data across multiple disk drives. Each I/O request is broken into small segments called “chunks.” These chunks are then simultaneously “striped” across the disk drives in the storageset, thereby enabling several disk drives to participate in one I/O request.

For example, in a three-member stripeset that contains disk drives Disk10000, Disk20000, and Disk10100, the first chunk of an I/O request is written to Disk10000, the second to Disk 20000, the third to Disk 10100, the fourth to Disk10000, and so forth until all of the data has been written to the drives (Figure 2-7).



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Figure 2-7. A 3-member RAID 0 stripeset (example 1)

The relationship between the chunk size and the average request size determines if striping maximizes the request rate or the data-transfer rate. You can set the chunk size or use the default setting (see “Chunk Size,” page 2-23, for information about setting the chunk size). Figure 2-8 shows another example of a three-member RAID 0 Stripeset.

A major benefit of striping is that it balances the I/O load across all of the disk drives in the storageset. This can increase the subsystem performance by eliminating the hot spots (high localities of reference), that occur when frequently accessed data becomes concentrated on a single disk drive.

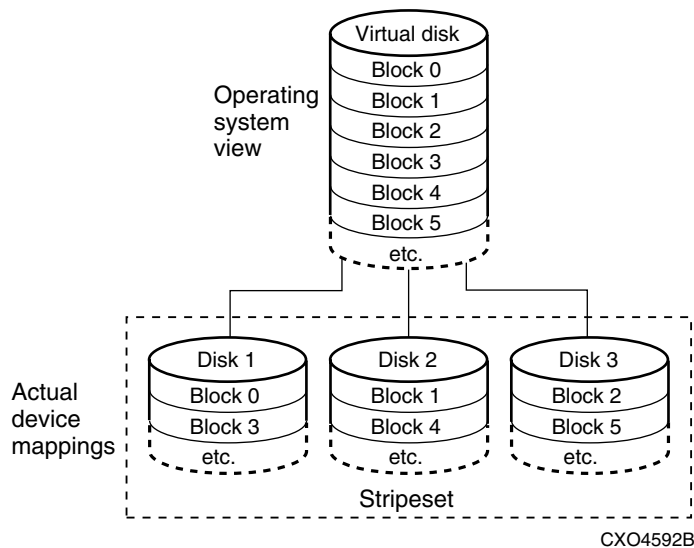


Figure 2-8. A 3-member RAID 0 stripeset (example 2)

Keep the following points in mind when planning stripesets:

- Reporting methods and size limitations prevent certain operating systems from working with large stripesets.
- A storageset should only contain disk drives of the same capacity. The controller limits the effective capacity of each member to the capacity of the smallest member in the storageset (base member size) when the storageset is initialized. Thus, if you combine 9 GB disk drives with 4 GB disk drives in the same storageset, you will waste 5 GB of capacity on each 9 GB member.

If you need high performance and high availability, consider using a RAIDset, striped-mirrorset, or a host-based shadow of a stripeset.

- Striping does not protect against data loss. In fact, because the failure of one member is equivalent to the failure of the entire stripeset, the likelihood of losing data is higher for a stripeset than for a single disk drive.

For example, if the mean time between failures (MTBF) for a single disk is 1 hour, then the MTBF for a stripeset that comprises N such disks is 1/N hours. As another example, if the MTBF of a single disk is 150,000 hours (about 17 years), a stripeset comprising four of these disks would only have an MTBF of slightly more than 4 years.

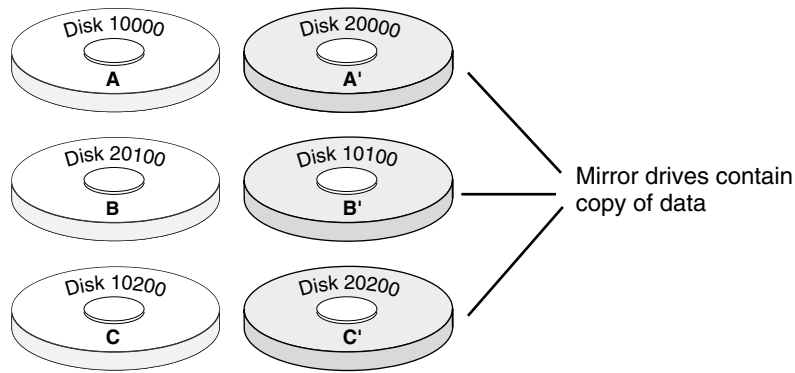
For this reason, you should avoid using a stripeset to store critical data. Stripesets are more suitable for storing data that can be reproduced easily or whose loss does not prevent the system from supporting its critical mission.

- Evenly distribute the members across the device ports to balance load and provide multiple paths.
- Stripesets may contain between two and 24 members.
- Stripesets are well-suited for the following applications:
 - ❑ Storing program image libraries or run-time libraries for rapid loading.
 - ❑ Storing large tables or other structures of read-only data for rapid application access.
 - ❑ Collecting data from external sources at very high data transfer rates.
- Stripesets are not well-suited for the following applications:
 - ❑ A storage solution for data that cannot be easily reproduced or for data that must be available for system operation.
 - ❑ Applications that make requests for small amounts of sequentially located data.
 - ❑ Applications that make synchronous random requests for small amounts of data.

Spread the member drives as evenly as possible across the two I/O device ports.

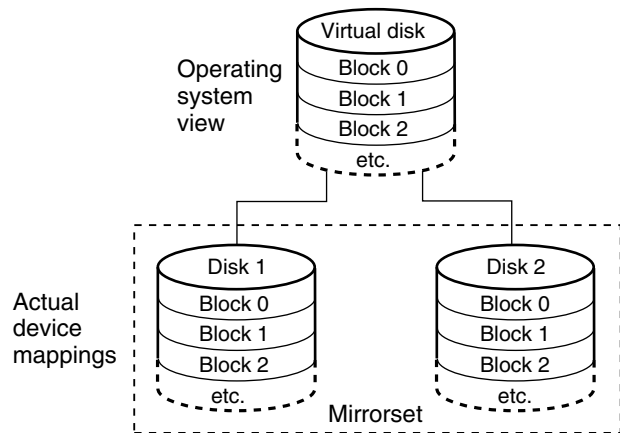
Mirrorset Planning Considerations

Mirrorsets (RAID 1) use redundancy to ensure availability, as illustrated in Figure 2-9. For each primary disk drive, there is at least one mirror disk drive. Thus, if a primary disk drive fails, its mirror drive immediately provides an exact copy of the data. Figure 2-10 shows a second example of a Mirrorset.



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Figure 2-9. Mirrorsets maintain two copies of the same data



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Figure 2-10. Mirrorset example 2

Keep these points in mind as when planning mirrorsets:

- Data availability with a mirrorset is excellent but comes with a higher cost—you need twice as many disk drives to satisfy a given capacity requirement. If availability is your top priority, consider using dual-redundant controllers and redundant power supplies.

- You can configure up to 20 mirrorsets per controller or pair of dual-redundant controllers. Each mirrorset may contain up to 6 members.
- Both write-back cache modules must be the same size.
- A mirrorset should only contain disk drives of the same capacity.
- Mirrorsets are well-suited for the following:
 - Any data for which reliability requirements are extremely high
 - Data to which high-performance access is required
 - Applications for which cost is a secondary issue
- Mirrorsets are not well-suited for the following applications:
 - Write-intensive applications (a performance hit of 10% will occur)
 - Applications for which cost is a primary issue

RAIDset Planning Considerations

RAIDsets (RAID 3/5) are enhanced stripesets—they use striping to increase I/O performance and distributed-parity data to ensure data availability. Figure 2-11 shows an example of a RAIDset that uses five members.

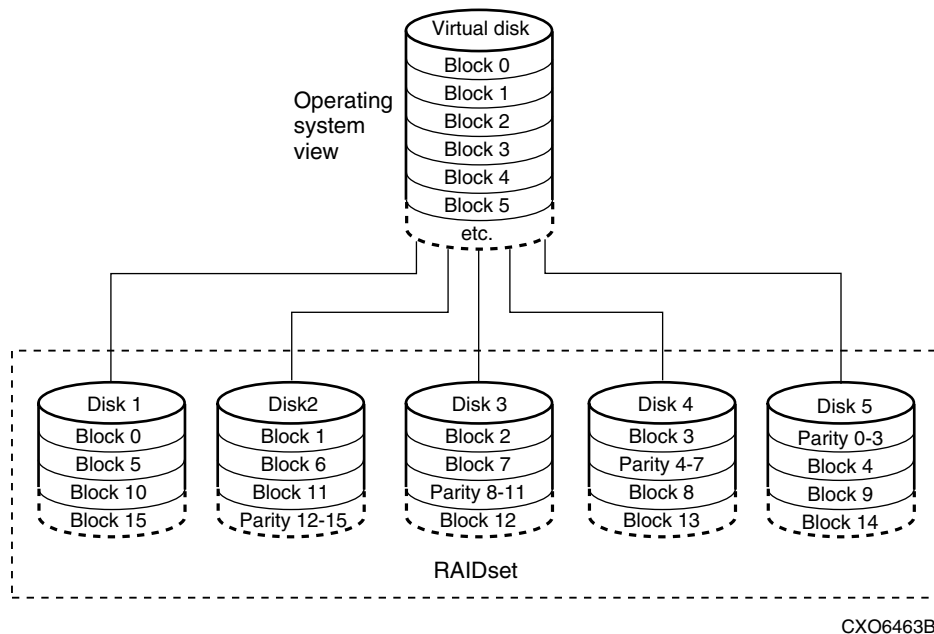


Figure 2-11. A five member RAIDset using parity

RAIDsets are similar to stripesets in that the I/O requests are broken into smaller “chunks” and striped across the disk drives. RAIDsets also create chunks of parity data and stripe them across all the members of the RAIDset. This parity data is derived mathematically from the I/O data and enables the controller to reconstruct the I/O data if a single disk drive fails. Thus, it becomes possible to lose a disk drive without losing access to the data it contained. Data could be lost, however, if a second disk drive fails before the controller replaces the first failed disk drive and reconstructs the data.

The relationship between the chunk size and the average request size determines if striping maximizes the request rate or the data-transfer rates. You can set the chunk size or use the default setting. See “Chunk Size,” page 2-23, for information about setting the chunk size.

Keep these points in mind when planning RAIDsets:

- Reporting methods and size limitations prevent certain operating systems from working with large RAIDsets.
- Both cache modules must be the same size.

- A RAIDset must include at least 3 disk drives, but no more than 14.
- A storageset should only contain disk drives of the same capacity. The controller limits the capacity of each member to the capacity of the smallest member in the storageset. Thus, if you combine 9 GB disk drives with 4 GB disk drives in the same storageset, you will waste 5 GB of capacity on each 9 GB member.
- RAIDsets are particularly well-suited for the following:
 - ❑ Small to medium I/O requests
 - ❑ Applications requiring high availability
 - ❑ High read request rates
 - ❑ Inquiry-type transaction processing
- RAIDsets are not particularly well-suited for the following:
 - ❑ Write-intensive applications
 - ❑ Database applications in which fields are continually updated
 - ❑ Transaction processing

Striped Mirrorset Planning Considerations

Striped mirrorsets (RAID 0+1) are a configuration of stripesets whose members are also mirrorsets (Figure 2-12). Consequently, this kind of storageset combines the performance of striping with the reliability of mirroring. The result is a storageset with very high I/O performance and high data availability. Figure 2-13 shows a second example of a striped mirrorset using six members.

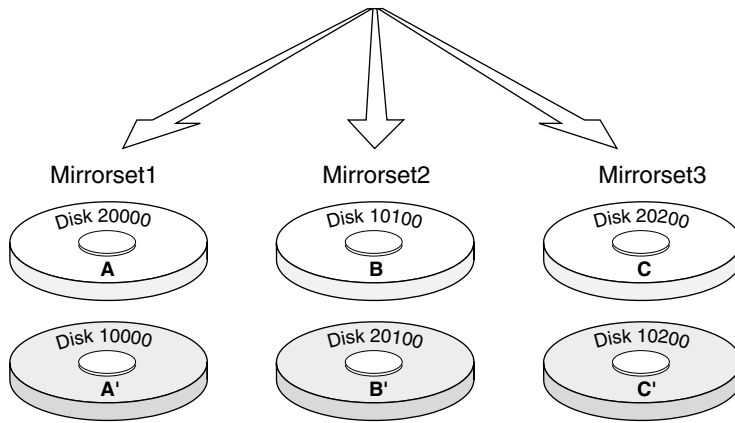
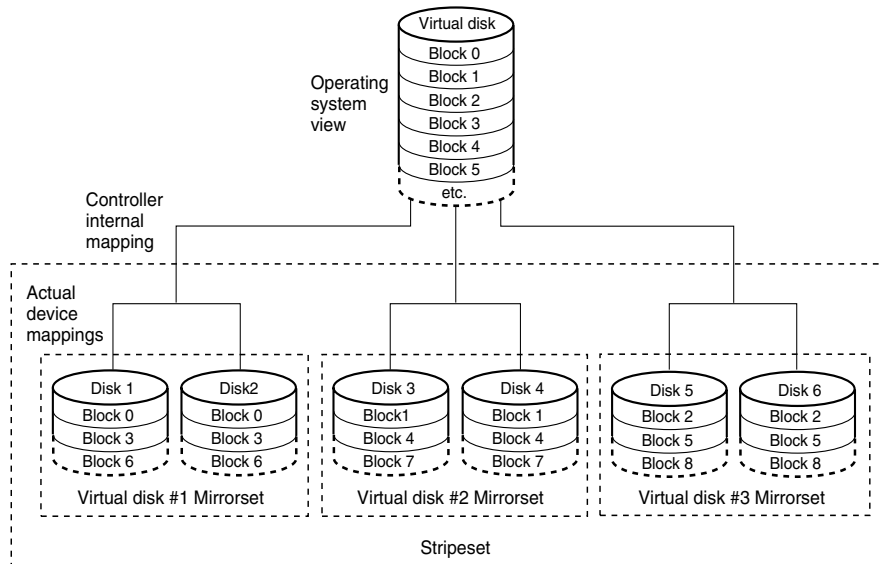


Figure 2-12. Striped mirrorset (example 1)

The failure of a single disk drive has no effect on the ability of the storage set to deliver data to the host. Under normal circumstances, it also has very little effect on performance. Because striped mirrorsets do not require any more disk drives than mirrorsets, this storage set is an excellent choice for data that warrants mirroring.



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Figure 2-13. Striped mirrorset (example 2)

Plan the mirrorset members, then plan the stripeset that will contain them. Review the recommendations in “Storageset Planning Considerations,” page 2-10, and “Mirrorset Planning Considerations,” page 2-13.

Storageset Expansion Considerations

Storageset Expansion allows for the joining of two of the same kind of storage containers by concatenating RAIDsets, Stripesets, or individual disks, thereby forming a larger virtual disk which is presented as a single unit. The *Compaq StorageWorks HSG60 Array Controller (ACS) Version 8.6 CLI Reference Guide* describes the CLI command: ADD CONCATSETS which is used to perform concatenation.



CAUTION: The ADD CONCATSETS command should only be executed with host operating systems that support dynamic volume expansion. If the operating system cannot handle one of its disks increasing in size, use of this command could make data inaccessible.

Partition Planning Considerations

Use partitions to divide a container (storageset or individual disk drive) into smaller pieces, each of which can be presented to the host as its own storage unit. Figure 2-14 shows the conceptual effects of partitioning a single-disk container.

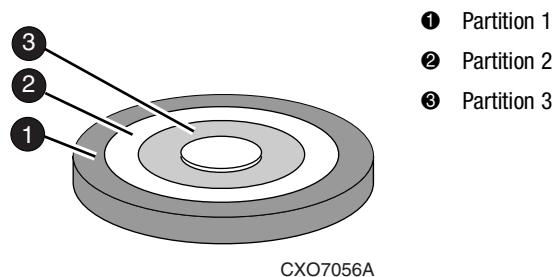


Figure 2-14. One example of a partitioned single-disk unit

You can create up to eight partitions per storageset (disk drive, RAIDset, mirrorset, stripeset, or striped mirrorset). Each partition has its own unit number so that the host can send I/O requests to the partition just as it would to any unpartitioned storageset or device. Partitions are separately addressable storage units, therefore, you can partition a single storageset to service more than one user group or application.

Defining a Partition

Partitions are expressed as a percentage of the storageset or single disk unit that contains them:

- Mirrorsets and single disk units—the controller allocates the largest whole number of blocks that are equal to or less than the percentage you specify.
- RAIDsets and stripesets—the controller allocates the largest whole number of stripes that are less than or equal to the percentage you specify.
 - Stripesets—the stripe size = chunk size × number of members.
 - RAIDsets—the stripe size = chunk size × (number of members minus 1)

An unpartitioned storage unit has more capacity than a partition that uses the whole unit because each partition requires a small amount of disk space for metadata.

Guidelines for Partitioning Storagesets and Disk Drives

Keep these points in mind when planning partitions for storagesets and disk drives:

- A storageset or disk drive can contain up to eight partitions.
- In transparent failover mode, all partitions of a particular container must be on the same host port. Partitions cannot be split across host ports.
- In multiple-bus failover mode, all the partitions of a particular container must be on the same controller. Partitions cannot be split across controllers.
- Partitions cannot be combined into storagesets. For example, you cannot divide a disk drive into three partitions, then combine those partitions into a RAIDset.
- Just as with storagesets, you do not have to assign unit numbers to partitions until you are ready to use them.
- The CLONE utility cannot be used with partitioned mirrorsets or partitioned stripesets (See “Cloning Data for Backup,” page 8-2 for details about cloning.)

Changing Characteristics through Switches

CLI command switches allow the user another level of command options. There are three types of switches that modify the storageset and unit characteristics:

- Storageset switches
- Initialization switches
- Unit Switches

The following sections describe how to enable/modify switches. They contain a description of the major CLI command switches.

Enabling Switches

If you use SWCC to configure the device or storageset, you can set switches from the SWCC screens during the configuration process, and SWCC automatically applies them to the storageset or device. See the SWCC help online for information about using SWCC.

If you use CLI commands to configure the storageset or device manually, the configuration procedure found in Chapter 5 of this guide indicates when and how to enable each switch. The *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* contains the details of the CLI command and their switches.

Changing Switches

You can change the RAIDset, mirrorset, device, and unit switches at any time. You cannot change the initialize switches without destroying the data on the storageset or device. These switches are integral to the formatting and can only be changed by re-initializing the storageset.



CAUTION: Initializing a storageset is similar to formatting a disk drive; all of the data is destroyed during this procedure.

Storageset and Partition Switches

The characteristics of a particular storageset can be set by specifying switches when the storageset is added to the controllers' configuration. Once a storageset has been added, the switches can be changed by using a SET command. Switches can be set for partitions and the following types of storagesets:

- RAIDset
- Mirrorset

Stripesets have no specific switches associated with their ADD and SET commands.

RAIDset Switches

You can enable the following kinds of switches to control how a RAIDset behaves to ensure data availability:

- Replacement policy
- Reconstruction policy
- Remove/replace policy

For details on the use of these switches refer to SET RAIDSET and SET *RAIDset-name* commands in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

Mirrorset Switches

You can enable the following switches to control how a mirrorset behaves to ensure data availability:

- Replacement policy
- Copy speed
- Read source
- Membership

For details on the use of these switches refer to ADD MIRRORSET and SET *mirrorset-name* commands in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

Partition Switches

You can specify the following switches when creating a partition:

- Size
- Geometry

For details on the use of these switches refer to CREATE_PARTITION command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

Initialization Switches

Initialization switches set characteristics for established storagesets before they are made into units. The following kinds of switches affect the format of a disk drive or storageset:

- Chunk Size (for stripesets and RAIDsets only)
- Save Configuration
- Destroy/Nodeestroy
- Geometry

Each of these is described in the following sections.

NOTE: After you initialize the storageset or disk drive, you cannot change these switches without reinitializing the storageset or disk drive.

Chunk Size

Specify the chunk size of the data to be stored to control the stripesize used in RAIDsets and stripesets:

- *CHUNKSIZE=DEFAULT* lets the controller set the chunk size based on the number of disk drives (d) in a stripeset or RAIDset. If $d \leq 9$ then chunk size = 256. If $d > 9$ then chunk size = 128.
- *CHUNKSIZE=n* lets you specify a chunk size in blocks. The relationship between chunk size and request size determines whether striping increases the request rate or the data-transfer rate.

Increasing the Request Rate

A large chunk size (relative to the average request size) increases the request rate by enabling multiple disk drives to respond to multiple requests. If one disk drive contains all of the data for one request, then the other disk drives in the storageset are available to handle other requests. Thus, in principle, separate I/O requests can be handled in parallel, thereby increasing the request rate. This concept is shown in Figure 2-15.

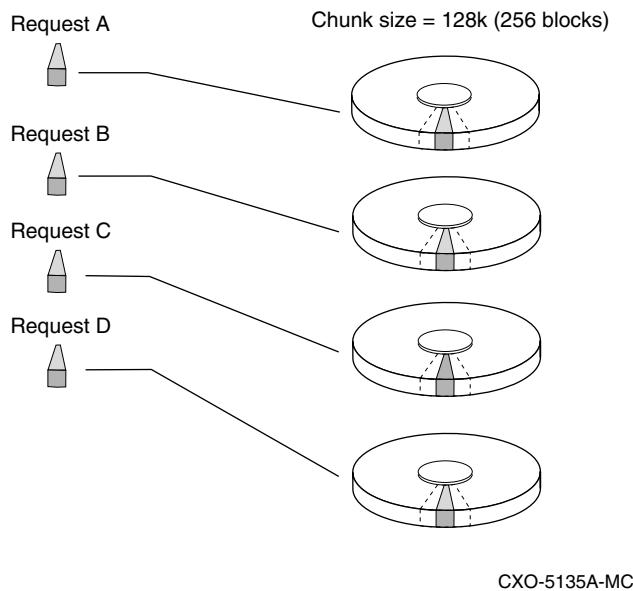


Figure 2-15. Chunk size larger than the request size

Large chunk sizes also tend to increase the performance of random reads and writes. Compaq recommends that you use a chunk size of 10 to 20 times the average request size, rounded to the closest prime number.

To calculate the chunk size that should be used for the subsystem, you first must analyze the types of requests that are being made to the subsystem:

- Many parallel I/Os that use a small area of disk should use a chunk size of 10 times the average transfer request rate.
- Random I/Os that are scattered over all the areas of the disks should use a chunk size of 20 times the average transfer request rate.
- If you do not know, then you should use a chunk size of 15 times the average transfer request rate.

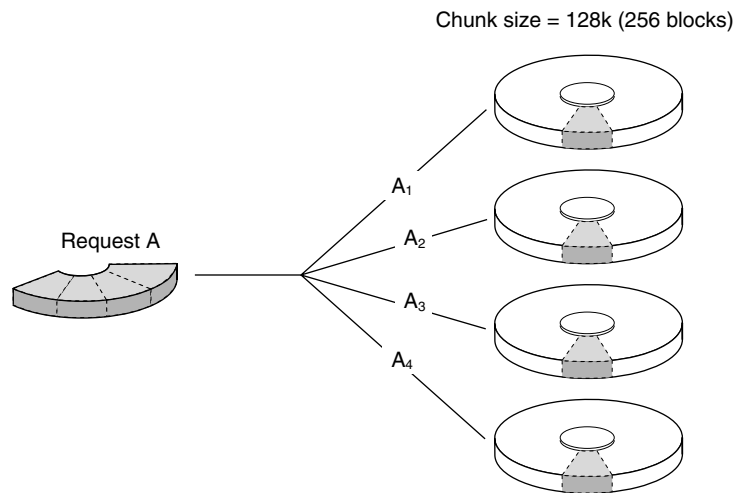
- If you have mostly sequential reads or writes (like those needed to work with large graphic files), then make the chunk size a small number (that is 17 sectors).

Table 2-2 shows a few examples of chunk size selection.

Transfer Size (KB)	Small Area of I/O Transfers	Unknown	Random Areas of I/O Transfers
2	41	59	79
4	79	113	163
8	157	239	317

Increasing the Data Transfer Rate

A small chunk size relative to the average request size increases the data transfer rate by enabling multiple disk drives to participate in one I/O request. This concept is shown in Figure 2-16.



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Figure 2-16. Chunk size smaller than the request size

Increasing Sequential Write Performance

Sequential write and read requests on stripesets (or striped mirrorsets), should use a small chunk size relative to the I/O size to increase the performance. A chunk size of 17 generally works well.

Save Configuration

This switch is for a single-controller configuration only. This switch reserves an area on each of the disks that constitute the container being initialized. The controller can write subsystem configuration data on this area. If the controller is replaced, the new controller can read the subsystem configuration from the reserved area of disks.

If you specify `SAVE_CONFIGURATION` for a multi-device storageset, such as a stripeset, the complete subsystem configuration is periodically written on each disk in the storageset.

CAUTION: If user data already exists on a storageset, do NOT reinitialize it with the *save configuration* option, as this will change the site and position of the user data on the storageset. Compaq recommends backing up user data prior to reinitializing any storageset.

The `SHOW DEVICES FULL` command shows which disks are used to backup configuration information.

Destroy/Nodestroy

Specify whether to destroy or retain the user data and metadata when a disk is initialized that has been previously used in a mirrorset or as a single-disk unit.

NOTE: The `DESTROY` and `NODESTROY` switches are only valid for mirrorsets and striped mirrorsets.

- `DESTROY` (default) overwrites the user data and forced-error metadata on a disk drive when it is initialized.
- `NODESTROY` preserves the user data and forced-error metadata when a disk drive is initialized. Use `NODESTROY` to create a single-disk unit from any disk drive that has been used as a member of a mirrorset. See the `REDUCED` command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* for information on removing disk drives from a mirrorset.

`NODESTROY` is ignored for members of a RAIDset.

Geometry

The geometry parameters of a storage set can be specified. The geometry switches are:

- *CAPACITY*—the number of logical blocks. The range is from 1 to the maximum container size.
- *CYLINDERS*—the number of cylinders used. The range is from 1 to 16777215.
- *HEADS*—the number of disk heads used. The range is from 1 to 255.
- *SECTORS_PER_TRACK*—the number of sectors per track used. The range is from 1 to 255.

Unit Switches

There are several switches that control the characteristics of units. The unit switches are described under the SET *unit-number* command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

One unit switch, *ENABLE/DISABLE_ACCESS_PATH*, determines which host connections can access the unit, and is part of the larger topic of matching units to specific hosts. This complex topic is covered in Chapter 1 under the following headings:

- “Assigning Unit Numbers,” page 1-15
- “Selective Storage Presentation,” page 1-20

Storage Maps

Configuring a subsystem will be easier if you know how the storage sets, partitions, and JBODs correspond to the disk drives in your subsystem. You can more easily see this relationship by creating a hardcopy representation (a storage map).

Creating a Storage Map

To make a storage map, fill out a blank storage map as you add storage sets, partitions, and JBOD disks to your configuration and assign them unit numbers. Appendix A contains blank templates you may use in the creation of your subsystem storage map. Label each disk drive in the map with the higher levels it is associated with, up to the unit level.

The following example (see Figure 2-17) is of a single-shelf disk enclosure using a single-bus I/O module (Model 4214R):

- Unit D100 is a 3-member RAID 3/5 storage set named R1. R1 consists of Disk10000, Disk10100, and Disk10200.
- Unit D101 is a 2-member striped mirror set named S1. S1 consists of M1 and M2:
 - M1 is a 2-member mirror set consisting of Disk10300 and Disk10400.
 - M2 is a 2-member mirror set consisting of Disk10500 and Disk10800.
- Unit D102 is a 2-member mirror set named M3. M3 consists of Disk10900 and Disk11000.
- Unit D103 is a 3-member stripeset named S2. S2 consists of Disk11100, Disk11200, and Disk11300.
- Unit D104 is a JBOD consisting of Disk11400.
- Disk11500 is a spareset member.

The I/O module assigns a SCSI address to each drive bay in the disk enclosure using a SCSI address map.

Model 4214R Disk Enclosure Shelf 1 (single-bus)														
Bay	1	2	3	4	5	6	7	8	9	10	11	12	13	14
SCSI ID	00	01	02	03	04	05	08	09	10	11	12	13	14	15
DISK ID	D100 R1 DISK10000	D100 R1 DISK10100	D100 R1 DISK10200	D101 S1 M1 DISK10300	D101 S1 M1 DISK10400	D101 S1 M2 DISK10500	D101 S1 M2 DISK10800	D102 M3 DISK10900	D102 M3 DISK11000	D103 S2 DISK11100	D103 S2 DISK11200	D103 S2 DISK11300	D104 DISK11400	spareset member DISK11500

Figure 2-17. Example storage map-single bus

The following example (see Figure 2-18) is of a single-shelf disk enclosure using a dual-bus I/O module (Model 4254):

- Unit D100 is a 3-member RAID 3/5 storage set named R1. R1 consists of Disk10000, Disk20000, and Disk10100.

- Unit D101 is a 2-member striped mirrorset named S1. S1 consists of M1 and M2:
 - M1 is a 2-member mirrorset consisting of Disk10200 and Disk20200.
 - M2 is a 2-member mirrorset consisting of Disk20300 and Disk10300.
- Unit D102 is a 2-member mirrorset named M3. M3 consists of Disk10400 and Disk20400.
- Unit D103 is a 3-member stripeset named S2. S2 consists of Disk 10500, Disk20500, and Disk10800.
- Unit D104 is a single (JBOD) disk named Disk20100.
- Disk20800 is a spareset member.

Model 4254 Disk Enclosure Shelf 1 (dual-bus)														
Bus A								Bus B						
Bay	1	2	3	4	5	6	7	8	9	10	11	12	13	14
SCSI ID	00	01	02	03	04	05	08	00	01	02	03	04	05	08
DISK ID	D100 R1 DISK10000	D100 R1 DISK10100	D101 S1 M1 DISK10200	D101 S1 M2 DISK10300	D102 M3 DISK10400	D103 S2 DISK10500	D103 S2 DISK10800	D100 R1 DISK20000	D104 DISK20100	D101 S1 M1 DISK20200	D101 S1 M2 DISK20300	D102 M3 DISK20400	D103 S2 DISK20500	spareset member DISK20800

Figure 2-18. Example storage map-dual bus

Using the LOCATE Command to Find Devices

If you want to complete a storage map at a later time but do not remember where everything is, use the CLI command LOCATE. The LOCATE command flashes the (fault) LED on the drives associated with the specific storageset or unit. To turn off the flashing LEDs, enter the CLI command LOCATE CANCEL.

The following is an example of the commands needed to locate all the disk drives that make up unit D104:

1. Enter the following command:

```
LOCATE D104
```

The LEDs on the disk drives that make up unit D104 will flash.

2. Note the position of all the drives contained within D104.
3. Enter the following command to turn off the flashing LEDs:

```
LOCATE CANCEL
```

The following is an example command needed to locate all the drives that make up RAIDset R1:

1. Enter the following command:
- ```
LOCATE R1
```
2. Note the position of all the drives contained within R1.
  3. Enter the following command to turn off the flashing LEDs:

```
LOCATE CANCEL
```



# *Chapter 3*

## **Preparing the Host System**

This chapter describes how to prepare the Tru64 UNIX host computer to accommodate the HSG60 controller storage subsystem.

The following information is included in this chapter:

- “Making a Physical Connection,” page 3–1
- “Preparing LUNs for Access by Tru64 UNIX FileSystem,” page 3–2
- “DECsafe Available Server Environment (ASE),” page 3–5
- “HSG60 Units and Tru64 UNIX Utilities,” page 3–5

### **Making a Physical Connection**

To attach the host computer to the storage subsystem, install one or more host bus adapters into the computer. A Fibre Channel (FC) cable goes from the host bus adapter to an FC switch.

#### **Preparing to Install the Host Bus Adapter**

Before you install the host bus adapter, perform the following steps:

1. Perform a complete backup of the entire system.
2. Shut down the computer system.

#### **Installing the Host Bus Adapter**

The first step in making a physical connection is the installation of a host bus adapter.



**CAUTION:** Protect the host bus adapter board from electrostatic discharge by wearing an ESD wriststrap. DO NOT remove the board from the antistatic cover until you are ready to install it.

---

You need the following items to begin:

- Host bus adapter board
- The computer hardware manual
- Appropriate tools to service the computer

The host bus adapter board plugs into a standard PCI slot in the host computer. Refer to the system manual for instructions on installing PCI devices.

---

**IMPORTANT:** Do not power up anything yet. For the FC switches to autoconfigure, power up equipment in the sequence described in the next section. Also, the controllers in the subsystem are not yet configured for compatibility with Tru64 UNIX.

---

## Preparing LUNs for Access by Tru64 UNIX Filesystem

Tru64 UNIX treats an HSG60 LUN much like a SCSI disk; therefore, to prepare your LUN for access by the Tru64 UNIX filesystem, you must do the following:

- Create the partitions on the LUN using *disklabel*
- Create a filesystem on the LUN
- Mount the filesystem to be able to access it

### Creating Partitions on a LUN Using *disklabel*

Create the partitions on a LUN by issuing a *disklabel* command. The *disklabel* command partitions the LUN for access by the Tru64 UNIX Operating System. Tru64 UNIX defines only partitions a, b, c, and g for the HSG60 controller. In addition, refer to the *rz* and *disktab man* pages for more information about the *disklabel* utility.

To create the read/write partitions on a LUN using the default partition sizes, enter the following:

**For V4.0G**

```
disklabel -rw device HSG60
```

Where:

- HSG60 defines this LUN as attached to the HSG60 array controller. Always use the device label HSG60 regardless of what drive types make up the LUN.
- *device* is the character device name.

For example, to create partitions on block device, *rza8*, enter:

```
disklabel -rw rza8 HSG60
```

**For V5.1x**

```
disklabel -rw disk HSG60
```

Where:

- HSG60 specifies the type of disk as found in */etc/disktab* or the driver for that device.
- *disk* is the character device name found in */dev/rdisk*.

For example, to create partitions on block device, *dsk8*, enter:

```
disklabel -rw dsk8 HSG60
```

To view a LUN partition, enter:

```
disklabel -r device
```

**Creating a Filesystem on a LUN**

**NOTE:** The *newfs* command is given here as an example. For Advanced File System (ADVFS) and for making devices available for Logical Storage Manager (LSM), similar types of commands exist. For additional information, please consult the related documentation.

Use the *newfs* command to create a UFS filesystem on a LUN the same way that you would create a filesystem on a disk device by entering the following:

```
newfs special-device disk-type
```

Where:

- *disk-type* is the disk as listed in the *etc/disktab* or HSG60.
- *special device* can be either of the following examples:

**For V4.0G**

```
/dev/rrza8c
```

To create a UFS filesystem using the above examples, enter the following:

```
newfs /dev/rrza8c HSG60
```

**For V5.1x**

```
/dev/rdisk/dsk8c
```

To create a UFS filesystem using the above examples, enter the following:

```
newfs /dev/rdisk/dsk8c HSG60
```

This creates a UFS filesystem on the c partition (whole disk-device).

## Mounting the Filesystem

To access the LUN, mount it as a device filesystem to a mount point. For example:

**For V4.0G**

```
mount /dev/rza8c /mnt
```

**For V5.1x**

```
mount /dev/disk/dsk8c /mnt
```

To view the mounted filesystem, enter the following command:

```
df
```

The LUN is now accessible to the filesystem just as a disk device would be. The filesystem can not see the RAID functionality and number of physical devices attached to the HSG60 controller. This device appears as a single LUN or “disk” to the user as viewed by the filesystem.

## DECsafe Available Server Environment (ASE)

HSG60 disk devices can be used with the DECsafe Available Server Environment (ASE) for Tru64 UNIX provided a valid Host configuration (including Host adapters) is used to support them. Refer to the *Tru64 UNIX ASE Installation and User's Guide, Software Product Description, SPD: 44.17.xx*, for further information. Refer to the *Release Notes* for supported host adapters and Tru64 UNIX version levels for ASE.

### Using genvmunix

**NOTE:** This section on *genvmunix* does not apply to Tru64 UNIX V5.1x, since the configuration file has a different format for devices

If you use *genvmunix* to initialize the system and *doconfig* to build a new configuration file, the new configuration file will only list the HSG60 LUN 0 units; nonzero LUNs will not appear in the new configuration file.

Before rebuilding a configuration file using *genvmunix*, save any existing customized configuration file that has entries for HSG60 units. After rebuilding the configuration file, add the entries from the saved configuration file to the new configuration file.

## HSG60 Units and Tru64 UNIX Utilities

This section contains notes on the interactions of some Tru64 UNIX utilities with storage units in your MA6000 storage system.

### File

You can use the Tru64 UNIX *file* utility to determine if a Controller Unit can be accessed from the host.

The unit that you want to test must already have a character mode device special file and the correct disk label.

The following example uses the HSG60 unit D101 on SCSI Bus-2. Run the *file* command and specify the character mode device special file using one of the syntaxes shown below:

### **For V4.0G**

```
/usr/bin/file /dev/rrzb17a
```

The device activity indicator (green light) will illuminate on the device if the information is not in cache. If the unit is a multi-device container, only one of the devices from that container will illuminate. The Tru64 UNIX Operating System should display information similar to the following output after the command is entered:

```
/dev/rrzb17a character special (8/33856) SCSI #2 HSG60 disk #146 (SCSI ID #1)
```

- 8 is the major number
- 33856 represents the minor number
- 2 is the SCSI host-side bus number
- 146 is the drive number as listed in the Configuration File
- 1 is the Controller Target ID

### **For V5.1x**

```
/usr/bin/file /dev/rdisk/dsk7c
```

The device activity indicator (green light) will illuminate on the device if the information is not in cache. If the unit is a multi-device container, only one of the devices from that container will illuminate. The Tru64 UNIX Operating System should display something like the following output after the command is entered:

```
/dev/rdisk/dsk7c character special (19/150) SCSI #2 HSG60 disk #0 (SCSI ID #1) (SCSI LUN #1)
```

- 19 is the major number
- 150 represents the minor number
- 2 is the SCSI host-side bus number
- 0 is the drive number as listed in the Configuration File
- 1 is the Controller Target ID
- 1 is the LUN number

If the only output that is returned from the file command is the major and minor number, then either the device is not answering or the device special file does not have the correct minor number. Check the minor number to be sure that it matches the host SCSI bus number, the controller target ID, and the controller unit LUN.

If an error occurs regarding the disk label, there is good probability that the device can be accessed. This error can usually be fixed by creating the disk label with the Tru64 UNIX *disklabel* utility.

**NOTE:** For major and minor number calculations see “man SCSI” in the UNIX online help.

## Reading from the device, dd

Check the created device using *dd* on the ‘raw’ device to see if there is a full communication path between devices and Tru64 UNIX. For example:

### For V4.0G

```
dd if=/dev/rrzb17a of=/dev/null
```

### For V5.1x

```
dd if=/dev/rdisk/dsk7a of=/dev/null
```

This command will read the full disk-device until you press **CTRL + C** or the device has been read. If the test is successful, the device activity LED (green) on the device lights. If the device consists of multiple disks, all these will be lit.

## SCU

You can use the *SCSI CAM Utility (scu)* program to see which HSG60 units are available to the Tru64 UNIX Operating System. It is located in the `/sbin` directory and documented in the REF Pages.

The *scu* command, `scan edt`, polls all devices on the host-side SCSI buses. This allows you to show what devices are available from all host-side SCSI buses. The device special files do not have to exist for *scu* to see the devices. For example: scan SCSI bus 2, where your MA6000 is connected:

### For V4.0G and V5.1x

```
/sbin/scu scan edt bus 2
```

```
/sbin/scu show edt bus 2
```

#### V4.0G Output

CAM Equipment Device Table (EDT) Information:

Bus: 2, Target: 1, Lun: 0, Device Type: Direct Access  
Bus: 2, Target: 1, Lun: 1, Device Type: Direct Access  
Bus: 2, Target: 1, Lun: 2, Device Type: Direct Access  
Bus: 2, Target: 1, Lun: 3, Device Type: Direct Access

#### V5.1x Output

CAM Equipment Device Table (EDT) Information:

Bus/Target/Lun Device Type ANSI Vendor ID Product ID Revision N/W

```

2 1 0 Direct SCSI-2 DEC HSG60 V86L W
2 1 1 Direct SCSI-2 DEC HSG60 V86L W
2 1 2 Direct SCSI-2 DEC HSG60 V86L W
2 1 3 Direct SCSI-2 DEC HSG60 V86L W
```

For detailed information about one of the units, you may use:

```
/sbin/scu show device bus 2 target 1 lun 0
```

The preceding command line gives you the SCSI inquiry of the selected device.

HSG60 units appear like any other SCSI device. All four entries for Bus 2, Target 1 in the example display are HSG60 units. The last entry would be for unit D103 on host SCSI bus 2.

## hwmgr

hwmgr is available on TRU64 UNIX V5.1x systems. hwmgr is a very powerful utility for managing system hardware. For example you can use the following command to view devices:

```
hwmgr -view devices
```

and to get attributes use the following command:

```
hwmgr -get attribute
```

See the UNIX online help for more information.



## iostat

You can use the *iostat* utility to view performance statistics on MA6000 storage units. (Set your terminal screen to 132 columns before running *iostat*.)

The output from *iostat* shows the number of devices (LUNs) that have been defined in the configuration file. It is much easier to interpret the output if the configuration file contains entries for all eight devices. If the configuration file does not contain entries for all devices, the *iostat* output has fewer columns and it is difficult to correlate each column with a specific device.

### For V4.0G

```
iostat rznn s t
```

The output from *iostat* shows all devices that have device name rznn. The information for LUN 0 is in the first column, the information for LUN 1 is in the second column, and so forth.

```
iostat rz16 5 4
rza16 rzb16 rzc16 rzd16 rze16 rzf16 rzg16 rzh16
bps tps bps tps bps tps bps tps bps tps bps tps bps tps
0 0 0 0 0 0 0 0 0 0 0 0 0 0 126 3
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1618 34
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1639 34
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1610 34
```

The above display shows activity on all 8 LUNs attached to one SCSI-bus (2), one Target 0. The above list represents information on rza16, rzb16... rzh16. The device with activity is device rzh16.

The *iostat* utility only recognizes device names in the format rznn where nn is calculated as:

(8 \* Host SCSI Bus #) + (HSG60 Target ID)

(This is the same formula and format that is used for the configuration file.)

Invoke the *iostat* utility using the following format:

### For V5.1x

```
iostat dsk3 s t
```

Where:

- *rznn* or *dsk3* is the device name
- The *s* is optional and denotes the amount of time, in seconds, between screen updates
- The *t* is optional and denotes the total number of screen updates

The output from *iostat* shows all devices that have device name *rznn*. The information for LUN 0 is in the first column, the information for LUN 1 is in the second column, and so forth.

```
iostat dsk3 1 5
```

| tty      | floppy0 | dsk3    | cpu         |
|----------|---------|---------|-------------|
| tin tout | bps tps | bps tps | us ni sy id |
| 0 5      | 0 0     | 10 2    | 0 0 1 99    |
| 0 52     | 0 0     | 16 2    | 0 0 0 100   |
| 0 52     | 0 0     | 16 2    | 0 0 0 100   |
| 0 52     | 0 0     | 16 2    | 0 0 0 100   |
| 0 52     | 0 0     | 8 1     | 0 0 1 99    |

# Chapter 4

## Installing and Configuring the HS-Series Agent

The following information is included in this chapter:

- “Why Use StorageWorks Command Console (SWCC)?,” page 4–1
- “Installation and Configuration Overview,” page 4–2
- “Reconfiguring the Agent,” page 4–9
- “Removing the Agent,” page 4–11

### Why Use StorageWorks Command Console (SWCC)?

StorageWorks Command Console (SWCC) enables you to monitor and configure the storage connected to the HSG60 controller. SWCC consists of Client and Agent.

- Client provides pager notification and lets you manage your virtual disks. Client runs on Windows 2000 with Service Pack 1 and Windows NT 4.0 (Intel) with Service Pack 6A.
- Agent obtains the status of the storage connected to the controller. It also passes the status of the devices connected to the controller to other computers and provides email notification and error logging.

To receive information about the devices connected to your HSG60 controller over a TCP/IP network, you must install the Agent on a computer that is connected to a controller.

The Agent can also be used as a standalone application without Client. In this mode, which is referred to as Agent only, Agent monitors the status of the subsystem and provides local and remote notification in the event of a failure. A subsystem includes the HSG60 controller and its devices. Remote and local notification can be made by email and/or SNMP messages to an SNMP monitoring program.

**Table 4-1 SWCC Features and Components**

| Features                                   | Agent Required? | Client Required? |
|--------------------------------------------|-----------------|------------------|
| Able to create the following:              | Yes             | Yes              |
| ■ Striped device group (RAID 0)            |                 |                  |
| ■ Mirrored device group (RAID 1)           |                 |                  |
| ■ Striped mirrored device group (RAID 0+1) |                 |                  |
| ■ Striped parity device group (RAID 3/5)   |                 |                  |
| ■ Individual device (JBOD)                 |                 |                  |
| Able to monitor many subsystems at once    | Yes             | Yes              |
| Event logging                              | Yes             | No               |
| Email notification                         | Yes             | No               |
| Pager notification                         | Yes             | Yes              |

**NOTE:** For serial and SCSI connections, the Agent is not required for creating virtual disks.

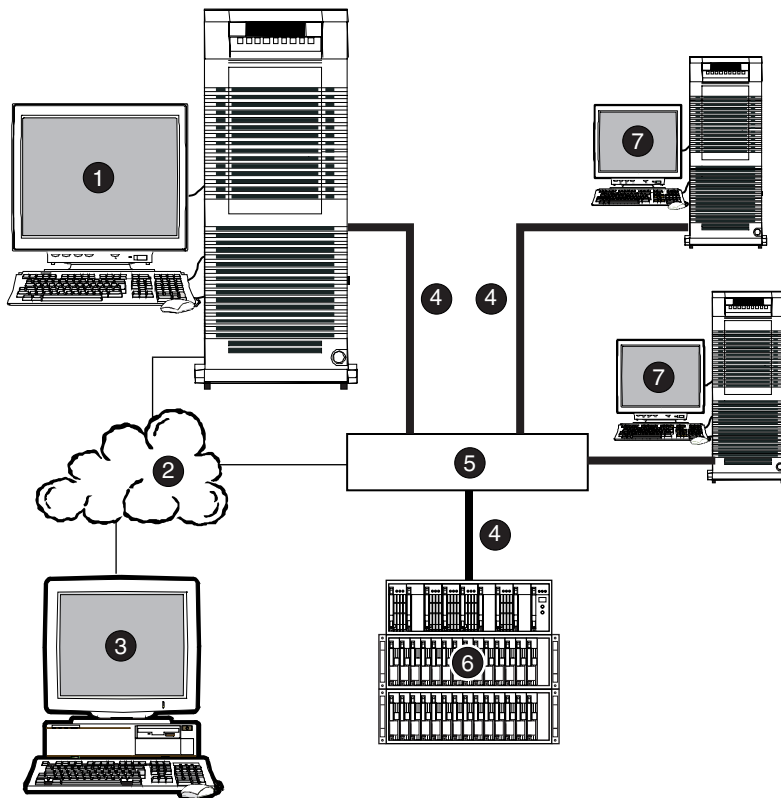
Table 4-2 provides an overview of the installation.

**Table 4-2 Installation and Configuration Overview**

| Step | Procedure                                                                                     |
|------|-----------------------------------------------------------------------------------------------|
| 1    | Verify that your hardware has been set up correctly. See the previous chapters in this guide. |
| 2    | Verify that you have a network connection for the Client and Agent systems.                   |

**Table 4-2 Installation and Configuration Overview (Continued)**

| Step | Procedure                                                                                                                                                                          |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3    | Verify that there is a LUN to communicate through. This can be either the CCL or a LUN that was created with the CLI. See "The Command Console LUN" described in Chapter 1.        |
| 4    | Install the Agent (TCP/IP network connections) on a system connected to the HSG60 controller. See "Installing and Configuring the Agent," page 4-5.                                |
| 5    | Add the name of the Client system to the Agent's list of Client system entries (TCP/IP network connections). This can be done during installation or when reconfiguring the Agent. |
| 6    | Install the Client software on Windows 2000 with Service Pack 1 or Windows NT 4.0 (Intel) with Service Pack 6A. See Appendix B.                                                    |
| 7    | Add the name of the agent system to the Navigation Tree of each Client system that is on the Agent's list of Client system entries (TCP/IP network connections). See Appendix B.   |
| 8    | Set up pager notification (TCP/IP network connections). Refer to "Setting Up Pager Notification" in the <i>Compaq StorageWorks Command Console Version 2.4 User Guide</i> .        |



CXO7240A

Figure 4-1. An example of a network connection

- |                                           |                                             |
|-------------------------------------------|---------------------------------------------|
| ❶ Agent system (has the Agent software)   | ❺ Hub or switch                             |
| ❷ TCP/IP Network                          | ❻ HSG60 controller and its device subsystem |
| ❸ Client system (has the Client software) | ❼ Servers                                   |
| ❹ Fibre Channel cable                     |                                             |

## Before Installing the Agent

1. Log in as root (superuser). Agent installations on Tru64 UNIX must be done locally. Do not attempt to install the Agent over the network.

2. Remove previous versions of the Agent from your computer.
3. Read the release notes.



**CAUTION:** Do not install the Agent by using Dataless Management Services (DMS) or Remote Installation Services (RIS) sever installations.

---

## Installing and Configuring the Agent

The following instructions assume that you have a directory `/mnt` to which you can mount the CD-ROM. If you do not, you must create a mount point and replace `/mnt` in the following sequence with the mount point you created. It also assumes your CD-ROM device is `/dev/rz4c`. If not, replace `/dev/rz4c` with the actual CD-ROM device.

---

**IMPORTANT:** Before you install the Agent, complete the steps in "Before You Install the Agent."

---

1. Obtain the following information:
  - Names of systems you want the Agent to contact
  - Names of subsystems connected to the host
  - Email addresses for the Agent to send status updates
2. Insert the CD-ROM into a computer.
3. Enter one of the following commands at the command prompt:
  - For V4.0x enter:  

```
mount -r-t cdfs -o rrip /dev/rz6c /mnt
```

(Substituting `rz6c` if necessary for your CD-ROM)
  - For V5.1x enter:  

```
mount -r-t cdfs /dev/disk/cdrom0c /mnt
```

(Substituting `cdrom0c` if necessary for your CD-ROM)
4. Change directories on the CD-ROM by entering:  

```
cd /mnt/agent
```



**CAUTION:** The version of *Compaq Tru64 UNIX* that you are using, either V4.0x or V5.1x will determine which *Device Special File Name* format you will need to enter.

---

- To run the installation program, enter the following at the command prompt:

```
setid -l .
```

**NOTE:** The -l is a lowercase L.

You are asked if you want to install the listed subsets.

- Enter the corresponding number of the software and then press the **Enter** key.

### Configure Client System Options

- Select option **y** and then press the **Enter** key.

As the installation continues, you see several system messages, telling you that the subset has been installed and is being loaded. The computer asks you to add a client system entry.

- Enter the name of the client system that you want to receive updates from this Agent. Press the **Enter** key.

**NOTE:** Enter your most important client system first. Enter client systems that are connected infrequently last. The Agent puts the client systems entered first at the top of its list. It first contacts the client system located at the top of the list.

- From the access options menu, enter an access level for the client system.

The access privilege level controls the client system's level of access to the subsystems. The following explains each access option:

**Table 4-3 Client System Access Options**

| Options                      | SWCC Function                                                                                                                                                                                                                           |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 = Overall Status           | <ul style="list-style-type: none"> <li>■ Can use the Client to add a system to a Navigation Tree, set up a pager, and view properties of the controller and the system</li> <li>■ Cannot use Client to open a Storage Window</li> </ul> |
| 1 = Detailed Status          | <ul style="list-style-type: none"> <li>■ Can use the Client to open a Storage Window, but you cannot make modifications in that window</li> </ul>                                                                                       |
| 2 = Configuration and Status | <ul style="list-style-type: none"> <li>■ Can use the Client to make changes in a Storage Window to modify a subsystem configuration</li> </ul>                                                                                          |

- Press the **Enter** key.

A menu for selecting a client system notification scheme appears:

- From the menu, enter a notification scheme for the client system: **0**, **1**, **2**, or **3**.



The notification scheme defines the network protocol to be used by the Agent when notifying the selected client system of a change in the state of a subsystem. The following describes how the Transmission Control Protocol/Internet Protocol (TCP/IP) and the Simple Network Management Protocol (SNMP) work with SWCC.

**Table 4-4 Client System Notification Options**

| Options                                                  | SWCC Function                                                                                                                                                                                                                                                                                                                                                                  |
|----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Transmission control Protocol/Internet Protocol (TCP/IP) | <ul style="list-style-type: none"> <li>■ Automatically updates the Storage Window of subsystem changes provided AES is running</li> <li>■ Required for Windows NT event logging and pager notification</li> <li>■ If you do not select TCP/IP, you will need to refresh the Storage Window (depending on the subsystem) to obtain the latest status of a subsystem.</li> </ul> |
| Simple Network Management Protocol (SNMP)                | <ul style="list-style-type: none"> <li>■ Requires you to use an SNMP-monitoring program to view SNMP traps</li> </ul>                                                                                                                                                                                                                                                          |

12. Press press the **Enter** key.

The computer asks you if the entered information is correct.

13. Select option **y** and then press press the **Enter** key.

A message, asking if you would like to add another Client, appears.

14. To stop adding client systems, select option **n** and press the **Enter** key.

You are asked for a password, which is required to do configurations within the Client software. If an old password is found, you are asked if you want to use it.

**Enter Subsystem Information**

15. Enter your case-sensitive password that has 4 to 16 characters, and press the **Enter** key. You are asked to retype the password.

16. Retype the password and press the **Enter** key.

Once the password has been entered, the system scans for subsystems. You will be asked for the name and monitoring interval of each RAID subsystem found.

17. Enter the subsystem name in lowercase letters, and press the **Enter** key. You are asked for the monitoring interval. The monitoring interval is the rate at which the Agent queries the specified subsystem for status.

18. Enter the monitoring interval in seconds, and press the **Enter** key. The monitoring interval determines how often the Agent polls the subsystems. You are asked if the displayed information is correct.
19. If the displayed information is correct, select option **y** and press the **Enter** key.  
You are asked if you want Email enabled.

### Configure Email Notification Details

20. To enable the Email, select option **y** and press the **Enter** key. The software asks for the address of the person to notify.
21. Enter the address of the person to notify, and press the **Enter** key.
22. From the displayed menu, enter the notification level: **1**, **2**, or **3**.

Table 4-5 provides the definitions of the Email notification options:

| <b>Term</b>     | <b>Definition</b>                                                                                                                                                                                         |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Critical Errors | Notifies you of errors that would prevent you from accessing data; for example, a disk failing or a client system not available on the network.                                                           |
| Warnings        | Notifies you when something is broken, but its breakage does not prevent you from accessing data; for example, the RAID degrading or losing a fan.                                                        |
| Information     | Provides messages, but they do not indicate that something is broken. Examples of informational messages are the following: an Agent startup message or a message saying that an error has been resolved. |

23. Press press the **Enter** key.  
The software asks if the displayed information is correct.
24. If the displayed information is correct, select option **y** and press the **Enter** key.  
A message, asking if you would like to add another person to notify, appears.
25. Select option **n** to end the dialog or **y** to add another person to notify. Press press the **Enter** key.  
After you select option **n**, the system will start the new Agent. If the installation script detects a problem at Agent startup, it will alert you.  
You are asked if you are running Agent in a TruCluster environment.

## Final System Configuration

26. Do one of the following:

- If you are running the Agent in cluster, select option **y**. The software is configured to scan the SCSI-bus for subsystems at startup.
- If you are not running the Agent in a cluster, select option **n**. The software is configured to look at the `storage.ini` file at startup time. The `storage.ini` file contains the listing of your subsystems.

**NOTE:** Compaq recommends that if you are running Tru64 UNIX 5.1x, especially within a fabric, configure the software to scan the SCSI-bus at startup. When asked if running the Agent in a cluster, answer **y**.

The system starts the new Agent.

27. Enter the following and press the **Enter** key to unmount the CD-ROM:

```
cd /
umount /mnt
```

## Reconfiguring the Agent

You can change your configuration using the SWCC Agent Configuration menu. To access this menu, enter the following command:

```
/usr/opt/SWCC510/scripts/swcc_config
```

The following is an example of the menu

### SWCC Agent Configuration Utility

-----  
Options Available Are:

- 1) Add/Delete Client PC Information.
  - 2) Modify Storage Subsystem Information.
  - 3) Change SWCC Agent Password.
  - 4) Turn Email Notification ON/OFF.
  - 5) Add/Delete Email Notification Users.
  - 6) Restart Agent With Changes.
  - 7) Enable/Disable Agent.
  - 8) Cluster/No Cluster
- Enter a number or 'q' to QUIT:



**CAUTION:** After you make a change to the configuration, such as adding a client system, you must stop and then start the Agent for your changes take effect. When you stop and then start the Agent, the Storage Windows for the subsystems connected to the agent system lose their connection. To regain that connection, close and then reopen the Storage Windows connected to the agent system after you restart the Agent.

**Table 4-6 Information Needed to Configure Agent**

| Term/Procedure               | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Adding a Client system entry | For a client system to receive updates from the Agent, you must add it to the Agent's list of client system entries. The Agent will only send information to client system entries that are on this list. In addition, adding a client system entry allows you to access the Agent system from the Navigation Tree on that Client system.                                                                                                                                                                                                                                                         |
| Adding a subsystem entry     | You need to tell the Agent the subsystem that it needs to monitor.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Client system                | Network names for the computers on which the Client software runs.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Client system access options | The access privilege level controls the Client system's level of access to the subsystems.<br><br>0=No Access—Can use the Client software to add a system to a Navigation Tree, set up a pager, and view properties of the controller and the system. You cannot use Client to open a Storage Window.<br><br>1=Show Level Access—Can use the Client software to open a Storage Window, but you cannot make modifications in that window.<br><br>2=Storage Subsystem Configuration Capability—Can use the Client software to make changes in a Storage Window to modify a subsystem configuration. |

**Table 4-6 Information Needed to Configure Agent (Continued)**

| Term/Procedure                                                                                                                                                                                                                                                          | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Client system notification options<br><b>Note:</b> For all of the client system notification options, local notification is available through an entry in the system error log file and Email (provided that Email notification in PAGEMAIL.COM has not been disabled). | <p>0 = No Error Notification—No error notification is provided over network.</p> <p>1 = Notification via a TCP/IP Socket (Transmission Control Protocol/Internet Protocol)—Updates the Storage Window of subsystem changes provided AES is running. Required for Windows NT event logging and pager notification. If you do not select TCP/IP, you will need to refresh the Storage Window to obtain the latest status of a subsystem.</p> <p>2 = Notification via the SNMP protocol (Simple Network Management Protocol)—Requires you to use an SNMP-monitoring program to view SNMP traps.</p> <p>3 = Notification via both TCP/IP and SNMP—Combination of options 1 and 2.</p> |
| Deleting a client system entry                                                                                                                                                                                                                                          | When you remove a client system from the Agent's list, you are instructing the Agent to stop sending updates to that client system. In addition, you will be unable to access this agent system from the Navigation Tree.                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Email notification                                                                                                                                                                                                                                                      | <p>Modify file pagemail.com in directory sys\$manager. System is the default.</p> <p>When an error is logged, the Agent executes the PAGEMAIL.COM command. You can modify this file for Agent to log errors in a log file and/or change the account to which Agent sends messages. You can also modify for which level of errors you will be notified. Client does not need to be running to perform these actions.</p>                                                                                                                                                                                                                                                           |
| Monitoring interval in seconds                                                                                                                                                                                                                                          | How often the subsystem is monitored.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Password                                                                                                                                                                                                                                                                | It must be a text string that has 4 to 16 characters. It can be entered from the client system to gain configuration access. Accessing the SWCC Agent Configuration menu can change it.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

## Removing the Agent

1. Enter the following and press the **Enter** key:

```
setid -d SWCC510
```

The procedure to remove the Agent asks the following:

Are you sure you want to delete all Agent data?

2. Do one of the following:

- Select option **y** and then press the **Enter** key. All configuration files for the Agent is deleted.
- Select option **n** and press the **Enter** key. The computer saves the configuration data, which includes the following:
  - ▲ Subsystem list of entries
  - ▲ Client system access options
  - ▲ Password
  - ▲ Email notification

You are able to use the data if you reinstall the Agent or install a newer version of the Agent.

# Chapter 5

## Configuration Procedures

This chapter describes procedures to configure a subsystem that uses Fibre Channel fabric topology. In fabric topology, the controller connects to its hosts through switches.

The following information is included in this chapter:

- “Establishing a Local Connection,” page 5–2
- “Setting Up a Single Controller,” page 5–3
- “Setting Up a Controller Pair,” page 5–9
- “Configuring Devices,” page 5–15
- “Configuring a Stripeset,” page 5–15
- “Configuring a Mirrorset,” page 5–15
- “Configuring a RAIDset,” page 5–16
- “Configuring a Striped Mirrorset,” page 5–17
- “Configuring a Single-Disk (JBOD) Unit,” page 5–18
- “Configuring a Partition,” page 5–18
- “Assigning Unit Numbers and Unit Qualifiers,” page 5–19
- “Configuration Options,” page 5–21

Use the command line interpreter (CLI) or StorageWorks Command Console (SWCC) to configure a subsystem. This chapter uses CLI, which is the low-level interface to the controller. If you want to use SWCC for configuration, see the SWCC online help for assistance.

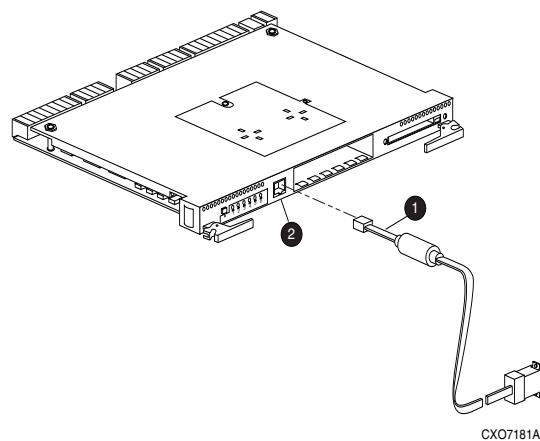
The configuration procedures assume that controllers and cache modules are installed in a fully functional and populated enclosure and that the PCMCIA cards are installed.

To install a controller or cache module and the PCMCIA card, see the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 Maintenance and Service Guide*.

## Establishing a Local Connection

A local connection is required to configure the controller until a command console LUN (CCL) is established using the CLI. Communication with the controller can be through the CLI or SWCC.

The maintenance port, as shown in Figure 5-1, provides a way to connect a maintenance terminal. The maintenance terminal can be an EIA-423 compatible terminal or a computer running a terminal emulator program. The maintenance port accepts a standard RS-232 jack. The maintenance port cable shown in Figure 5-1 has a 9-pin connector molded onto the end for a PC connection. If you need a terminal connection or a 25-pin connection, you can order optional cabling.



① Maintenance Port Cable

② Maintenance Port

Figure 5-1. Maintenance port connection



**CAUTION:** The maintenance port generates, uses, and can radiate radio-frequency energy through its cables. This energy may interfere with radio and television reception. Disconnect all maintenance port cables when not communicating with the controller through the local connection.



## Setting Up a Single Controller

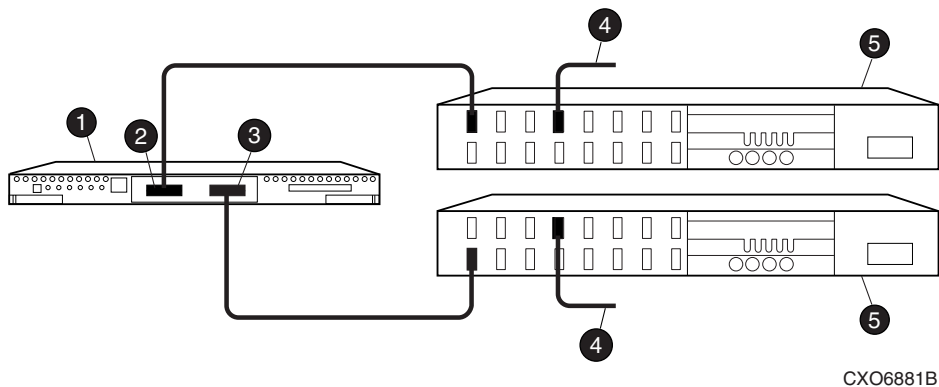
### Power Up and Establish Communication

1. Connect the computer or terminal to the controller as shown in Figure 5-1. The connection to the computer is through the COM1 or COM2 ports.
2. Turn on the computer or terminal.
3. Apply power to the storage subsystem.
4. Configure the computer or terminal as follows:
  - 9600 baud
  - 8 data bits
  - 1 stop bit
  - no parity
5. Press **Enter**. A copyright notice and the CLI prompt appear, indicating that you established a local connection with the controller.

### Cabling a Single controller

The cabling for a single controller is shown in Figure 5-2.

**NOTE:** It is a good idea to plug only the controller cables into the switch. The host cables are plugged into the switch as part of the configuration procedure (“Configuring a Single Controller Using CLI,” page 5-4).



- ❶ Controller
- ❷ Host port 1
- ❸ Host port 2
- ❹ Cable from the switch to the host Fibre Channel adapter
- ❺ FC switch

Figure 5-2. Single controller cabling

## Configuring a Single Controller Using CLI

To configure a single controller using CLI involves the following processes:

- Verify the Node ID and Check for Any Previous Connections.
- Configure Controller Settings.
- Restart the Controllers.
- Set Time and Verify All Commands.
- Plug in the FC Cable and Verify Connections.
- Repeat Procedure for Each Host Adapter Connections
- Verify Installation

### Verify the Node ID and Check for Any Previous Connections

1. Enter a SHOW THIS command to verify the node ID:  
SHOW THIS

See “Worldwide Names (Node IDs and Port IDs),” page 1–26, for the location of the sticker.

The node ID is located in the third line of the SHOW THIS result:

```
HSG60> show this
```

Controller:

```
HSG60 ZG80900583 Software V8.6L-0, Hardware E11
```

```
NODE_ID = 5000-1FE1-0001-3F00
```

```
ALLOCATION_CLASS = 0
```

- ❑ If the node ID is present, go to step 6.

If the node ID is all zeroes, enter the node ID and checksum, which are located on a sticker on the controller enclosure. Use the following syntax to enter the node ID:

```
SET THIS NODE_ID=NNNN-NNNN-NNNN-NNNN nn
```

NNNN-NNNN-NNNN-NNNN is the node ID, and nn is the checksum.

2. If the controller you are working with is not new from the factory, enter the following command to take it out of any failover mode that may have been configured previously:

```
SET NOFAILOVER
```

If the controller did have a failover mode previously set, the CLI may report an error. Clear the error with this command:

```
CLEAR_ERRORS CLI
```

3. Enter the following command to remove any previously configured connections:

```
SHOW CONNECTIONS
```

A list of named connections, if any, is displayed.

4. Delete these connections by entering the following command:

```
DELETE !NEWCON01
```

Repeat this delete command for each of the listed connections. When completed, no connections will be displayed.

### Configure Controller Settings

5. Set the SCSI version to SCSI-3 for Tru64 UNIX V5.1x only, using the following command.

```
SET THIS SCSI_VERSION=SCSI-3
```

Setting the SCSI version to SCSI-3 does not make the controller fully compliant with the SCSI-3 standards.

6. Set the topology for the controller. If both ports are used, set topology for both ports:

```
SET THIS PORT_1_TOPOLOGY=FABRIC
```

```
SET THIS PORT_2_TOPOLOGY=FABRIC
```

If the controller is not new from the factory, it may have another topology set, in which case these commands will result in an error message. If this happens, take both ports offline first, then reset the topology:

```
SET THIS PORT_1_TOPOLOGY=OFFLINE
```

```
SET THIS PORT_2_TOPOLOGY=OFFLINE
```

```
SET THIS PORT_1_TOPOLOGY=FABRIC
```

```
SET THIS PORT_2_TOPOLOGY=FABRIC
```

### Restart the Controllers

7. Restart the controller, using the following command:

```
RESTART THIS
```

It takes about one minute for the CLI prompt to come back after a RESTART command.

### Set Time and Verify All Commands

8. Set the time on the controller using the following syntax:

```
SET THIS TIME=DD-MMM-YYYY:HH:MM:SS
```

9. Use the FRUTIL utility to set up the battery discharge timer. Enter the following command to start FRUTIL:

```
RUN FRUTIL
```

When FRUTIL asks if you intend to replace the battery, answer “Y”:

```
Do you intend to replace this controller's cache battery? Y/N [N] Y
```

FRUTIL will print out a procedure, but won't give you a prompt. Ignore the procedure and just press enter.

10. Set up any additional optional controller settings, such as changing the CLI prompt. See the SET *this\_controller/other controller* command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* for the format of optional settings.

11. Verify that all commands have taken effect. Use the following command:

SHOW THIS

Verify node ID, allocation class, SCSI version, failover mode, identifier, and port topology. Following is a sample result of a SHOW THIS command, with the areas of interest in bold.

Controller:

HSG60 (C) DEC ZG09030200 Software V86L, Hardware 0000

**NODE\_ID = 5000-1FE1-0000-0000**

**ALLOCATION\_CLASS = 0**

SCSI\_VERSION = SCSI-3

**Not configured for dual-redundancy**

Device Port SCSI address 7

Time: 10-Mar-1999:12:30:34

**Command Console LUN is lun 0**

Host PORT\_1:

Reported PORT\_ID = 5000-1FE1-0000-0001

**PORT\_1\_TOPOLOGY = FABRIC (fabric up)**

Address = 210313

Host PORT\_2:

Reported PORT\_ID = 5000-1FE1-0000-0002

PORT\_2\_TOPOLOGY = FABRIC (fabric up)

Address = 210513

NOREMOTE\_COPY

.....

12. Turn on the switches, if not done previously.

If you want to communicate with the FC switches through Telnet, set an IP address for each switch. See the manuals that came with the switches for details.

### Plug in the FC Cable and Verify Connections

13. Plug in the Fibre Channel cable from the first adapter in the first host into the switch.

Enter a SHOW *connections* command to view the connection table:

SHOW CONNECTIONS

The first connection will have one or more entries in the connection table. Each connection will have a default name of the form !NEWCONxx, where xx is a number representing the order in which the connection was added to the connection table.

| Connection Name             | Operating System | Controller | Port                           | Address | Status   | Unit Offset |
|-----------------------------|------------------|------------|--------------------------------|---------|----------|-------------|
| !NEWCON00                   | WNNT             | OTHER      | 1                              | 200613  | OL other | 0           |
| HOST_ID=XXXX-XXXX-XXXX-XXXX |                  |            | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |         |          |             |

For an explanation about why there may be multiple connections shown for one adapter, see page 1-12.

- Rename the connection(s) to something meaningful to the system and easy to remember. For example, to assign the name ANGEL1A1 to connection !NEWCON01, enter:

```
RENAME !NEWCON01 ANGEL1A1
```

For a recommended naming convention, see “Naming Connections,” page 1-12.

- Specify the operating system for the connection:

```
SET ANGEL1A1 OPERATING_SYSTEM=TRU64_UNIX
```

- Verify the changes:

```
SHOW CONNECTIONS
```

Mark or tag all Fibre Channel cables at both ends for ease of maintenance.

### Repeat Procedure for Each Host Adapter Connections

- Repeat step 14, 15, and 16 for each of that adapter’s host connections, or delete the unused connections from the table.
- For each host adapter, repeat steps 13 through 17.

### Verify Installation

To verify installation for your Tru64\_UNIX host, enter one of the following commands:

#### For V4.0G use:

```
file /dev/rrx*c | grep HSG80
```

**For V5.1x use:**

file /dev/cport/ \*

Your host computer should report one CCL device special file for each HSG60 configured.

## Setting Up a Controller Pair

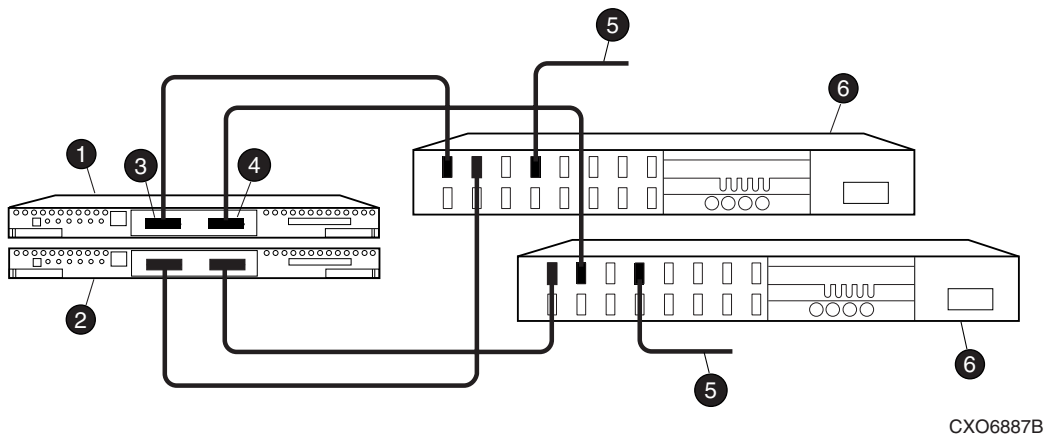
### Power Up and Establish Communication

1. Connect the computer or terminal to the controller as shown in Figure 5-1. The connection to the computer is through the COM1 or COM2 ports.
2. Turn on the computer or terminal.
3. Apply power to the storage subsystem.
4. Configure the computer or terminal as follows:
  - 9600 baud
  - 8 data bits
  - 1 stop bit
  - no parity
5. Press **Enter**. A copyright notice and the CLI prompt appear, indicating that you established a local connection with the controller.

### Cabling a Controller Pair

The cabling for a controller pair failover showing one HBA per server with HSG60 controller in transparent failover mode is shown in Figure 5-3.

**NOTE:** It is a good idea to plug only the controller cables into the switch. The host cables are plugged into the switch as part of the configuration procedure (“Configuring a Controller Pair Using CLI,” page 5-10).



- |                |                                                |
|----------------|------------------------------------------------|
| ❶ Controller A | ❷ Host port 2                                  |
| ❸ Controller B | ❸ Cable from the switch to the host FC adapter |
| ❹ Host port 1  | ❹ FC switch                                    |

Figure 5-3. Controller pair failover cabling

## Configuring a Controller Pair Using CLI

To configure a controller pair using CLI involves the following processes:

- Verify the Node ID and Check for Any Previous Connections.
- Configure Controller Settings.
- Restart the Controller.
- Plug in the FC Cable and Verify Connections.
- Repeat Procedure for Each Host Adapter.
- Verify Installation.

### Verify the Node ID and Check for Any Previous Connections

1. Enter a SHOW THIS command to verify the node ID:  
SHOW THIS



See “Worldwide Names (Node IDs and Port IDs),” page 1–26, for the location of the sticker.

The node ID is located in the third line of the SHOW THIS result:

```
HSG60> show this
```

Controller:

```
HSG60 ZG80900583 Software V8.6L-0, Hardware E11
```

```
NODE_ID = 5000-1FE1-0001-3F00
```

```
ALLOCATION_CLASS = 0
```

If the node ID is present, go to step 6.

If the node ID is all zeroes, enter the node ID and checksum, which are located on a sticker on the controller enclosure. Use the following syntax to enter the node ID:

```
SET THIS NODE_ID=NNNN-NNNN-NNNN-NNNN nn
```

NNNN-NNNN-NNNN-NNNN is the node ID, and nn is the checksum.

2. If working with anything but a factory-new controller, enter the following command to take it out of any failover mode that may have been previously configured:

```
SET NOFAILOVER
```

If the controller did have a failover mode previously set, the CLI may report an error. Clear the error with this command:

```
CLEAR_ERRORS CLI
```

3. Enter the following command to remove any previously configured connections:

```
SHOW CONNECTIONS
```

A list of named connections, if any, is displayed.

4. Delete these connections by entering the following command:

```
DELETE !NEWCON01
```

Repeat this delete command for each of the listed connections. When completed, no connections will be displayed.

### Configure Controller Settings

5. Set the version to SCSI-3 for Tru64 UNIX V5.1x only, using the following command:

```
SET THIS SCSI_VERSION=SCSI-3
```

Setting the SCSI version to SCSI-3 does not make the controller fully compliant with the SCSI-3 standards.

6. Set the topology for the controller. If both ports are used, set topology for both ports:

```
SET THIS PORT_1_TOPOLOGY=FABRIC
```

```
SET THIS PORT_2_TOPOLOGY=FABRIC
```

If the controller is not factory-new, it may have another topology set, in which case these commands will result in an error message. If this happens, take both ports offline first, then reset the topology:

```
SET THIS PORT_1_TOPOLOGY=OFFLINE
```

```
SET THIS PORT_2_TOPOLOGY=OFFLINE
```

```
SET THIS PORT_1_TOPOLOGY=FABRIC
```

```
SET THIS PORT_2_TOPOLOGY=FABRIC
```

### Restart the Controller

7. Restart the controller, using the following command:

```
RESTART THIS
```

It takes about one minute for the CLI prompt to come back after a RESTART command.

### Set Time and Verify All Commands

8. Set the time on the controller using the following syntax:

```
SET THIS TIME=DD-MMM-YYYY:HH:MM:SS
```

9. Use the FRUTIL utility to set up the battery discharge timer. Enter the following command to start FRUTIL:

```
RUN FRUTIL
```

When FRUTIL asks if you intend to replace the battery, answer “Y”:

```
Do you intend to replace this controller's cache battery? Y/N [N] Y
```

FRUTIL will print out a procedure, but will not give you a prompt. Ignore the procedure and just press **Enter**.

10. Set up any additional optional controller settings, such as changing the CLI prompt. See the SET *this\_controller/other controller* command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* for the format of optional settings.
11. Verify that all commands have taken effect. Use the following command:

```
SHOW THIS
```

Verify node ID, allocation class, SCSI version, failover mode, identifier, and port topology. The following display shows the result of a SHOW THIS command, with the areas of interest in bold.

Controller:

HSG60 (C) DEC ZG09030200 Software V8.6L, Hardware E11

**NODE\_ID = 5000-1FE1-0000-0000**

**ALLOCATION\_CLASS = 0**

SCSI\_VERSION = SCSI-3

**Not configured for dual-redundancy**

Device Port SCSI address 7

Time: 10-Mar-2001:12:30:34

**Command Console LUN is lun 0**

Host PORT\_1:

Reported PORT\_ID = 5000-1FE1-0000-0001

**PORT\_1\_TOPOLOGY = FABRIC (fabric up)**

Address = 210313

Host PORT\_2:

Reported PORT\_ID = 5000-1FE1-0000-0002

PORT\_2\_TOPOLOGY = FABRIC (fabric up)

Address = 210513

NOREMOTE\_COPY

.....

12. Turn on the switches, if not done previously.

If you want to communicate with the FC switches through Telnet, set an IP address for each switch. See the manuals that came with the switches for details.

### Plug in the FC Cable and Verify Connections

13. Plug in the Fibre Channel cable from the first adapter on the first host into the switch. Enter a SHOW connections command to view the connection table:

SHOW CONNECTIONS

The first connection will have one or more entries in the connection table. Each connection will have a default name of the form !NEWCONxx, where xx is a number representing the order in which the connection was added to the connection table.

For a description of why plugging in one adapter can result in multiple connections, see “Numbers of Connections,” page 1–12.

14. Rename the connection(s) to something meaningful to the system and easy to remember. For example, to assign the name ANGEL1A1 to connection !NEWCON01, enter:

```
RENAME !NEWCON01 ANGEL1A1
```

Compaq recommends using a naming convention, see “Naming Connections,” page 1–12.

15. Specify the operating system for the connection:

```
SET ANGEL1A1 OPERATING_SYSTEM=TRU64_UNIX
```

16. Verify the changes:

```
SHOW CONNECTIONS
```

Mark or tag all Fibre Channel cables at both ends for ease of maintenance.

### **Repeat Procedure for Each Host Adapter**

17. Repeat steps 14, 15, and 16 for each of that adapter’s host connections or delete the unwanted connections from the table.

18. For each host adapter, repeat steps 13 through 17.

### **Verify Installation**

To verify installation for your Tru64\_UNIX host, enter one of the following commands:

#### **For V4.0G Use**

```
file /dev/rrx*c | grep HSG80
```

#### **For V5.1x Use**

```
file /dev/cport/ *
```

Your host computer should report one CCL device special file for each HSG60 configured.

## Configuring Devices

The disks on the device bus of the HSG60 can be configured manually or with the CONFIG utility. The CONFIG utility is easier. Invoke CONFIG with the following command:

```
RUN CONFIG
```

CONFIG takes about 2 minutes to discover and to map the configuration of a completely populated storage system.

## Configuring a Stripese

1. Create the stripese by adding its name to the controller's list of storagesets and by specifying the disk drives it contains. Use the following syntax:

```
ADD STRIPESET STRIPESET-NAME DISKNNNNN DISKNNNNN
```

2. Initialize the stripese, specifying any desired switches:

```
INITIALIZE STRIPESET-NAME SWITCHES
```

See “Initialization Switches” on page 2-23 for a description of the initialization switches.

3. Verify the stripese configuration:

```
SHOW STRIPESET-NAME
```

4. Assign the stripese a unit number to make it accessible by the hosts. See “Assigning Unit Numbers and Unit Qualifiers” on page 5-19.

For example:

The commands to create Stripe1, a stripese consisting of three disks (DISK10000, DISK20000, and DISK10100) and having a chunksize of 128:

```
ADD STRIPESET STRIPE1 DISK10000 DISK20000 DISK10100
```

```
INITIALIZE STRIPE1 CHUNKSIZE=128
```

```
SHOW STRIPE1
```

## Configuring a Mirrorset

1. Create the mirrorset by adding its name to the controller's list of storagesets and by specifying the disk drives it contains. Optionally, you can append mirrorset switch values:

```
ADD MIRRORSET MIRRORSET-NAME DISKNNNNN DISKNNNNN SWITCHES
```

**NOTE:** See the ADD MIRRORSET command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* for a description of the mirrorset switches.

2. Initialize the mirrorset, specifying any desired switches:

```
INITIALIZE MIRRORSET-NAME SWITCHES
```

See “Initialization Switches” on page 2–23 for a description of the initialization switches.

3. Verify the mirrorset configuration:

```
SHOW MIRRORSET-NAME
```

4. Assign the mirrorset a unit number to make it accessible by the hosts. See “Assigning Unit Numbers and Unit Qualifiers” on page 5–19.

For example:

The commands to create Mirr1, a mirrorset with two members (DISK10000 and DISK20000), and to initialize it using default switch settings:

```
ADD MIRRORSET MIRR1 DISK10000 DISK20000
```

```
INITIALIZE MIRR1
```

```
SHOW MIRR1
```

## Configuring a RAIDset

1. Create the RAIDset by adding its name to the controller's list of storagesets and specifying the disk drives it contains. Optionally, you can specify RAIDset switch values:

```
ADD RAIDSET RAIDSET-NAME DISKNNNNN DISKNNNNN DISKNNNNN SWITCHES
```

**NOTE:** See the ADD RAIDSET command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* for a description of the RAIDset switches.

2. Initialize the RAIDset, specifying any desired switches:

```
INITIALIZE RAIDSET-NAME SWITCH
```

**NOTE:** Compaq recommends that you allow initial reconstruct to complete before allowing I/O to the RAIDset. Not doing so may generate forced errors at the host level. To determine whether initial reconstruct has completed, enter SHOW RAIDSET FULL.

See “Initialization Switches” on page 2–23 for a description of the initialization switches.

3. Verify the RAIDset configuration:

```
SHOW RAIDSET-NAME
```

4. Assign the RAIDset a unit number to make it accessible by the hosts. See “Assigning Unit Numbers and Unit Qualifiers” on page 5-19.

For example:

The commands to create RAID1, a RAIDset with three members (DISK10000, DISK20000, and DISK10100) and to initialize it with default values:

```
ADD RAIDSET RAID1 DISK10000 DISK20000 DISK10100
INITIALIZE RAID1
SHOW RAID1
```

## Configuring a Striped Mirrorset

1. Create, but do not initialize, at least two mirrorsets.  
See “Configuring a Mirrorset” on page 5-15.
2. Create a stripeset and specify the mirrorsets it contains:  
ADD STRIPESET STRIPESET-NAME MIRRORSET-1 MIRRORSET-2...MIRRORSET-N
3. Initialize the striped mirrorset, specifying any desired switches:  
INITIALIZE STRIPESET-NAME SWITCH  
See “Initialization Switches” on page 2-23 for a description of the initialization switches.
4. Verify the striped mirrorset configuration:  
SHOW STRIPESET-NAME
5. Assign the stripeset mirrorset a unit number to make it accessible by the hosts. See “Assigning Unit Numbers and Unit Qualifiers” on page 5-19.

For example:

The commands to create Stripe1, a striped mirrorset that comprises Mirr1, Mirr2, and Mirr3, each of which is a two-member mirrorset:

```
ADD MIRRORSET MIRR1 DISK10000 DISK20000
ADD MIRRORSET MIRR2 DISK20100 DISK10100
ADD MIRRORSET MIRR3 DISK10200 DISK20200
ADD STRIPESET STRIPE1 MIRR1 MIRR2 MIRR3
INITIALIZE STRIPE1
SHOW STRIPE1
```

## Configuring a Single-Disk (JBOD) Unit

1. Initialize the disk drive, specifying any desired switches:

INITIALIZE DISK-NAME SWITCHES

See “Initialization Switches” on page 2–23 for a description of the initialization switches.

2. Verify the configuration using the following command:

SHOW DISK-NAME

3. Assign the disk a unit number to make it accessible by the hosts. See “Assigning Unit Numbers and Unit Qualifiers” on page 5–19.

## Configuring a Partition

1. Initialize the storageset or disk drive, specifying any desired switches:

INITIALIZE STORAGESET-NAME SWITCHES

or

INITIALIZE DISK-NAME SWITCHES

See “Initialization Switches” on page 2–23 for a description of the initialization switches.

2. Create each partition in the storageset or disk drive by indicating the partition's size. Also specify any desired switch settings:

CREATE\_PARTITION STORAGESET-NAME SIZE=N SWITCHES

or

CREATE\_PARTITION DISK-NAME SIZE=N SWITCHES

where N is the percentage of the disk drive or storageset that will be assigned to the partition. Enter SIZE=LARGEST to let the controller assign the largest free space available to the partition.

**NOTE:** See the CREATE\_PARTITION command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide* for a description of the partition switches.

3. Verify the partitions:

SHOW STORAGESET-NAME

or

SHOW DISK-NAME



The partition number appears in the first column, followed by the size and starting block of each partition.

4. Assign the partition a unit number to make it accessible by the hosts. See “Assigning Unit Numbers and Unit Qualifiers” on page 5-19.

For example:

The commands to create RAID1, a three-member RAIDset, then partition it into two storage units:

```
ADD RAIDSET RAID1 DISK10000 DISK20000 DISK10100
INITIALIZE RAID1
CREATE_PARTITION RAID1 SIZE=25
CREATE_PARTITION RAID1 SIZE=LARGEST
SHOW RAID1
```

## Assigning Unit Numbers and Unit Qualifiers

Each storageset, partition, or single (JBOD) disk must be assigned a unit number for the host to access. As the units are added, their properties can be specified through the use of command qualifiers, which are discussed in detail under the ADD UNIT command in the *Compaq StorageWorks HSG60 Array Controller ACS Version 8.6 CLI Reference Guide*.

Each unit can be reserved for the exclusive use of a host or group of hosts. See “Restricting Host Access in Transparent Failover Mode,” page 1-20 and “Restricting Host Access in Multiple-Bus Failover Mode,” page 1-23.

### Assigning a Unit Number to a Storageset

To assign a unit number to a storageset, use the following syntax:

```
ADD UNIT UNIT-NUMBER STORAGESET-NAME
```

For example:

To assign unit D102 to RAIDset R1, use the following command:

```
ADD UNIT D102 R1
```

## Assigning a Unit Number to a Single (JBOD) Disk

To assign a unit number to a single (JBOD) disk, use the following syntax:

```
ADD UNIT UNIT-NUMBER DISK-NAME
```

For example:

To assign unit D4 to DISK20300, use the following command:

```
ADD UNIT D4 DISK20300
```

## Assigning a Unit Number to a Partition

To assign a unit number to a partition, use the following syntax:

```
ADD UNIT UNIT-NUMBER STORAGESET-NAME PARTITION=PARTITION-NUMBER
```

For example:

To assign unit D100 to partition 3 of mirrorset mirr1, use the following command:

```
ADD UNIT D100 MIRR1 PARTITION=3
```

## Preferring Units

In multiple-bus failover mode, individual units can be preferred to a specific controller.

For example, unit D102 to *this controller*, use the following command:

```
SET D102 PREFERRED_PATH=THIS
```

RESTART commands must be issued to both controllers for this command to take effect:

```
RESTART OTHER_CONTROLLER
```

```
RESTART THIS_CONTROLLER
```

**NOTE:** The controllers need to restart for the preferred settings to take effect. The RESTART *other\_controller* command must be entered immediately before the RESTART *this\_controller* command.

## Configuration Options

### Changing the CLI Prompt

To change the CLI prompt, enter a 1- to 16- character string as the new prompt, as follows:

```
SET THIS_CONTROLLER PROMPT = "NEW PROMPT"
```

If you are configuring dual-redundant controllers, also change the CLI prompt on the "other controller." Use the following command:

```
SET OTHER_CONTROLLER PROMPT = "NEW PROMPT"
```

It is suggested that the prompts reflect something about the controllers. For example, if the subsystem is the third one in a lab, give the top controller a prompt like LAB3A and the bottom controller, LAB3B.

### Mirroring cache

To specify mirrored cache:

```
SET THIS_MIRRORED_CACHE
```

### Adding Disk Drives

If you add new disk drives to the subsystem, the disk drives must be added to the controllers' list of known devices:

- To add one new disk drive to the list of known devices, enter the following command:

```
ADD DISK DISKNNNNN P T L
```

- To add several new disk drives to the list of known devices, enter the following command:

```
RUN CONFIG
```

### Adding a Disk Drive to the Spareset

The spareset is a collection of spare disk drives that are available to the controller should it need to replace a failed member of a RAIDset or mirrorset.

**NOTE:** This procedure assumes that the disks that you are adding to the spareset have already been added to the controller's list of known devices.

To add the disk drive to the controller's spareset list:

```
ADD SPARESET DISKNNNNN
```

Repeat this step for each disk drive you want to add to the spareset:

For example:

The following example shows the commands for adding DISK11300 and DISK21300 to the spareset.

```
ADD SPARESET DISK11300
```

```
ADD SPARESET DISK21300
```

## Removing a Disk Drive from the Spareset

You can delete disks in the spareset if you need to use them elsewhere in your subsystem.

**NOTE:** The RUN CONFIG command does not delete disks from the controllers' device table if a disk has been physically removed or replaced. In this case, use the command DELETE DISKNNNNN.

1. Show the contents of the spareset using the following command:

```
SHOW SPARESET
```

2. Delete the desired disk drive using the following command:

```
DELETE SPARESET DISKNNNNN
```

3. Verify the contents of the spareset using the following command:

```
SHOW SPARESET
```

## Enabling Autospare

With AUTOSPARE enabled on the failedset, any new disk drive that is inserted into the PTL location of a failed disk drive is automatically initialized and placed into the spareset. If initialization fails, the disk drive remains in the failedset until you manually delete it from the failedset.

To enable autospare, enter the following command:

```
SET FAILEDSET AUTOSPARE
```

To disable autospare, enter the following command:

```
SET FAILEDSET NOAUTOSPARE
```

During initialization, AUTOSPARE checks to see if the new disk drive contains metadata. Metadata is information the controller writes on the disk drive when that the disk drive is configured into a storageset. Therefore, the presence of metadata indicates the disk drive belongs to, or has been used by, a storageset. If the disk drive contains metadata, initialization stops. (A new disk drive will not contain metadata but a repaired or reused disk drive might. To erase metadata from a disk drive, add it to the controller's list of devices, then set it to be nottransportable and initialize it.)

## Deleting a Storageset

**NOTE:** If the storageset you are deleting is partitioned, delete each partitioned unit before you can delete the storageset.

1. Show the storageset's configuration:  
SHOW STORAGESET-NAME
2. Delete the unit number that uses the storageset. Use the following command:  
DELETE UNIT-NUMBER
3. Delete the storageset. Use the following command:  
DELETE STORAGESET-NAME
4. Verify the configuration:  
SHOW STORAGESET-NAME

## Changing Switches for a Storageset or Device

You can optimize a storageset or device at any time by changing the switches that are associated with it. Remember to update the storageset's profile when you change its switches.

### Displaying the Current Switches

To display the current switches for a storageset or single-disk unit, enter a SHOW command, specifying the FULL switch:

```
SHOW STORAGESET-NAME
```

or

```
SHOW DEVICE-NAME FULL
```

### Changing RAIDset and Mirrorset Switches

Use the SET *storageset-name* command to change the RAIDset and Mirrorset switches associated with an existing storageset. For example, the following command changes the replacement policy for RAIDset RAID1 to BEST\_FIT:

```
SET RAID1 POLICY=BEST_FIT
```

### Changing Device Switches

Use the SET *device-name* command to change the device switches. For example, to request a data transfer rate of 20 MHz for DISK10000:

```
SET DISK10000 TRANSFER_RATE_REQUESTED=20MHZ
```

### Changing Initialize Switches

The initialization switches cannot be changed without destroying the data on the storageset or device. These switches are integral to the formatting and can only be changed by reinitializing the storageset. Initializing a storageset is similar to formatting a disk drive; all data is destroyed during this procedure.

### Changing Unit Switches

Use the SET *unit-name* command to change the characteristics of a unit. For example, the following command enables write protection for unit D100:

```
SET D100 WRITE_PROTECT
```

# Chapter 6

## Verifying Storage Configuration from the Host

This chapter briefly describes how to verify that multiple paths exist to virtual disk units under Tru64 UNIX V5.1x.

After configuring units (virtual disks) through either the CLI or SWCC, access the new storage by performing one of the following methods:

- Issuing the following command to rescan the bus:

```
hwmgr -scan scsi
```

*or*

- Restarting the host.

After the host restarts, verify that the disk is correctly presented to the host. The command to use consists of the following syntax:

```
hwmgr -view dev
```

The disk information returned is shown on the following table:

| HWID: Device Name     | Mfg | Model    | Location             |
|-----------------------|-----|----------|----------------------|
| 123: /dev/disk/dsk56c | DEC | HSG60CCL | bus-5-targ-0-lun-0   |
| 124: /dev/disk/dsk57c | DEC | HSG      | bus-6-targ-0-lun-1   |
| 125: /dev/disk/dsk58c | DEC | HSG      | bus-5-targ-0-lun-2   |
| 126: /dev/disk/dsk59c | DEC | HSG      | bus-5-targ-0-lun-60  |
| 127: /dev/disk/dsk60c | DEC | HSGCCL   | bus-5-targ-10-lun-0  |
| 128: /dev/disk/dsk61c | DEC | HSG      | bus-5-targ-10-lun-60 |
| 129: /dev/disk/dsk62c | DEC | HSG      | bus-5-targ-10-lun-61 |
| 130: /dev/disk/dsk63c | DEC | HSG      | bus-5-targ-10-lun-62 |





# Chapter 7

## Configuration Example Using CLI

This chapter presents an example of configuring a particular storage subsystem using the CLI. The CLI configuration example shown assumes:

- A normal, new controller pair, meaning:
  - NODE ID set
  - No previous failover mode
  - No previous topology set
- Full array with no expansion cabinet
- PCMCIA cards installed in both controllers

A storage subsystem example is shown in Figure 7-1. The example system contains three non-clustered TRU64\_UNIX hosts, as shown in Figure 7-2. From the hosts' point of view, each host will have four paths to its own virtual disks. The resulting virtual system, from the hosts' point of view, is shown in Figure 7-3.

Figure 7-1 shows an example storage system map for the 4214R enclosure. Details on building your own map are described in Chapter 2. Templates to help you build your storage map are supplied in Appendix A.

| Model 4214R Disk Enclosure Shelf 1 (single-bus) |                       |                       |                       |                             |                             |                             |                             |                         |                         |                         |                          |                    |               |               |
|-------------------------------------------------|-----------------------|-----------------------|-----------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|-------------------------|-------------------------|-------------------------|--------------------------|--------------------|---------------|---------------|
| Bay                                             | 1                     | 2                     | 3                     | 4                           | 5                           | 6                           | 7                           | 8                       | 9                       | 10                      | 11                       | 12                 | 13            | 14            |
| SCSI ID                                         | 00                    | 01                    | 02                    | 03                          | 04                          | 05                          | 08                          | 09                      | 10                      | 11                      | 12                       | 13                 | 14            | 15            |
| DISK ID                                         | D0<br>R1<br>DISK10000 | D0<br>R1<br>DISK10100 | D0<br>R1<br>DISK10200 | D1<br>S1<br>M1<br>DISK10300 | D1<br>S1<br>M1<br>DISK10400 | D1<br>S1<br>M2<br>DISK10500 | D1<br>S1<br>M2<br>DISK10800 | D100<br>M3<br>DISK10900 | D100<br>M3<br>DISK11000 | D120<br>S2<br>DISK11100 | D120<br>S2<br>DISK112000 | Spare<br>DISK11300 | not supported | not supported |

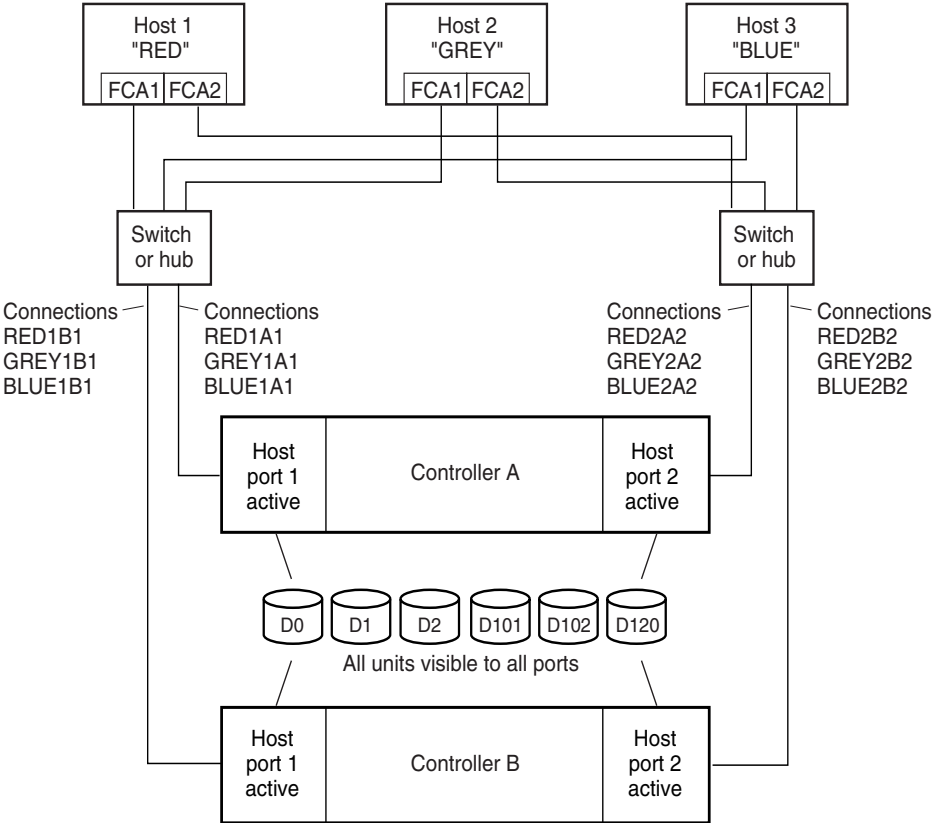
  

| Model 4214R Disk Enclosure Shelf 2 (single-bus) |                       |                       |                       |                             |                             |                             |                             |                         |                         |                         |                         |                    |               |               |
|-------------------------------------------------|-----------------------|-----------------------|-----------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|-------------------------|-------------------------|-------------------------|-------------------------|--------------------|---------------|---------------|
| Bay                                             | 1                     | 2                     | 3                     | 4                           | 5                           | 6                           | 7                           | 8                       | 9                       | 10                      | 11                      | 12                 | 13            | 14            |
| SCSI ID                                         | 00                    | 01                    | 02                    | 03                          | 04                          | 05                          | 08                          | 09                      | 10                      | 11                      | 12                      | 13                 | 14            | 15            |
| DISK ID                                         | D0<br>R1<br>DISK20000 | D0<br>R1<br>DISK20100 | D0<br>R1<br>DISK20200 | D1<br>S1<br>M1<br>DISK20300 | D1<br>S1<br>M1<br>DISK20400 | D1<br>S1<br>M2<br>DISK20500 | D1<br>S1<br>M2<br>DISK20800 | D100<br>M3<br>DISK20900 | D100<br>M3<br>DISK21000 | D120<br>S2<br>DISK21100 | D120<br>S2<br>DISK21200 | Spare<br>DISK21300 | not supported | not supported |

Figure 7-1. Example storage map

The example system shown in Figure 7-2, contains three non-clustered TRU64\_UNIX hosts. The port 1 link is separate from the port 2 link (that is, ports 1 of both controllers are on one loop or fabric, and port 2 of both controllers are on another) therefore, each adapter has two connections.

From the hosts' point of view, each host will have four paths to its own virtual disks. The figure shows a representative multiple-bus failover configuration. Restricting the access of unit D101 to host BLUE can be done by enabling only the connections to host BLUE. At least two connections must be enabled for multiple-bus failover to work. For most operating systems, it is desirable to have all connections to the host enabled.



NOTE: FCA = Fibre Channel Adapter

CX07109B

Figure 7-2. Example system

The following graphic represents units that are logical or virtual disks comprised of storagesets configured from physical disks.

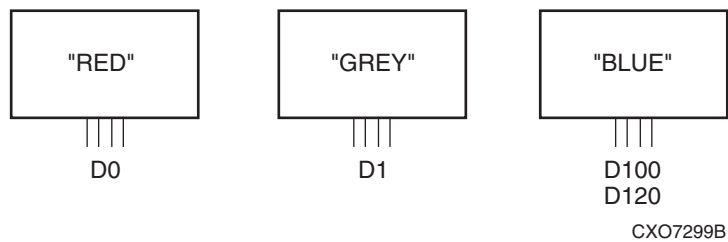


Figure 7-3. Example virtual layout from the hosts' point of view

## CLI Configuration Example

The series of commands and information presented in this section provides a CLI configuration example. Text conventions used in this section are listed below:

- Text in *italics* indicates an action you take.
- Text in THIS FORMAT, indicates a command you type. Be certain to press **Enter** after each command.
- Text enclosed within a box, indicates information that is displayed by the CLI interpreter.
- **NOTE** text provides additional helpful information.

**NOTE:** "This" controller is top controller (A).

*Plug serial cable from maintenance terminal into top controller.*

```
CLEAR CLI
SET MULTIBUS_FAILOVER COPY=THIS
CLEAR CLI
SET THIS SCSI_VERSION=SCSI-3
SET THIS PORT_1_TOPOLOGY=FABRIC
SET THIS PORT_2_TOPOLOGY=FABRIC
SET OTHER PORT_1_TOPOLOGY=FABRIC
SET OTHER PORT_2_TOPOLOGY=FABRIC
SET THIS ALLOCATION_CLASS=0
RESTART OTHER
RESTART THIS
SET THIS TIME=10-Mar-2001:12:30:34
RUN FRUTIL
```

Do you intend to replace this controller's cache battery? Y/N [N]

Y

**NOTE:** If "N" is selected, there is no warning when the battery is low.

*Plug serial cable from maintenance terminal into bottom controller.*

**NOTE:** Bottom controller (B) becomes "this" controller.

```
RUN FRUTIL
```

Do you intend to replace this controller's cache battery? Y/N [N]

Y

```
SET THIS MIRRORED_CACHE
```

**NOTE:** This command causes the controllers to restart.

```
SET THIS PROMPT="BTVS BOTTOM"
```

```
SET OTHER PROMPT="BTVS TOP"
```

```
SHOW THIS
```

```
SHOW OTHER
```

Plug in the Fibre Channel cable from the first adapter in host "RED."

```
SHOW CONNECTIONS

RENAME !NEWCON00 RED1B1
SET RED1B1 OPERATING_SYSTEM=TRU64_UNIX
RENAME !NEWCON01 RED1A1
SET RED1A1 OPERATING_SYSTEM=TRU64_UNIX
SHOW CONNECTIONS
```

**NOTE:** Connection table sorts alphabetically.

| Connection Name             | Operating System | Controller | Port                           | Address | Status   | Unit Offset |
|-----------------------------|------------------|------------|--------------------------------|---------|----------|-------------|
| RED1A1                      | TRU64_UNIX       | OTHER      | 1                              | XXXXXX  | OL other | 0           |
| HOST_ID=XXXX-XXXX-XXXX-XXXX |                  |            | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |         |          |             |
| RED1B1                      | TRU64_UNIX       | THIS       | 1                              | XXXXXX  | OL this  | 0           |
| HOST_ID=XXXX-XXXX-XXXX-XXXX |                  |            | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |         |          |             |

Mark or tag both ends of Fibre Channel cables.

Plug in the Fibre Channel cable from the second adapter in host "RED."

```
SHOW CONNECTIONS
```

| Connection Name             | Operating System | Controller | Port                           | Address | Status   | Unit Offset |
|-----------------------------|------------------|------------|--------------------------------|---------|----------|-------------|
| !NEWCON02                   | TRU64_UNIX       | THIS       | 2                              | XXXXXX  | OL this  | 0           |
| HOST_ID=XXXX-XXXX-XXXX-XXXX |                  |            | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |         |          |             |
| !NEWCON03                   | TRU64_UNIX       | OTHER      | 2                              | XXXXXX  | OL other | 0           |
| HOST_ID=XXXX-XXXX-XXXX-XXXX |                  |            | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |         |          |             |
| RED1A1                      | TRU64_UNIX       | OTHER      | 1                              | XXXXXX  | OL other | 0           |
| ...                         |                  |            |                                |         |          |             |

```
RENAME !NEWCON02 RED2B2
SET RED2B2 OPERATING_SYSTEM=TRU64_UNIX
RENAME !NEWCON02 RED2A2
SET RED2A2 OPERATING_SYSTEM=TRU64_UNIX
```

SHOW CONNECTIONS

| Connection Name | Operating System | Controller | Port | Address                        | Status   | Unit Offset |
|-----------------|------------------|------------|------|--------------------------------|----------|-------------|
| RED1A1          | TRU64_UNIX       | OTHER      | 1    | XXXXXX                         | OL other | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| RED1B1          | TRU64_UNIX       | THIS       | 1    | XXXXXX                         | OL this  | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| RED2A2          | TRU64_UNIX       | OTHER      | 2    | XXXXXX                         | OL other | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| RED2B2          | TRU64_UNIX       | THIS       | 2    | XXXXXX                         | OL this  | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |

Mark or tag both ends of Fibre Channel cables

Repeat this process to add connections from the other two hosts. The resulting connection table should appear similar to the following:

| Connection Name | Operating System | Controller | Port | Address                        | Status   | Unit Offset |
|-----------------|------------------|------------|------|--------------------------------|----------|-------------|
| GREY1A1         | TRU64_UNIX       | OTHER      | 1    | XXXXXX                         | OL other | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| GREY1B1         | TRU64_UNIX       | THIS       | 1    | XXXXXX                         | OL this  | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| GREY2A2         | TRU64_UNIX       | OTHER      | 2    | XXXXXX                         | OL other | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| GREY2B2         | TRU64_UNIX       | THIS       | 2    | XXXXXX                         | OL this  | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| BLUE1A1         | TRU64_UNIX       | OTHER      | 1    | XXXXXX                         | OL other | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| BLUE1B1         | TRU64_UNIX       | THIS       | 1    | XXXXXX                         | OL this  | 0           |
|                 |                  |            |      | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |          |             |
| BLUE2A2         | TRU64_UNIX       | OTHER      | 2    | XXXXXX                         | OL other | 0           |

|                             |                                |
|-----------------------------|--------------------------------|
| HOST_ID=XXXX-XXXX-XXXX-XXXX | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |
| BLUE2B2 TRU64_UNIX THIS     | 2 XXXXXX OL this 0             |
| HOST_ID=XXXX-XXXX-XXXX-XXXX | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |
| RED1A1 TRU64_UNIX OTHER     | 1 XXXXXX OL other 0            |
| HOST_ID=XXXX-XXXX-XXXX-XXXX | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |
| RED1B1 TRU64_UNIX THIS      | 1 XXXXXX OL this 0             |
| HOST_ID=XXXX-XXXX-XXXX-XXXX | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |
| RED2A2 TRU64_UNIX OTHER     | 2 XXXXXX OL other 0            |
| HOST_ID=XXXX-XXXX-XXXX-XXXX | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |
| RED2B2 TRU64_UNIX THIS      | 2 XXXXXX OL this 0             |
| HOST_ID=XXXX-XXXX-XXXX-XXXX | ADAPTER_ID=XXXX-XXXX-XXXX-XXXX |

RUN CONFIG

ADD RAIDSET R1 DISK10000 DISK20000 DISK10100 DISK20100 DISK10200 DISK20200

INITIALIZE R1

ADD UNIT D0R1 DISABLE\_ACCESS\_PATH=ALL

SET D0 ENABLE\_ACCESS\_PATH=(RED1A1, RED1B1, RED2A2, RED2B2)

ADD MIRRORSET MI DISK10300 DISK20300 DISK10400 DISK20400

ADD MIRRORSET M2 DISK10500 DISK20500 DISK10800 DISK20800

ADD STRIPESET S1 M1 M2

INITIALIZE S1

ADD UNIT D1 S1 DISABLE\_ACCESS\_PATH=ALL

SET D1 ENABLE\_ACCESS\_PATH=(GREY1A1, GREY1B1, GREY2A2, GREY2B2)

ADD MIRRORSET M3 DISK10900 DISK20900 DISK11000 DISK21000

INITIALIZE M3

ADD UNIT D100 M3 DISABLE\_ACCESS\_PATH=ALL

SET D100 ENABLE\_ACCESS\_PATH=(BLUE1A1, BLUE1B1, BLUE2A2, BLUE2B2)

ADD STRIPESET S2 DISK11100 DISK11200 DISK21100 DISK21200

INITIALIZE S2

ADD UNIT D120 S2 DISABLE\_ACCESS\_PATH=ALL

SET D120 ENABLE\_ACCESS\_PATH=(BLUE1A1, BLUE1B1, BLUE2A2, BLUE2B2)



*Configuration Example Using CLI* **7-9**

```
ADD SPARESET DISK1 1300
ADD SPARESET DISK2 1300
SHOW UNITS ALL
```



## Chapter 8

# Backing Up the Subsystem, Cloning Data for Backup, and Moving Stagesets

This chapter describes some common procedures that are not mentioned previously in this guide. The following information is included in this chapter:

- “Backing Up the Subsystem Configuration,” page 8-1
- “Cloning Data for Backup,” page 8-2
- “Moving Stagesets,” page 8-5

## Backing Up the Subsystem Configuration

The controller stores information about the subsystem configuration in its nonvolatile memory. This information could be lost if the controller fails or when you replace a module in the subsystem.

You can use the following command to produce a display that shows if the save configuration feature is active and which devices are being used to store the configuration.

```
SHOW THIS_CONTROLLER FULL
```

The resulting display includes a line that indicates status and how many devices have copies of the configuration. The last line shows on how many devices the configuration is backed up.

The `SHOW devices FULL` command shows which disk drive are set up to back up the configuration. The syntax for this command is shown below:

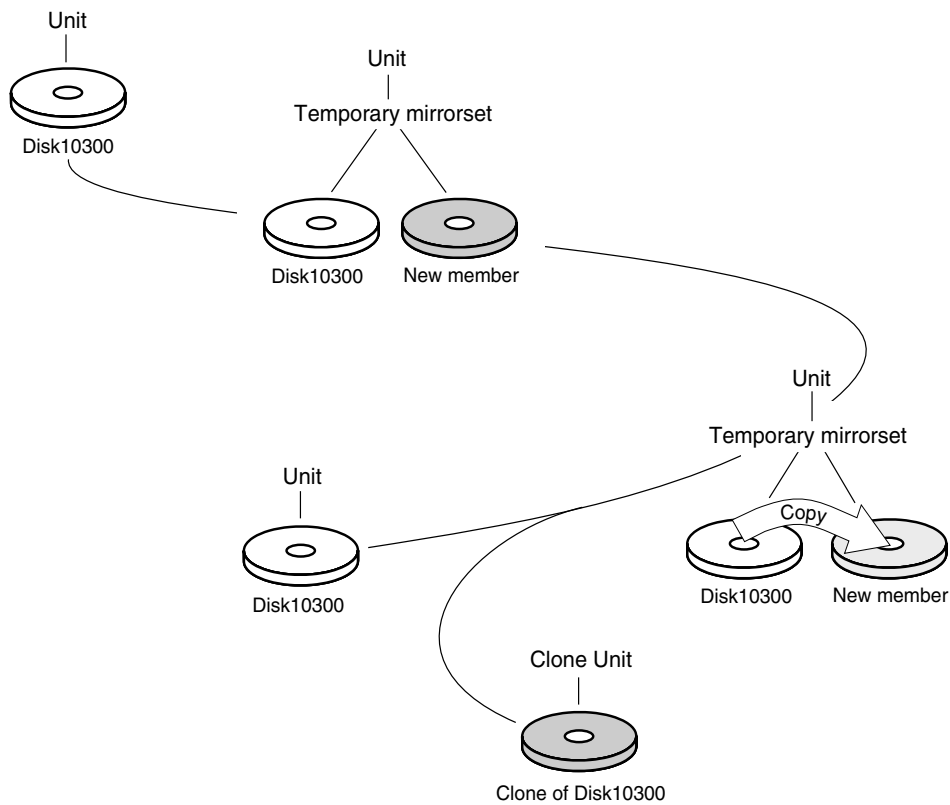
```
SHOW DEVICES FULL
```

## Cloning Data for Backup

Use the CLONE utility to duplicate the data on any unpartitioned single-disk unit, stripeset, mirrorset, or striped mirrorset in preparation for backup. When the cloning operation is complete, you can back up the clones rather than the storageset or single-disk unit, which can continue to service its I/O load. When you are cloning a mirrorset, CLONE does not need to create a temporary mirrorset. Instead, it adds a temporary member to the mirrorset and copies the data onto this new member.

The CLONE utility creates a temporary, two-member mirrorset for each member in a single-disk unit or stripeset. Each temporary mirrorset contains one disk drive from the unit you are cloning and one disk drive onto which CLONE copies the data. During the copy operation, the unit remains online and active so that the clones contain the most up-to-date data.

After the CLONE utility copies the data from the members to the clones, it restores the unit to its original configuration and creates a clone unit you can backup. The CLONE utility uses steps shown in Figure 8-1 to duplicate each member of a unit.



CX05510A

Figure 8-1. Steps the CLONE utility follows for duplicating unit members

Use the following steps to clone a single-disk unit, stripeset, or mirrorset:

1. Establish a connection to the controller that accesses the unit you want to clone.
2. Start CLONE using the following command:  
`RUN CLONE`
3. When prompted, enter the unit number of the unit you want to clone.
4. When prompted, enter a unit number for the clone unit that CLONE will create.
5. When prompted, indicate how you would like the clone unit to be brought online: either automatically or only after approval.
6. When prompted, enter the disk drives you want to use for the clone units.

7. Back up the clone unit.

The following example shows the commands you would use to clone storage unit D98. The clone command terminates after it creates storage unit D99, a clone or copy of D98.

```
RUN CLONE
CLONE LOCAL PROGRAM INVOKED
UNITS AVAILABLE FOR CLONING:
 98
ENTER UNIT TO CLONE? 98
CLONE WILL CREATE A NEW UNIT WHICH IS A COPY OF UNIT 98.
ENTER THE UNIT NUMBER WHICH YOU WANT ASSIGNED TO THE NEW UNIT? 99
THE NEW UNIT MAY BE ADDED USING ONE OF THE FOLLOWING METHODS:
1. CLONE WILL PAUSE AFTER ALL MEMBERS HAVE BEEN COPIED. THE USER MUST THEN
 PRESS RETURN TO CAUSE THE NEW UNIT TO BE ADDED.
2. AFTER ALL MEMBERS HAVE BEEN COPIED, THE UNIT WILL BE ADDED AUTOMATICALLY.
UNDER WHICH ABOVE METHOD SHOULD THE NEW UNIT BE ADDED[]1
DEVICES AVAILABLE FOR CLONE TARGETS:
DISK20200 (SIZE=832317)
DISK20300 (SIZE=832317)
USE AVAILABLE DEVICE DISK20200(SIZE=832317) FOR MEMBER DISK10300(SIZE=832317)
(Y,N) [Y]? Y
MIRROR DISK10300 C_MA
SET C_MA NOPOLICY
SET C_MA MEMBERS=2
SET C_MA REPLACE=DISK20200
DEVICES AVAILABLE FOR CLONE TARGETS:
DISK20300 (SIZE=832317)
```

```
USE AVAILABLE DEVICE DISK20300(SIZE=832317) FOR MEMBER DISK10000(SIZE=832317)
(Y,N) [Y]? Y
MIRROR DISK10000 C_MB
SET C_MB NOPOLICY
SET C_MB MEMBERS=2
SET C_MB REPLACE=DISK20300
COPY IN PROGRESS FOR EACH NEW MEMBER. PLEASE BE PATIENT...
.
.
COPY FROM DISK10300 TO DISK20200 IS 100% COMPLETE
COPY FROM DISK10000 TO DISK20300 IS 100% COMPLETE
PRESS RETURN WHEN YOU WANT THE NEW UNIT TO BE CREATED
REDUCE DISK20200 DISK20300
UNMIRROR DISK10300
UNMIRROR DISK10000
ADD MIRRORSET C_MA DISK20200
ADD MIRRORSET C_MB DISK20300
ADD STRIPESSET C_ST1 C_MA C_MB
INIT C_ST1 NODESTROY
ADD UNIT D99 C_ST1
D99 HAS BEEN CREATED. IT IS A CLONE OF D98.
CLONE - NORMAL TERMINATION
```

## Moving Stagesets

You can move a stageset from one subsystem to another without destroying its data. You also can follow the steps in this section to move a stageset to a new location within the same subsystem.



**CAUTION:** Move only normal stagesets. Do not move stagesets that are reconstructing or reduced, or data corruption will result.

---

See the release notes for the version of the controller's software for information on which drives can be supported.



**CAUTION:** Never initialize any container or this procedure will not protect data.

---

Use the following procedure to move a storageset, while maintaining the data the storageset contains:

1. Show the details for the storageset you want to move. Use the following command:

```
SHOW STORAGESET-NAME
```

2. Label each member with its name and PTL location.

If you do not have a storageset map for the subsystem, you can enter the LOCATE command for each member to find its PTL location. Use the following command:

```
LOCATE DISK-NAME
```

To cancel the locate command, enter the following:

```
LOCATE CANCEL
```

3. Delete the unit number shown in the “Used by” column of the SHOW *storageset-name* command. Use the following syntax:

```
DELETE UNIT-NUMBER
```

4. Delete the storageset shown in the “Name” column of the SHOW *storageset-name* command. Use the following syntax:

```
DELETE STORAGESET-NAME
```

5. Delete each disk drive, one at a time, that the storageset contained. Use the following syntax:

```
DELETE DISK-NAME
```

```
DELETE DISK-NAME
```

```
DELETE DISK-NAME
```

6. Remove the disk drives and move them to their new PTL locations.

7. Again add each disk drive to the controller's list of valid devices. Use the following syntax:

```
ADD DISK DISK-NAME PTL-LOCATION
```

```
ADD DISK DISK-NAME PTL-LOCATION
```

```
ADD DISK DISK-NAME PTL-LOCATION
```



8. Recreate the storageSet by adding its name to the controller's list of valid storageSets and by specifying the disk drives it contains. (Although you have to recreate the storageSet from its original disks, you do not have to add the storageSets in their original order.) Use the following syntax to recreate the storageSet:

*ADD STORAGESET-NAME DISK-NAME DISK-NAME*

9. Represent the storageSet to the host by giving it a unit number the host can recognize. You can use the original unit number or create a new one. Use the following syntax:

*ADD UNIT UNIT-NUMBER STORAGESET-NAME*

For example:

The following example moves unit D100 to another cabinet. D100 is the RAIDset RAID99 that consists of members DISK10000, DISK20000, and DISK10100.

*DELETE D100*

*DELETE RAID99*

*DELETE DISK10000*

*DELETE DISK10100*

*DELETE DISK20000*

*DELETE DISK20100*

*ADD DISK DISK10000*

*ADD DISK DISK10100*

*ADD DISK DISK20000*

*ADD DISK DISK20100*

*ADD RAIDSET RAID99 DISK10000 DISK10100 DISK20000 DISK20100*

*ADD UNIT D100 RAID99*



# Appendix **A**

## Subsystem Profile Templates

This appendix contains storage set profiles you can copy and use to create system profiles. It also contains an enclosure template to use to help keep track of the location of devices and storage sets in your shelves. Four (4) templates will be needed for the subsystem.

**NOTE:** The storage map templates for the Model 4310R and Model 4214R or 4314R reflect the disk enclosures physical location in the rack. Disk enclosures 6, 5, and 4 are stacked above the controller enclosure and disk enclosures 1, 2, and 3 are stacked below the controller enclosure.

- “Storage set Profile,” page A-2
- “Storage Map Template 1 for the Model 4214R Disk Enclosure,” page A-4
  - “Storage Map Template 1 for the Model 4214R Disk Enclosure,” page A-4
  - “Storage Map Template 2 for the Model 4254 Disk Enclosure,” page A-5
  - “Storage Map Template 3 for two Model 4214R Disk Enclosures,” page A-6

## StorageSet Profile

### Type of StorageSet:

|                                    |                                             |                                    |                                  |                               |
|------------------------------------|---------------------------------------------|------------------------------------|----------------------------------|-------------------------------|
| <input type="checkbox"/> Mirrorset | <input checked="" type="checkbox"/> RAIDset | <input type="checkbox"/> Stripeset | <input type="checkbox"/> Striped | <input type="checkbox"/> JBOD |
| Mirrorset                          |                                             |                                    |                                  |                               |

### StorageSet Name

### Disk Drives

### Unit Number

### Partitions:

| Unit # | Unit # | Unit # | Unit # | Unit # | Unit # | Unit # | Unit # |
|--------|--------|--------|--------|--------|--------|--------|--------|
|        |        |        |        |        |        |        |        |

### RAIDset Switches:

| Reconstruction Policy                     | Reduced Membership                     | Replacement Policy                                  |
|-------------------------------------------|----------------------------------------|-----------------------------------------------------|
| <input type="checkbox"/> Normal (default) | <input type="checkbox"/> No (default)  | <input type="checkbox"/> Best performance (default) |
| <input type="checkbox"/> Fast             | <input type="checkbox"/> Yes, missing: | <input type="checkbox"/> Best fit                   |
|                                           |                                        | <input type="checkbox"/> None                       |

### Mirrorset Switches:

| Replacement Policy                                  | Copy Policy                               | Read Source                                   |
|-----------------------------------------------------|-------------------------------------------|-----------------------------------------------|
| <input type="checkbox"/> Best performance (default) | <input type="checkbox"/> Normal (default) | <input type="checkbox"/> Least busy (default) |
| <input type="checkbox"/> Best fit                   | <input type="checkbox"/> Fast             | <input type="checkbox"/> Round robin          |
| <input type="checkbox"/> None                       |                                           | <input type="checkbox"/> Disk drive:          |

### Initialize Switches:

| Chunk size                                   | Save Configuration                    | Metadata                                   |
|----------------------------------------------|---------------------------------------|--------------------------------------------|
| <input type="checkbox"/> Automatic (default) | <input type="checkbox"/> No (default) | <input type="checkbox"/> Destroy (default) |
| <input type="checkbox"/> 64 blocks           | <input type="checkbox"/> Yes          | <input type="checkbox"/> Retain            |
| <input type="checkbox"/> 128 blocks          |                                       |                                            |
| <input type="checkbox"/> 256 blocks          |                                       |                                            |
| <input type="checkbox"/> Other:              |                                       |                                            |

**Unit Switches:**

| <b>Caching</b>             | <b>Access by following hosts enabled</b> |
|----------------------------|------------------------------------------|
| Read caching_____          | _____                                    |
| Read-ahead caching_____    | -                                        |
| Write-back caching_____    | _____                                    |
| Write-through caching_____ | -                                        |
|                            | _____                                    |
|                            | -                                        |
|                            | _____                                    |
|                            | -                                        |

## Storage Map Template 1 for the Model 4214R Disk Enclosure

Use this template for an MA6000 subsystem with a single Model 4214R disk enclosure (single-bus).

| Model 4214R Disk Enclosure Shelf 1 (single-bus) |           |           |           |           |           |           |           |           |           |           |           |           |           |           |
|-------------------------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Bay                                             | 1         | 2         | 3         | 4         | 5         | 6         | 7         | 8         | 9         | 10        | 11        | 12        | 13        | 14        |
| SCSI ID                                         | 00        | 01        | 02        | 03        | 04        | 05        | 08        | 09        | 10        | 11        | 12        | 13        | 14        | 15        |
| DISK ID                                         | Disk10000 | Disk10100 | Disk10200 | Disk10300 | Disk10400 | Disk10500 | Disk10800 | Disk10900 | Disk11000 | Disk11100 | Disk11200 | Disk11300 | Disk11400 | Disk11500 |

## Storage Map Template 2 for the Model 4254 Disk Enclosure

Use this template for an MA6000 subsystem with a single Model 4254 disk enclosure (dual-bus).

| Model 4254 Disk Enclosure Shelf 1 (dual-bus) |           |           |           |           |           |           |           |           |           |           |           |           |           |           |
|----------------------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Bus A                                        |           |           |           |           |           |           | Bus B     |           |           |           |           |           |           |           |
| Bay                                          | 1         | 2         | 3         | 4         | 5         | 6         | 7         | 8         | 9         | 10        | 11        | 12        | 13        | 14        |
| SCSI ID                                      | 00        | 01        | 02        | 03        | 04        | 05        | 08        | 00        | 01        | 02        | 03        | 04        | 05        | 08        |
| DISK ID                                      | Disk10000 | Disk10100 | Disk10200 | Disk10300 | Disk10400 | Disk10500 | Disk10800 | Disk20000 | Disk20100 | Disk20200 | Disk20300 | Disk20400 | Disk20500 | Disk20800 |

## Storage Map Template 3 for two Model 4214R Disk Enclosures

Use this template for an MA6000 subsystem with two Model 4214R disk enclosures (single-bus)

**NOTE:** Disk enclosure shelf 1 is a single-bus shelf connected to device port 1 and disk enclosure shelf 2 is a single-bus shelf connected to device port 2.

| Model 4214R Disk Enclosure Shelf 1 (single-bus) |           |           |           |           |           |           |           |           |           |           |           |           |           |           |
|-------------------------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Bay                                             | 1         | 2         | 3         | 4         | 5         | 6         | 7         | 8         | 9         | 10        | 11        | 12        | 13        | 14        |
| SCSI ID                                         | 00        | 01        | 02        | 03        | 04        | 05        | 08        | 09        | 10        | 11        | 12        | 13        | 14        | 15        |
| DISK ID                                         | Disk10000 | Disk10100 | Disk10200 | Disk10300 | Disk10400 | Disk10500 | Disk10800 | Disk10900 | Disk11000 | Disk11100 | Disk11200 | Disk11300 | Disk11400 | Disk11500 |

| Model 4214R Disk Enclosure Shelf 2 (single-bus) |           |           |           |           |           |           |           |           |           |           |           |           |           |           |
|-------------------------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Bay                                             | 1         | 2         | 3         | 4         | 5         | 6         | 7         | 8         | 9         | 10        | 11        | 12        | 13        | 14        |
| SCSI ID                                         | 00        | 01        | 02        | 03        | 04        | 05        | 08        | 09        | 10        | 11        | 12        | 13        | 14        | 15        |
| DISK ID                                         | Disk20000 | Disk20100 | Disk20200 | Disk20300 | Disk20400 | Disk20500 | Disk20800 | Disk20900 | Disk21000 | Disk21100 | Disk21200 | Disk21300 | Disk21400 | Disk21500 |



## *Appendix B*

# **Installing, Configuring, and Removing the Client**

The following information is included in this appendix:

- Why Install the Client?
- Before You Install the Client
- Installing the Client
- Troubleshooting the Client Installation
- Adding the Storage Subsystem and its Host to the Navigation Tree
- Removing the Command Console Client
- Where to Find Additional Information

## **Why Install the Client?**

Client enables you to monitor and manage your storage subsystem by performing the following tasks:

- Create mirrored device group (RAID 1)
- Create striped device group (RAID 0)
- Create striped mirrored device group (RAID 0+1)
- Create striped parity device group (3/5)
- Create an individual device (JBOD)
- Monitor many subsystems at once
- Set up pager notification

## Before You Install the Client

1. Verify that you are logged into an account that is a member of the administrator group.
2. Check the software product description that came with the software for a list of supported hardware.
3. Verify that you have the SNMP service installed on the computer. You must have SNMP installed on the computer for this software to work properly. The Client software uses SNMP to receive traps from the Agent. The SNMP service is available on the Windows NT or Windows 2000 installation CD-ROM. To verify that you have the SNMP service:
  - For Windows NT, double click Services in *Start > Settings > Control Panel*. The entry for SNMP is shown in this window. If you install the SNMP service and you already have a Windows NT service pack on the computer, reinstall the service pack after installing the SNMP service.
  - For Windows 2000, click *Start > Settings > Control Panel > Administrative Tools > Component Services*. The entry for SNMP is shown in the Component Services window.
4. Read the release notes.
5. Read "Troubleshooting the Client Installation" in this appendix.
6. If you have the Command Console Client open, exit the Command Console Client.
7. If you have Command Console Client version 1.1b or earlier, remove the program by using the Windows Add/Remove Programs utility.
8. If you have a previous version of Command Console, you can save the Navigation Tree configuration by copying the *SWCC2.MDB* file to another directory. After you have installed the product, move *SWCC2.MDB* to the directory to which you installed SWCC.
9. Install the HS-Series Agent. For more information, see Chapter 4.

## Installing the Client

1. Insert the CD-ROM into a computer running Windows 2000 with Service Pack 1 and Windows NT 4.0 (Intel) with Service Pack 6A.
2. Using Microsoft Windows Explorer, navigate to:
  - `\swcc`
  - Double click *SETUP.EXE*

3. Select HSG60 Controller and click **Next**.

**NOTE:** If the computer does not find a previous installation, it will install the SWCC Navigation Window and the CLI Window.

4. Follow the instructions on the screen. After you install the software, the Asynchronous Event Service (AES) starts. AES is a service that runs in the background. It collects and passes traps from the subsystems to the Navigation Tree and to individual pagers (for example, to show that a disk has failed). AES needs to be running for the client system to receive updates.

**NOTE:** For more information on AES, see *Compaq StorageWorks Command Console Version 2.4 User Guide*.

## Troubleshooting the Client Installation

This section provides the following information on how to resolve some of the problems that may appear during installation of the Client software:

- Invalid Network Port Assignments During Installation
- “There is no disk in the drive” Message

### Invalid Network Port Assignments During Installation

SWCC Clients and Agents communicate by using sockets. The SWCC installation attempts to add entries into each system list of services (services file or for UCX, the local services database). If the SWCC installation finds an entry in the local services file with the same name as the one it wants to add, it assumes the one in the file is correct.

The SWCC installation may display a message, stating that it cannot upgrade the services file. This happens if it finds an entry in the local services file with the same number as the one it wants to add, but with a different name. In that case, appropriate port numbers must be obtained for the network and added manually to the services file.

There are two default port numbers, one for Command Console (4998) and the other for the device-specific Agent and Client software, such as the Fibre Channel Interconnect Client and Agent (4989). There are two exceptions. The following software has two default port numbers:

- The KZPCC Agent and Client, (4991 and 4985)
- The RA200 Agent and Client, (4997 and 4995)

If the Network Information Services (NIS) are being used to provide named port lookup services, contact the network administrator to add the correct ports.

The following shows how the network port assignments appear in the services file:

|                    |          |                                     |
|--------------------|----------|-------------------------------------|
| spgui              | 4998/tcp | #Command Console                    |
| ccdevmgt           | 4993/tcp | #Device Management Client and Agent |
| kzpccconnectport   | 4991/tcp | #KZPCC Client and Agent             |
| kzpccdiscoveryport | 4985/tcp | #KZPCC Client and Agent             |
| ccfabric           | 4989/tcp | #Fibre Channel Interconnect Agent   |
| spagent            | 4999/tcp | #HS-Series Client and Agent         |
| spagent3           | 4994/tcp | #HSZ22 Client and Agent             |
| ccagent            | 4997/tcp | #RA200 Client and Agent             |
| spagent2           | 4995/tcp | #RA200 Client and Agent             |

## “There is no disk in the drive” Message

When you install the Command Console Client, the software checks the shortcuts on the desktop and in the Start menu. The installation will check the shortcuts of all users for that computer, even if they are not currently logged on. You may receive an error message if any of these shortcuts point to empty floppy drives, empty CD-ROM drives, or missing removable disks. Do one of the following:

- Ignore the error message by clicking **Ignore**.
- Replace the removable disks, and place a disk in the floppy drive and a CD-ROM in the CD-ROM drive. Then, click **Retry**.

## Adding the Storage Subsystem and its Host to the Navigation Tree

The Navigation Tree allows you to manage storage over the network by using the Storage Window. If planning to use pager notification, add the storage subsystem to the Navigation Tree.

1. Verify that you have properly installed and configured the HS-Series Agent on the storage subsystem host.
2. Click *Start > Programs > Command Console > StorageWorks Command Console*. Client displays the Navigation Window. The Navigation Window lets you monitor and manage many storage subsystems over the network.



Figure B-1. Navigation window

3. Click *File > Add System*. The Add System window appears.
4. Type the host name or its TCP/IP address and click *Apply*.
5. Click *Close*.



Figure B-2. Navigation window showing storage host system "Atlanta"

6. Click the plus sign to expand the host icon. When expanded, the Navigation Window displays an icon for the storage subsystem. To access the Storage Window for the subsystem, double-click the Storage Window icon.



Figure B-3. Navigation window showing expanded "Atlanta" host icon

**NOTE:** You can create virtual disks by using the Storage Window. For more information on the Storage Window, refer to *Compaq StorageWorks Command Console Version 2.4 User Guide*.

## Removing the Command Console Client

Before you remove the Command Console Client, remove AES. This will prevent the system from reporting that a service failed to start every time the system is started. Steps 2 through 5 describe how to remove the Command Console Client.

**NOTE:** When removing the Command Console Client, the SWCC2.MDB file is deleted. This file contains the Navigation Tree configuration. If you want to save this information, move the file to another directory.

1. Click *Start > Programs > Command Prompt* and change to the directory to which you installed the Command Console Client.
2. Enter the following command:

```
C:\Program Files\Compaq\SWCC> AsyncEventService -remove
```

3. Do one of the following:
  - On Windows NT 4.0, click *Start > Settings > Control Panel*, and then double click the Add/Remove Programs icon in the Control Panel. The Add/Remove Program Properties window appears.
  - On Windows 2000, click *Start > Settings > Control Panel > Add/Remove Programs*. The Add/Remove Program window appears.
4. Select Command Console in the window.
5. Do one of the following:
  - On Windows NT 4.0, click *Add/Remove*.
  - On Windows 2000, click *Change/Remove*.
6. Follow the instructions on the screen.

**NOTE:** This procedure removes only the Command Console Client (SWCC Navigation Window). You can remove the HSG60 Client by using the Add/Remove program.

## Where to Find Additional Information

You can find additional information about SWCC by referring to the online Help and to *Compaq StorageWorks Command Console Version 2.4 User Guide*.

### About the User Guide

*Compaq StorageWorks Command Console Version 2.4 User Guide* contains additional information on how to use SWCC. Some of the topics in the user guide are the following:

- About AES
- Adding Devices
- Adding Virtual Disks
- Setting Up Pager Notification
- How to Integrate SWCC with Compaq Insight Manager
- Troubleshooting Information

## **About the Online Help**

Most of the information about the Client is provided in the online Help. Online Help is provided in two places:

- **Navigation Window** – Online Help provides information on pager notification and a tour of the Command Console Client, in addition to information on how to add a system to the Navigation Tree.
- **Storage Window** – Online Help provides detailed information about the Storage Window, such as how to create virtual disks.



## Glossary

This glossary defines terms pertaining to the ACS solution software. It is not a comprehensive glossary of computer terms.

|                                         |                                                                                                                                                                                                                                                                                                                    |
|-----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>adapter</b>                          | A device that converts the protocol and hardware interface of one bus type into another without changing the function of the bus.                                                                                                                                                                                  |
| <b>ACS</b>                              | <i>See</i> array controller software.                                                                                                                                                                                                                                                                              |
| <b>AL_PA</b>                            | <i>See</i> arbitrated loop physical address.                                                                                                                                                                                                                                                                       |
| <b>ANSI</b>                             | Pronounced “ann-see.” Acronym for the American National Standards Institute. An organization who develops standards used voluntarily by many manufacturers within the USA. ANSI is not a government agency.                                                                                                        |
| <b>arbitrated loop physical address</b> | Abbreviated AL_PA. A one-byte value used to identify a port in an Arbitrated Loop topology.                                                                                                                                                                                                                        |
| <b>array controller</b>                 | <i>See</i> controller.                                                                                                                                                                                                                                                                                             |
| <b>array controller software</b>        | Abbreviated ACS. Software contained on a removable ROM program card that provides the operating system for the array controller.                                                                                                                                                                                   |
| <b>asynchronous</b>                     | Pertaining to events that are scheduled as the result of a signal asking for the event; pertaining to that which is without any specified time relation. <i>See also</i> synchronous.                                                                                                                              |
| <b>autospare</b>                        | A controller feature that automatically replaces a failed disk drive. To aid the controller in automatically replacing failed disk drives, you can enable the AUTOSPARE switch for the failedset causing physically replaced disk drives to be automatically placed into the spareset. Also called “autonewspare.” |
| <b>bad block</b>                        | A data block that contains a physical defect.                                                                                                                                                                                                                                                                      |

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|                              |                                                                                                                                                                                                                                            |
|------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>bad block replacement</b> | Abbreviated BBR. A replacement routine that substitutes defect-free disk blocks for those found to have defects. This process takes place in the controller, transparent to the host.                                                      |
| <b>backplane</b>             | The electronic printed circuit board into which you plug subsystem devices—for example, the SBB or power supply.                                                                                                                           |
| <b>BBR</b>                   | <i>See</i> bad block replacement.                                                                                                                                                                                                          |
| <b>BIST</b>                  | <i>See</i> built-in self-test.                                                                                                                                                                                                             |
| <b>bit</b>                   | A single binary digit having a value of either 0 or 1. A bit is the smallest unit of data a computer can process.                                                                                                                          |
| <b>block</b>                 | Also called a sector. The smallest collection of consecutive bytes addressable on a disk drive. In integrated storage elements, a block contains 512 bytes of data, error codes, flags, and the block address header.                      |
| <b>bootstrapping</b>         | A method used to bring a system or device into a defined state by means of its own action. For example, a machine routine whose first few instructions are enough to bring the rest of the routine into the computer from an input device. |
| <b>built-in self-test</b>    | A diagnostic test performed by the array controller software on the controller policy processor.                                                                                                                                           |
| <b>byte</b>                  | A binary character string made up of 8 bits operated on as a unit.                                                                                                                                                                         |
| <b>cache memory</b>          | A portion of memory used to accelerate read and write operations.                                                                                                                                                                          |
| <b>CDU</b>                   | Cable distribution unit. The power entry device for StorageWorks cabinets. The CDU provides the connections necessary to distribute power to the cabinet shelves and fans.                                                                 |
| <b>channel</b>               | An interface that allows high speed transfer of large amounts of data. Another term for a SCSI bus. <i>See also</i> SCSI.                                                                                                                  |
| <b>chunk</b>                 | A block of data written by the host.                                                                                                                                                                                                       |
| <b>chunk size</b>            | The number of data blocks, assigned by a system administrator, written to the primary RAIDset or stripeset member before the remaining data blocks are written to the next RAIDset or stripeset member.                                    |
| <b>CLCP</b>                  | An abbreviation for code-load code-patch utility. This utility is used to upgrade the controller and EMU software. It can also be used to patch the controller software.                                                                   |

|                                 |                                                                                                                                                                                                                                                                                                                                                        |
|---------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>coax</b>                     | A two-conductor wire in which one conductor completely wraps the other with the two separated by insulation.                                                                                                                                                                                                                                           |
| <b>cold swap</b>                | A method of device replacement that requires the entire subsystem to be turned off before the device can be replaced. <i>See also</i> hot swap and warm swap.                                                                                                                                                                                          |
| <b>command line interpreter</b> | (CLI) The configuration interface to operate the controller software.                                                                                                                                                                                                                                                                                  |
| <b>concat commands</b>          | Concat commands implement storage set expansion features.                                                                                                                                                                                                                                                                                              |
| <b>configuration file</b>       | A file that contains a representation of a storage subsystem configuration.                                                                                                                                                                                                                                                                            |
| <b>container</b>                | 1) Any entity that is capable of storing data, whether it is a physical device or a group of physical devices. (2) A virtual, internal controller structure representing either a single disk or a group of disk drives linked as a storage set. Stripesets and mirrorsets are examples of storage set containers the controller uses to create units. |
| <b>controller</b>               | A hardware device that, with proprietary software, facilitates communications between a host and one or more devices organized in an array. The HSG60 family controllers are examples of array controllers.                                                                                                                                            |
| <b>copying</b>                  | A state in which data to be copied to the mirrorset is inconsistent with other members of the mirrorset. <i>See also</i> normalizing.                                                                                                                                                                                                                  |
| <b>copying member</b>           | Any member that joins the mirrorset after the mirrorset is created is regarded as a copying member. Once all the data from the normal member (or members) is copied to a normalizing or copying member, the copying member then becomes a normal member. <i>See also</i> normalizing member.                                                           |
| <b>CSR</b>                      | An acronym for control and status register.                                                                                                                                                                                                                                                                                                            |
| <b>DAEMON</b>                   | Pronounced “demon.” A program usually associated with a UNIX systems that performs a utility (housekeeping or maintenance) function without being requested or even known of by the user. A daemon is a diagnostic and execution monitor.                                                                                                              |
| <b>data center cabinet</b>      | A generic reference to large Compaq subsystem cabinets, such as the cabinets in which StorageWorks components can be mounted.                                                                                                                                                                                                                          |

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|                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                     |
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| <b>data striping</b>                | The process of segmenting logically sequential data, such as a single file, so that segments can be written to multiple physical devices (usually disk drives) in a round-robin fashion. This technique is useful if the processor is capable of reading or writing data faster than a single disk can supply or accept the data. While data is being transferred from the first disk, the second disk can locate the next segment. |
| <b>device</b>                       | <i>See</i> node and peripheral device.                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>differential I/O module</b>      | A 16-bit I/O module with SCSI bus converter circuitry for extending a differential SCSI bus. <i>See also</i> I/O module.                                                                                                                                                                                                                                                                                                            |
| <b>differential SCSI bus</b>        | A bus in which a signal level is determined by the potential difference between two wires. A differential bus is more robust and less subject to electrical noise than is a single-ended bus.                                                                                                                                                                                                                                       |
| <b>DIMM</b>                         | Dual inline Memory Module.                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>dirty data</b>                   | The write-back cached data that has not been written to storage media, even though the host operation processing the data has completed.                                                                                                                                                                                                                                                                                            |
| <b>DMA</b>                          | Direct Memory Access.                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>DOC</b>                          | DWZZA-On-a-Chip. ASCSI bus extender chip used to connect a SCSI bus in an expansion cabinet to the corresponding SCSI bus in another cabinet.                                                                                                                                                                                                                                                                                       |
| <b>driver</b>                       | A hardware device or a program that controls or regulates another device. For example, a device driver is a driver developed for a specific device that allows a computer to operate with the device, such as a printer or a disk drive.                                                                                                                                                                                            |
| <b>dual-redundant configuration</b> | A controller configuration consisting of two active controllers operating as a single controller. If one controller fails, the other controller assumes control of the failing controller devices.                                                                                                                                                                                                                                  |
| <b>dual-simplex</b>                 | A communications protocol that allows simultaneous transmission in both directions in a link, usually with no flow control.                                                                                                                                                                                                                                                                                                         |
| <b>DUART</b>                        | Dual universal asynchronous receiver and transmitter. An integrated circuit containing two serial, asynchronous transceiver circuits.                                                                                                                                                                                                                                                                                               |
| <b>ECB</b>                          | External cache battery. The unit that supplies backup power to the cache module in the event the primary power source fails or is interrupted.                                                                                                                                                                                                                                                                                      |
| <b>ECC</b>                          | Error checking and correction.                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>EDC</b>                          | Error detection code.                                                                                                                                                                                                                                                                                                                                                                                                               |

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| <b>EIA</b>                    | The abbreviation for Electronic Industries Association. EIA is a standards organization specializing in the electrical and functional characteristics of interface equipment.                                                                                                                                                                                                                          |
| <b>EMU</b>                    | Environmental monitoring unit. A unit that provides increased protection against catastrophic failures. Some subsystem enclosures include an EMU which works with the controller to detect conditions such as failed power supplies, failed blowers, elevated temperatures, and external air sense faults. The EMU also controls certain cabinet hardware including DOC chips, alarms, and fan speeds. |
| <b>ESD</b>                    | Electrostatic discharge. The discharge of potentially harmful static electrical voltage as a result of improper grounding.                                                                                                                                                                                                                                                                             |
| <b>extended subsystem</b>     | A subsystem in which two cabinets are connected to the primary cabinet.                                                                                                                                                                                                                                                                                                                                |
| <b>external cache battery</b> | <i>See</i> ECB.                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>F_Port</b>                 | A port in a fabric where an N_Port or NL_Port may attach.                                                                                                                                                                                                                                                                                                                                              |
| <b>fabric</b>                 | A group of interconnections between ports that includes a fabric element.                                                                                                                                                                                                                                                                                                                              |
| <b>failedset</b>              | A group of failed mirrorset or RAIDset devices automatically created by the controller.                                                                                                                                                                                                                                                                                                                |
| <b>failover</b>               | The process that takes place when one controller in a dual-redundant configuration assumes the workload of a failed companion controller. Failover continues until the failed controller is repaired or replaced.                                                                                                                                                                                      |
| <b>FC-AL</b>                  | The Fibre Channel Arbitrated Loop standard. <i>See Fibre Channel.</i>                                                                                                                                                                                                                                                                                                                                  |
| <b>FC-ATM</b>                 | ATM AAL5 over Fibre Channel                                                                                                                                                                                                                                                                                                                                                                            |
| <b>FC-FG</b>                  | Fibre Channel Fabric Generic Requirements                                                                                                                                                                                                                                                                                                                                                              |
| <b>FG-FP</b>                  | Fibre Channel Framing Protocol (HIPPI on FC)                                                                                                                                                                                                                                                                                                                                                           |
| <b>FC-GS-1</b>                | Fibre Channel Generic Services-1                                                                                                                                                                                                                                                                                                                                                                       |
| <b>FC-GS-2</b>                | Fibre Channel Generic Services-2                                                                                                                                                                                                                                                                                                                                                                       |
| <b>FC-IG</b>                  | Fibre Channel Implementation Guide                                                                                                                                                                                                                                                                                                                                                                     |
| <b>FC-LE</b>                  | Fibre Channel Link Encapsulation (ISO 8802.2)                                                                                                                                                                                                                                                                                                                                                          |

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|                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
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| <b>FC–PH</b>                   | The Fibre Channel Physical and Signaling standard.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>FC–SB</b>                   | Fibre Channel Single Byte Command Code Set                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>FC–SW</b>                   | Fibre Channel Switched Topology and Switch Controls                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>FCC</b>                     | Federal Communications Commission. The federal agency responsible for establishing standards and approving electronic devices within the United States.                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>FCC Class A</b>             | This certification label appears on electronic devices that can only be used in a commercial environment within the United States.                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>FCC Class B</b>             | This certification label appears on electronic devices that can be used in either a home or a commercial environment within the United States.                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>FCP</b>                     | The mapping of SCSI-3 operations to Fibre Channel.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>FDDI</b>                    | Fiber Distributed Data Interface. An ANSI standard for 100 megabaud transmission over fiber optic cable.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>FD SCSI</b>                 | The fast, narrow, differential SCSI bus with an 8-bit data transfer rate of 10 MB/s. <i>See also</i> FWD SCSI and SCSI.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>fiber</b>                   | A fiber or optical strand. Spelled <i>fib</i> re in Fibre Channel.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>fiber optic cable</b>       | A transmission medium designed to transmit digital signals in the form of pulses of light. Fiber optic cable is noted for its properties of electrical isolation and resistance to electrostatic contamination.                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Fibre Channel</b>           | A high speed, high-bandwidth serial protocol for channels and networks that interconnect over twisted pair wires, coaxial cable or fiber optic cable. The Fibre Channel Switched (FC-SW) (fabric) offers up to 16 million ports with cable lengths of up to 10 kilometers. The Fibre Channel Arbitrated Loop (FC-AL) topology offers speeds of up to 100 Mbytes/seconds and up to 127 nodes, all connected in serial. In contrast to SCSI technology, Fibre Channel does not require ID switches or terminators. The FC-AL loop may be connected to a Fibre Channel fabric for connection to other nodes. |
| <b>fib</b> re channel topology | An interconnection scheme that allows multiple Fibre Channel ports to communicate with each other. For example, point-to-point, Arbitrated Loop, and switched fabric are all Fibre Channel topologies.                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>FL_Port</b>                 | A port in a fabric where N_Port or an NL_Port may be connected.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>flush</b>                   | The act of writing dirty data from cache to a storage media.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

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| <b>FMU</b>                        | Fault management utility.                                                                                                                                                                          |
| <b>forced errors</b>              | A data bit indicating a corresponding logical data block contains unrecoverable data.                                                                                                              |
| <b>frame</b>                      | An invisible unit used to transfer information in Fibre Channel.                                                                                                                                   |
| <b>FRU</b>                        | Field replaceable unit. A hardware component that can be replaced at the customer location by Compaq service personnel or qualified customer service personnel.                                    |
| <b>FRUTIL</b>                     | Field Replacement utility.                                                                                                                                                                         |
| <b>full duplex (n)</b>            | A communications system in which there is a capability for 2-way transmission and acceptance between two sites at the same time.                                                                   |
| <b>full duplex (adj)</b>          | Pertaining to a communications method in which data can be transmitted and received at the same time.                                                                                              |
| <b>FWD SCSI</b>                   | A fast, wide, differential SCSI bus with a maximum 16-bit data transfer rate of 20 MB/s. <i>See also</i> SCSI and FD SCSI.                                                                         |
| <b>GBIC</b>                       | Gigabit Interface Converter. GBICs convert electrical signals to optical signals (and vice-versa.) They are inserted into the ports of the Fibre Channel switch and hold the Fibre Channel cables. |
| <b>GLM</b>                        | Gigabit link module                                                                                                                                                                                |
| <b>giga</b>                       | A prefix indicating a billion ( $10^9$ ) units, as in gigabaud or gigabyte.                                                                                                                        |
| <b>gigabaud</b>                   | An encoded bit transmission rate of one billion ( $10^9$ ) bits per second.                                                                                                                        |
| <b>gigabyte</b>                   | A value normally associated with a disk drives storage capacity, meaning a billion ( $10^9$ ) bytes. The decimal value 1024 is usually used for one thousand.                                      |
| <b>half-duplex (adj)</b>          | Pertaining to a communications system in which data can be either transmitted or received but only in one direction at one time.                                                                   |
| <b>hard address</b>               | The AL_PA which an NL_Port attempts to acquire during loop initialization.                                                                                                                         |
| <b>heterogeneous host support</b> | Also called <i>noncooperating host support</i> .                                                                                                                                                   |
| <b>HIPPI-FC</b>                   | Fibre Channel over HIPPI                                                                                                                                                                           |
| <b>host</b>                       | The primary or controlling computer to which a storage subsystem is attached.                                                                                                                      |

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| <b>host adapter</b>  | A device that connects a host system to a SCSI bus. The host adapter usually performs the lowest layers of the SCSI protocol. This function may be logically and physically integrated into the host system.                                                                                                                                                                                                                                                               |
| <b>hot disks</b>     | A disk containing multiple hot spots. Hot disks occur when the workload is poorly distributed across storage devices which prevents optimum subsystem performance. <i>See also</i> hot spots.                                                                                                                                                                                                                                                                              |
| <b>hot spots</b>     | A portion of a disk drive frequently accessed by the host. Because the data being accessed is concentrated in one area, rather than spread across an array of disks providing parallel access, I/O performance is significantly reduced. <i>See also</i> hot disks.                                                                                                                                                                                                        |
| <b>hot swap</b>      | A method of device replacement that allows normal I/O activity on a device bus to remain active during device removal and insertion. The device being removed or inserted is the only device that cannot perform operations during this process. <i>See also</i> cold swap and warm swap.                                                                                                                                                                                  |
| <b>hub</b>           | A device (concentrator) which performs some or all of the following functions: <ul style="list-style-type: none"><li>■ Automatic insertion of operational loop devices without disrupting the existing configuration.</li><li>■ Automatic removal of failed loop devices without impacting the existing configuration.</li><li>■ Provides a centralized (star) wiring configuration and maintenance point.</li><li>■ Provides central monitoring and management.</li></ul> |
| <b>IBR</b>           | Initial Boot Record.                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>ILF</b>           | Illegal function.                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>INIT</b>          | Initialize input and output.                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>initiator</b>     | A SCSI device that requests an I/O process to be performed by another SCSI device, namely, the SCSI target. The controller is the initiator on the device bus. The host is the initiator on the host bus.                                                                                                                                                                                                                                                                  |
| <b>instance code</b> | A four-byte value displayed in most text error messages and issued by the controller when a subsystem error occurs. The instance code indicates when during software processing the error was detected.                                                                                                                                                                                                                                                                    |
| <b>interface</b>     | A set of protocols used between components, such as cables, connectors, and signal levels.                                                                                                                                                                                                                                                                                                                                                                                 |



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| <b>I/O</b>              | Refers to input and output functions.                                                                                                                                                                                          |
| <b>I/O driver</b>       | The set of code in the kernel that handles the physical I/O to a device. This is implemented as a fork process. Same as driver.                                                                                                |
| <b>I/O interface</b>    | <i>See</i> interface.                                                                                                                                                                                                          |
| <b>I/O module</b>       | A 16-bit SBB shelf device that integrates the SBB shelf with either an 8-bit single ended, 16-bit single-ended, or 16-bit differential SCSI bus.                                                                               |
| <b>I/O operation</b>    | The process of requesting a transfer of data from a peripheral device to memory (or visa versa), the actual transfer of the data, and the processing and overlaying activity to make both of those happen.                     |
| <b>IPI</b>              | Intelligent Peripheral Interface. An ANSI standard for controlling peripheral devices by a host computer.                                                                                                                      |
| <b>IPI-3 Disk</b>       | Intelligent Peripheral Interface Level 3 for Disk                                                                                                                                                                              |
| <b>IPI-3 Tape</b>       | Intelligent Peripheral Interface Level 3 for Tape                                                                                                                                                                              |
| <b>JBOD</b>             | Just a bunch of disks. A term used to describe a group of single-device logical units.                                                                                                                                         |
| <b>kernel</b>           | The most privileged processor access mode.                                                                                                                                                                                     |
| <b>LBN</b>              | Logical Block Number.                                                                                                                                                                                                          |
| <b>L_port</b>           | A node or fabric port capable of performing arbitrated loop functions and protocols. NL_Ports and FL_Ports are loop-capable ports.                                                                                             |
| <b>LED</b>              | Light Emitting Diode.                                                                                                                                                                                                          |
| <b>link</b>             | A connection between two Fibre Channel ports consisting of a transmit fibre and a receive fibre.                                                                                                                               |
| <b>local connection</b> | A connection to the subsystem using either its serial maintenance port or the host SCSI bus. A local connection enables you to connect to one subsystem controller within the physical range of the serial or host SCSI cable. |
| <b>local terminal</b>   | A terminal plugged into the EIA-423 maintenance port located on the front bezel of the controller. <i>See also</i> maintenance terminal.                                                                                       |
| <b>logical bus</b>      | A single-ended bus connected to a differential bus by a SCSI bus signal converter.                                                                                                                                             |

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| <b>logical unit</b>         | A physical or virtual device addressable through a target ID number. LUNs use their target bus connection to communicate on the SCSI bus.                                                                                                                                                          |
| <b>logical unit number</b>  | A value that identifies a specific logical unit belonging to a SCSI target ID number. A number associated with a physical device unit during a task I/O operations. Each task in the system must establish its own correspondence between logical unit numbers and physical devices.               |
| <b>logon</b>                | Also called login. A procedure whereby a participant, either a person or network connection, is identified as being an authorized network participant.                                                                                                                                             |
| <b>loop</b>                 | <i>See</i> arbitrated loop.                                                                                                                                                                                                                                                                        |
| <b>loop_ID</b>              | A seven-bit value numbered contiguously from zero to 126-decimal and represent the 127 legal AL_PA values on a loop (not all of the 256 hex values are allowed as AL_PA values per FC-AL.)                                                                                                         |
| <b>loop tenancy</b>         | The period of time between the following events: when a port wins loop arbitration and when the port returns to a monitoring state.                                                                                                                                                                |
| <b>L_Port</b>               | A node or fabric port capable of performing Arbitrated Loop functions and protocols. NL_Ports and FL_Ports are loop-capable ports.                                                                                                                                                                 |
| <b>LRU</b>                  | Least recently used. A cache term used to describe the block replacement policy for read cache.                                                                                                                                                                                                    |
| <b>Mbps</b>                 | Approximately one million ( $10^6$ ) bits per second—that is, megabits per second.                                                                                                                                                                                                                 |
| <b>MBps</b>                 | Approximately one million ( $10^6$ ) bytes per second—that is, megabytes per second.                                                                                                                                                                                                               |
| <b>maintenance terminal</b> | An EIA-423-compatible terminal used with the controller. This terminal is used to identify the controller, enable host paths, enter configuration information, and check the controller status. The maintenance terminal is not required for normal operations.<br><i>See also</i> local terminal. |
| <b>member</b>               | A container that is a storage element in a RAID array.                                                                                                                                                                                                                                             |

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| <b>metadata</b>                    | The data written to a disk for the purposes of controller administration. Metadata improves error detection and media defect management for the disk drive. It is also used to support storageset configuration and partitioning. Nontransportable disks also contain metadata to indicate they are uniquely configured for StorageWorks environments. Metadata can be thought of as “data about data.” |
| <b>mirroring</b>                   | The act of creating an exact copy or image of data.                                                                                                                                                                                                                                                                                                                                                     |
| <b>mirrored write-back caching</b> | A method of caching data that maintains two copies of the cached data. The copy is available if either cache module fails.                                                                                                                                                                                                                                                                              |
| <b>mirrorset</b>                   | <i>See</i> RAID level 1.                                                                                                                                                                                                                                                                                                                                                                                |
| <b>MIST</b>                        | Module Integrity Self-Test.                                                                                                                                                                                                                                                                                                                                                                             |
| <b>N_port</b>                      | A port attached to a node for use with point-to-point topology or fabric topology.                                                                                                                                                                                                                                                                                                                      |
| <b>NL_port</b>                     | A port attached to a node for use in all topologies.                                                                                                                                                                                                                                                                                                                                                    |
| <b>network</b>                     | In data communication, a configuration in which two or more terminals or devices are connected to enable information transfer.                                                                                                                                                                                                                                                                          |
| <b>node</b>                        | In data communications, the point at which one or more functional units connect transmission lines.                                                                                                                                                                                                                                                                                                     |
| <b>Non-L_Port</b>                  | A Node of Fabric port that is not capable of performing the Arbitrated Loop functions and protocols. N_Ports and F_Ports loop-capable ports.                                                                                                                                                                                                                                                            |
| <b>non-participating mode</b>      | A mode within an L_Port that inhibits the port from participating in loop activities. L_Ports in this mode continue to retransmit received transmission words but are not permitted to arbitrate or originate frames. An L_Port in non-participating mode may or may not have an AL_PA. <i>See also</i> participating mode.                                                                             |
| <b>nominal membership</b>          | The desired number of mirrorset members when the mirrorset is fully populated with active devices. If a member is removed from a mirrorset, the actual number of members may fall below the “nominal” membership.                                                                                                                                                                                       |
| <b>node</b>                        | In data communications, the point at which one or more functional units connect transmission lines. In Fibre Channel, a device that has at least one N_Port or NL_Port.                                                                                                                                                                                                                                 |

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| <b>nonredundant controller configuration</b> | (1) A single controller configuration. (2) A controller configuration that does not include a second controller.                                                                                                                                                                                                                                                                     |
| <b>normal member</b>                         | A mirrorset member that, block-for-block, contains the same data as other normal members within the mirrorset. Read requests from the host are always satisfied by normal members.                                                                                                                                                                                                   |
| <b>normalizing</b>                           | Normalizing is a state in which, block-for-block, data written by the host to a mirrorset member is consistent with the data on other normal and normalizing members. The normalizing state exists only after a mirrorset is initialized. Therefore, no customer data is on the mirrorset.                                                                                           |
| <b>normalizing member</b>                    | A mirrorset member whose contents are the same as all other normal and normalizing members for data that has been written since the mirrorset was created or lost cache data was cleared. A normalizing member is created by a normal member when either all of the normal members fail or all of the normal members are removed from the mirrorset. <i>See also</i> copying member. |
| <b>NVM</b>                                   | Non-Volatile Memory. A type of memory where the contents survive power loss. Also sometimes referred to as NVMEM.                                                                                                                                                                                                                                                                    |
| <b>OCP</b>                                   | Operator control panel. The control or indicator panel associated with a device. The OCP is usually mounted on the device and is accessible to the operator.                                                                                                                                                                                                                         |
| <b>other controller</b>                      | The controller in a dual-redundant pair that is connected to the controller serving the current CLI session. <i>See also</i> this controller.                                                                                                                                                                                                                                        |
| <b>outbound fiber</b>                        | One fiber in a link that carries information away from a port.                                                                                                                                                                                                                                                                                                                       |
| <b>parallel data transmission</b>            | A data communication technique in which more than one code element (for example, bit) of each byte is sent or received simultaneously.                                                                                                                                                                                                                                               |
| <b>parity</b>                                | A method of checking if binary numbers or characters are correct by counting the ONE bits. In odd parity, the total number of ONE bits must be odd; in even parity, the total number of ONE bits must be even.                                                                                                                                                                       |
| <b>parity bit</b>                            | A binary digit added to a group of bits that checks to see if errors exist in the transmission.                                                                                                                                                                                                                                                                                      |
| <b>parity check</b>                          | A method of detecting errors when data is sent over a communications line. With even parity, the number of ones in a set of binary data should be even. With odd parity, the number of ones should be odd.                                                                                                                                                                           |

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| <b>participating mode</b>        | A mode within an L_Port that allows the port to participate in loop activities. A port must have a valid AL_PA to be in participating mode.                                                                                                                                                                                                                                                                                                                         |
| <b>PCM</b>                       | Polycenter Console Manager.                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>PCMCIA</b>                    | Personal Computer Memory Card Industry Association. An international association formed to promote a common standard for PC card-based peripherals to be plugged into notebook computers. The card commonly known as a PCMCIA card is about the size of a credit card.                                                                                                                                                                                              |
| <b>parity</b>                    | A method of checking if binary numbers or characters are correct by counting the ONE bits. In odd parity, the total number of ONE bits must be odd; in even parity, the total number of ONE bits must be even. Parity information can be used to correct corrupted data. RAIDsets use parity to improve the availability of data.                                                                                                                                   |
| <b>parity bit</b>                | A binary digit added to a group of bits that checks to see if there are errors in the transmission.                                                                                                                                                                                                                                                                                                                                                                 |
| <b>parity RAID</b>               | <i>See</i> RAIDset.                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>partition</b>                 | A logical division of a container, represented to the host as a logical unit.                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>peripheral device</b>         | Any unit, distinct from the CPU and physical memory, that can provide the system with input or accept any output from it. Terminals, printers, tape drives, and disks are peripheral devices.                                                                                                                                                                                                                                                                       |
| <b>point-to-point connection</b> | A network configuration in which a connection is established between two, and only two, terminal installations. The connection may include switching facilities.                                                                                                                                                                                                                                                                                                    |
| <b>port</b>                      | (1) In general terms, a logical channel in a communications system. (2) The hardware and software used to connect a host controller to a communications bus, such as a SCSI bus or serial bus.<br><br>Regarding the controller, the port is (1) the logical route for data in and out of a controller that can contain one or more channels, all of which contain the same type of data. (2) The hardware and software that connects a controller to a SCSI device. |
| <b>port_name</b>                 | A 64-bit unique identifier assigned to each Fibre Channel port. The Port_Name is communicated during the logon and port discovery process.                                                                                                                                                                                                                                                                                                                          |
| <b>preferred address</b>         | The AL_PA which an NL_Port attempts to acquire first during initialization.                                                                                                                                                                                                                                                                                                                                                                                         |

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|                        |                                                                                                                                                                                                                                                                                                                                                                                                     |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>primary cabinet</b> | The primary cabinet is the subsystem enclosure that contains the controllers, cache modules, external cache batteries, and the PVA module.                                                                                                                                                                                                                                                          |
| <b>private NL_Port</b> | An NL_Port which does not attempt login with the fabric and only communicates with NL_Ports on the same loop.                                                                                                                                                                                                                                                                                       |
| <b>program card</b>    | The PCMCIA card containing the controller operating software.                                                                                                                                                                                                                                                                                                                                       |
| <b>protocol</b>        | The conventions or rules for the format and timing of messages sent and received.                                                                                                                                                                                                                                                                                                                   |
| <b>PTL</b>             | Port-Target-LUN. The controller method of locating a device on the controller device bus.                                                                                                                                                                                                                                                                                                           |
| <b>PVA module</b>      | Power Verification and Addressing module.                                                                                                                                                                                                                                                                                                                                                           |
| <b>quiesce</b>         | The act of rendering bus activity inactive or dormant. For example, “quiesce the SCSI bus operations during a device warm-swap.”                                                                                                                                                                                                                                                                    |
| <b>RAID</b>            | Redundant Array of Independent Disks. Represents multiple levels of storage access developed to improve performance or availability or both.                                                                                                                                                                                                                                                        |
| <b>RAID level 0</b>    | A RAID storage set that stripes data across an array of disk drives. A single logical disk spans multiple physical disks, enabling parallel data processing for increased I/O performance. While the performance characteristics of RAID level 0 is excellent, this RAID level is the only one that does not provide redundancy. Raid level 0 storage sets are sometimes referred to as stripesets. |
| <b>RAID level 0+1</b>  | A RAID storage set that stripes data across an array of disks (RAID level 0) and mirrors the striped data (RAID level 1) to provide high I/O performance and high availability. This RAID level is alternatively called a striped mirrorset.                                                                                                                                                        |
| <b>RAID level 1</b>    | A RAID storage set of two or more physical disks that maintain a complete and independent copy of the entire virtual disk's data. This type of storage set has the advantage of being highly reliable and extremely tolerant of device failure. Raid level 1 storage sets are sometimes referred to as mirrorsets.                                                                                  |
| <b>RAID level 3</b>    | A RAID storage set that transfers data parallel across the array disk drives a byte at a time, causing individual blocks of data to be spread over several disks serving as one enormous virtual disk. A separate redundant check disk for the entire array stores parity on a dedicated disk drive within the storage set. <i>See also</i> RAID level 5.                                           |

|                           |                                                                                                                                                                                                                                                                                                                                                        |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>RAID level 5</b>       | A RAID storageset that, unlike RAID level 3, stores the parity information across all of the disk drives within the storageset. <i>See also</i> RAID level 3.                                                                                                                                                                                          |
| <b>RAID level 3/5</b>     | A RAID storageset that stripes data and parity across three or more members in a disk array. A RAIDset combines the best characteristics of RAID level 3 and RAID level 5. A RAIDset is the best choice for most applications with small to medium I/O requests, unless the application is write intensive. A RAIDset is sometimes called parity RAID. |
| <b>RAIDset</b>            | <i>See</i> RAID level 3/5.                                                                                                                                                                                                                                                                                                                             |
| <b>RAM</b>                | Random access memory.                                                                                                                                                                                                                                                                                                                                  |
| <b>read ahead caching</b> | A caching technique for improving performance of synchronous sequential reads by prefetching data from disk.                                                                                                                                                                                                                                           |
| <b>read caching</b>       | A cache management method used to decrease the subsystem response time to a read request by allowing the controller to satisfy the request from the cache memory rather than from the disk drives.                                                                                                                                                     |
| <b>reconstruction</b>     | The process of regenerating the contents of a failed member data. The reconstruct process writes the data to a spareset disk and incorporates the spareset disk into the mirrorset, striped mirrorset, or RAIDset from which the failed member came. <i>See also</i> regeneration.                                                                     |
| <b>reduced</b>            | Indicates that a mirrorset or RAIDset is missing one member because the member has failed or has been physically removed.                                                                                                                                                                                                                              |
| <b>redundancy</b>         | The provision of multiple interchangeable components to perform a single function in order to cope with failures and errors. A RAIDset is considered to be redundant when user data is recorded directly to one member and all of the other members include associated parity information.                                                             |
| <b>regeneration</b>       | (1) The process of calculating missing data from redundant data. (2) The process of recreating a portion of the data from a failing or failed drive using the data and parity information from the other members within the storageset. The regeneration of an entire RAIDset member is called reconstruction. <i>See also</i> reconstruction.         |
| <b>request rate</b>       | The rate at which requests are arriving at a servicing entity.                                                                                                                                                                                                                                                                                         |
| <b>RFI</b>                | Radio frequency interference. The disturbance of a signal by an unwanted radio signal or frequency.                                                                                                                                                                                                                                                    |

|                                  |                                                                                                                                                                                                                                                                                                                                                                                                               |
|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>replacement policy</b>        | The policy specified by a switch with the SET FAILEDSET command indicating whether a failed disk from a mirrorset or RAIDset is to be automatically replaced with a disk from the spareset. The two switch choices are AUTOSPARE and NOAUTOSPARE.                                                                                                                                                             |
| <b>SBB</b>                       | StorageWorks building block. (1) A modular carrier plus the interface required to mount the carrier into a standard StorageWorks shelf. (2) any device conforming to shelf mechanical and electrical standards installed in a 3.5-inch or 5.25-inch carrier, whether it is a storage device or power supply.                                                                                                  |
| <b>SCSI</b>                      | Small computer system interface. (1) An ANSI interface standard defining the physical and electrical parameters of a parallel I/O bus used to connect initiators to devices. (2) a processor-independent standard protocol for system-level interfacing between a computer and intelligent devices including hard drives, floppy disks, CD-ROMs, printers, scanners, and others.                              |
| <b>SCSI-A cable</b>              | A 50-conductor (25 twisted-pair) cable generally used for single-ended, SCSI-bus connections.                                                                                                                                                                                                                                                                                                                 |
| <b>SCSI bus signal converter</b> | Sometimes referred to as an adapter. (1) A device used to interface between the subsystem and a peripheral device unable to be mounted directly into the SBB shelf of the subsystem. (2) a device used to connect a differential SCSI bus to a single-ended SCSI bus. (3) A device used to extend the length of a differential or single-ended SCSI bus. <i>See also</i> DWZZA, DWZZB, DWZZC, and I/O module. |
| <b>SCSI device</b>               | (1) A host computer adapter, a peripheral controller, or an intelligent peripheral that can be attached to the SCSI bus. (2) Any physical unit that can communicate on a SCSI bus.                                                                                                                                                                                                                            |
| <b>SCSI device ID number</b>     | A bit-significant representation of the SCSI address referring to one of the signal lines, numbered 0 through 7 for an 8-bit bus, or 0 through 15 for a 16-bit bus. <i>See also</i> target ID number.                                                                                                                                                                                                         |
| <b>SCSI ID number</b>            | The representation of the SCSI address that refers to one of the signal lines numbered 0 through 15.                                                                                                                                                                                                                                                                                                          |
| <b>SCSI-P cable</b>              | A 68-conductor (34 twisted-pair) cable generally used for differential bus connections.                                                                                                                                                                                                                                                                                                                       |
| <b>SCSI port</b>                 | (1) Software: The channel controlling communications to and from a specific SCSI bus in the system. (2) Hardware: The name of the logical socket at the back of the system unit to which a SCSI device is connected.                                                                                                                                                                                          |



|                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>serial transmission</b>     | A method transmission in which each bit of information is sent sequentially on a single channel rather than simultaneously as in parallel transmission.                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>signal converter</b>        | <i>See</i> SCSI bus signal converter.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>single ended I/O module</b> | A 16-bit I/O module. <i>See also</i> I/O module.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>single-ended SCSI bus</b>   | An electrical connection where one wire carries the signal and another wire or shield is connected to electrical ground. Each signal logic level is determined by the voltage of a single wire in relation to ground. This is in contrast to a differential connection where the second wire carries an inverted signal.                                                                                                                                                                                                                       |
| <b>spareset</b>                | A collection of disk drives made ready by the controller to replace failed members of a storageset.                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>storage array</b>           | An integrated set of storage devices.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>storage array subsystem</b> | <i>See</i> storage subsystem.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>storageset</b>              | (1) A group of devices configured with RAID techniques to operate as a single container. (2) Any collection of containers, such as stripesets, mirrorsets, striped mirrorsets, and RAIDsets.                                                                                                                                                                                                                                                                                                                                                   |
| <b>storageset expansion</b>    | Concat commands implement storageset expansion features.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>storage subsystem</b>       | The controllers, storage devices, shelves, cables, and power supplies used to form a mass storage subsystem.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>storage unit</b>            | The general term that refers to storagesets, single-disk units, and all other storage devices that are installed in your subsystem and accessed by the host. A storage unit can be any entity that is capable of storing data, whether it is a physical device or a group of physical devices.                                                                                                                                                                                                                                                 |
| <b>StorageWorks</b>            | <p>A family of Compaq modular data storage products that allow customers to design and configure their own storage subsystems. Components include power, packaging, cabling, devices, controllers, and software. Customers can integrate devices and array controllers in StorageWorks enclosures to form storage subsystems.</p> <p>StorageWorks systems include integrated SBBs and array controllers to form storage subsystems. System-level enclosures to house the shelves and standard mounting devices for SBBs are also included.</p> |

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|                              |                                                                                                                                                                                                                                                                                                                                                                                   |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>stripe</b>                | The data divided into blocks and written across two or more member disks in an array.                                                                                                                                                                                                                                                                                             |
| <b>striped mirrorset</b>     | <i>See</i> RAID level 0+1.                                                                                                                                                                                                                                                                                                                                                        |
| <b>stripeset</b>             | <i>See</i> RAID level 0.                                                                                                                                                                                                                                                                                                                                                          |
| <b>stripe size</b>           | The stripe capacity as determined by $n-1$ times the chunksize, where $n$ is the number of RAIDset members.                                                                                                                                                                                                                                                                       |
| <b>striping</b>              | <p>The technique used to divide data into segments, also called chunks. The segments are striped, or distributed, across members of the stripeset. This technique helps to distribute hot spots across the array of physical devices to prevent hot spots and hot disks.</p> <p>Each stripeset member receives an equal share of the I/O request load, improving performance.</p> |
| <b>surviving controller</b>  | The controller in a dual-redundant configuration pair that serves its companion devices when the companion controller fails.                                                                                                                                                                                                                                                      |
| <b>switch</b>                | A method that controls the flow of functions and operations in software.                                                                                                                                                                                                                                                                                                          |
| <b>synchronous</b>           | Pertaining to a method of data transmission which allows each event to operate in relation to a timing signal. <i>See also</i> asynchronous.                                                                                                                                                                                                                                      |
| <b>tape</b>                  | A storage device supporting sequential access to variable sized data records.                                                                                                                                                                                                                                                                                                     |
| <b>target</b>                | (1) A SCSI device that performs an operation requested by an initiator. (2) Designates the target identification (ID) number of the device.                                                                                                                                                                                                                                       |
| <b>target ID number</b>      | The address a bus initiator uses to connect with a bus target. Each bus target is assigned a unique target address.                                                                                                                                                                                                                                                               |
| <b>this controller</b>       | The controller that is serving your current CLI session through a local or remote terminal. <i>See also</i> other controller.                                                                                                                                                                                                                                                     |
| <b>tape inline exerciser</b> | (TILX) The controller diagnostic software to test the data transfer capabilities of tape drives in a way that simulates a high level of user activity.                                                                                                                                                                                                                            |
| <b>transfer data rate</b>    | The speed at which data may be exchanged with the central processor, expressed in thousands of bytes per second.                                                                                                                                                                                                                                                                  |
| <b>ULP</b>                   | Upper Layer Protocol.                                                                                                                                                                                                                                                                                                                                                             |

|                              |                                                                                                                                                                                                                                                                                                                             |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ULP process</b>           | A function executing within a Fibre Channel node which conforms to the Upper Layer Protocol (ULP) requirements when interacting with other ULP processes.                                                                                                                                                                   |
| <b>Ultra SCSI</b>            | A Fast-20 SCSI bus. <i>See also</i> Wide Ultra SCSI.                                                                                                                                                                                                                                                                        |
| <b>unit</b>                  | A container made accessible to a host. A unit may be created from a single disk drive or tape drive. A unit may also be created from a more complex container such as a RAIDset. The controller supports a maximum of eight units on each target. <i>See also</i> target and target ID number.                              |
| <b>unwritten cached data</b> | Sometimes called unflushed data. <i>See</i> dirty data.                                                                                                                                                                                                                                                                     |
| <b>UPS</b>                   | Uninterruptible power supply. A battery-powered power supply guaranteed to provide power to an electrical device in the event of an unexpected interruption to the primary power supply. Uninterruptible power supplies are usually rated by the amount of voltage supplied and the length of time the voltage is supplied. |
| <b>VHDCI</b>                 | Very high-density-cable interface. A 68-pin interface. Required for Ultra-SCSI connections.                                                                                                                                                                                                                                 |
| <b>virtual terminal</b>      | A software path from an operator terminal on the host to the controller's CLI interface, sometimes called a host console. The path can be established via the host port on the controller or via the maintenance port through an intermediary host.                                                                         |
| <b>VTDPY</b>                 | An abbreviation for Virtual Terminal Display Utility.                                                                                                                                                                                                                                                                       |
| <b>warm swap</b>             | A device replacement method that allows the complete system to remain online during device removal or insertion. The system bus may be halted, or quiesced, for a brief period of time during the warm-swap procedure.                                                                                                      |
| <b>Wide Ultra SCSI</b>       | Fast/20 on a Wide SCSI bus.                                                                                                                                                                                                                                                                                                 |
| <b>Worldwide name</b>        | A unique 64-bit number assigned to a subsystem by the Institute of Electrical and Electronics Engineers (IEEE) and set by Compaq manufacturing prior to shipping. This name is referred to as the node ID within the CLI.                                                                                                   |
| <b>write-back caching</b>    | A cache management method used to decrease the subsystem response time to write requests by allowing the controller to declare the write operation "complete" as soon as the data reaches its cache memory. The controller performs the slower operation of writing the data to the disk drives at a later time.            |

**write-through caching**

A cache management method used to decrease the subsystem response time to a read. This method allows the controller to satisfy the request from the cache memory rather than from the disk drives.

**write hole**

The period of time in a RAID level 1 or RAID level 5 write operation when an opportunity emerges for undetectable RAIDset data corruption. Write holes occur under conditions such as power outages, where the writing of multiple members can be abruptly interrupted. A battery backed-up cache design eliminates the write hole because data is preserved in cache and unsuccessful write operations can be retried.

**write-through cache**

A cache management technique for retaining host write requests in read cache. When the host requests a write operation, the controller writes data directly to the storage device. This technique allows the controller to complete some read requests from the cache, greatly improving the response time to retrieve data. The operation is complete only after the data to be written is received by the target storage device.

This cache management method may update, invalidate, or delete data from the cache memory accordingly, to ensure that the cache contains the most current data.

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