



**Redfish**

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# Redfish Resource and Schema Guide

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<b>DisplayName</b>	string	read-only (null)	The user-readable display string of the attribute in the defined 'Language'.
<b>DisplayOrder</b>	number	read-only (null)	The numeric value describing the ascending order that the attribute is displayed relative to other attributes.
<b>GrayOut</b>	boolean	read-only (null)	The gray-out state of this attribute.
<b>HelpText</b>	string	read-only (null)	The help text for the attribute.
<b>Hidden</b>	boolean	read-only (null)	The hidden state of this attribute.
<b>Immutable</b>	boolean	read-only (null)	Defines whether this attribute is immutable or not.
<b>IsSystemUniqueProperty</b>	boolean	read-only (null)	Defines whether this attribute is unique for this system and should not be replicated.
<b>LowerBound</b>	number	read-only (null)	The lower limit of the value of an attribute of type 'Integer'.
<b>MaxLength</b>	number	read-only (null)	The maximum character length of the value of an attribute of type 'String'.
<b>MenuPath</b>	string	read-only (null)	A path that describes the menu hierarchy of this attribute.
<b>MinLength</b>	number	read-only (null)	The minimum character length of the value of an attribute of type 'String'.
<b>ReadOnly</b>	boolean	read-only (null)	The read-only state of this attribute.
<b>ScalarIncrement</b>	number	read-only (null)	The amount to increment or decrement the value of an attribute of type 'Integer' each time a user requests a value change.
<b>Type</b>	string (enum)	read-only	The type of the attribute. See <a href="#">Type</a> in Property Details, below, for the possible values of this property.
<b>UpperBound</b>	number	read-only (null)	The upper limit of the value of an attribute of type 'Integer'.
<b>Value [ {</b>	array	read-only	The array containing possible values for attributes of type 'Enumeration'.
<b>ValueDisplayName</b>	string	read-only (null)	A user-readable display string of the value of the attribute in the defined 'Language'.
<b>ValueName } ]</b>	string	read-only (null)	The value name of the attribute.
<b>ValueExpression</b>	string	read-only (null)	A regular expression that is used to validate the value of the attribute. This is only applicable to attributes of type 'String' or 'Integer'.
<b>WarningText</b>	string	read-only (null)	The warning text for changing the attribute.
<b>WriteOnly</b>	boolean	read-only	Defines whether this attribute is write-only. Such attributes



}]		(null)	revert back to their initial value after settings are applied.
<b>Dependencies</b> [ {	array	read-only	The array containing a list of dependencies of attributes on this component.
<b>Dependency</b> {	object		
<b>MapFrom</b> [ {	array	read-only	Array of the map-from conditions for mapping dependency.
<b>MapFromAttribute</b>	string	read-only	The attribute that is used to evaluate this dependency expression.
<b>MapFromCondition</b>	string (enum)	read-only	The condition that is used to evaluate this dependency expression. <i>See <a href="#">MapFromCondition</a> in Property Details, below, for the possible values of this property.</i>
<b>MapFromProperty</b>	string (enum)	read-only	The meta-data property of the attribute specified in MapFromAttribute that is used to evaluate this dependency expression. <i>See <a href="#">MapFromProperty</a> in Property Details, below, for the possible values of this property.</i>
<b>MapFromValue</b>	string, boolean, number	read-only (null)	The value that the is used property specified in MapFromProperty that is used to evaluate this dependency expression.
<b>MapTerms</b> }]	string (enum)	read-only	The logical term used to combine two or more MapFrom conditions in this dependency expression. <i>See <a href="#">MapTerms</a> in Property Details, below, for the possible values of this property.</i>
<b>MapToAttribute</b>	string	read-only	The Name of the attribute that is affected by this dependency expression.
<b>MapToProperty</b>	string (enum)	read-only	The meta-data property of the attribute specified in MapFromAttribute that is used to evaluate this dependency expression. <i>See <a href="#">MapToProperty</a> in Property Details, below, for the possible values of this property.</i>
<b>MapToValue</b> }	string, boolean, number	read-only (null)	The value that MapToProperty is changed to if the dependency expression evaluates to true.
<b>DependencyFor</b>	string	read-only	The AttributeName of the attribute whose change triggers the evaluation of this dependency expression.
<b>Type</b> }]	string (enum)	read-only	The type of the dependency structure. <i>See <a href="#">Type</a> in Property Details, below, for the possible values of this property.</i>
<b>Menus</b> [ {	array	read-only	The array containing the attributes menus and their hierarchy.
<b>DisplayName</b>	string	read-only (null)	The user-readable display string of this menu in the defined 'Language'.
<b>DisplayOrder</b>	number	read-only (null)	The numeric value describing the ascending order in which this menu is displayed relative to other menus.
<b>GrayOut</b>	boolean	read-only (null)	The gray-out state of this menu. A grayed-only menu is not accessible in user interfaces.

<b>MenuName</b>	string	read-only	The unique name string of this menu.
<b>MenuPath</b>	string	read-only (null)	A path that describes this menu hierarchy relative to other menus.
<b>ReadOnly</b> }] }	boolean	read-only (null)	The read-only state of this menu.
<b>RegistryVersion</b>	string	read-only required	This is the attribute registry version which is used in the middle portion of a AttributeRegistry.
<b>SupportedSystems</b> [{	array	read-write	Array of systems supported by this attribute registry.
<b>ProductName</b>	string	read-only (null)	Firmware version.
<b>SystemId</b> }]	string	read-only (null)	The system ID of the system.

## Property Details

### MapFromCondition:

The condition that is used to evaluate this dependency expression.

string	Description
EQU	The logical operation for 'Equal'.
GEQ	The logical operation for 'Greater than or Equal'.
GTR	The logical operation for 'Greater than'.
LEQ	The logical operation for 'Less than or Equal'.
LSS	The logical operation for 'Less than'.
NEQ	The logical operation for 'Not Equal'.

### MapFromProperty:

The meta-data property of the attribute specified in MapFromAttribute that is used to evaluate this dependency expression.

string	Description
CurrentValue	The dependency on an attribute's CurrentValue.
DefaultValue	The dependency on an attribute's DefaultValue.
GrayOut	The dependency on an attribute's GrayOut state.
Hidden	The dependency on an attribute's Hidden state.
LowerBound	The dependency on an attribute's LowerBound.
MaxLength	The dependency on an attribute's MaxLength.
MinLength	The dependency on an attribute's MinLength.
ReadOnly	The dependency on an attribute's ReadOnly state.
ScalarIncrement	The dependency on an attribute's ScalarIncrement.

UpperBound	The dependency on an attribute's UpperBound.
WriteOnly	The dependency on an attribute's WriteOnly state.

**MapTerms:**

The logical term used to combine two or more MapFrom conditions in this dependency expression.

string	Description
AND	The operation used for logical 'AND' of dependency terms.
OR	The operation used for logical 'OR' of dependency terms.

**MapToProperty:**

The meta-data property of the attribute specified in MapFromAttribute that is used to evaluate this dependency expression.

string	Description
CurrentValue	The dependency that affects an attribute's CurrentValue.
DefaultValue	The dependency that affects an attribute's DefaultValue.
DisplayName	The dependency that affects an attribute's DisplayName.
DisplayOrder	The dependency that affects an attribute's DisplayName.
GrayOut	The dependency that affects an attribute's GrayOut state.
HelpText	The dependency that affects an attribute's HelpText.
Hidden	The dependency that affects an attribute's Hidden state.
Immutable	The dependency that affects an attribute's Immutable state.
LowerBound	The dependency that affects an attribute's LowerBound.
MaxLength	The dependency that affects an attribute's MaxLength.
MinLength	The dependency that affects an attribute's MinLength.
ReadOnly	The dependency that affects an attribute's ReadOnly state.
ScalarIncrement	The dependency that affects an attribute's ScalarIncrement.
UpperBound	The dependency that affects an attribute's UpperBound.
ValueExpression	The dependency that affects an attribute's ValueExpression.
WarningText	The dependency that affects an attribute's WarningText.
WriteOnly	The dependency that affects an attribute's WriteOnly state.

**Type:**

The type of the dependency structure.

string	Description
Map	A simple mapping dependency. The attribute value or state is changed to the mapped value if the condition evaluates to true.

## Bios 1.0.0

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

<b>Actions {</b>	object		The available actions for this resource.
<b>#Bios.ChangePassword { }</b>	object		This action is used to change the BIOS passwords. <i>For more information, see the <a href="#">Action Details</a> section below.</i>
<b>#Bios.ResetBios { }</b>	object		This action is used to reset the BIOS attributes to default. <i>For more information, see the <a href="#">Action Details</a> section below.</i>
<b>AttributeRegistry</b>	string	read-write (null)	The Resource ID of the Attribute Registry for the BIOS Attributes resource.
<b>Attributes { }</b>	object		This is the manufacturer/provider specific list of BIOS attributes.

### Action Details

#### ChangePassword

This action is used to change the BIOS passwords.

(This action takes no parameters.)

#### ResetBios

This action is used to reset the BIOS attributes to default.

(This action takes no parameters.)

## Chassis 1.3.0

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

<b>Actions {</b>	object		The available actions for this resource.
<b>#Chassis.Reset { }</b>	object		This action is used to reset the chassis. This action resets the chassis, not Systems or other contained resources, although side effects may occur which affect those resources. <i>For more information, see the <a href="#">Action Details</a> section below.</i>
<b>AssetTag</b>	string	read-write (null)	The user assigned asset tag for this chassis.
<b>ChassisType</b>	string (enum)	read-only required	This property indicates the type of physical form factor of this resource. <i>See <a href="#">ChassisType</a> in Property Details, below, for the possible values of this property.</i>
<b>IndicatorLED</b>	string (enum)	read-write (null)	The state of the indicator LED, used to identify the chassis. <i>See <a href="#">IndicatorLED</a> in Property Details, below, for the possible values of this property.</i>
<b>Links {</b>	object		Contains references to other resources that are related to this resource.

<b>ComputerSystems</b> [ {	array	read-only	An array of references to the computer systems contained in this chassis. This will only reference ComputerSystems that are directly and wholly contained in this chassis.
<b>@odata.id</b> }]	string	read-only	Link to a ComputerSystem resource. See the Links section and the <a href="#">ComputerSystem</a> schema for details.
<b>ContainedBy</b> {	object		A reference to the chassis that this chassis is contained by.
<b>@odata.id</b> }	string	read-only	Link to another Chassis resource.
<b>Contains</b> [ {	array	read-only	An array of references to any other chassis that this chassis has in it.
<b>@odata.id</b> }]	string	read-only	Link to another Chassis resource.
<b>CooledBy</b> [ {	array	read-only	An array of ID[s] of resources that cool this chassis. Normally the ID will be a chassis or a specific set of fans.
<b>@odata.id</b> }]	string	read-only	The unique identifier for a resource.
<b>Drives</b> (v1.2+) [ {	array	read-only	An array of references to the disk drives located in this Chassis.
<b>@odata.id</b> }]	string	read-only	Link to a Drive resource. See the Links section and the <a href="#">Drive</a> schema for details.
<b>ManagedBy</b> [ {	array	read-only	An array of references to the Managers responsible for managing this chassis.
<b>@odata.id</b> }]	string	read-only	Link to a Manager resource. See the Links section and the <a href="#">Manager</a> schema for details.
<b>ManagersInChassis</b> (v1.2+) [ {	array	read-only	An array of references to the managers located in this Chassis.
<b>@odata.id</b> }]	string	read-only	Link to a Manager resource. See the Links section and the <a href="#">Manager</a> schema for details.
<b>Oem</b> { }	object		See the OEM object definition in the <a href="#">Common properties</a> section. See the <a href="#">Resource</a> schema for details on this property.
<b>PoweredBy</b> [ {	array	read-only	An array of ID[s] of resources that power this chassis. Normally the ID will be a chassis or a specific set of powerSupplies
<b>@odata.id</b> }]	string	read-only	The unique identifier for a resource.
<b>Storage</b> (v1.2+) [ {	array	read-only	An array of references to the storage subsystems connected to or inside this Chassis.
<b>@odata.id</b> }] }	string	read-only	Link to a Storage resource. See the Links section and the <a href="#">Storage</a> schema for details.
<b>Location</b> (v1.2+) { }	object		See the <a href="#">v1_1_0.v1_1_0</a> schema for details on this property.
<b>LogServices</b> {	object		A reference to the logs for this chassis. Contains a link to a resource.

<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">LogService</a> . See the LogService schema for details.
<b>Manufacturer</b>	string	read-only (null)	This is the manufacturer of this chassis.
<b>Model</b>	string	read-only (null)	This is the model number for the chassis.
<b>PartNumber</b>	string	read-only (null)	The part number for this chassis.
<b>PhysicalSecurity (v1.1+)</b> {	object		The state of the physical security sensor.
<b>IntrusionSensor</b>	string (enum)	read-write (null)	This indicates the known state of the physical security sensor, such as if it is hardware intrusion detected. See <a href="#">IntrusionSensor</a> in Property Details, below, for the possible values of this property.
<b>IntrusionSensorNumber</b>	number	read-only (null)	A numerical identifier to represent the physical security sensor.
<b>IntrusionSensorReArm</b> }	string (enum)	read-only (null)	This indicates how the Normal state to be restored. See <a href="#">IntrusionSensorReArm</a> in Property Details, below, for the possible values of this property.
<b>Power</b> {	object		A reference to the power properties (power supplies, power policies, sensors) for this chassis. See the <a href="#">Power</a> schema for details on this property.
<b>@odata.id</b> }	string	read-only	Link to a Power resource. See the Links section and the <a href="#">Power</a> schema for details.
<b>PowerState (v1.1+)</b>	string (enum)	read-only (null)	This is the current power state of the chassis. See <a href="#">PowerState</a> in Property Details, below, for the possible values of this property.
<b>SerialNumber</b>	string	read-only (null)	The serial number for this chassis.
<b>SKU</b>	string	read-only (null)	This is the SKU for this chassis.
<b>Status</b> { }	object		See the <a href="#">Resource</a> schema for details on this property.
<b>Thermal</b> {	object		A reference to the thermal properties (fans, cooling, sensors) for this chassis. See the <a href="#">Thermal</a> schema for details on this property.
<b>@odata.id</b> }	string	read-only	Link to a Thermal resource. See the Links section and the <a href="#">Thermal</a> schema for details.

## Action Details

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### Reset

This action is used to reset the chassis. This action resets the chassis, not Systems or other contained resources, although side effects may occur which affect those resources.

(This action takes no parameters.)

## Property Details

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### ChassisType:

This property indicates the type of physical form factor of this resource.

string	Description
Blade	An enclosed or semi-enclosed, typically vertically-oriented, system chassis which must be plugged into a multi-system chassis to function normally
Card	A loose device or circuit board intended to be installed in a system or other enclosure
Cartridge	A small self-contained system intended to be plugged into a multi-system chassis
Component	A small chassis, card, or device which contains devices for a particular subsystem or function
Drawer	An enclosed or semi-enclosed, typically horizontally-oriented, system chassis which may be slid into a multi-system chassis.
Enclosure	A generic term for a chassis that does not fit any other description
Expansion	A chassis which expands the capabilities or capacity of another chassis
IPBasedDrive (v1.3+)	A chassis in a drive form factor with IP-based network connections.
Module	A small, typically removable, chassis or card which contains devices for a particular subsystem or function
Other	A chassis that does not fit any of these definitions
Pod	A collection of equipment racks in a large, likely transportable, container
Rack	An equipment rack, typically a 19-inch wide freestanding unit
RackMount	A single system chassis designed specifically for mounting in an equipment rack
Row	A collection of equipment racks
Shelf	An enclosed or semi-enclosed, typically horizontally-oriented, system chassis which must be plugged into a multi-system chassis to function normally
Sidecar	A chassis that mates mechanically with another chassis to expand its capabilities or capacity
Sled	An enclosed or semi-enclosed, system chassis which must be plugged into a multi-system chassis to function normally similar to a blade type chassis.
StandAlone	A single, free-standing system, commonly called a tower or desktop chassis
Zone	A logical division or portion of a physical chassis that contains multiple devices or systems that cannot be physically separated

#### IndicatorLED:

The state of the indicator LED, used to identify the chassis.

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

#### IntrusionSensor:

This indicates the known state of the physical security sensor, such as if it is hardware intrusion detected.

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

#### IntrusionSensorReArm:

This indicates how the Normal state to be restored.

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

#### PowerState:

This is the current power state of the chassis.

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

## ComputerSystem 1.2.0

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

<b>Actions</b> {	object		The available actions for this resource.
<b>#ComputerSystem.Reset</b> { }	object		This action is used to reset the system. <i>For more information, see the <a href="#">Action Details</a> section below.</i>
<b>AssetTag</b>	string	read-write (null)	The user definable tag that can be used to track this computer system for inventory or other client purposes
<b>Bios</b> (v1.1+) {	object		A reference to the BIOS settings associated with this system. See the <a href="#">Bios</a> schema for details on this property.
<b>@odata.id</b> }	string	read-only	Link to a Bios resource. See the Links section and the <a href="#">Bios</a> schema for details.
<b>BiosVersion</b>	string	read-write (null)	The version of the system BIOS or primary system firmware.



<b>Boot {</b>	object		Information about the boot settings for this system
<b>BootSourceOverrideEnabled</b>	string (enum)	read-write (null)	Describes the state of the Boot Source Override feature See <a href="#">BootSourceOverrideEnabled</a> in Property Details, below, for the possible values of this property.
<b>BootSourceOverrideMode (v1.1+)</b>	string (enum)	read-write (null)	The BIOS Boot Mode (either Legacy or UEFI) to be used when BootSourceOverrideTarget boot source is booted from. See <a href="#">BootSourceOverrideMode</a> in Property Details, below, for the possible values of this property.
<b>BootSourceOverrideTarget</b>	string (enum)	read-write (null)	The current boot source to be used at next boot instead of the normal boot device, if BootSourceOverrideEnabled is true. See <a href="#">BootSourceOverrideTarget</a> in Property Details, below, for the possible values of this property.
<b>UefiTargetBootSourceOverride</b> }	string	read-write (null)	This property is the UEFI Device Path of the device to boot from when BootSourceOverrideSupported is UefiTarget.
<b>EthernetInterfaces {</b>	object		A reference to the collection of Ethernet interfaces associated with this system Contains a link to a resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">EthernetInterface</a> . See the EthernetInterface schema for details.
<b>HostedServices (v1.2+) {</b>	object		The services that this computer system supports.
<b>Oem { }</b>	object		See the OEM object definition in the <a href="#">Common properties</a> section. See the <a href="#">Resource</a> schema for details on this property.
<b>StorageServices</b> }		read-write	A reference to a collection of storage services supported by this computer system
<b>HostingRoles (v1.2+) [ ]</b>	array (string (enum))	read-write	The hosing roles that this computer system supports. The enumerations of HostingRoles specify different features that the hosting ComputerSystem supports. See <a href="#">HostingRoles</a> in Property Details, below, for the possible values of this property.
<b>HostName</b>	string	read-write (null)	The DNS Host Name, without any domain information
<b>IndicatorLED</b>	string (enum)	read-write (null)	The state of the indicator LED, used to identify the system See <a href="#">IndicatorLED</a> in Property Details, below, for the possible values of this property.
<b>Links {</b>	object		Contains references to other resources that are related to this resource.
<b>Chassis [ {</b>	array	read-only	An array of references to the chassis in which this system is contained
<b>@odata.id</b> }]	string	read-only	Link to a Chassis resource. See the Links section and the <a href="#">Chassis</a> schema for details.
<b>CooledBy [ {</b>	array	read-only	An array of ID[s] of resources that cool this computer system. Normally the ID will be a chassis or a specific

			set of fans.
<b>@odata.id</b> }]	string	read-only	The unique identifier for a resource.
<b>Endpoints (v1.2+)</b> [{	array	read-only	An array of references to the endpoints that connect to this system.
<b>@odata.id</b> }]	string	read-only	Link to a Endpoint resource. See the Links section and the <a href="#">Endpoint</a> schema for details.
<b>ManagedBy</b> [{	array	read-only	An array of references to the Managers responsible for this system
<b>@odata.id</b> }]	string	read-only	Link to a Manager resource. See the Links section and the <a href="#">Manager</a> schema for details.
<b>Oem</b> {}	object		See the OEM object definition in the <a href="#">Common properties</a> section. See the <a href="#">Resource</a> schema for details on this property.
<b>PoweredBy</b> [{	array	read-only	An array of ID[s] of resources that power this computer system. Normally the ID will be a chassis or a specific set of powerSupplies
<b>@odata.id</b> }]	string	read-only	The unique identifier for a resource.
<b>LogServices</b> {	object		A reference to the collection of Log Services associated with this system Contains a link to a resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">LogService</a> . See the LogService schema for details.
<b>Manufacturer</b>	string	read-only (null)	The manufacturer or OEM of this system.
<b>Memory (v1.1+)</b> {	object		A reference to the collection of Memory associated with this system Contains a link to a resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">Memory</a> . See the Memory schema for details.
<b>MemoryDomains</b> {	object	(null)	A reference to the collection of Memory Domains associated with this system. Contains a link to a resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">MemoryDomain</a> . See the MemoryDomain schema for details.
<b>MemorySummary</b> {	object		This object describes the central memory of the system in general detail.
<b>MemoryMirroring (v1.1+)</b>	string (enum)	read-only (null)	The ability and type of memory mirroring supported by this system. <i>See <a href="#">MemoryMirroring</a> in Property Details, below, for the possible values of this property.</i>
<b>Status</b> {}	object		See the <a href="#">Resource</a> schema for details on this property.
<b>TotalSystemMemoryGiB</b> }	number	read-only (null)	The total installed, operating system-accessible memory (RAM), measured in GiB.

<b>Model</b>	string	read-only (null)	The model number for this system
<b>PartNumber</b>	string	read-only (null)	The part number for this system
<b>PCleDevices</b> (v1.2+) [{	array	read-only	A reference to a collection of PCIe Devices used by this computer system
<b>@odata.id</b> }]	string	read-only	Link to a PCIeDevice resource. See the Links section and the <a href="#">PCleDevice</a> schema for details.
<b>PCleFunctions</b> (v1.2+) [{	array	read-only	A reference to a collection of PCIe Functions used by this computer system
<b>@odata.id</b> }]	string	read-only	Link to a PCIeFunction resource. See the Links section and the <a href="#">PCleFunction</a> schema for details.
<b>PowerState</b>	string (enum)	read-only (null)	This is the current power state of the system See <a href="#">PowerState</a> in Property Details, below, for the possible values of this property.
<b>Processors</b> {	object		A reference to the collection of Processors associated with this system Contains a link to a resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">Processor</a> . See the Processor schema for details.
<b>ProcessorSummary</b> {	object		This object describes the central processors of the system in general detail.
<b>Count</b>	number	read-only (null)	The number of processors in the system.
<b>Model</b>	string	read-only (null)	The processor model for the primary or majority of processors in this system.
<b>Status</b> { }	object		See the <a href="#">Resource</a> schema for details on this property.
<b>SecureBoot</b> (v1.1+) {	object		A reference to the UEFI SecureBoot resource associated with this system. See the <a href="#">SecureBoot</a> schema for details on this property.
<b>@odata.id</b> }	string	read-only	Link to a SecureBoot resource. See the Links section and the <a href="#">SecureBoot</a> schema for details.
<b>SerialNumber</b>	string	read-only (null)	The serial number for this system
<b>SimpleStorage</b> {	object		A reference to the collection of storage devices associated with this system Contains a link to a resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">SimpleStorage</a> . See the SimpleStorage schema for details.
<b>SKU</b>	string	read-only (null)	The manufacturer SKU for this system
<b>Status</b> { }	object		See the <a href="#">Resource</a> schema for details on this property.
<b>Storage</b> (v1.1+) {	object		A reference to the collection of storage devices associated with this system Contains a link to a

			resource.
<b>@odata.id</b> }	string	read-only	Link to Collection of <a href="#">Storage</a> . See the Storage schema for details.
<b>SystemType</b>	string (enum)	read-only	The type of computer system represented by this resource. See <a href="#">SystemType</a> in Property Details, below, for the possible values of this property.
<b>TrustedModules</b> (v1.1+)[ {	array	read-write	This object describes the array of Trusted Modules in the system.
<b>FirmwareVersion</b>	string	read-only (null)	The firmware version of this Trusted Module
<b>InterfaceType</b>	string (enum)	read-only (null)	This property indicates the interface type of the Trusted Module. See <a href="#">InterfaceType</a> in Property Details, below, for the possible values of this property.
<b>Oem</b> { }	object		See the OEM object definition in the <a href="#">Common properties</a> section. See the <a href="#">Resource</a> schema for details on this property.
<b>Status</b> { } } ]	object		See the <a href="#">Resource</a> schema for details on this property.
<b>UUID</b>	string	read-only (null)	The universal unique identifier (UUID) for this system

## Action Details

### Reset

This action is used to reset the system.

(This action takes no parameters.)

## Property Details

### BootSourceOverrideEnabled:

Describes the state of the Boot Source Override feature

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

### BootSourceOverrideMode:

The BIOS Boot Mode (either Legacy or UEFI) to be used when BootSourceOverrideTarget boot source is booted from.

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

**BootSourceOverrideTarget:**

The current boot source to be used at next boot instead of the normal boot device, if BootSourceOverrideEnabled is true.

string	Description
BiosSetup	Boot to the BIOS Setup Utility
Cd	Boot from the CD/DVD disc
Diags	Boot the manufacturer's Diagnostics program
Floppy	Boot from the floppy disk drive
Hdd	Boot from a hard drive
None	Boot from the normal boot device
Pxe	Boot from the Pre-Boot EXecution (PXE) environment
RemoteDrive (v1.2+)	Boot from a remote drive (e.g. iSCSI)
SDCard	Boot from an SD Card
UefiHttp	Boot from a UEFI HTTP network location
UefiShell	Boot to the UEFI Shell
UefiTarget	Boot to the UEFI Device specified in the UefiTargetBootSourceOverride property
Usb	Boot from a USB device as specified by the system BIOS
Utilities	Boot the manufacturer's Utilities program(s)

**HostingRoles:**

The hosting roles that this computer system supports. The enumerations of HostingRoles specify different features that the hosting ComputerSystem supports.

string	Description
ApplicationServer	The system hosts functionality that supports general purpose applications.
StorageServer	The system hosts functionality that supports the system acting as a storage server.
Switch	The system hosts functionality that supports the system acting as a switch.

**IndicatorLED:**

The state of the indicator LED, used to identify the system

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

**InterfaceType:**

This property indicates the interface type of the Trusted Module.

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

**MemoryMirroring:**

The ability and type of memory mirroring supported by this system.

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

**PowerState:**

This is the current power state of the system

string	Description
Off	The system is powered off, although some components may continue to have AUX power such as management controller.
On	The system is powered on.
PoweringOff	A temporary state between On and Off. The power off action can take time while the OS is in the shutdown process.
PoweringOn	A temporary state between Off and On. This temporary state can be very short.

**SystemType:**

The type of computer system represented by this resource.

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

## Drive 1.1.0

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

<b>Actions {</b>	object		The available actions for this resource.

<b>#Drive.SecureErase</b> { }	object		This action is used to securely erase the contents of the drive. <i>For more information, see the <a href="#">Action Details</a> section below.</i>
<b>AssetTag</b>	string	read-write (null)	The user assigned asset tag for this drive.
<b>BlockSizeBytes</b>	number (bytes)	read-only (null)	The size of the smallest addressible unit (Block) of this drive in bytes
<b>CapableSpeedGbs</b>	number (Gbit/s)	read-only (null)	The speed which this drive can communicate to a storage controller in ideal conditions in Gigabits per second
<b>CapacityBytes</b>	number (bytes)	read-only (null)	The size in bytes of this Drive
<b>EncryptionAbility</b>	string (enum)	read-only (null)	The encryption abilities of this drive <i>See <a href="#">EncryptionAbility</a> in Property Details, below, for the possible values of this property.</i>
<b>EncryptionStatus</b>	string (enum)	read-only (null)	The status of the encryption of this drive <i>See <a href="#">EncryptionStatus</a> in Property Details, below, for the possible values of this property.</i>
<b>FailurePredicted</b>	boolean	read-only (null)	Is this drive currently predicting a failure in the near future
<b>HotspareType</b>	string (enum)	read-only (null)	The type of hotspare this drive is currently serving as <i>See <a href="#">HotspareType</a> in Property Details, below, for the possible values of this property.</i>
<b>Identifiers</b> [ { } ]	array (object)		The Durable names for the drive See the <a href="#">v1_1_0.v1_1_0</a> schema for details on this property.
<b>IndicatorLED</b>	string (enum)	read-write (null)	The state of the indicator LED, used to identify the drive. <i>See <a href="#">IndicatorLED</a> in Property Details, below, for the possible values of this property.</i>
<b>Links</b> {	object		Contains references to other resources that are related to this resource.
<b>Endpoints</b> (v1.1+)[ {	array	read-only	An array of references to the endpoints that connect to this drive.
<b>@odata.id</b> } ]	string	read-only	Link to a Endpoint resource. See the Links section and the <a href="#">Endpoint</a> schema for details.
<b>Oem</b> { }	object		See the OEM object definition in the <a href="#">Common properties</a> section. See the <a href="#">Resource</a> schema for details on this property.
<b>Volumes</b> [ {	array	read-only	An array of references to the volumes contained in this drive. This will reference Volumes that are either wholly or only partly contained by this drive.
<b>@odata.id</b> } ]	string	read-only	Link to a Volume resource. See the Links section and the <a href="#">Volume</a> schema for details.
<b>Location</b> [ { } ]	array (object)		The Location of the drive See the <a href="#">v1_1_0.v1_1_0</a> schema for details on this property.
<b>Manufacturer</b>	string	read-only (null)	This is the manufacturer of this drive.
<b>MediaType</b>	string	read-only	The type of media contained in this drive

	(enum)	(null)	See <a href="#">MediaType</a> in Property Details, below, for the possible values of this property.
<b>Model</b>	string	read-only (null)	This is the model number for the drive.
<b>NegotiatedSpeedGbs</b>	number (Gbit/s)	read-only (null)	The speed which this drive is currently communicating to the storage controller in Gigabits per second
<b>Operations [ {} ]</b>	array (object)		The operations currently running on the Drive See the <a href="#">Volume.v1_0_0</a> schema for details on this property.
<b>PartNumber</b>	string	read-only (null)	The part number for this drive.
<b>PredictedMediaLifeLeftPercent</b>	number	read-only (null)	The percentage of reads and writes that are predicted to still be available for the media
<b>Protocol</b>	string (enum)	read-only (null)	The protocol this drive is using to communicate to the storage controller See <a href="#">Protocol</a> in Property Details, below, for the possible values of this property.
<b>Revision</b>	string	read-only (null)	The revision of this Drive
<b>RotationSpeedRPM</b>	number (RPM)	read-only (null)	The rotation speed of this Drive in Revolutions per Minute (RPM)
<b>SerialNumber</b>	string	read-only (null)	The serial number for this drive.
<b>SKU</b>	string	read-only (null)	This is the SKU for this drive.
<b>Status { }</b>	object		See the <a href="#">Resource</a> schema for details on this property.
<b>StatusIndicator</b>	string (enum)	read-write (null)	The state of the status indicator, used to communicate status information about this drive. See <a href="#">StatusIndicator</a> in Property Details, below, for the possible values of this property.

## Action Details

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### SecureErase

This action is used to securely erase the contents of the drive.

(This action takes no parameters.)

## Property Details

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### EncryptionAbility:

The encryption abilities of this drive

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



**EncryptionStatus:**

The status of the encryption of this drive

string	Description
Foreign	The drive is currently encrypted, the data is not accessible to the user, and the system requires user intervention to expose the data
Locked	The drive is currently encrypted and the data is not accessible to the user, however the system has the ability to unlock the drive automatically
Unencrypted	The drive is not currently encrypted. Deprecated: Use Unencrypted
Unencrypted (v1.1+)	The drive is not currently encrypted
Unlocked	The drive is currently encrypted but the data is accessible to the user unencrypted

**HotspareType:**

The type of hotspare this drive is currently serving as

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

**IndicatorLED:**

The state of the indicator LED, used to identify the drive.

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

**MediaType:**

The type of media contained in this drive

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

**Protocol:**

The protocol this drive is using to communicate to the storage controller

string	Description
AHCI	Advanced Host Controller Interface
FC	Fibre Channel















































































































































