



Redfish

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Redfish Resource and Schema Guide

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This document's normative language is English. Translation into other languages is permitted.

}]	(enum)		See Type in Property Details, below, for the possible values of this property.
Menus [{	array	read-write	The array containing the attributes menus and their hierarchy.
DisplayName	string	read-only (null)	The user-readable display string of this menu in the defined 'Language'.
DisplayOrder	number	read-only (null)	The numeric value describing the ascending order in which this menu is displayed relative to other menus.
GrayOut	boolean	read-only (null)	The gray-out state of this menu. A grayed-only menu is not accessible in user interfaces.
MenuName	string	read-only	The unique name string of this menu.
MenuPath	string	read-only (null)	A path that describes this menu hierarchy relative to other menus.
ReadOnly }] }	boolean	read-only (null)	The read-only state of this menu.
RegistryVersion	string	read-only required	This is the attribute registry version which is used in the middle portion of a AttributeRegistry.
SupportedSystems [{	array	read-write	Array of systems supported by this attribute registry.
FirmwareVersion (v1.1+)	string	read-only (null)	Firmware version.
ProductName	string	read-only (null)	The product name of the system.
SystemId }]	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 1.0.2

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.

Actions {	object		The available actions for this resource.
#Bios.ChangePassword { }	object		This action is used to change the BIOS passwords. <i>For more information, see the Action Details section below.</i>
#Bios.ResetBios { }	object		This action is used to reset the BIOS attributes to default. <i>For more information, see the Action Details section below.</i>
AttributeRegistry	string	read-only (null)	The Resource ID of the Attribute Registry for the BIOS Attributes resource.
Attributes { }	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 1.5.0

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.

Actions {	object		The available actions for this resource.
#Chassis.Reset { }	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 Action Details section below.</i>
AssetTag	string	read-write (null)	The user assigned asset tag for this chassis.
ChassisType	string (enum)	read-only required	This property indicates the type of physical form factor of this resource. <i>See ChassisType in Property Details, below, for the possible values of this property.</i>
DepthMm (v1.4+)	number (mm)	read-only (null)	The depth of the chassis.
HeightMm (v1.4+)	number (mm)	read-only (null)	The height of the chassis.
IndicatorLED	string (enum)	read-write (null)	The state of the indicator LED, used to identify the chassis. <i>See IndicatorLED in Property Details, below, for the possible values of this property.</i>
Links {	object		Contains references to other resources that are related to this resource.
ComputerSystems [{	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.
@odata.id	string	read-only	The unique identifier for a resource.
}			
ContainedBy {	object		A reference to the chassis that this chassis is contained by.
@odata.id	string	read-only	The unique identifier for a resource.
}			
Contains [{	array	read-only	An array of references to any other chassis that this chassis has in it.
@odata.id	string	read-only	The unique identifier for a resource.
}			
CooledBy [{	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.
@odata.id	string	read-only	The unique identifier for a resource.
}			
Drives (v1.2+) [{	array	read-only	An array of references to the disk drives located in this Chassis.
@odata.id	string	read-only	The unique identifier for a resource.
}			
ManagedBy [{	array	read-only	An array of references to the Managers responsible for managing this chassis.
@odata.id	string	read-only	The unique identifier for a resource.
}			
ManagersInChassis (v1.2+) [{	array	read-only	An array of references to the managers located in this Chassis.
@odata.id	string	read-only	The unique identifier for a resource.
}			

Oem {}	object		See the OEM object definition in the Common properties section. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
PCleDevices (v1.4+) [{	array	read-only	An array of references to the PCIe Devices located in this Chassis.
@odata.id }]	string	read-only	The unique identifier for a resource.
PoweredBy [{	array	read-only	An array of ID[s] of resources that power this chassis. Normally the ID will be a chassis or a specific set of Power Supplies.
@odata.id }]	string	read-only	The unique identifier for a resource.
ResourceBlocks (v1.5+) [{	array	read-only	An array of references to the Resource Blocks located in this Chassis.
@odata.id }]	string	read-only	The unique identifier for a resource.
Storage (v1.2+) [{	array	read-only	An array of references to the storage subsystems connected to or inside this Chassis.
@odata.id }]	string	read-only	The unique identifier for a resource.
Location (v1.2+) {}	object		See the redfish.dmtf.org/schemas/v1/Resource.v1_1_0.json schema for details on this property.
LogServices {	object		A reference to the logs for this chassis.
@odata.id }	string	read-only	The unique identifier for a resource.
Manufacturer	string	read-only (null)	This is the manufacturer of this chassis.
Model	string	read-only (null)	This is the model number for the chassis.
NetworkAdapters {	object		A reference to the collection of Network Adapters associated with this chassis.
@odata.id }	string	read-only	The unique identifier for a resource.
PartNumber	string	read-only (null)	The part number for this chassis.
PhysicalSecurity (v1.1+) {	object		The state of the physical security sensor.
IntrusionSensor	string (enum)	read-write (null)	This indicates the known state of the physical security sensor, such as if it is hardware intrusion detected. See IntrusionSensor in <i>Property Details</i> , below, for the possible values of this property.
IntrusionSensorNumber	number	read-only (null)	A numerical identifier to represent the physical security sensor.
IntrusionSensorReArm	string	read-only	This indicates how the Normal state to be restored.

}	(enum)	(null)	See IntrusionSensorReArm in <i>Property Details</i> , below, for the possible values of this property.
Power {	object		A reference to the power properties (power supplies, power policies, sensors) for this chassis.
@odata.id }	string	read-only	The unique identifier for a resource.
PowerState (v1.1+)	string (enum)	read-only (null)	This is the current power state of the chassis. See PowerState in <i>Property Details</i> , below, for the possible values of this property.
SerialNumber	string	read-only (null)	The serial number for this chassis.
SKU	string	read-only (null)	This is the SKU for this chassis.
Status { }	object		This type describes the status and health of a resource and its children. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
Thermal {	object		A reference to the thermal properties (fans, cooling, sensors) for this chassis.
@odata.id }	string	read-only	The unique identifier for a resource.
WeightKg (v1.4+)	number (kg)	read-only (null)	The weight of the chassis.
WidthMm (v1.4+)	number (mm)	read-only (null)	The width of the chassis.

Action Details

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

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.
RackGroup (v1.4+)	A group of racks which form a single entity or share infrastructure.
RackMount	A single system chassis designed specifically for mounting in an equipment rack.
Row	A collection of equipment racks.
Shelf	An enclosed or semi-enclosed, typically horizontally-oriented, system chassis which must be plugged into a multi-system chassis to function normally.
Sidecar	A chassis that mates mechanically with another chassis to expand its capabilities or capacity.
Sled	An enclosed or semi-enclosed, system chassis which must be plugged into a multi-system chassis to function normally similar to a blade type chassis.
StandAlone	A single, free-standing system, commonly called a tower or desktop chassis.
Zone	A logical division or portion of a physical chassis that contains multiple devices or systems that cannot be physically separated.

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 (deprecated v1.5)	The state of the Indicator LED cannot be determined. <i>Deprecated v1.5+. This value has been Deprecated in favor of returning null if the state is unknown.</i>

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.

CompositionService 1.0.0

This is the schema definition for the Composition Service. It represents the properties for the service itself and has links to the actual list of resources available for composition.

Actions { }	object		The available actions for this resource.
ResourceBlocks { }	object		The resource blocks available on the service.
@odata.id { }	string	read-only	The unique identifier for a resource.
ResourceZones { }	object		The resource zones available on the service.
@odata.id { }	string	read-only	The unique identifier for a resource.
ServiceEnabled	boolean	read-write (null)	This indicates whether this service is enabled.
Status { }	object		This type describes the status and health of a resource and its children. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.

ComputerSystem 1.4.0

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.

Actions { }	object		The available actions for this resource.
#ComputerSystem.Reset { }	object		This action is used to reset the system.

}			<i>For more information, see the Action Details section below.</i>
AssetTag	string	read-write (null)	The user definable tag that can be used to track this computer system for inventory or other client purposes.
Bios {	object		A reference to the BIOS settings associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
BiosVersion	string	read-only (null)	The version of the system BIOS or primary system firmware.
Boot {	object		Information about the boot settings for this system.
BootSourceOverrideEnabled	string (enum)	read-write (null)	Describes the state of the Boot Source Override feature. <i>See BootSourceOverrideEnabled in Property Details, below, for the possible values of this property.</i>
BootSourceOverrideMode (v1.1+)	string (enum)	read-write (null)	The BIOS Boot Mode (either Legacy or UEFI) to be used when BootSourceOverrideTarget boot source is booted from. <i>See BootSourceOverrideMode in Property Details, below, for the possible values of this property.</i>
BootSourceOverrideTarget	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. <i>See BootSourceOverrideTarget in Property Details, below, for the possible values of this property.</i>
UefiTargetBootSourceOverride }	string	read-write (null)	This property is the UEFI Device Path of the device to boot from when BootSourceOverrideSupported is UefiTarget.
EthernetInterfaces {	object		A reference to the collection of Ethernet interfaces associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
HostedServices (v1.2+){	object		The services that this computer system supports.
Oem { }	object		See the OEM object definition in the Common properties section. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
StorageServices }		read-only	A reference to a collection of storage services supported by this computer system.
HostingRoles (v1.2+) []	array (string (enum))	read-only	The hosing roles that this computer system supports. The enumerations of HostingRoles specify different features that the hosting

			ComputerSystem supports. See HostingRoles in <i>Property Details</i> , below, for the possible values of this property.
HostName	string	read-write (null)	The DNS Host Name, without any domain information.
IndicatorLED	string (enum)	read-write (null)	The state of the indicator LED, used to identify the system. See IndicatorLED in <i>Property Details</i> , below, for the possible values of this property.
Links {	object		Contains references to other resources that are related to this resource.
Chassis [{	array	read-only	An array of references to the chassis in which this system is contained.
 @odata.id }]	string	read-only	The unique identifier for a resource.
CooledBy [{	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.
 @odata.id }]	string	read-only	The unique identifier for a resource.
Endpoints (v1.2+)[{	array	read-only	An array of references to the endpoints that connect to this system.
 @odata.id }]	string	read-only	The unique identifier for a resource.
ManagedBy [{	array	read-only	An array of references to the Managers responsible for this system.
 @odata.id }]	string	read-only	The unique identifier for a resource.
Oem { }	object		See the OEM object definition in the Common properties section. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
PoweredBy [{	array	read-only	An array of ID[s] of resources that power this computer system. Normally the ID will be a chassis or a specific set of Power Supplies.
 @odata.id }]	string	read-only	The unique identifier for a resource.
ResourceBlocks (v1.4+)[{	array	read-write	An array of references to the Resource Blocks that are used in this Computer System.
 @odata.id }] }	string	read-only	The unique identifier for a resource.
LogServices {	object		A reference to the collection of Log Services associated with this system.
 @odata.id }	string	read-only	The unique identifier for a resource.

Manufacturer	string	read-only (null)	The manufacturer or OEM of this system.
Memory {	object		A reference to the collection of Memory associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
MemoryDomains {	object	(null)	A reference to the collection of Memory Domains associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
MemorySummary {	object		This object describes the central memory of the system in general detail.
MemoryMirroring (v1.1+)	string (enum)	read-only (null)	The ability and type of memory mirroring supported by this system. See MemoryMirroring in Property Details, below, for the possible values of this property.
Status { }	object		This type describes the status and health of a resource and its children. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
TotalSystemMemoryGiB	number	read-only (null)	The total configured operating system-accessible memory (RAM), measured in GiB.
TotalSystemPersistentMemoryGiB (v1.4+) }	number	read-only (null)	The total configured, system-accessible persistent memory, measured in GiB.
Model	string	read-only (null)	The model number for this system.
NetworkInterfaces {	object		A reference to the collection of Network Interfaces associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
PartNumber	string	read-only (null)	The part number for this system.
PCleDevices (v1.2+) [{	array	read-only	A reference to a collection of PCIe Devices used by this computer system.
@odata.id }]	string	read-only	The unique identifier for a resource.
PCleFunctions (v1.2+) [{	array	read-only	A reference to a collection of PCIe Functions used by this computer system.
@odata.id }]	string	read-only	The unique identifier for a resource.
PowerState	string (enum)	read-only (null)	This is the current power state of the system. See PowerState in Property Details, below, for the possible values of this property.
Processors {	object		A reference to the collection of Processors

			associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
ProcessorSummary {	object		This object describes the central processors of the system in general detail.
Count	number	read-only (null)	The number of processors in the system.
Model	string	read-only (null)	The processor model for the primary or majority of processors in this system.
Status { }	object		This type describes the status and health of a resource and its children. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
SecureBoot {	object		A reference to the UEFI SecureBoot resource associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
SerialNumber	string	read-only (null)	The serial number for this system.
SimpleStorage {	object		A reference to the collection of storage devices associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
SKU	string	read-only (null)	The manufacturer SKU for this system.
Status { }	object		This type describes the status and health of a resource and its children. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
Storage {	object		A reference to the collection of storage devices associated with this system.
@odata.id }	string	read-only	The unique identifier for a resource.
SystemType	string (enum)	read-only	The type of computer system represented by this resource. See SystemType in Property Details, below, for the possible values of this property.
TrustedModules (v1.1+) [{	array	read-write	This object describes the array of Trusted Modules in the system.
FirmwareVersion	string	read-only (null)	The firmware version of this Trusted Module.
FirmwareVersion2 (v1.3+)	string	read-only (null)	The 2nd firmware version of this Trusted Module, if applicable.
InterfaceType	string (enum)	read-only (null)	This property indicates the interface type of the Trusted Module.

			See InterfaceType in Property Details, below, for the possible values of this property.
InterfaceTypeSelection (v1.3+)	string (enum)	read-only (null)	The Interface Type selection supported by this Trusted Module. See InterfaceTypeSelection in Property Details, below, for the possible values of this property.
Oem {}	object		See the OEM object definition in the Common properties section. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
Status {} }}]	object		This type describes the status and health of a resource and its children. See the redfish.dmtf.org/schemas/v1/Resource.json schema for details on this property.
UUID	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 hosing 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 (<i>deprecated v1.4</i>)	The state of the Indicator LED cannot be determined. <i>Deprecated v1.4+. This value has been Deprecated in favor of returning null if the state is unknown.</i>

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.
--------	------------------------------------

InterfaceTypeSelection:

The Interface Type selection supported by this Trusted Module.

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

MemoryMirroring:

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
Composed (v1.4+)	A computer system that has been created by binding resource blocks together.
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.
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Drive 1.2.0

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

Actions {	object		The available actions for this resource.
#Drive.SecureErase { }	object		This action is used to securely erase the contents of the drive. <i>For more information, see the Action Details section below.</i>
AssetTag	string	read-write (null)	The user assigned asset tag for this drive.
BlockSizeBytes	number (bytes)	read-only (null)	The size of the smallest addressible unit (Block) of this drive in bytes.
CapableSpeedGbs	number (Gbit/s)	read-only (null)	The speed which this drive can communicate to a storage controller in ideal conditions in Gigabits per second.
CapacityBytes	number (bytes)	read-only (null)	The size in bytes of this Drive.
EncryptionAbility	string (enum)	read-only (null)	The encryption abilities of this drive. <i>See EncryptionAbility in Property Details, below, for the possible values of this property.</i>
EncryptionStatus	string (enum)	read-only (null)	The status of the encryption of this drive. <i>See EncryptionStatus in Property Details, below, for the possible values of this property.</i>
FailurePredicted	boolean	read-only (null)	Is this drive currently predicting a failure in the near future.
HotspareType	string (enum)	read-only (null)	The type of hotspare this drive is currently serving as. <i>See HotspareType in Property Details, below, for the possible values of this property.</i>
Identifiers [{}]	array (object)		The Durable names for the drive. See the redfish.dmtf.org/schemas/v1/Resource.v1_1_0.json schema for details on this property.
IndicatorLED	string (enum)	read-write (null)	The state of the indicator LED, used to identify the drive. <i>See IndicatorLED in Property Details, below, for the possible values of this property.</i>
Links {	object		Contains references to other resources that are related to this resource.
Chassis (v1.2+) {	object		A reference to the Chassis which contains this Drive.
@odata.id }	string	read-only	The unique identifier for a resource.
Endpoints (v1.1+) [{	array	read-only	An array of references to the endpoints that connect to this drive.
@odata.id }]	string	read-only	The unique identifier for a resource.
Oem { }	object		See the OEM object definition in the Common properties section. See the redfish.dmtf.org/schemas/v1/Resource.json

